



BY PAUL JAQUAYS AND JAMES COLLURA
A d20 Adventure for 4 to 6 characters of
3rd to 8th level and above.

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CAVERNS OF THRACIA

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A NOTE FROM THE AUTHOR:

It was an honor to work on this classic module and to re-imagine it for the current edition of the game. I hope you feel my work does justice to the original and that fans of Judges Guild both new and old come to hold this module in the high esteem given to the original. If I have failed in any way, it was certainly not for lack of love for the original material or respect for the original author, Paul Jaquays.

—James Collura

Product Update Password for Caverns of Thracia: **Thanatos.**

This product requires the use of the Dungeons and Dragons® Player's Handbook, Edition 3.5 published by Wizards of the Coast®



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CHAPTER ONE: INTRODUCTION

A challenging adventure for four to six characters of 3rd to 8th level and higher, the **Caverns of Thracia** is a massive dungeon complex and mini-campaign setting. The adventure begins as the PCs find the lost city of Thracia, a ruined metropolis that is a gateway to mystical caverns. Journeying down into darkness, the PCs find a cult that worships death, strange catacombs full of monstrous humanoids and the living dead, and the decayed remnants of an even older civilization. Set against the backdrop of a rich history, the **Caverns of Thracia** is a unique adventuring experience. Originally created by Paul Jaquays for Judges Guild, this new re-imagining keeps the classic module intact while updating and expanding it for today's gamer. Let your players tread cautiously, for adventure awaits them around every corner in the **Caverns of Thracia**.

There are some segments of the adventure that will be a pushover for low level groups while one or two areas will send the higher level characters ducking for cover if played correctly. There are few high power artifacts in these caverns and only a handful of creatures that have very high power magic use. Treasure is purposefully rare (although there are some rather nice ones) and the monsters that are aware of each other in this dungeon are usually working together.

Note: as is customary with Judges Guild products, the term "Judge" is used in place of the term "Judge."

HISTORY OF THE CAVERNS

The Caverns of Thracia have a long, rich history of conquest and defeat, stretching back well past the advent of the ancient Thracian kingdom which gives them their name. Monstrous beast men, mortal humans, and an ancient race of lizard men, the Reptillions, have each

held sway over these perilous caves for centuries and more. While the PCs may come to possess a modicum of knowledge about the Caverns of Thracia before setting foot in its ruined cities and tombs, they almost certainly cannot learn the full story this chapter reveals. Even potent dweomers like *Legend Lore* at best reveal the details of a single era of Thracian history in full. It is up to you, the Judge, to take this history and sprinkle bits of it here and there throughout the adventure. Through colloquy with the Lizard Men, PCs may learn a bit about the elder reptile race; from the degenerate Deathwalkers and ancient Thracians rescued from stasis the legend of the downfall of Thracia may be uncovered; a secret journal belonging to Stronghohn or one of the other elite Beast Men may tell the tale of the Beastman Revolt. How you choose to reveal the Caverns' history is one way you as the Judge can leave your personal mark on this adventure and reward good roleplaying at the same time. Use this history to create a feeling that the Caverns are a living, dynamic place, with an ancient and bloody past and an uncertain future.

The history of the Caverns of Thracia is divided into three distinct eras, encompassing thousands of years and two great civilizations. In each era, evil ultimately triumphs over good, bringing ruin to the impressive achievements of the great kingdoms that once held sway over the countryside from this site.

THE ERA OF THE REPTILLIONS (7600 TO 4000 YEARS AGO)

Long before the Warrior-King Balozkinar discovered the calendar obelisk, in the twilight of the Uttermost War, a proud race of lizard men ruled over a great kingdom whose center was the site of these Caverns. The

Reptillions, as human sages now call them, never sowed the seeds of worldwide empire; but where they existed they ruled and thrived.

Clawing their way upward from the muck of the primordial world, the Reptillions were among the first creatures to grasp the basic laws of civilization. Their palaces of dark stone rose silhouetted against the dawn when the race of humans yet made its way by forage and the hunt, quivering with superstition under an uncaring sky. The Reptillions dwelt in hotter climes, building an agrarian society at first. In this society, they worshipped their first god, the Sun. The Sun was the giver of life and was worshipped for brining "the people", the Reptillions to the world.

From these rude beginnings a full-fledged civilization exploded forth abruptly when the Reptillions mastered the dark laws of magic under the tutelage of sinister ancient gods. One of these gods was the reputed source of their arcane power, the Moon. Lady Moon and Lord Sun ruled the lives of the Reptillions and under them they flourished. In their bubbling fens and steaming jungles the Reptillions waxed mighty, and built great underground temples to these forgotten deities of old.

As the Reptillions advanced, they learned greater magic still, and conquered or exterminated the rude tribes of men and humanoids that dwelt about them. But no mortal being can master the whims of Gaea, and all the potency and grandeur of Reptillion art and civilization was useless against the age of worldwide cooling that was then setting in. As their habitat dwindled, the Reptillions grew desperate for a means of survival. Believing that the link between the Sun and Moon was the earth itself, the Reptillions sought refuge within this connection. For centuries they experimented with the magic of the earth, finally through worship of the earth, learning incredible rituals that allowed the construction of massive underground caverns. Thousands of Reptillion sorcerers died discovering these great energies, and thousand more perished in the attempt to wield them, but at long last the migration of the Reptillion underground was complete. The caverns they created were great paradises, filled with eternal sunlight and ideal conditions for the Reptillion race to once again grow and thrive. Once again rose their great stone ziggurats, this time underground, and basking in perpetual arcane light the Reptillion cities were once again centers of art, philosophy, culture, and magic.

Reptillion society was divided both socially and biologically into four castes: the Cinxi, Dedi, Laboratus and Malius. Parentage, family, and succession were all foreign concepts to the Reptillions, who laid their eggs communally in great domed

structures. In the absence of such differentia as other species possess to mark status; caste was the sole and absolute marker of a Reptillion's place in their social hierarchy, determining the fates of individuals from birth to death.

The Cinxi, the ruling caste, were tall and powerfully built. Many had wings that enabled them to fly or swim proficiently. The Cinxi also had the largest brains and excelled at arcane studies. No more than one in a thousand Reptillions had the fortune to be born a Cinxi.

The Dedi, a versatile caste of priests, storytellers, and scholars, were serpentine and lithe. Quick in wit and charismatic to their fellows, some human sages have speculated that the Yuan-ti of today have their origins among Dedi exiles from the ancient Reptillion civilization. The Dedi harbored ruling ambitions of their own, and over time they grew deeply jealous of Cinxi rule. Moreover, they outnumbered their rulers dramatically: for every one hundred Reptillions born, one or so were Dedi.

The Laboratus, a warrior caste, were both strong and tall. They trained Reptillion animals, fought in their armies, and in general provided the strong back on which Reptillion civilization was built. The Laboratus were not particularly intelligent and lacked personal ambition, following Cinxi edicts without question. Roughly four out of ten Reptillion eggs hatched a Laboratus.

The lowest caste of Reptillion society is well known to seasoned adventurers today. These, the Malius, are the ancestors of modern-day lizard men. Not as gifted as any of the other castes, the Malius served first as slaves; later, as other races came under Reptillion rule, the Malius rose somewhat in status to become 'free' laborers. They were always ill treated by the other castes, but not nearly so brutally as were the peoples that the Reptillions conquered. Over half of all Reptillion eggs hatched to produce a Malius.

The deepest cysts in the Caverns of Thracia were among the underground paradises created by Reptillion sorcery. In the greatest of these caves, the Malius and conquered slaves built a mighty city, Huvat Vex. The Cinxi ruled from its ziggurats for generations, crushing all opposition with an iron claw. Finally, however, a single Cinxi was born who changed Reptillion civilization forever.

The Immortal King, as he is now known, was born to take a place among the dozen Cinxi that ruled Huvat Vex. But the Immortal King's lust for power knew no bounds, and neither ancient law nor present friendship bound him to accept his place merely as one among a pantheon of living deities. Through a tangled web of deadly intrigues and subtle perversion of the social order, the Im-

mortal King eventually succeeded in engineering a bloody coup: every other Cinxi in Huvat Vex met a grisly end at his talons. This gory business concluded, the Immortal King proclaimed himself sole ruler of the Reptillions.

The upheaval wrought by the Immortal King's rule brought about a total transformation of Reptillion society. The worship of the heads of the pantheon, the Sun and Moon, all but stopped. He ended many of the artistic pursuits of the Dedi. All of the armies of the Laboratus came under his direct control. To guarantee his rule in perpetuity, he demanded that any Cinxi born in the great domed clutch-houses be brought to him immediately for devouring.

The Immortal King ruled Huvat Vex from a great quartz throne for almost two thousand years. After a few generations, he demanded worship as a god. He cast down the elder and ancient deities of the Reptillions and replaced them with idols of himself. The Immortal King meant to extend his reign for eternity, and none among the Malius or Laboratus dared to challenge him, if they thought of it at all. But over time, a very few among the Dedi formed a secret society aimed at one day usurping the eternal throne, keeping careful records on their despotic ruler towards this purpose.

For the first thousand years of his rule the Immortal King extended his life through arcane means. When this proved insufficient, he gained another thousand years of power through lichdom, a living death that only increased the depravities he worked upon his squamous people. Time and again he crushed all those who opposed his power, thwarting a number of coups and uprisings over the millennia. The most dangerous of these generally involved a Cinxi whose egg had been secreted away, whose claims to rulership were backed by insurrectionists among the jealous and plotting Dedi.

Something over three thousand years ago, in the second half of the Immortal King's rule, a new race wandered into the vicinity of the Caverns of Thracia. The time was approximately 1101 BCCC (Balozklnar's Corrected Common Calendar); the race was that of humankind.

At first, the Immortal King believed humans a weak race. They were short lived, rash, and impressively unintelligent. He began a policy of capture, slavery and domestication of men as reliable livestock for the Reptillions. However, as the years progressed the Immortal King grew more and more afraid of men and what they represented. For to the Immortal King, men represented vitality and change.

During the last five centuries of the Immortal King's rule, fewer and fewer clutches of eggs were being born. The populace of Huvat Vex was shrinking. Whether this was due to the absence of Cinxi from the breeding pool,

the cultural effects of the Immortal King's destruction of art and originality, or a decree of Cronus that the Reptillions' era was coming to an end it is impossible to say. But an unanticipated threat had challenged the Immortal King's rule in a way his people had never managed: the candle of Reptillion civilization was fluttering out.

Meanwhile, humans bred at an alarming rate, occupying more and more of the surrounding countryside. The Immortal King decided that it was only a matter of time before these soft-skinned savages would overcome his diminishing race. He could fight, perhaps for another thousand years; but over the long term there could be no victory. Humans were starting to be caught who understood the rudiments of magic, and whispers of strange new gods passed among the Dedi. The Immortal King could only imagine one form of recourse. Though thousands of years had passed since the last Reptillion casting of the cavern-ritual, its ancient and mighty energies would have to be mastered one more time, so that a new grand cavern could be created. Unlike Huvat Vex, this ultimate city would rely only on the Laboratus for manual labor, and no caves would be built to connect it to the surface. The world above would be ceded to humankind, but in a hidden world below the Immortal King would rule his people for countless aeons to come.

Three great hurdles had to be vaulted to realize this ambition. It took ten Cinxi to perform the great ritual, but the only living member of this caste was the Immortal King himself. Second, the cavern of Huvat Vex had grown over the years, and even if the ritual was successful no more than a third of the city could come to the new cavern. Third, many Reptillions, including influential Dedi both among the rebels and loyal to the Immortal King, feared cutting off all contact with the outside world, and would have to be persuaded to accept the plan.

Slowly, cunningly, the Immortal King brought his plan to fruition. His long millennia of brutal rule gave way to cunning bribery and sophisticated intrigue, and he persuaded the Dedi and the Laboratus to accept the necessity of change; the Malius and slaves would have to be left behind to make room, but the Dedi would gain unprecedented autonomy from his own temporal absence. For the Immortal King could not make the journey with them immediately. Decades of research yielded him a method for casting the cavern-ritual by himself, but it would tax his arcane and divine might to its outer limits. He would have to rest for centuries, perhaps millennia, to recover, left behind in an ancient tomb. But when he awoke, he would find his people and lead them into a new

world: a world in which the age of men had passed, and which the Reptillions would once again rule. The unexpected benevolence and self-sacrifice of the ancient despot, together with the biological drive in even the Dedi to respect their Cinxi masters, turned the Immortal King in the minds of his people to what he had not been for his long reign of terror: their one true ruler, their patron saint, their savior, their living god.

Thus as the first settlement of men began on the surface high above them, the Reptillion people left Huvat Vex and entered a second cave almost a mile below the first. The Malius were abandoned, eventually making their way to the surface world. The Immortal King, exhausted from his great rituals, withdrew to a temple hidden away in the upper portions of the Caverns, the very same temple where Huvat Vex had been called up thousands of years before. In this temple he yet sleeps, waiting to rise again and return the Reptillions to their former glory.

THE ERA OF THRACIA (4000 TO 575 YEARS AGO)

The race of men waxed as the Reptillions waned. A simple village of men built above Huvat Vex became a walled town, and then a great city. The city conquered others, becoming a kingdom, and thus old Thracia was born.

The Thracian capital was in many respects anomalous among the early cities of humankind. It grew and thrived amidst dank wetland and fetid swamp. Their small parcels of farmland were supernaturally abundant, even sufficient to support a teeming metropolis. Even after they conquered far lands with better climes, the Thracian rulers and people did not migrate from their ancestral home. Some scholars conjecture that the residual magics of the Reptillions clinging to the region made this possible; others suggest lost techniques of farming or husbandry; a third group, more romantic, cites the implacable will and absolute resilience of the race of men. But the fact of Thracian dominance in the ancient world is incontestable.

As with the Reptillions, the lust to conquer gradually gave way to the joys of civilization. Conquest brought wealth and then peace, and with these came architecture,

art, scholarship, and magic. The people of Thracia erected great monuments of marble and elaborate houses of stone. Pottery, sculpture, and painting came to be revered. Men traveled from all over the continent to wonder at Thracia's marvels and take study in its halls of lore.

Thracians revered ancient and powerful gods, Zeus who brings the lightning, Apollo whose music is the sunlight, and a broad and complex pantheon that swore allegiance to them. During the building of the Mons Zeus, a gargantuan temple thrown up as if to challenge the sky, the Thracians discovered the caverns beneath their great city, yet pulsating with arcane force from their long years of Reptillion occupation. No longer then did the Thracians build temples above ground. Their new altars rose up under the earth, built in caves scintillating with light and magic.

The old Reptillion race was not entirely forgotten to old Thracia. Legends of the atrocities of Huvat Vex had been handed down by a handful of escaped human slaves long ago, and it was whispered that an 'Immortal King' was yet immured somewhere in the caverns below. But by the time



the Thracians were moving underground, these stories had the status of old wives' tales, and were no longer believed.

Thus the Thracians dug deeper, though slowly at first. Five hundred years after the initial exploration of the caves, an unusual underground river and spring were discovered. On the banks of this river they built their greatest temples, ever closer to the Underworld where their blessed ones would dwell in eternal splendor. The people of old Thracia buried their most revered heroes and kings within these complexes, becoming ever more obsessed with death and the afterlife as they dug their crypts deeper and deeper. At first a small seed, this constant brooding over death grew into a great and dismal tree: the cult of Thanatos.

Thanatos was initially worshipped as the guide to the Underworld, appearing in his visage of death at the end of one's life and ushering them into the world below. But gradually Thanatos' shadow eclipsed Zeus of the lightning and Apollo of the Lyre, even where people imagined that they worshipped the old gods in the old ways.

Unlike many early peoples, the rude Thracian civilization of old eschewed human sacrifice. But with the rise of the sect of Thanatos this abhorrent practice gradually became a necessary part of religious worship. Thanatians believed that sending souls to their deity would at increase both the god's power and their own, and defer the day when they too would go down to the land of shades. Thanatos came to be understood as offering not eternal spiritual existence, but an indefinite extension of material incarnation. The temptation of physical immortality, genuine or otherwise, proved too powerful for many in Thracia to resist, and the nobility in particular flocked to Thanatos' worship in droves.

Two hundred years after Thracia discovered the river and built the second layer of temples, a spelunker discovered the majestic subterranean cavern of Huvat Vex. His account was confirmed, and within days King Argos II of House Agamenton himself made the journey downward to behold the wonders of the ancient city. The construction of a third layer of temples was begun, and greatest of all would be the temple of Thanatos, now the deity of Argos himself. Beneath this hall Argos would create an entrance to Huvat Vex, from which he would thenceforth rule, creating a perpetual paradise in the never-ending light.

Thus began the golden age of Thracia, an era of labor beneath the earth. But the needs of Argos' mad vision could not be met by the armies of human slaves Thracia already possessed for hard labor and sacrifice to Thanatos. Consequently Argos' armies turned to domesticating the barba-

rous races of beast men scattered about his kingdom, the minotaurs, the hyena-like gnolls, and a brutal race of canine warriors which Thracians called the dog-brothers.

For all their lore, Thracian scholars could make no sense of Huvat Vex. A bizarrely constructed and intact city within a mystical cavern had lain utterly abandoned for millennia, as if all of the residents had simply disappeared. No satisfying solution was found, and to quell the caviling sophists Argos II, prompted by the Dark Patriarch of Thanatos, proclaimed the city a gift of the Underworld and a place of pleasure for those favored by the lord of death.

It took seventy-five years to transform a high plateau in Huvat Vex to the permanent palace of Argos II. Though idols of Zeus and Apollo were built even then, they no longer mattered to the thoroughly corrupted nobility of Thracia. The Agamentons and their sycophants prayed to Thanatos only, and spent their time as spectators of human sacrifice in the temples and bloodsport between their beast men servitors. What moments they did not devote to death itself were given over to mind-numbing carnal debaucheries in aphrodisiac gardens of jasmine and hyacinth. Rot had set in among the rulers of old Thracia, and their civilization began its rapid downward progress.

Aloof from their people, Argos II and his son Argos III spent more and more time away from rulership and the world above, secluding themselves amidst the vampiric orgies of Huvat Vex. But even above ground the sect of Thanatos thrived. Converts walked the street proclaiming Thanatos the king of all deities, the ruler of men and gods alike. Minor children of Zeus and Apollo were forgotten; their temples converted one by one into another great complex for Thanatos. The Thracians abandoned their gods, and those gods in turn abandoned them. Squalid decadence and gratuitous murder became the watchwords of that dark kingdom, and if it tottered on a while longer, it was only upon the strong backs of its beast men slaves.

But their rough peoples could not be cowed forever. Just over one thousand years ago, during the reign of Agamemnos, son of Argos III, the slaves of House Agamenton revolted in Huvat Vex. Trained to the ultimate brutalities by their death-worshipping masters, they struck a bloody coup. No more than a handful of the soft nobility survived the attack; in desperate panic, the Thracians sealed the grand cavern. Awareness of the darkness below made life in the upper caves uneasy. Gradually, the people of Thracia abandoned their caverns, fearing evil from below.

In Huvat Vex the Beast Men formed a tribal kingdom, their common identity forged across racial divides by long years of servitude. The pleasure-gardens were turned to agricultural purposes, and the strongest member of the strongest tribe, a minotaur, became their king. They prided themselves on their freedom, and though they were savage peoples, their lusts were at least natural; so much could not be said for the decadent latter-day rulers of Thracia.

The priesthood of Thanatos sent forays downward still, hoping to win back Huvat Vex. These efforts culminated twenty-five years after the beastman revolt with the descent of two full legions into the depths. The last of Thracia's great mages crafted platforms of teleportation to invade the city by magic, and thousands of Thracia's finest warriors entered Huvat Vex to retake the cavern. None ever returned.

Even worse, the arrogant Thracians, convinced of their victory, had constructed the teleportals to be usable in both directions. The Beast Men now could enter the upper caverns, and so they did, rapidly gaining control of all the old temples and caves. Many of the remaining Thracians fled the city to seek their fortunes elsewhere. Imitating their masters, the Beast Men raided the Thracians for slaves and cattle, and soon whole blocks of the city sat empty. Fires sometimes burned for days before sufficient citizens could be found to fight them.

A great civilization takes a long time dying, and with the calamity that had befallen them there was much time for the Thracians to reflect. A few priests of the old gods yet remained, and one strong leader in particular well understood that the cult of Thanatos was to blame for their downfall. This charismatic demagogue incited the people against Thanatos, finally ending the death-god's reign. His worship was outlawed, and the priests who served him were executed to a man, save a few who escaped into exile.

These exiles would eventually return to strike the final blow to the old city. Eight hundred years ago, these priests' descendants marshaled an army of barbarians to raze the city. The lax Thracian army was no match for the frenzied tribesmen, and the last remnants of the great city were utterly destroyed.

MODERN ERA (575 YEARS AGO TO PRESENT)

Since Thracia's fall, little has changed in the caverns. With Huvat Vex as a secure base and untamed wilderlands all about them, the Beast Men yet rule and thrive in the caverns below.

The few survivors of old Thracia reverted to barbarism in their own right. After hundreds of years of tribal wandering, the unconscious memory of their race has

brought them back full circle to the ruins of their old city. But there is no longer any pretense of civilization. The tribal descendants of Thracia do not connect their own ancient myths with the ruins they dwell in, and they have made no attempt to advance or create a new culture since coming to dwell there. Instead they are like vermin, living off the marrow of a long-dead corpse.

Soon after returning to the city, the Tribesmen discovered the old entrances into the Caverns of Thracia. Half-broken temples were found, devoted to a being called "The Dark One": Thanatos. Once again unconscious memory and their ancient moral corruption had their way with the Thracians, and they reentered the service of the god who had ruined them without complaint. Renaming themselves to honor their new god, the last tribe of Thracia became the Deathwalkers, and painted their faces like skulls to honor their abysmal lord of darkness.

It was not long before the Beast Men from below and the Deathwalkers from above began to clash. For the most part the Beast Men have proved the stronger in these contests, and take stray Deathwalkers for food and slaves. Neither these nor any other humans survive long in the clutches of the Beast Men, who still remember with a bitter hatred their long bondage at the hands of Thracia.

Most recently, lizard men have begun migrating back towards the Caverns of Thracia from all over the continent, heeding some mysterious and supernatural call. Thus far they have found much common ground with the Beast Men in their hatred of mankind, and the two cultures have blended well within the caves, though at times to the lizard men's disadvantage. Their shaman G'ruk scrutinizes his bones and totems daily for a sign of what calls them here, and to what ultimate purpose.

But underneath all of them, scarcely imagined even by the Beast Men rulers, are the descendents of the Reptillions. Dwelling within another supernatural cavern paradise half a mile again below Huvat Vex, the Reptillions look eagerly to the future. Their wisest sages say that the time of the prophecy is fast approaching. When that day comes, they shall leave their dark underworld behind and journey once again into the sunlit realms. For they believe that humanity is finally growing weak, and at long last it shall again fall to the Reptillions to rule.

But the excitement of the Reptillions and the migrations of the lizard men themselves have a dark and dangerous cause. The four thousand year slumber of the Immortal King is coming to an end. His mind already roams free, and if his body is disturbed it shall awaken. In his current condition he already perceives that the time to return is nearly at hand. When his people seek new dominion over the lands under the true sun, he plans to be at their forefront, and to rebuild Reptillion civilization anew...

OUTLINE OF THE ADVENTURE

This chapter describes the history of the Caverns of Thracia. The purpose of this history is to breathe life into the Caverns and the adventure. It is a tool to create a balanced and exciting gaming experience; the Judge should use it to provide better descriptions for the encounters, and as an imaginative aid to form connections between them. In this way the history can be used to provide a remarkable backdrop for the adventure. For example, when the PCs join battle with four gnolls in a temple, careful prior examination of their encounters may allow them to realize that they are fighting the blood-thirsty descendents of the former slaves of the lost Thracian civilization! Not only does this kind of understanding add detail and drama to the encounters, but also in many situations it provides valuable in-game clues for their successful resolution.

The adventure starts in **Chapter II: The Lost City of Thracia**. In the Lost City the PCs discover a ruined ancient metropolis in the most unlikely of locales, a marsh. The city was once a place of beauty, built high with glorious works of art and architecture. Long abandoned after many barbarian invasions, the PCs find the city nearly deserted. Now only a handful of Thracians remain, and these have reverted to savagery, painting their faces like skulls and knowing themselves only as the Deathwalkers. This vestigial remnant of Old Thracia worships a god of death known to them as the Dark One. Discovering the Dark One's temple beneath the earth, the Deathwalkers bow down to the power of death.

Entering the Caverns in **Chapter III: The Temple of Thanatos**, the PCs explore a profane temple of the Dark One. At the height of his influence, Thanatos completely dominated Thracian society, and it was his corruption that ultimately led to the downfall of their ancient civilization.

Delving deeper, the PCs find a complex of caverns and sublevels in **Chapter IV: The Undertemples of Thracia**. Deep within the earth live the Reptillions, a race of super-intelligent lizards. In times almost beyond memory, before Old Thracia had taken her first steps up civilization's ladder, the Reptillions ruled these Caverns. At the advent of Thracia, when the Reptillions were on the eve of destruction, they chose a path away from confrontation with man and retreated still deeper into the earth. Doing so, the Reptillions left their eerie demesne behind them. A great city of the Reptillions still

stands on Level 3, and hidden away on Level 2 is their Sanctuary of the Sun and Moon, a temple to their undead Immortal King. The presence of this slumbering demigod over the ages has created a strange aura of power that affects magic in some areas of the Caverns.

These magical energies were a source of wonder for the Thracians who followed. Thus the Thracians built their temples and crypts in this magical place, near the underworld according to the Thracian religion. Now, centuries later, the halls and temples are occupied by the guards of the Minotaur King and their allies, a group of lizardfolk on pilgrimage in search of their past.

In **Chapter V: The Crypt of the King**, the PCs may discover the decadent depths to which the Thracian rulers sunk in the last days before their civilization's collapse. A nearly intact temple of Thanatos survives here, along with the tomb of Thracia's last great king, Agamemnos.

Chapter VI: The Palace of the Minotaur King describes the decadent pleasure palace originally built by the Thracians. Almost a millennium ago, the animalistic slaves of Thracia revolted and formed their own society, the Beast Men. Choosing a minotaur to lead them, the Beast Men cast out the Thracians from the Caverns. The Beast Men are the dominant order in the Caverns today and rule the areas under their influence with an iron claw.

Beyond the pleasure palace is a grand cavern lit with perpetual magical light. Beneath the cave's spectacular vault stand the ruins of the Reptillion civilization, the city of Huvat Vex. On the abandoned streets of this city are many clues to the past, as well as magical ziggurats that unlock a great portal to the newer Reptillion caves below, if triggered by acts of unspeakable evil.

Chapter VII: The Boiler Room continues the Beast Men portion of the adventure. Beneath the pleasure palace of the Minotaur King are labyrinthine passageways where slaves are bred and Beast Men live and thrive.

The adventure concludes with **Chapter VIII: The Lost Reptillion Tribes** where the PCs find a massive 100-mile wide cavern almost a mile beneath the surface. Steaming underneath a hot magical sun, a jungle full of great dinosaurs and the survivors of the Reptillion race yet hang on in this subterranean wonderland. Many new adventures are presented and the great cavern of the Lost Reptillion Tribes also provides a mini-setting that the Judge can use as a backdrop to craft future adventures of his or her own devising.

SETTING

Though a Judges Guild product, the *Caverns of Thracia* was not designed specifically to be set in the Judges Guild Wilderlands setting. As a result the *Caverns of Thracia* can easily be set in any campaign world and placed in any marshy region convenient to each Judge's ongoing campaign.

If you decide to place the *Caverns of Thracia* in the Wilderlands, the ruins of Thracia could be placed on a large, misted, off-shore island, possibly once connected via land bridge to the mainland; a ruined city near the edge of a subtropical forest; a ruined city on the edge of a mountain or in large, forsaken hills. Other more specific locations could include setting the ruins of Thracia anywhere in either Oricha or in the swamps north of Lenap or even perhaps in the jungles near Chim.

ADVENTURE HOOKS

There are a number of easy "hooks" for getting PCs involved in the adventure.

- Although the Thracian civilization was nearly wiped from the planet, a valuable relic of that civilization such as a statue of Apollo, might nonetheless be discovered by the PCs in a trove during another adventure, or even in the collection of a wealthy merchant. Taking the unusual work of art to a knowledgeable seer or collector might give the PCs clues that other such relics may yet exist, and, in time, to the location of a lost city where many of these fabulous objects may be found.
- Another potential hook is for a Deathwalker to leave his tribe in search of assistance. The Deathwalker promises caverns full of riches to any who assist his people in throwing off the shackles of tyranny. Hearing of the oppression of the Deathwalker people by the Beast Men, the PCs may well overlook the man's own sinister countenance, and be led by an insider into the maw of adventure.
- A divine calling could also be used to motivate the PCs. A deity has looked into the future and seen the awakening of the Immortal King and the conquest and carnage that follow upon it. The peril to human civilization represented by the Reptillions is so great that the deity's temple calls on the PCs to intervene. They are then charged with journeying to the Caverns, discovering the level of the threat and, if it is within their power, ending the menace once and for all.
- The PCs could even be blown off course on a ship, eventually to land (or wreck?) on the white sand beaches of a hot southern continent. Searching inland, they eventually find the gleaming marble structures of Thracia and begin to search the Caverns below...

RUMORS

In First Edition, character hooks were frequently generated with Rumor Charts, as seen below. Rumors are notoriously unreliable, and the PCs may have learned something false or incorrect in their studies or travels – but the Judge should represent all rumors as true to the player that receives them. False rumors are marked on the chart. Each PC should only be allowed a single chance each to gain information using this table. Depending on how they pursue their research, a circumstance bonus to the skill check might be necessary. A suitable library or tutor might add as much as +4 to their roll. Relevant Knowledge skills (history, arcana, religion), Bardic Lore, and Gather Information or Knowledge (local) are all potentially useful for obtaining rumors, with different possibilities for success. Rolling your way to information is almost never as much fun as roleplaying a conversation with a saucy courtesan, doddering sage, or flighty merchant. The Judge should use discretion in adjudicating how much information the PCs learn through skill checks and how much they learn directly from roleplaying.

Ultimately it is up to each Judge to decide how to entice the PCs to the Caverns. It may be best for the PCs not even to know that they are entering a module — otherwise they might take too many precautions! In any event, you should feel free to personalize both the module and the PCs arrival at it for your own campaign world or version of the Wilderlands Campaign Setting.

FACTIONS

Unlike a static adventure where nothing happens until the PCs open the door, the *Caverns of Thracia* are dynamic. Within their depths several factions, each with their own goals and values, vie for supremacy. How this struggle plays out in the adventure is up to you, the Judge. It may be that all the different factions regard the PCs as their implacable enemies, or it may be that a cunning politician can play them off one against the other. Even if all are enemies of the PCs, however, they are enemies of each other as well, which may make for some spectacular three-way battles depending on how your players handle the challenge. This section provides a brief description of the factions and the role they play in the Caverns.

THE DEATHWALKERS

The Deathwalkers are the modern descendants of old Thracia, the survivors of the great barbarian hordes that shattered their civilization and drove them into the wilderness. Centuries later, the

RUMOR CHART

The following checks at the listed DCs produce the indicated rumor.

Knowl. (relevant)	Bardic Knowl.	Gather Info. or Knowl. (local)	Rumor Learned
10	5	3	The Beast Men are humans under a curse (False).
11	6	4	A collector expresses an interest in obtaining Thracian artifacts. He offers you 200 gp per intact item brought to him.
12	7	5	Beware the Yellow Death!
13	8	6	Don't trust the trees!
14	9	7	The Deathwalkers perform human sacrifice.
15	10	8	You have found a source (text, person) who teaches you to read Thracian (ancient).
16	11	9	Beware the God of Death!
17	12	10	The rope bridges within the cavern are rotted out and unsafe (False).
18	13	11	For safety, seek ye the Pool of Watery Wonders.
19	14	12	The Hall of Laughing Skulls leads to riches untold.
20	15	13	Be wary of statuary!
21	16	14	Deep under the earth there is a sunlit garden and a sparkling palace.
22	17	15	Seek aid from the Halfling Hermit.
23	18	16	Buried with a dead king is a powerful but evil sword.
24	19	17	The Caverns are only two levels deep (False).
25	20	18	The leader of the Beast Men hoards vast amounts of wealth (False).
26	21	19	A remnant of an ancient pre-human civilization may yet exist deep within the bowels of the earth.
27	22	20	The Beast Men are enslaving humans.
28	23	21	The touch of the good of heart destroys undead there. (False).
30	25	23	You learn to speak the tongue of the Deathwalkers. (Judge Note: Speaker receives a +6 bonus to the Interpretation Table, below).

tribal Deathwalkers returned, settling amidst the ruins of their past splendor.

Within the Caverns the Deathwalkers discovered the dark god Thanatos. They revere him now in every aspect of their culture, and pray to him for aid against the Beast Men. Except in the temples of Thanatos, the Beast Men are much stronger than the Deathwalkers, and often raid the tribe for food and slaves.

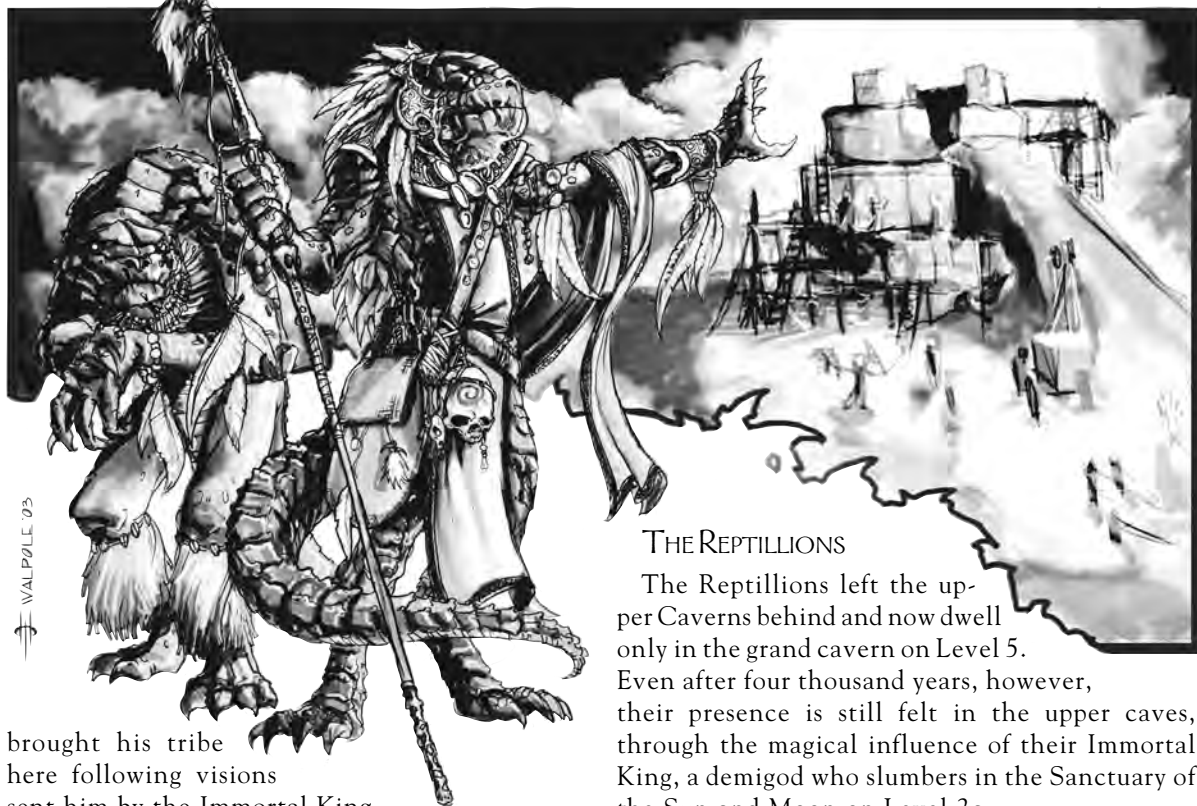
The Deathwalkers rarely venture below the Temple of Thanatos on Level 1 for fear of the Beast Men. Although they have no alliance with any other faction, they would be willing to form one (at the Judge's option) so as long as it would allow them to live free and worship the Dark One.

Within the Caverns are some ancient Thracians frozen in time through magical means. If released

from their temporal stasis, these Thracians are likely to create havoc in Deathwalker society by challenging the Purveyor of Mortality's theocratic rule. This could result in sub-factions emerging among the Deathwalkers, or to out-and-out war between the Deathwalkers and the Beast Men, or both. Depending on how the PCs handle this, such a social eruption may present them with opportunities or with additional obstacles.

G'ruk's Lizardfolk

The descendants of the Reptillions, this clan of lizardfolk returned to Thracia in search of their forgotten past. As it turns out, all lizardfolk (or, at Judge option, only this particular tribe) are actually the descendents of a Reptillion sub-species, the Malius. Their enigmatic shaman G'ruk has



brought his tribe here following visions sent him by the Immortal King .

G'ruk has an uneasy alliance with the Beast Men. In exchange for allowing his clan to dwell on Level 2 by an underground river, he provides the Minotaur King with mercenaries. These mercenaries now occupy the lowest rung of Beast Men society.

G'ruk deeply desires to find the source of his visions. He does not know who or what the Immortal King is, but he correctly believes that whatever is calling him could lead the lizardfolk to power.

THE BEAST MEN

Led by Stronghoen the Minotaur King, the Beast Men control most of the Caverns. Their ranks include minotaurs, dog brothers, gnolls, and the aforementioned Lizardfolk. Stronghoen is wise—for a minotaur—and carefully plays these races off against one another to preserve his dominant position.

The Beast Men gained control of the Caverns by revolting against their Thracian masters almost a thousand years ago. Today, the Beast Men's base is the pleasure palace of the Thracian kings of old on Level 3. The Beast Men are wary of intruders, and powerful PCs who tread incautiously can expect the full fury of their wrath to be marshaled against them.

Most of the Beast Men are greedy, bestial humanoids and can easily be bribed. However, none shall willingly bring doom to their faction or act in a way that jeopardizes their dominance over the Caverns.

THE REPTILLIONS

The Reptillions left the upper Caverns behind and now dwell only in the grand cavern on Level 5. Even after four thousand years, however, their presence is still felt in the upper caves, through the magical influence of their Immortal King, a demigod who slumbers in the Sanctuary of the Sun and Moon on Level 2c.

Originally a powerful Reptillion lich, the Immortal King gained demigod status through long eons of tyranny over his people. Foreseeing the threat posed by humanity, the Immortal King sent the Reptillions away to the great cavern below. Exhausting nearly all of his power in that ritual, he sleeps, waiting to be awakened once more.

Waking the Immortal King will likely prove a costly mistake to the PCs. Once awakened, the Immortal King begins a campaign of slaughter. His hatred of the mammalian races causes him to destroy nearly every living creature in the Caverns prior to journeying down to Level 5. Once there, he begins the work of unifying his people before leading them back to the surface. Thereafter he begins a campaign of slaughter and bloodshed against mankind the likes of which has not been seen since times too ancient to remember.

THANATOS

In the Caverns of Thracia there exists a religion that may not exist elsewhere. These are the worshippers of Thanatos, the death god or as he is currently called "The Dark One." The clerics in the service of this god speak and read in the Thracian language (but not the very ancient language, see below for details). The deity Thanatos plays a very important role in the adventure, especially in the first few chapters. He is the original source of the downfall of Thracia; from him flowed the decadence that destroyed the Thracian civilization. His dark spirit yet lingers in the Caverns, holding sway in particular over the Deathwalkers.

DEITY: THANATOS

Alignment: LE**Domains:** Death, Destruction, Knowledge.**Typical Worshipers:** Primal humans**Symbol:** Grinning skull**Favored Weapon:** Heavy Pick

Thanatos is an ancient death god. He wanders the world spreading the fear of mortality in all. His worshippers revere death above all else. Thanatos' ultimate goal is nothing less than the destruction of all living beings in the world.

Thanatos might visit the PCs during the adventure in the guise of the **Incarnation of Death**. On Level 1 this apparition appears to all creatures, including the PCs, whenever the creature reaches 3 or fewer hit points. Thereafter, if the PC or creature possesses an item with the symbol of Thanatos or is marked as a worshipper of this dark god, an Incarnation of Death appears wherever they might be.

When it appears, this vile outsider is completely *invisible* to all but those who are nearly dead. It approaches the dying and opens its arms for a dark embrace. If the PC obliges, the PC's soul is permanently snatched away. This provides another nugget of fuel for the darkness of Thanatos. If the PC does not oblige, the Incarnation of Death disperses. After three such refusals, the Incarnation of Death decides to take the soul and attacks.

Incarnation of Death: CR 4; SZ M Outsider [Evil]; HD 4d8+4; hp 22; Init +5 (Dex, Improved Initiative); Spd 40 ft.; AC 18 (+1 Dex, +3 natural, +4 profane), touch 11, flat-footed 17; BAB/Grapple +4/+5; Atk +5 melee (1d4+1, slam); Full Atk +5 melee (1d4+1 [x2], slams); SA snatch soul, energy drain, profane presence; SQ damage reduction (5/cold-wrought iron), SR 15, profane aura, limited invisibility; AL LE; SV Fort +6, Ref +5, Will +6; Str 13, Dex 13, Con 12, Int 11, Wis 14, Cha 17.

Skills: Knowledge (arcana) +7, Knowledge (religion) +7, Knowledge (the planes) +7, Listen +11, Move Silently +8, Search +7, Sense Motive +9, Spot +11. **Feats:** Alertness, Improved Initiative.

SA—Snatch Soul (Su): A living creature that dies in the presence of the incarnation has its soul snatched away by the incarnation. A creature so affected cannot be raised or resurrected, except through the use of a *true resurrection*, *wish*, or *miracle* spell.

SA—Energy Drain (Su): Living creatures hit by the incarnation's energy drain receive one negative level. The Fortitude save to remove the negative level has a DC of 14.

SA—Profane Presence (Su): Creatures viewing the incarnation must succeed at a Will save (DC 15) or suffer a -2 morale penalty to saving throws for the rest of the encounter.

SQ—Profane Aura (Su): The incarnation of death receives a +4 profane bonus to its AC. This ability is always in effect but can be negated or dispelled. The incarnation of death can restart it as a free action on its next turn.

SQ—Limited Invisibility (Sp): The incarnation is completely *invisible* to all creatures except those with 3 hit points or less. Spells such as *true seeing* or *see invisibility* reveals the incarnation. If the incarnation is attacked, it loses its *invisibility* ability for the remainder of the encounter.

The servants of Thanatos are known as the Purveyors of Mortality. These death-serving parishioners live only to die and enjoy the sensations attendant upon cessation of existence, caring little for what lies beyond. The Purveyor of Morality prestige class is discussed in the Appendix.

SPEAKING A DEAD LANGUAGE

Within the *Caverns of Thracia* are a number of languages not spoken elsewhere. One such language is Thracian. There are two variants of this language. The original version is ancient Thracian; its present form is known simply as Thracian, or modern Thracian.

There are a number of ways the Judge may adjudicate an encounter with someone who doesn't speak these languages, which is extremely likely. One way is simply to roleplay the situation, with the Judge speaking mumbo jumbo and the players attempting to discern the language. This is at best difficult and may prove frustrating for the PCs. Another way is a simple Intelligence check, but this method is fairly uninspired, and probably not very enjoyable either.

Our preferred mechanism is to use an Interpretation check. This is a mechanic familiarity with the Thracian tongues and the number of other languages the character speaks. The rationale for basing the check on this is that an individual who speaks many languages is likely to understand the basic mechanics of linguistics and be able to learn other languages easily.

To determine a character's bonus on an Interpretation check, add up the number of languages they speak. For every language spoken by a character after the first, the person gains a +1 bonus on this check. If the character is actually familiar with the relevant form of Thracian they should receive a +4 circumstance bonus to their roll. Being familiar only with the other version of the language (ancient or modern) reduces this bonus

INTERPRETATION CHART

Result	Interpretation
1 to 10	Message is completely incomprehensible.
11-12	Message comes across as an insult.
13-14	Opposite meaning from the intended is received.
15-22	Vague interpretation, message somewhat unclear.
23+	Correct interpretation. Message clear.

to +2. If a character is able to spend an hour or more learning the rudiments of one of these languages from a native speaker, this should award a +2 circumstance bonus as well, though this is not cumulative with the familiarity bonus. Totaling up the bonus, roll on the following chart. This chart above may also be used to liven up a straight Intelligence check if desired

LEVEL AND ROOM NUMBERING NOTES

In updating the *Caverns of Thracia* we have attempted to maintain the intent and substance of the classic original. All encounters and rooms that were present in the original are numbered just as they were there. This provides the Judge lucky enough to own a copy of Paul Jaquays' module an opportunity to read the original text and see how the area has been changed. Encounters that cover a larger area are marked with a letter. For organizational purposes, however, some rooms have been grouped as "Sublevels," and are treated out of numerical order. This has been done for clarity and notes are provided in the main text.

Some levels may seem to be "out of order" numerically. This is not an error. For example, Level 3A is physically closer to the surface than Levels 3 and 4. In fact, in some instances players will travel through Level 3A before Levels 3 or 4 (or deeper). The numbering of the rooms of Level 3A, however, are higher than those of Levels 3 and 4. We

attempted to preserve the level numbering of the original as much as possible. Hopefully you will agree with our decision. Any instances of potential confusion from maintaining the old numbering is noted in the text.

ONCE INSIDE THE DOOR...

The *Caverns of Thracia* present many challenges for the players, but it also provides challenges for you, the Judge. The information presented in this book can provide material for many forays into the depths. Conceivably an entire campaign could be designed around the Caverns, following the PCs path to eventual conquest of the whole area. The palace on level 3 might make an ideal base for a powerful adventuring party, if they can take it from those who now possess it. There should be ample opportunities to garner experience for level advancement herein. There are also opportunities for the good of heart, as the Deathwalkers are in desperate need of saving, both from the Beast Men and their dark god. More powerful adventurers may even risk tracking down the Immortal King in the Sanctuary of the Sun and Moon, though there is great risk involved in so doing. There are also many opportunities to garner wealth, research history, and activate and wield fabulous arcane energies herein. If you know what motivates your players and their characters, you can tailor the adventure accordingly. With proper preparation you should find it rewarding for all concerned.

CHAPTER TWO: THE LOST CITY OF THRACIA

The Lost City of Thracia is nestled between a large swamp and two sheer cliffs. This area is detailed in Lost City of Thracia. The cliffs soar 300 feet above the city, providing shade against the hot tropical sun for most of the day. The area surrounding the city is a jungle filled with towering tropical oaks, banyan trees, jojobas, cork trees and thick vines that sprout gorgeous orchids and other flowers. The floor of the jungle is very damp and the sun rarely breaks through the tree canopy. This grants a +2 circumstance bonus to all tracking checks in the area.

The jungle is alive with fauna as well as flora. Large vampire bats, squeaking monkeys, tree sloths and other animals are more noticeable than the fierce predators that slink about in the dark shadows. Many varieties of multihued tropical birds dwell here as well. Some of these birds can mimic the sounds of speech, and repeat phrases for months after hearing them.

The cliffs towering over the city are made of sedimentary rock, richly veined with stone of many colors. In the hours before sunrise and sunset, many of these layers sparkle brilliantly. Atop the cliffs stand ancient fallow fields where sugar cane and other crops once were harvested. Now the fields are overcome with smaller plants and tall grasses, but the trees have never grown back. Climbing the cliffs is very difficult (Climb DC 25). However, both cliffs possess winding carved stairs that allow access to the city from above.

Nestled between the cliffs, (about 150 feet) an underground river bubbles into the light, spraying out from the rock face in a broad fountain that

cascades down the rock wall in a stunning waterfall. Collecting in a pool, this water flows through a canal in the city before gradually dispersing in the swamp. There is a natural stone bridge near the waterfall pool allowing access to both sides of the city. Along the canal are six stone bridges, some of which are collapsed and ruined.

The swamp dominates the other half of the city's perimeter. The bog over time invaded a few outlying buildings whose tops can be seen in the stagnant water. The air in the city is thick and hazy, with poor visibility at all times (–4 penalty to Spot and Search checks). The swamp has patches of shallow and deep water, ranging from 2 to 12 feet deep. Crocodiles, snakes and mud-dwelling fish make the swamp their home. There are numerous mosquitoes in the area. Anyone swimming or wading through the swamp may be infected with **blinding sickness**. A Fortitude save (DC 10) must be made to avoid the malady; see the **DMG** for information concerning this disease.

The climate in the valley has changed somewhat during the last millennium. During the day, rains shower the city in mid-afternoon. These are heavy rains which interfere substantially with visibility (–4 penalty to Search and Spot checks as above). The weather is generally very hot, with daytime averages well above 90 degrees Fahrenheit (32 degrees Celsius). During the day PCs must make a Fortitude save each hour (DC 15, +1 for each previous check, –4 for armored characters) or sustain 1d4 points of nonlethal damage. For more information on very hot conditions, see the **DMG**. Fortunately for the heroes, the Caverns are not subject to these effects.



With the exception of the section assimilated by the swamp the city lies on flat and stony land. Large deposits of marble (see Area Q) can still be found around the town and cliffs, and many of the edifices here are constructed from this very stone. Those that survived the collapse of Thracian society and the subsequent barbarian invasions are still works of wonder. Thracia is the typical “classic ancient ruin,” with fluted, toppled columns and ornate marble buildings carved with bas-relief images of gods and warriors. The roofs of the buildings are flat or triangular. Many buildings no longer stand, however, and little is left of them save stone foundations overgrown with thick bushes and clinging vines. The standing structures are teeming with twisting vines and kudzu as well. Trees are beginning to grow in many places as well, as the jungle slowly reclaims Thracia.

Between some of the buildings are walkways. Above these walkways and entrances to the larger buildings are fantastic lintels. Heraldic lions usually surround these lintels. The lions are symbols of the earth and were sacred to early Thracian culture. Some of these lintels weigh as much as 120 tons.

Columns carved from marble adorn many of the larger buildings. The columns are carved in the Ionic style, with the capstone resembling two scrolls. Anyone with Stonecunning, Craft (stone), or Knowledge (architecture) is likely to be very impressed with the construction. A few of the buildings built in later years have great rotundas as well.

Most of the buildings that still stand have ancient paintings on the walls, executed mostly in earthen tones (green, gray and brown). These murals depict deities, daily life in the city, and fantastic epics involving heroes fighting lions, demons and orcs, among other subjects. The Judge is encouraged to use these paintings as a source of clues or as a way to reveal some of the history of the city and the Caverns. Some paintings may depict Beast Men slaves, for instance, or the last days of the city, or even a bogeyman story of a strange, mummy-like bipedal lizard menacing little children (the Immortal King). Within the buildings are many relics of ancient life. Smashed pottery, dusty stone tables, and broken statues are the most common objects. Anything of real value has long since been carried off, however.

The streets of the city are cobblestone, very uneven after one thousand years of neglect. Between their cracks and cobbles grow bright green weeds.

A. MAIN ENTRANCE TO THE CAVERNS (EL6)

Long ago the Thracians were building a large edifice for Zeus, their chief god. During the construction they discovered the Caverns. Over the years as more and more of their society moved underground the Thracians changed this building into a grand entrance to their halls below. It is now mostly ruined,

with no roof and only fragmentary walls. A few trees have grown in the floor to the entrance.

The murals left in the interior depict the great god Zeus casting lightning bolts from behind clouds and atop mountains down upon a variety of evildoers. There is a set of 20-foot wide marble stairs that descend to Level 1, Room 1.

The Beast Men station a patrol of **6 gnolls** here to watch for intruders. These humanoids occasionally skirmish with the Deathwalkers, but most of the time an unspoken truce is kept between the groups above ground. The Deathwalkers keep to their own affairs and generally try to avoid the Beast Men, not wishing to provide them any strong reason to exterminate their tribe. Without a *casus belli* the Beast Men have indeed been content to keep the Deathwalkers around as an easy source of slaves and food.

The gnolls wait in the trees surrounding the pedestal, approximately 15 feet above the ground. Using their height as an advantage, the gnolls wait for an opportune moment to ambush with their shortbows. The gnolls are experienced warriors and try to eliminate those with ranged weapons or likely magical abilities first.

Gnolls (6): CR 1; hp 5, 11, 11, 13, 14, 15; see the MM.

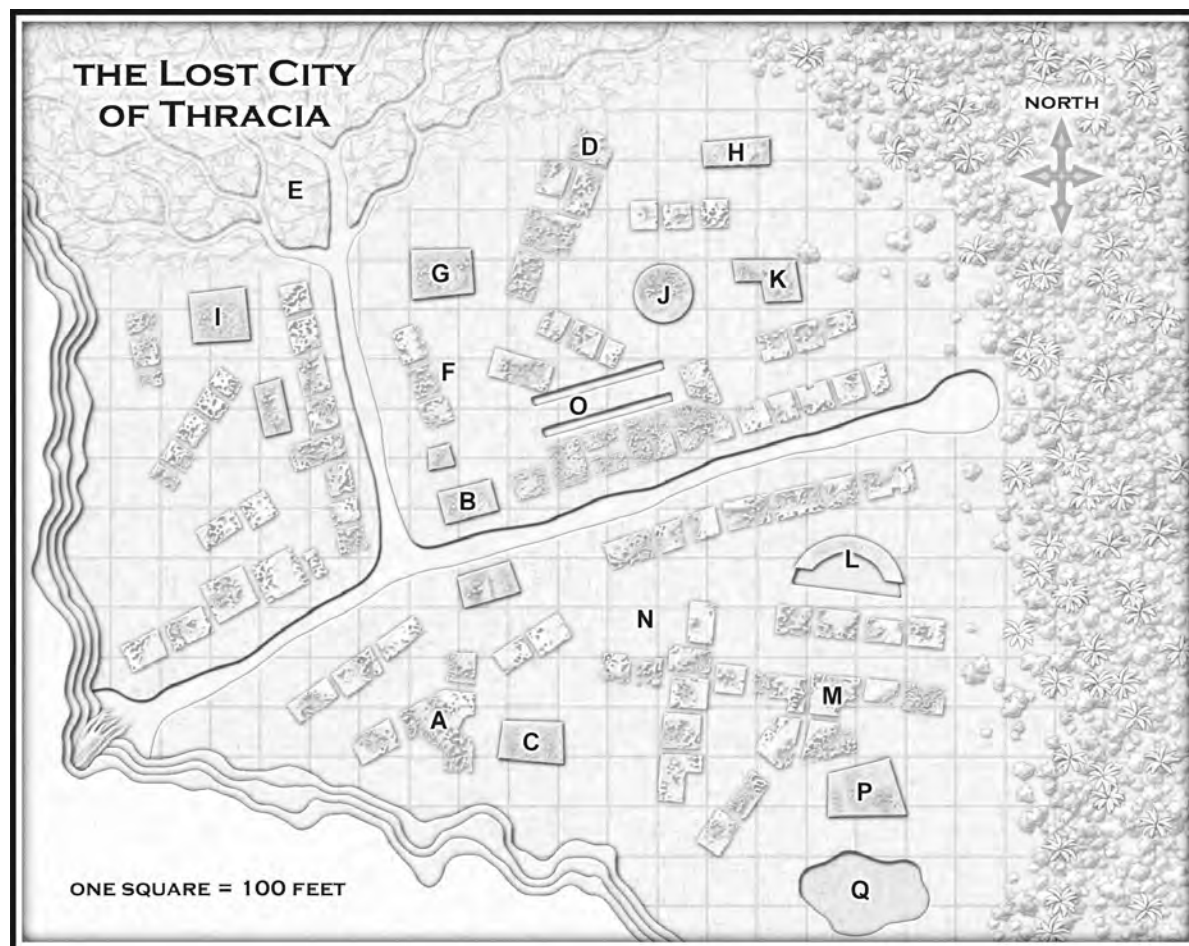
B. TEMPLE ENTRANCE (EL 6)

This short, squat building, scorched with fire and conspicuously devoid of plant life, was once a section of an above-ground temple to Thanatos. Restored by the Deathwalkers, it provides an entry to the Temple of Thanatos on Level One of the Caverns (Level 1, Room 18). The new ceiling is made of wood and untouched by fire.

The door into the building is also wooden, and crudely constructed. A band of **6 Deathwalkers** vigilantly guard the interior, believing that the Beast Men do not know of this entrance. In fact the Beast Men do know of the entrance but as yet have done nothing about it.

Kushik leads the Deathwalkers here. Kushik wears an ancient Thracian variant of half-plate mail called Thracian mail (see the Sidebar). Kushik's armor and other sets like it were found long ago in the ruins.

The rest of the Deathwalkers dress in leathers and are armed with longswords. Crushing gourds to make a white paste, along with char from a fire, the Deathwalkers cover their armor and faces with images of bones and skeletons. All members of the Deathwalkers dress in this fashion, including the women and children. The tribesmen also have an



THRACIAN MAIL

Thracian mail is actually large thick loops of metal over a mesh of metal and fabric. The loops hang loose and overlap providing maximum protection at the expense of movement. The armor also includes a large loop that covers the wearer's neck, ears, and mouth. It ends right at the nose. The cap is also metal, rounded and ends in a point the back of head. From this apex erupts a plumage of black feathers. Although the armor is usually bronze, the interlocking plates and reinforcements provide unusually good protection and thus penalties associated with using a weaker metal (bronze) are not applicable.

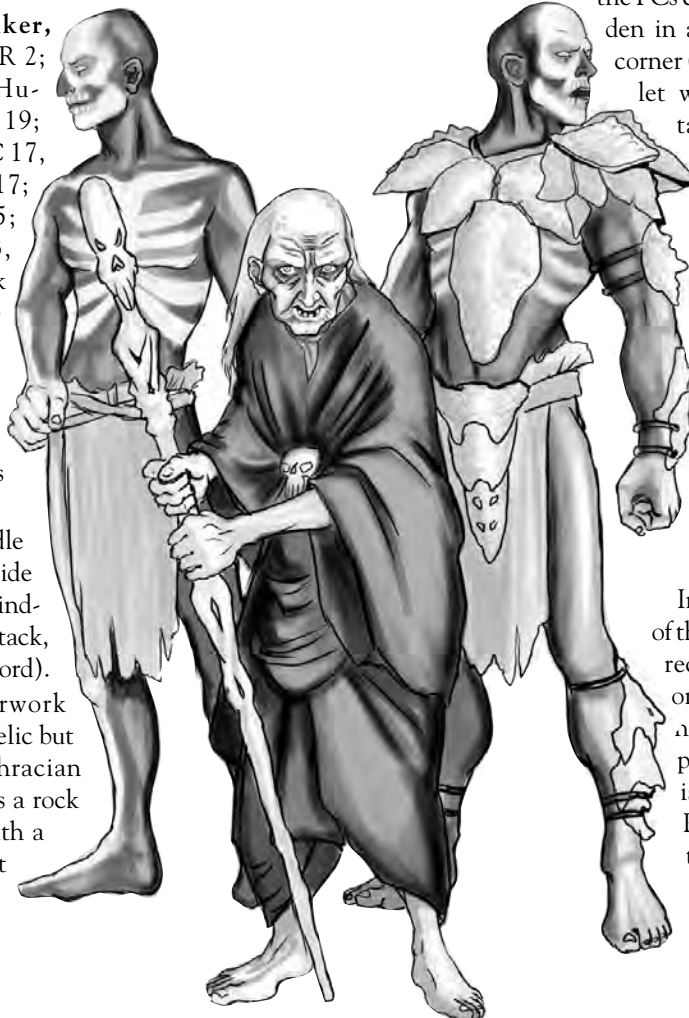
Armor bonus +7, maximum Dex bonus +0, armor check penalty -6, arcane spell failure 45%, Speed (30 ft. base): 20 ft., (20 ft. base): 15 ft., weight 35 pounds.

aversion to water due to the dangers in the swamp; for this reason they tend to reek of old sweat and grime.

Kushik, Deathwalker, male human, Ftr2: CR 2; SZ M Humanoid [Human]; HD 2d10-2; hp 19; Init +2; Spd 20 ft.; AC 17, touch 10, flat-footed 17; BAB/Grapple +2/+5; Atk +7 melee (1d8+3, masterwork longsword), or +4 ranged (1d8+3, shortspear); AL N; SV Fort +2, Ref +2 Will -2; Str 16, Dex 15, Con 9, Int 12, Wis 6, Cha 7.

Skills: Climb +1, Handle Animal +2, Jump +1, Ride +6, Swim +7. **Feats:** Blind-Fight, Cleave, Power Attack, Weapon Focus (Longsword).

Possessions: masterwork longsword (an ancient relic but usable), shortspear, thracian mail. Kushik also carries a rock on the end of a stick with a *continual flame* spell cast on it. The stick has a hood on it to hide the light if necessary.



Deathwalkers, male and female War2 (5): CR 1; SZ M Humanoid (Human); HD 2d8; hp 15; Init +4; Spd 30 ft.; AC 13, touch 10, flat-footed 13; BAB/Grapple +2/+4; Atk +4 melee (1d8+2, longspear), or +2 ranged; AL N; SV Fort +3, Ref +0, Will -3; Str 14, Dex 11, Con 11, Int 9, Wis 9, Cha 9.

Skills: Climb +3, Handle Animal +1, Intimidate +1, Jump +3, Swim +4. **Feats:** Improved Initiative, Power Attack.

Possessions: leather armor, longspear, small wooden shield.

This band also carries two 50 foot coils of hemp rope, 36 torches, 5 bronze spikes, rations for 24 meals, 6 flacons of water, a flagon of weak wine, 2 bronze daggers and a stone hammer.

The Deathwalkers as described above are referred to throughout the module. If noted as a Deathwalker without additional statistics, refer to this encounter.

C. BACCHANALIAN HOSTEL

Once serving as a repository for Thracian wines and liqueurs, little remains here aside from the foundation and a couple of walls. Check for a Wandering Monster if

the PCs enter the structure. Hidden in a pile of rubble in one corner (Search DC 15) is a tablet written in Dwarf. The tablet states that the writer found the location of a secret entrance into the caverns below. The building is described as "a squat, dark building constructed of black stone." This is the Thanatos Temple Entrance, Area B.

D. BATH HOUSE (EL6)

In the hazy air at the edge of the swamp is a large squat rectangular structure. It once served as a bathhouse for the common people of Thracia. There is a broken statue of Poseidon at the entrance. It stands on a 10-foot pedestal and is missing its right arm. The arm is in pieces on the ground, as is the tri-

dent it once held. In the center of the bathhouse are large circular pools of water, old chips of marble strewn here and there about them. This water is now swamp water and can cause **blinding sickness** (See the **DMG**) if drunk by humans, but it provides a good source of sustenance for a (non-lethal) bright blue mold that covers the walls.

A group of **6 lizardfolk** is in the baths when the PCs arrive. They are in the service of the Minotaur King and are visiting the surface in search of slaves. These lizardfolk can describe the magical teleportals in Room 42 on Level 2 that allows them to enter the paradise of the King, but don't understand it. They reveal little else due to their fear of the Minotaurs.

Lizardfolk (6): CR 1; hp 7, 10, 10, 12, 13, 14; see the **MM**.

E. SWAMP (EL6)

As previously mentioned, the swamp along with the jungle is slowly reclaiming the city. Usually **6 lizardfolk** in the service of G'ruk the Shaman (Level 2, Room 31) hunt in the swampy fringe of the city for food for their tribe. These lizardfolk tolerate the Deathwalkers and ignore the taunts of the Beast Men, believing that G'ruk is leading them to a higher destiny. The lizardfolk enter and exit the surface through the main entrance to the Caverns (Area A).

Lizardfolk (6): CR 1; hp 8, 9, 11, 12, 12, 15; see the **MM**.

F. HOLE IN THE GROUND

This is a 5-foot diameter hole that drops 65 feet into Level 1, Room 23. Anyone falling into the hole takes 6d6 points of damage. Climbing down the hole is not extraordinarily difficult, however (Climb DC 15). There is even a ruined column near the hole to which PCs might safely affix a rope.

G. LIBRARY

Destroyed in the first invasion of barbarians, the great library of Thracia was a center of learning in ancient times. Thousands of scrolls, stone tablets and "books" made of clay tablets held together by hemp were smashed, burned and looted by the avenging servants of Thanatos. Much of the remaining structure is scarred by flame.

Little remains of the library. A partially collapsed rotunda vaults 50 feet above the ground. The interior portions that remain have large and striking paintings of the goddess Athena. The walls of the building have smashed stone shelves that rise almost 30 feet into the air. How the Thracians reached the highest shelves is a mystery

as there are no stairs, ladders or other such devices in evidence. Many marble blocks are strewn about the library, the remains of tables and benches.

On the top of the high shelves (Search DC 30 from ground, 10 if the walls are climbed at DC 15) a few moldering tomes written in Ancient Thracian (see the Introduction for more information about this language) can be found. One is a detailed history of the founding of the city; another discusses the rise of the cult of Thanatos. This latter was written by a priest of Thanatos, and so leaves out any indications of corrupting influence on Thracian culture in its account of the death-god's rise.

H. VILLA (EL14 - ENTIRE TRIBE)

The former villa of a wealthy marble merchant, this semi-ruined structure has been adopted by the Deathwalkers as their camp. The windows and two side entrances have been boarded up with rotting boards and brass nails and sealed with black candle wax. The front entrance is missing any doors, but there are **2 Deathwalkers** stationed here at all times. Smoke perpetually issuing from a makeshift chimney in its shoddily repaired roof makes this structure noticeable from a distance.

The villa has eight rooms. One is a sleeping dorm for most of the tribe. This room has little moisture and is filled with numerous hemp blankets and a few rickety cots. Another bedroom is set aside for the priests of Thanatos, the Purveyors of Mortality. In this bedroom are 4 bunk beds and two chests. Inside the chests are black robes and chips of plaster from different walls. One of the priests is collecting fresco art of Thanatos from the other buildings and keeping it for use in worship. A third bedroom belongs to **Tavasmok the Patriarch**. Tavasmok is elderly but keen of mind. He is the leader of the Deathwalkers. In his bedroom is a large double bed with a stuffed hay mattress. He also has a small statue of Thanatos retrieved from Area B. Secreted within the mattress is a sack containing 200 ancient Thracian gold pieces. Tavasmok is here 70% of the time; the other 30% of the time he is leading a ritual of sacrifice in Room 23 on Level One.

The central room of the villa opens on to each of the seven others. Formerly the courtyard, it serves as a general area where the tribe eats, cooks meals and passes idle time. The rest of the rooms are storage areas. These contain 10 coils of hemp rope (50 feet long), 100 torches, 200 bronze spikes, dried meat (lizard and rat) equivalent to 100 days of rations, 30 longswords, 10 barrels of drinkable water, 2 barrels of weak wine (the grapes are harvested from various vines), three sticks with *continual flame* (see Area B), stone tools, 10 suits of leather armor and 3 suits of Thracian armor.

There are also 10 masterwork longswords and a sword that seems to be rusted into its scabbard. To break it out requires a Strength check (DC 15). The sword is actually a +1 *longsword*, but the scabbard is mundane and sticks to the sword.

There are a total of 20 **Deathwalkers** who can fight here, as per the description in Area B. There are also 3 **Deathwalker leaders** that fight as Kushik in Area B. The rest of the tribe consists of non-combatant women and children, totaling 30 in number. In addition to Tavasmok, there are 5 **Purveyors of Mortality** at the Villa at any one time. The rest are out leading warriors into the Temple, performing rites or gathering food and supplies.

The Deathwalkers cover themselves with a white paste made from gourd and char from old fires. These materials form greasepaint. They paint these colors on their body in the image of bones. The Deathwalkers infrequently encounter other tribes of men in the area. They are feared for these imposing body paints.

If approached without open hostility, the Deathwalkers are very suspicious. It may be difficult to talk with the Deathwalkers because each only speaks modern Thracian (see the Introduction for more information about this language). If present, Tavasmok may use *tongues* in order to understand the PCs, though he is just as likely to feign ignorance as to parley with outsiders.

All of their lives the Deathwalkers have known the cruelty of the Beast Men and their press gangs taking slaves. At the Judge's option the Deathwalkers may welcome and even assist any outsiders who promise to end the rule of the Beast Men. However, to have any hope of securing their aid the PCs must convince Tavasmok and his priests. To do so requires many oaths and possibly a conversion to the religion of the Dark One. If the priests are eliminated, the PCs might succeed in bullying the Deathwalkers instead. However, open hostility, signs of betrayal (such as working with or not immediately slaying any Beast Man the PCs come across) or statements against Thanatos bring down the wrath of the entire tribe. The priest whips up the Deathwalkers into a berserker frenzy, and all fight to the death. If this eventuality occurs it is extraordinarily unlikely that any Deathwalker works with the PCs again.

The tribe has a taboo against keeping canines. If any PC has a dog, wolf or hyena pet or animal companion, the Deathwalkers immediately distrust the entire party. This is because they view all canines as relatives of the accursed Dog Brothers and Gnolls.

Deathwalker Com1s (30): CR 1; hp 2 average.

Deathwalker War2s (20): CR 1; hp 8 average; see Area B.

Deathwalker Ftr2s (3): CR 2; hp 12, 13, 14; see Kushik in Area B for statistics.

Deathwalker, male or female Clr2/Purveyor of Mortality2 (Thanatos) (5): CR 4; SZ M Humanoid [Human]; HD 4d8+2; hp 20; Init +4; Spd 30 ft.; AC 13, touch 10, flat-footed 13; BAB/Grapple +2/+3; Atk +3 melee (1d6+1, heavy pick) or +2 ranged; SA bonus spells, death touch (2d6), rebuke undead, thanatosian death I; SQ aura; AL LE; SV Fort +7, Ref +0, Will +9; Str 12, Dex 10, Con 13, Int 10, Wis 15, Cha 15.

Skills: Concentration +4, Diplomacy +5, Heal +8, Knowledge (religion) +3, Profession (Undertaker) +4, Spellcraft +3. **Feats:** Extra Turning, Improved Initiative, Quicken Spell.

Unholy Spells Prepared (5/4/3) Spell save (DC 12+spell level): 0—detect magic, detect poison, guidance, mending, read magic; 1st—bane, cause fear, detect good, detect undead; 2nd—darkness, desecrate, silence.

Domain Spells (Knowledge, Death): 1st—cause fear; 2nd—death knell.

Spell-Like Abilities (once per day): deathwatch.

Possessions: heavy black cowled robes, leather armor, masterwork heavy pick, and a small wooden shield. Each priest also carries a rock on the end of a stick with a *continual flame* spell cast on it. The stick has a hood on it to hide the light if necessary.

Tavasmok, Deathwalker, male human Clr2/Purveyor of Mortality8 (Thanatos): CR 10; SZ M Humanoid [Human]; HD 10d8+10; hp 70; Init +4 Spd 20 ft.; AC 19 touch 10, flat-footed 19; BAB/Grapple +7/+8; Atk +10 melee (1d6+3 (+2 heavy pick), or +7 ranged; Full Atk +10/+5 melee (1d6+3 (+2 heavy pick), or +7/+2 ranged; SA bonus spells, death touch (2d6), rebuke undead, thanatosian death III; SQ aura; AL LE; SV Fort +10, Ref +2, Will +13; Str 12, Dex 10, Con 13, Int 14, Wis 15, Cha 18.

Skills: Concentration +9, Diplomacy +14, Heal +10, Knowledge (religion) +7, Profession (Undertaker) +12, Spellcraft +11. **Feats:** Empower Spell, Extend Spell, Extra Turning, Improved Initiative, Quicken Spell.

Unholy Spells Prepared (6/5/5/3/3/2) Spell save (DC 12+spell level): 0—detect magic, detect poison, light, purify food and drink, read magic, resistance; 1st—bane, comprehend languages, detect good, entropic shield, protection from chaos; 2nd—darkness, desecrate, enthrall, hold person, shatter; 3rd—bestow curse, contagion, magic vestment; 4th—poison, spell immunity, tongues; 5th—dispel chaos, mass inflict light wounds.

Domain Spells (Knowledge, Death): 1st—cause fear; 2nd—detect thoughts; 3rd—animate dead; 4th—divination; 5th—slay living.

Spell-Like Abilities (once per day): animate dead, create undead, deathwatch, finger of death, speak with dead.

Possessions: +2 heavy pick, Thracian armor, masterwork large steel shield, heavy black cowled robes.

Description: Tavasmok's appearance of age and frailty is deceptive. Although he is in his late seventies, he retains the strength and vigor of a man half his age. He believes that the Dark One (as he and the others call Thanatos) has great plans for him and thus has not sent an Incarnation of Death to end his life. Tavasmok dreams of conquering the Beast Men and converting them all to the glory of the Dark One...before sacrificing his people towards the same end. Tavasmok wears ancient Thracian armor beneath heavy robes and wields relics passed down to him by the former patriarchs. Tavasmok is completely bald and has large bushy gray eyebrows. He also has very large ears and talks with a slight stutter. The stutter is something the others in the tribe take as a sign of divinity and are likely to abhor and quickly turn on anyone ridiculing him.

I. SLAVE MARKET (EL8)

A portion of this 100 foot long rectangular building is still covered by a trapezoidal roof. There are open entrances at the north and south end of the former slave market. The front has large 30-foot tall columns supporting the remaining ceiling. The back has open but smaller entrances where slaves were presumably led into the market. A few pens formed by metal cages still stand within. Through the center of the building runs a broad avenue of white marble flooring. The south end of the building is filled with rubble, out of which poke various old bones and metal bars. If truly dedicated PCs dig out the rubble in the rear for a full hour, they discover 40 gp intermingled with the skeleton of a long-dead slaver.

The slave market is avoided by the Deathwalkers for good reason: three ghosts of former slaves yet dwell here. Taken from their homeland in a raid, these slaves swore an oath to avenge their loved ones who died at Thracian hands. They are bound to this location, and never travel more than 30 feet past its perimeter.

Ghosts of Slaves War3 (3): CR 4; SZ M Undead; HD 3d12; hp 30 each; Init +6; Spd fly 30 ft. (perfect); AC 13, touch 12, flat-footed 11; BAB +3/—; Atk +6 melee (special, incorporeal touch); SA corrupting touch, frightful moan, manifestation; SQ incorporeal, rejuvenation, turn resistance (+4), undead; AL CE; SV Fort +1, Ref +3, Will +0; Str 16, Dex 14, Con —, Int 10, Wis 6, Cha 13.

Skills: Climb +6, Handle Animal +3, Intimidate +3, Jump +6, Ride (horse) +5, Swim +6. *Feats:* Improved Initiative, Iron Will, Power Attack.

J. MEETING HALL

Near the center of the Lost City of Thracia is a large rotunda supported by 30 alternating black and white marble columns. It is an open-air structure with no entrances. A large 20-foot tall marble statue of a warrior holding a spear stands proudly in front of the building. The rotunda consists of concentric circles spreading outward around a flat central location. Each circle is 5 feet tall. Long ago merchants, guildsmen and the occasional mob would rally here. The acoustics in the chamber are very good, giving a +4 bonus to any Listen check. The highest walls of the rotunda are now overgrown with vines, but if these are moved aside a grand fresco of twelve deities with objects of their portfolio floating about them is discovered.

The fresco mirrors the zodiac found on Level 1, Room 12. The figures with their respective symbols are: Zeus (lightning bolt); Demeter (the head of a mare); Hera (a plumed bird); Apollo (a lyre); Dionysus (a goblet); Aphrodite (a seashell); Athena (an owl); Ares (a trident); Hecate (moon); Hades (a ram's head); Poseidon (a trident) and Thanatos (a skeletal finger). An individual with Bardic Knowledge or Knowledge (religion) might (DC 10) recognize the portraits and the symbols.

K. SURFACE PALACE

Nearly abandoned by House Agamenton when they built the underground palace (on Level 3) almost a thousand years ago, the Surface Palace became the administrative offices of the bureaucracy that ruled Thracia due to the frequent absence of the King. During the first and second barbarian invasions the Palace was destroyed, rebuilt, and destroyed again. All that remains of the structure today is a very large foundation that juts up between mounds of thick reeds and grasses.

L. ARENA (EL5)

Built to host athletic events as well as grandiose dramas and tragedies, the arena rises up around a sunken semicircle. Extending 100 feet below the surface, the Arena has resisted the centuries better than most buildings found here. The stands of the Arena are covered with thick vines. Many flowers blossom here, and butterflies flit about during the day. Behind the stage at the bottom of the Arena is a large wall covered with carvings of smiling faces and tearful frowns. Remnants of great sheets of canvas once painted to provide scenery are buried in a heap under weeds and vines near the stage.

Hidden in the stands are **2 assassin vines**. These vines cover the eastern section of the stands and the stage and lower seats. Beneath the foliage around the vines are the corpses of their previous victims: dog brothers, Deathwalkers and a pair of adventurers. Among much mangled and rotted gear can be found a *+1 shortsword*, a serviceable suit of Thracian plate, and 456 cp in a moldy bag.

Assassin Vines (2): CR 3; hp 26, 32; see the MM.

M. WAREHOUSE (EL5)

At the edge of the city is a large old trading complex. The building is two stories (24 feet) tall but is completely empty inside. The entrances were once wooden doors, but these have long ago disintegrated off their hinges. The barbarians looted this place and put it to the torch, turning the entire building into a furnace with hundreds of dead and dying bodies still inside. Thus the interior is covered with hundreds of skeletons and deep mounds of soot.

Lurking amidst these piles are **2 wights**. These creatures still feed on the awesome death energy generated here long ago. The Deathwalkers know of the wights and occasionally make sacrifice to them, believing they are in the service of Thanatos. For this reason the wights do not immediately attack human parties; they watch them first to see whether a sacrifice is forthcoming.

The Deathwalkers might lure the PCs here if they do not trust them or the PCs seem overeager in the search for treasure. Telling the PCs that the warehouse is the entrance to a great trove, they run away as soon as the PCs enter.

Wights (2): CR 3; hp 17, 23; see the MM.

N. FOUNTAINS

In this plaza was once a great pool and fountain dedicated to Bacchus and Poseidon. Great marble statues of both deities, surrounded by lesser ones of many fey and sea creatures frolicking, can be seen within the pool. The fountain is no longer serviceable and the pool is full of viscous green goo. A few blind fish lurk in the depths of the shallow, 3-foot deep pool.

O. REFLECTING POOLS (EL6)

Stretching out along one of the dead city's main avenues, these two reflecting pools (each 300 feet long and 50 feet wide) catch the sun as it set on the city. Each is 10 feet deep. In modern times water lilies and black algae dominate the brackish water.

Now **4 crocodiles** live here, and while the Beast Men and Deathwalkers know enough to avoid the water, the PCs may not.

Crocodiles (4): CR 2; hp 19, 23, 23, 26; see the MM.

P. PRISON

The Deathwalkers used this building as their tribal hall until the Beast Men drove them out of it 5 years ago. The building is two stories tall and made of large bricks. There was only one entrance to the building. However, during the battle with the Beast Men the Purveyors of Mortality employed magic potent enough to partially collapse the west wall. The Deathwalkers fled, but half their number was dead or enslaved by the end of the battle.

The interior of the building contains the badly decayed carcasses of two-dozen Beast Men and over 40 rotting Deathwalkers. Within the building are two damaged but repairable suits of Thracian armor. Hidden under a stone (Search DC 15) is a small pouch containing three rubies worth 150 gp each.

Q. QUARRY (EL6)

The famed marble of Thracia was mostly mined from this 150-foot deep quarry. Much of the marble remains and entrepreneurial adventurers might well scheme a way to reopen the quarry to their eventual profit. Sheer cliffs of slick marble surround the chasm on all sides. Using a primitive pulley system, the Thracians mined slabs of the stone and pulled them to the top. The remnants of this pulley system lie beneath a deep pool of water at the bottom of the chasm.

The vegetation here is so persistent that it has gradually grown over everyplace the marble is not. Loitering within this growth is a **shambling mound**, which moved into the area only recently and has not yet been discovered by the Deathwalkers or Beast Men. However, a few dwarves happened upon the vegetable horror. Their bodies were thrown over the side of the chasm and lie 75 feet down on a ledge. These corpses may be noticed from the quarry's top (Spot DC 12). Climbing down to them is very difficult (Climb DC 20) without proper equipment. On these bodies is a *wand of bull's strength* (caster level 7, 32 charges), two suits of chainmail, a masterwork battleaxe and 10 gp.

Shambling Mound (1): CR 6; hp 49; see the MM.

Numbering Note: The location letters on this level are continued in the underworld city detailed in Chapter VI: The Palace of the Minotaur King.

CHAPTER THREE: THE TEMPLE OF THANATOS

Once the natural entrance to the Reptillion city of Huvat Vex, this crude cavern was greatly expanded when discovered by the Thracians. Originally built as a shrine to all of the Thracian deities it was later converted into an entrance hall for the larger temples on Level 2. During this conversion process, which was intended as a “re-imagining” of the birth of the deities, whole sections of the temple collapsed onto Level 2 below. Although some stone bridges were built, such as in Room 24, rope bridges now span two areas, Rooms 15 and 19. The rope bridges are now tended by the Deathwalkers.

The original Thanatosians expanded the level and made it a great temple to their death god. The Thanatosians performed dark rituals here above the temples to other gods. These rituals permanently marked the place as evil—Rooms 9 to 27 radiate dim evil.

Centuries later the Deathwalkers discovered the Temple and soon learned to worship of the Dark One. There are many areas of the Temple which have not been discovered by the Deathwalkers. When the Thanatosians started to fall into disfavor, they sealed a portion of temple to preserve the worship of death for a future generation. In doing so they sealed Macreus (see Room 11) within the Temple. To guard the sanctum, they also sacrificed followers to serve as undead guardians. Finally, the priests in the service of the death god sealed an oracular skull (see Room 12) in case the others were destroyed. This was good foresight, for a few years later when the cult was blamed for the downfall of Thracia, the other oracular skulls were destroyed.

The **Incarnation of Death** (see Introduction for more information about this monster) roams all of Level One. This apparition appears to all creatures, including the PCs, whenever the creature reaches 3 or fewer hit points. There are a number of items on this level that draw the Incarnation of Death to them, wherever in the world that might be. It is up to the Judge’s discretion as to which items sufficiently mark the PC as a worshipper of Thanatos, even when in fact they are not such a devotee. There are suggested items (such as in Room 9) in the descriptions that so mark a PC.

The discovery of the oracular skull in Room 12 would be considered a holy sign to the Deathwalkers that the time to strike against the Beast Men has come. This leads to a possible plot whereby the PCs use this discovery to rally the Deathwalkers to their aid, though doing so and thereby placating Thanatos is certainly evil.

1: ENTRY HALL (EL2)

The 20-foot wide marble stairs into this room lead down from Area A on the Lost City of Thracia Map to a large entrance hall. The walls were once painted in bright colors. Now faded, the scenes are of elaborate ceremonies involving burning calves and other sacrifices to the gods. Other scenes show richly dressed Thracians bowing in supplication to various regally robed deities.

The air in the room stinks of bat guano. There is almost 6 inches of the gray dung on the floor. Tracks crisscross the fecal matter leading through Rooms 2 to Rooms 4 and 5. There are

also tracks to Room 9a. The guano makes the marble flooring very slippery. Each round a creature moves more than normal movement (like a run or double move), make a Reflex check (DC 10). On a failure, the PC falls into muck smearing her with the filth. This causes a temporary -3 penalty to Charisma based checks. The stench and filth lasts until a thorough cleaning. *Prestidigitation* is not sufficient to clean the filth.

Hanging on the ceiling 30 feet above are 150 **bats**. Smoky torches, directional light shined on them or even magical light irritates the bats. If irritated, the bats swarm reducing visibility to 5 feet. Due to this noise, immediately check for a wandering monster.

Bats (150): CR 1/10; hp 1; see the **MM**.

2: HALL OF THE BATS (EL2)

Large red and white veined marble columns stretch to the ceiling above on both sides of this hall. The ceiling is 30 feet above. Like Room 1, there is 6 inches of guano on the floor. This makes the floor slippery with the same penalties as the first room, except the Reflex check is higher (DC 12). There are 200 **bats** hanging from this ceiling. These bats are as easily irritated as those in Room 1.

Bats (200): CR 1/10; hp 1 or as per a Swarm; see the **MM**.

3: ALCOVE OF THE BATS (EL2).

At the north end of the hall is a large pile of rubble. This was once a statue of Athena. Her head is buried in the rubble, Search check (DC 12). Athena can be identified with a Knowledge (religion) check (DC 15, unless common in your game world then much lower). The statue is not magical. Like Rooms 1 and 2, there are 100 **bats** and 6 inches of guano here with the same penalties. The Reflex save is the same as Room 1 (DC 10).

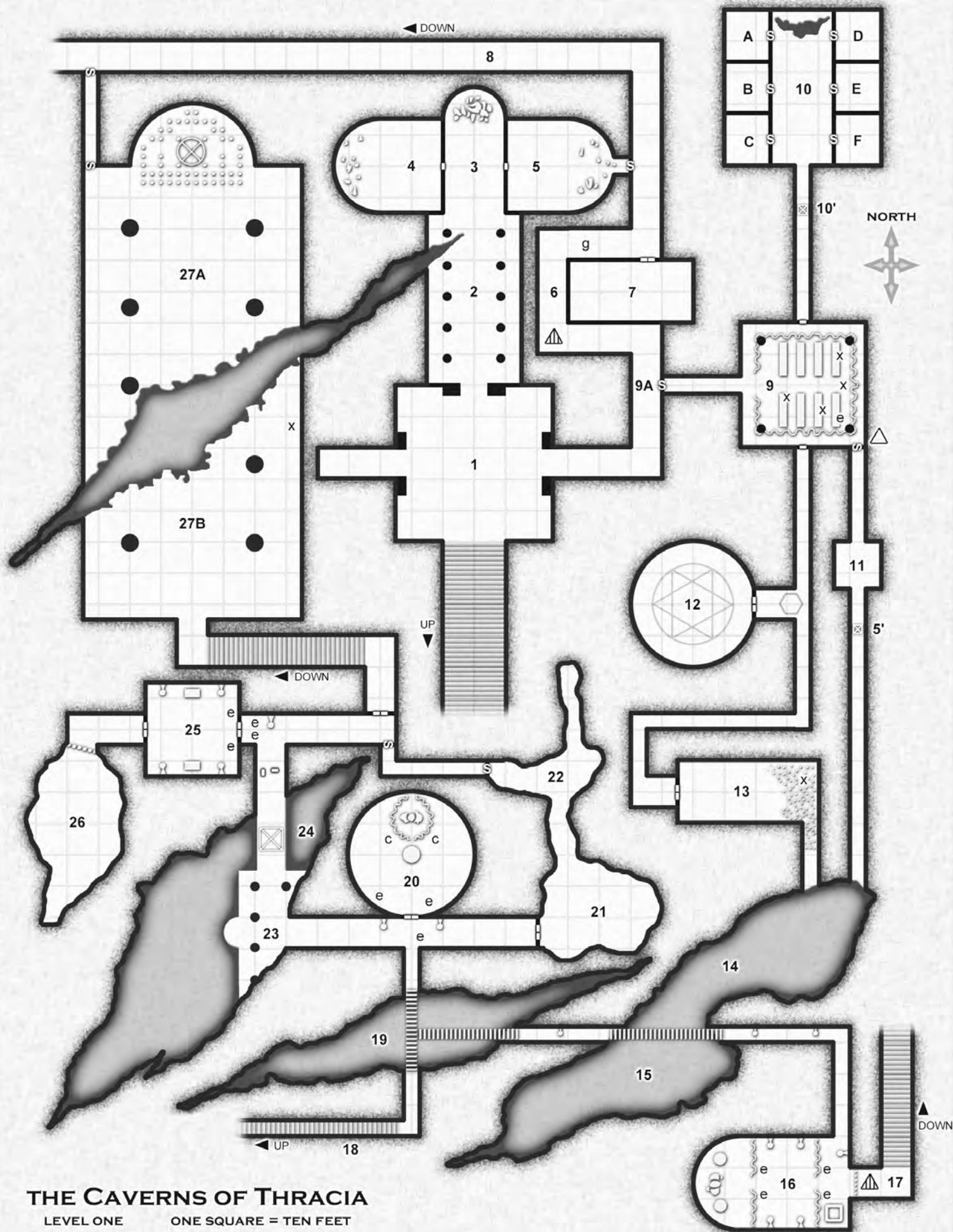
The stone doorway to Room 4 is jammed shut. It requires a Strength check (DC 18) to open. The door to Room 5 is ajar. There are numerous tracks back and forth between Rooms 4 and 5.

Bats (100): CR 1/10; hp 1 or as per Swarm; see the **MM**.

4: CENTIPEDE CHAPEL (EL4)

This room is mercifully free of guano. There is a pile of rubble in the far alcove. The rubble was once green and white streaked marble. The pedestal on which the statue once stood is made of black rock. There is stony debris in the shape of a wing, a woman's comely face and a hand still recognizable amongst this pile.





Crawling about the room are 19 **tiny monstrous centipedes**. The centipedes are bright red in color. There was recently a struggle in the room. Many centipedes are mashed on the floor. Their brothers are currently devouring these remains. Some blood is smeared on the door in the shape of a claw and drips of lizardfolk blood are about the room. A ranger with reptilian humanoids as a favored enemy receive a +2 competence bonus to recognize this blood. To recognize the blood requires a Survival check (DC 12). A healer who has tended to a lizardfolk may make a Heal check (DC 10) instead.

Tiny Monstrous Centipedes (19): CR 1/8; hp 1; see the MM.

5: LIZARDFOLK ON A

HUNTING FORAY (EL5)

Retreating from an encounter with the centipedes in Room 4, 4 **lizardfolk** fled to this location moments before the PCs arrived in the Caverns. Two of the lizardfolk are guarding the door while a third is attempting, poorly, to treat the wounds to the fourth. The fourth can fight, but suffers from centipede poison. The poison causes a –2 Dexterity penalty. This lowers his Initiative to –1, AC to 14, ranged attack to –1, Reflex save to +2 and Balance skill to +3. These lizardfolk are aligned with the Beast Men.

In the corner of the room are the remains of a statue. The statue is shattered beyond any recognition. The rest of the alcove is a series of ornate stone panels. One of the panels is a **secret door** (2 in. thick; Hardness 8; hp 30; Break DC 28; Search DC 20) to a hallway.

Lizardfolk (4): CR 1; hp 8, 9, 13, 16; see the MM.

6: SPEAR TRAP (EL4)

In this hall is a surprisingly well constructed spear trap constructed by the Beast Men. A tripwire across the hall launches one or two spears north down the hallway. Two spears are launched 60% of the time when the trap is triggered.

A **gnoll** guard, marked “g” on the map, is likely to hear an approach from the south if the trap is set. The gnoll receives a +4 Listen check modifier to hear anyone approaching if the trap is triggered.

Gnoll (1): CR 1; hp 13; see the MM.

Double Spear Trap: CR 2; mechanical; location trigger; manual reset; Atk each spear +12 ranged (1d8, spear); Search (DC 20); Disable Device (DC 20), *Market price:* 4,800 gp.

7: GNOLL GUARDPOST (EL6)

The Minotaur King wants to keep track of anyone entering his domain through Room 8. He

stations 6 **gnolls** here at all times, in addition to the gnoll in Room 6.

Gnolls (6): CR 1; hp 7, 8, 10, 12, 14, 15; see the MM.

8: PASSAGE TO LEVEL 2

This long passageway slopes down to the second level. On the second level the passage becomes a long stairwell that shows the way to Level 2, Room 39. Many tracks of Beast Men travel in both directions along this passage. This is the path the Beast Men use to reach the surface world. Toward the end of the hall is a secret door and passage to Room 27a. See Room 27a for details.

9: THE CHAPEL OF THANATOS (EL6)

The walls of the room are draped from ceiling to floor with black curtains of heavy fabric. The walls are each covered by single sheet of this thick cloth. The entrance from the east is behind one such curtain. Behind these curtains are frescoes depicting a dark-robed faceless being reigning triumphantly over a variety of mortal creatures from many religions. The figure is Thanatos. Above these frescoes one phrase is repeated in ancient Thracian: *Nothing Escapes Death*.

Four magically smoldering incense burners dimly light this square room. Each burner is located in the corners of the room. The burners glow a sickly green and produce a thin trail of sweet-smelling vapor. This is actually an **incense trap**. Anyone entering the room and breathing must make a Fortitude save (DC 15) each round or fall asleep. The victim sleeps until the burners are extinguished. This is easily accomplished with water or any other means of smothering the flame. Once this is done, it takes 6 rounds to clear the room of the vapor unless assisted by some magical means. After the incense clears, the victims rouse.

Eight black marble benches are set in two rows from east to west. On the map, each “x” represents the location of seated or kneeling figures. The figures are motionless and draped in black-cowled robes. These are long-dead worshippers of Thanatos who never awoke from their prayers. Upon touch they crumble to dust leaving behind only a few bones, shreds of black cloth and a silver chain and skull shaped pendant with turquoise eyes. The pendant is worth 25 gp. For purposes of the Incarnation of Death (see Introduction), these pendants count as symbols of Thanatos. These cultists lighted the incense and settled into prayer realizing and sickly relishing that they would slowly die.

The “e” on the map is another similarly clothed figure. This is actually a very patient **wight**. The wight waits to

be touched or prodded (or until everyone succumbs to the incense) before it moves to attack.

There is a locked door on the north wall. It is made of stone and bound with iron. It is incredibly difficult to pick (Open Lock DC 20; Break DC 22). However, the wight has the key in a belt pouch. The key is silver and has a grinning skull engraved on both ends. It is easily recognizable as a key.

The south wall has two doors. One door is locked with an *arcane lock* requiring an Open Lock check (DC 20). It also requires a difficult Strength check (DC 25) to open. The wight key also opens this door. This door has a skull with glowing red eyes set into the stone of the door. The eyes glow with a *continual flame* spell. Anyone touching the door triggers a *magic mouth*. The skull thereafter hisses "Enter! Join me in the bliss that is Thanatos! Become one with blessed death! It is in the final end that fulfillment lies!"

There is also a **secret door** (2 in. thick; locked Open Lock DC 25; Hardness 8; hp 30; Break DC 28; Search DC 20) hidden behind the plaster fresco in the southeast corner. It is hard to see a change in the plaster to find the secret door. A Search check (DC 18) is required to see these indentations. The wight's key also opens this door. However, inserting the key into the lock triggers a spear trap.

Wight (1): CR 3; hp 20; see the MM.

Spear Trap: CR 2; mechanical; location trigger; manual reset; Atk spear +12 ranged (1d8, spear); Search (DC 20); Disable Device (DC 20), Market price: 4,500 gp.

9A: THE GATES OF DEATH

This **secret door** (2 in. thick; Hardness 8; hp 30; Break DC 28; Search DC 20) is hidden along the corridor behind a coat of plaster. Neither the Beast Men nor the Deathwalkers have discovered it. To see the variation in the plaster requires a Search check (DC 15).

Once the plaster is crushed and peeled away, an inscription is visible. It is written in ancient Thracian and states: "Know ye that beyond this Portal lies the Demesne of Thanatos, the Cursed, the Hater of Life, God of Death, seek not to pass this Gate for it leads only to his bosom. Those who cherish life have sealed these chambers for an eternity. Be warned, there is no return through this door. Once passed, it is passed forever."

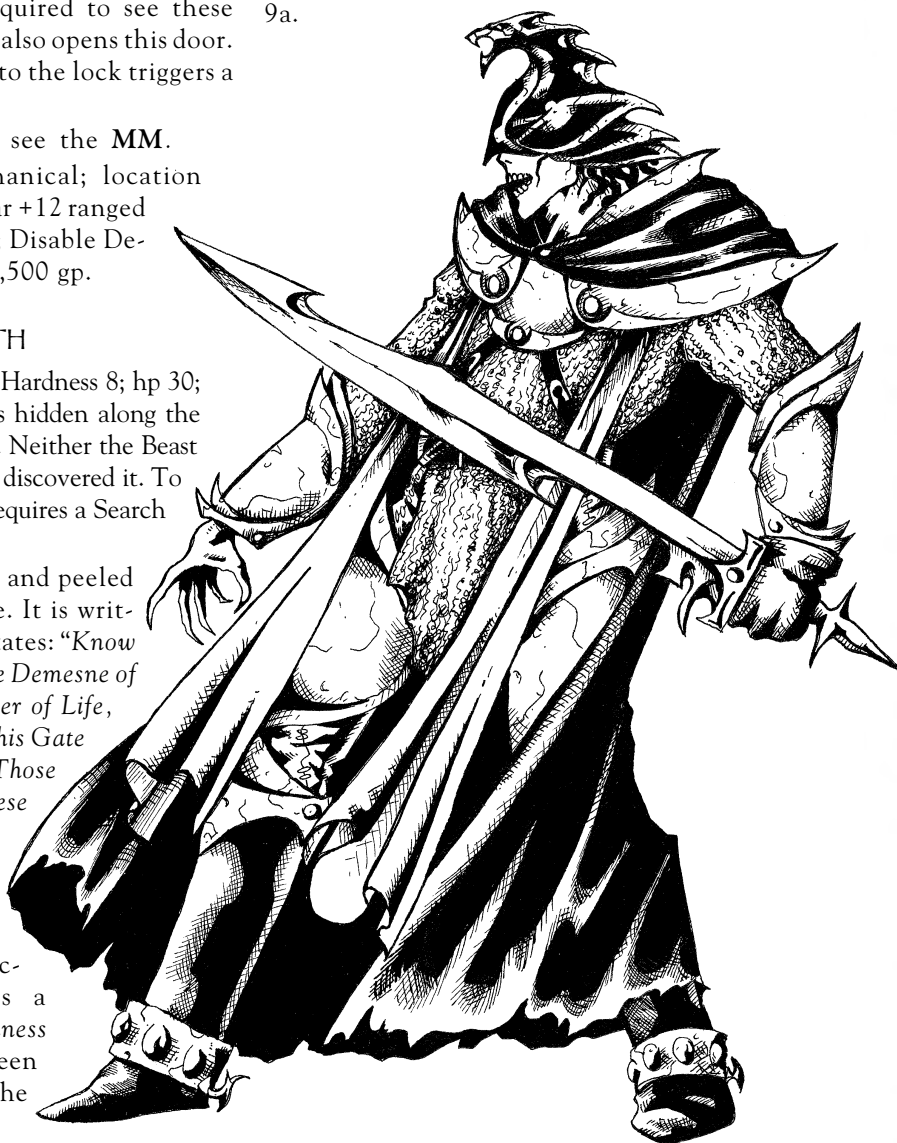
Beyond the portal are two active effects. The first is a permanent darkness. The darkness covers the entire hall between the secret door and Room 9. The

second effect is a special magical trap. Anyone within the room who looks toward the direction of the secret door views a blank wall. This is as an *illusory wall* spell. However, anyone interacting with the wall is teleported, by a *greater teleport* into Room 9. All of these are spells as if cast by a level 18th sorcerer.

10: CRYPT OF THE WAKING DEAD (EL3)

The hall leading from Room 9 to this crypt has a pit trap. Beyond the pit trap in this hall is a large amorphous black blob. The blob is actually a 20 foot tall statue of a Purveyor of Thanatos with a giant, loose black robe draped over it. The south wall of the room has a permanent *gust of wind* cast on it. The spell is as if cast by a 10th level sorcerer. This causes the robe to billow and appear to be moving.

A layer of plaster covers all of the secret doors in this room. The secret doors lead to Rooms 10a to 10f. A Search check (DC 20) is required to notice any of the doors. Each door has the same statistics as the secret door in Room 9a.



10A: EMPTY CRYPT

Only dust remains of whatever was buried here. The tomb contains nothing of value.

10B: THE LIVING DEAD (EL1)

Dressed in shredded black robes and wearing silver skull pendants identical to the one described in Room 9 are 3 **Medium skeletons**. The skeletons are unarmed. These are the remains of those “fortunate” enough to commit suicide in the ritual that celebrated the completion of the *demesne*.

Medium Skeletons (3): CR 1/3; hp 4, 4, 8; see the **MM**.

10C: MORE LIVING DEAD (EL1)

Dressed and armed as those in Room 10b are 4 **Medium skeletons**.

Medium Skeletons (4): CR 1/3; hp 2, 3, 4, 4; see the **MM**.

10D: EVEN MORE LIVING DEAD (EL1)

Dressed and armed as those in Room 10b are 4 **Medium skeletons**.

Medium Skeletons (4): CR 1/3; hp 2, 2, 3, 4; see the **MM**.

10E: A SECOND EMPTY CRYPT

The occupant of this room disintegrated into its primal components years ago. All that remains is a pile of dust and black rags along with a skull pendant like the one found in Room 9.

10F: A NOT-SO-EMPTY CRYPT (EL3)

If the door to this crypt is opened, the doors to the other occupied crypts burst open. The skeletons join 6 **Medium skeletons** in this chamber. However, these skeletons are dressed in chainmail (making them AC 18) and armed with longswords. All of the skeletons are programmed to attack all not marked by the Oracular Skull (see Room 12).

Inside this crypt on the north wall is a locked box. The box requires an Open Lock check (DC 15) to open. Inside is a *potion of levitate* in a skull shaped flask, 40 gp and 200 sp.

Medium Skeletons (6): CR 1/3; hp 3, 4, 4, 5, 6, 7; see the **MM**.

11: PERFECTLY PRESERVED CURATE (EL8)

Entombed here 145 years after the downfall of King Agamemnos is **Macreus**. Macreus was a Curate of Casualty within the Purveyors of Mortality. He was selected to enter a form of stasis brought about by the *static ritual* (See the Appendix for

more information about this ritual). On the floor 5 feet in front of the secret door in Room 9 is an *invisible* rune that releases Macreus.

Guarding Macreus are 6 **Medium skeletons**. The skeletons are programmed to protect Macreus and do not move more than 10 feet from him unless ordered to do so.

Five feet beyond Room 11 is a long hallway. Along this hallway is a 5-foot deep pit trap. The trap is stuck and springs only 50% of the time. Within the trap is a strong but lightweight rope ladder that is 50-feet long. At the end of the ladder are two stone balls. These balls fit indentations on the floor at the end of the hall. This allows one to extend the ladder over the ledge and climb down to Level 2. However, there is an *illusory wall* over the end of the hall that resembles a dead end. The dead end is over Room 28 on Level 2. Anyone interacting with the wall might fall in, (Reflex check (DC 16) or fall 50 feet to Level 2 for 5d6 points of damage).

5-foot Pit Trap: CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 5 ft. deep (1d6, pit); Search (DC 20); Disable Device (DC 20); *Market price:* 1,000 gp.

Medium Skeletons (6): CR 1/3; hp 5, 6, 7, 7, 8, 8; see the **MM**.

Macreus, Thracian, male Clr2/Purveyor of Mortality5: CR 7; SZ M Humanoid [Human]; HD 7d8+14; hp 54; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; BAB/Grapple +4/+5; Atk +6 melee (1d6+2, (+1 *heavy pick*), or +4 ranged; SA bonus spells, death touch (2d6), rebuke undead, thanatosian death II; SQ aura; AL LE; SV Fort +9, Ref +1, Will +10; Str 12, Dex 10, Con 15, Int 12, Wis 15, Cha 13.

Skills: Concentration +10, Diplomacy +9, Knowledge (religion) +9, Knowledge (local) +5, Spellcraft +9. **Feats:** Empower Spell, Improved Initiative, Leadership, Run.

Unholy Spells Prepared (6/5/4/2/1) Spell save (DC 12+spell level): 0—*create water, detect magic, guidance, light, mending, purify food and drink*; 1st—*command, comprehend languages, curse water, entropic shield, protection from good*; 2nd—*darkness, enthrall, hold person, silence*; 3rd—*animate dead* (x2); 4th—*tongues*.

Domain Spells (Death, Destruction): 1st—*cause fear*; 2nd—*shatter*; 3rd—*contagion*; 4th—*death ward*.

Spell-Like Abilities (once per day): *animate dead, create undead, deathwatch*.

Possessions: *dust of confusion* (3 handfuls) (see the Appendix for more information about this new magic item), +1 *heavy pick*, masterwork chainmail, heavy black cowled robes, pendant similar to the one described in Room 9.

Description: Slightly bewildered after coming out of the *static ritual*, Macreus immediately tries to discern what is going on about him. He is not quick to fight for he believes that the PCs might be those sent to awaken him for the return to the days of Thanatos are at hand. He speaks only Thracian, as do the Deathwalkers, and can read and speak ancient Thracian.

When approached he speaks in both languages asking if the day of the dead is at hand. This was a common greeting in his day. The proper reply is "No, Thanatos waits for us to remind the world of its mortality." If he does not receive this answer, he is immediately wary. He uses his *comprehend languages*, a spell often used by Purveyors of Mortality in their conversion efforts, to understand the PCs.

If any Deathwalkers are present, Macreus is immediately revered as a sending from the Dark One. This presents an interesting sub-plot. Macreus might try to instruct the Deathwalkers and lead them. This eventually leads to him confronting Tavasmok for leadership. If successful, he leads the Deathwalkers against the Beast Men. The PCs might be deeply involved in this potential plot. On the other hand, they might just kill him.

Macreus has no idea that he has been in the *static ritual* for 950 years. Macreus knows of all of the traps and locations on this level. He also knows of the Thanatosian temple on Level 3A and how to reach it as well as the sphinx on Level 2. He has heard about the Sublevel 2A as well as legends of Sublevel 2C.

If forced into combat, Macreus uses *animate dead* to keep the skeletons around him active. He is likely to *contagion* the most obvious cleric, *hold person* the largest warrior and use his smite and death touch attacks liberally. Another tactic is to use *tongues* followed by *enthrall* and *command*. Macreus also isn't conservative about using the *dust of confusion* to make a quick escape. He knows of the pit and *illusory wall*. These were placed in this location when the reconstruction of the level caused it to partially collapse. Thus he only flees north.

12: ORACULAR SKULL (EL13)

The entry hall to this room is guarded by 2 crossbow traps. They are aimed at the center of the double

doors entering the room. Opening the door triggers the trap. The room is naturally 10 degrees colder than the hallway. The hallway is approximately 55 degrees Fahrenheit.

The floor of the room is set with large, red ceramic tiles. The tiles are glazed and very smooth. Inscribed in the floor are glowing green lines in the shape of a six-pointed star, a hexagram. The walls are 50 feet tall ending in a high domed ceiling. On the ceiling is a *permanent image* (as cast by a 11th level wizard). The image is of night sky with bright constellations moving across them. The constellations are of the Thracian zodiac.

The Thracian zodiac is divided into twelve figures with four houses. The top of the zodiac is a lightning bolt for Zeus. His house includes Demeter, the head of a mare and Hera, a plumed bird. To Zeus' left is the next house of Apollo, symbolized by a lyre. In his house is Dionysus with a goblet and a seashell for Aphrodite. To the house of Zeus' right is Athena with an owl. In her house is Ares, symbolized by a trident and Hecate who has the zodiac sign of the moon. Finally at the bottom of the zodiac is the House of Hades, symbolized by a ram's head. Next to him is the trident of Poseidon and Thanatos.

However, the constellation of Thanatos, a bony finger, does not move. Instead, the zodiac seems to move around the finger, which is a larger symbol than the others. An individual with Bardic Knowl-

edge, Knowledge (arcana), Knowledge (religion) or Profession (Astrologer) might, check (DC 10), recognize the stars and their meaning.

In the center of the room, floating 15 feet off the ground is a glowing human skull with ram's horns growing out of it. This is the **oracular skull**. The oracular skull is actually a construct in contact with Thanatos. The skull has real eyes and watch individuals entering the room. If anyone enters, the skull chuckles ominously. If the door closes, the skull says, "Speak petitioner and have thy say, that I may answer yea or nay."

Thereafter, the skull allows everyone present to ask one yes or no question. The skull is a conduit to Thanatos and speaks truthfully. Due to the conduit has a near



omniscience. No PC may ever ask more than one question, regardless of how many times they reenter the room.

Once all questions have been asked and answered, the skull states, “*Your question has been answered and ye are now Thanatos’ own.*” After this statement, a small, white skull shaped blemish appears on the back of the hand of every creature that asked a question. This is the Mark of Thanatos. Any creature so marked is visited by the **Incarnation of Death** (see the Introduction for more information about this new monster) when she is within 3 hit points of dying, regardless of where she might be. The skull mark may be removed by a combination of *remove curse* and *cure serious wounds*. This combination, if not guessed, requires divination magic to deduce.

If the skull is attacked, the oracular skull floats high above to avoid a confrontation. If the PCs are very insistent, the oracular skull asks the PCs to leave or face the ultimate kiss of Thanatos. Thereafter, the oracular skull attacks using its *inflict light wounds* ray from afar.

Crossbow Trap: CR 2; mechanical; touch trigger; manual reset; Atk two +10 ranged (1d8, quarrel); Search (DC 20); Disable Device (DC 20); *Market price:* 4,800 gp.

Oracular Skull (1): CR 6; SZ T Construct; HD 6d10; hp 31; Init +1; Spd fly 30 ft.; AC 19 (+2 size, +1 Dex, +2 natural, +4 deflection), touch 13, flat-footed 18; BAB/Grapple +3/–6; Atk +4 melee (1d3–1, bite) or +6 ranged touch (1d8+5, *inflict light wounds* ray); SA *inflict light wounds* ray (1 per round/1d8+5 damage); SQ divine conduit, *shield of faith*; AL LE; SV Fort +2, Ref +5, Will +2; Str 9, Dex 13, Con —, Int —, Wis 10, Cha 10.

13: MOLDY BONES (EL7)

The door to this room is bolted with a heavy stone bar from the west side. To open the door from the east requires a Disable Device check (DC 18) or a very difficult Strength check (DC 28) to bash it in. However from the hallway, it only requires one to remove the bar.

Inside the room as noted by the shaded portion of the map is a gigantic colony of **yellow mold**. Within the mold are 6 **Medium skeletons**.

If anyone enters the room, the skeletons rise from the mold and attack. The bones of the skeletons are fuzzy with the mold. Striking a skeleton has a 50% chance of releasing a 5-foot square cloud of spores. If a cloud is released, there is a 30% chance that the mold on the skeleton releases all of its spores creating a 10-foot square cloud. Thereafter, the yellow mold is spent. Also, holy water is ineffective on the skeletons while the mold is still on them.

Like Room 11, there is an *illusory wall* over the end of the hall that resembles a dead end. However, anyone interacting with the wall might fall in, Reflex check (DC 16) or fall 50 feet to Level 2 for 5d6 points of damage. The illusory wall is 50 feet above Room 28 on Level 2.

In a stone box, marked “X” on the map, are a small garnet worth 40 gp, a silver mace head worth 20 gp and a rod that is a 2-footlong, skull-headed obsidian wand. This is a facsimile of the fabled *Wand of Orcus*. This is actually a *rod of control undead* (See the Appendix for more information about this new magic item).

Yellow Mold: CR 6; see the **DMG**.

Medium Skeletons (6): CR 1/3; hp 3, 3, 4, 5, 5, 6; see the **MM**.

14: UPPER REACHES (EL9)

This area is the upper part of the caverns on Level 2, Room 28. From the level of the rope bridge, the cavern falls 50 feet to the floor below. The ceiling above is full of stalactites and varies from 10 to 40 feet overhead. Across the room is a rope bridge, see Room 15. Among the stalactites are 10 **dire bats**.

The movement of torches or lanterns across the rope bridge dislodges 2 of the bats. Magical light or a bull’s-eye lantern dislodges all of them. The bats learned over time that the approach of light, about the only thing they can see with their meager eyes, means the approach of food.

If a creature is hit by a dire bat while on the rope bridge or on a ledge, he must make a Reflex save (DC 10) to avoid falling over the edge to the caverns below (5d6 damage). For every bat that hits, raise the DC by +2. The effect is cumulative for each bat that successfully attacks a creature during its attack phase. In other words, if 3 bats hit a creature, the save is DC 16. A creature only needs to make this save once per round. Subsequent hits in the same round, such as from an attack of opportunity, do not prompt additional saves.

Dire Bats (10): CR 2; hp 30 each; see the **MM**.

15: THE ROPE BRIDGE

This 40-foot long bridge was recently replaced by the Deathwalkers. It is made of strong hemp ropes tied around closely set planks of wood. At waist height there is a rope handrail on both sides: 3 inches thick; Hardness 2; hp 5. The bridge is firmly attached with coils of rope tying it to stalactites. The ground below is detailed on Level 2, Areas 30a-b. Due to the dampness in the air, the ropes do not burn unless liberally doused with 3 flasks of oil.

16: SANCTUARY OF THE DARK ONE (EL8)

This is a worship hall dedicated to Thanatos, or as he is known to the Deathwalkers, the Dark One. This is the deepest into the Caverns that the Deathwalkers tread. The chapel is the main place of worship for the Deathwalkers.

Approximately a century ago, the Deathwalkers renovated the chapel. The room is divided into three parts and is constantly guarded. Each section is portioned from the other by heavy black drapes that go from ceiling to floor. The drapes are pinned into the ceiling with brass nails. Torches light the central and eastern portions while two braziers light the western area.

The easternmost portion contains a ritual purification basin and 2 **Deathwalkers** guarding the room. The basin contains 3 flasks worth of unholy water. The central section is the worship section and is guarded by 4 more **Deathwalkers**. The central section has numerous warnings written in chalk around the western curtain in Thracian to not enter or be damned by Thanatos.

The western section is a statuary nook. In this unlit section is an 8-foot tall wooden carving of a humanoid in black robes with a skull face. Each eye of the statue is a turquoise worth 200 gp.

Anyone entering the western section who does not bear the Mark of Thanatos is subject to a *bestow curse* due to the profane aura of the room. The *bestow curse* is as cast by 12th level cleric, Will save DC 13, and causes a -4 enhancement penalty on attack rolls, saving throws, ability checks and skill checks. This trap cannot be disarmed. This is because it has its genesis in the aura of the room, not in a particular spell or trap meant to ward the room.

The eyes of the statue are magically trapped. Any attempt to removal causes both braziers to explode per a *fire trap* spell. Due to the dryness of the air caused by the braziers, the curtains between the western and central section likely catch fire.

Deathwalker War2 (6): CR 1; hp 8, 9, 10, 12, 13, 16; see Area B.

Fire Trap: CR 3; spell; spell trigger; no reset; spell effect (fire trap, 7th level wizard, 1d4+4 points of damage and catch fire to all within 5-foot radius, Reflex (DC 16) half); Search (DC 28); Disable Device (DC 28); Cost: 10,500 gp + 480 xp.

17: BARS, VISIONS, SPEARS AND SLIDES (EL5)

The entrance to this area is blocked by **iron bars**: 2 inches thick; Hardness 8; hp 70; Break (DC 25). The bars are somewhat rusty and thus easier to bend. However, they are trapped with a **minor image trap**. Anyone touching the bars and failing their save, see below, see a comely dryad on the

east side of the bars. The dryad is attempting to break free from the bars. She seems to be in fear of something and retreats, cowering against a wall. This trap is to convince individuals to trigger the spear trap. On the east side of the bars is a pressure plate activating a **double spear trap**. The trap is very old and only triggers 30% of the time.

The stairs lead 60 feet below and lead to Level 2, Area 28. There is a 30% chance that the stairs buckle in unison, forming a 45-degree slide. Every 5 feet traveled adds a 5% chance that the stairs buckle. The slide does not damage to the PCs. However, each 20 feet they slide, they move 5 feet past the bottom of the stairs into the caverns below. For example, if the PC slides the entire stair, they must make a Reflex save (DC 15) or be dumped into the river.

Minor Image Trap: CR 3; spell; spell trigger; automatic reset; spell effect (*minor image*, 5th level wizard, see above, Will save (DC 13) to disbelieve); Search (DC 28); Disable Device (DC 28): Cost: 5,000 gp + 400 xp.

Double Spear Trap: CR 2; mechanical; location trigger; manual reset; Atk each spear +12 ranged (1d8, spear); Search (DC 20); Disable Device (DC 20), *Market price*: 4,800 gp

18: STAIRS TO THE SURFACE (EL1)

This set of stairs leads to the ruins above (The Lost City of Thracia Map, Area B). This is the access route of the Purveyors of Mortality when they come to perform their ceremonies in this unholy place. A **Deathwalker** is on the look out for anyone coming down the stairs. If he spots anyone hostile approaching, he uses a *pious whistle* (see the Appendix for more information about this new magic item) to warn of intruders. The *pious whistle* can be heard in Rooms 14 through 26.

If the *pious whistle* is blown, all servants of Thanatos in Rooms 14 to 26 prepare ambushes. First using ranged attacks while the PCs are on the bridges and then falling back to Room 25, attempting to knock PCs off the stone bridge near Room 24. A couple brave Deathwalkers also try to lure the PCs into the dire wolverine lair (Room 21) and quickly retreat to join the others. If desperate, a Purveyor of Mortality draws the PCs into Room 20 and pulls off the drapery from the statue in hope of stunning the PCs and quickly killing them.

Deathwalker (1): CR 1; hp 10; see Area B.

19: A SECOND ROPE BRIDGE (EL7)

This "T" shaped rope bridge is 25 feet long. Like the bridge in Room 15, the Deathwalkers recently refurbished it. The bridge has the same attributes

as the bridge in Room 15 as well, except this area is above Level 2, Room 29. The floor of Level 2 is 50 feet below. A guard posted at the door to Room 20 watches this area. Any light traveling across the bridge is likely to be seen.

Hanging high above are 5 **dire bats**. Like the dire bats in Room 14, these bats are disturbed by light and likely attack. If a creature is hit by a dire bat while on the rope bridge or on a ledge, he must make a Reflex save (DC 10) to avoid falling over the edge to the caverns below (5d6 damage). For every bat that hits, raise the DC by +2. The effect is cumulative for each bat that successfully attacks a creature during its attack phase. In other words, if 3 bats hit a creature, the save is DC 16. A creature only needs to make this save once per round. Subsequent hits in the same round, such as from an attack of opportunity, do not prompt additional saves.

Dire Bats (5): CR 2; hp 15, 20, 23, 30, 34; see the **MM**.

20: RITUAL HALL OF PURIFICATION (EL8)

Posted outside this door, watching the rope bridges is a **Deathwalker** guard. He is armed in Thracian plate and has the same statistics as Kushik in The Lost City of Thracia Map, Area B. He has a *pious whistle* that he blows if intruders are spotted. The servants of the Dark One use the same tactics as described in Room 18.

The room itself is a purification chamber where the Purveyors of Mortality ceremonially clean themselves before beginning holy rites. There is a 5-foot diameter basin in the center of the room. It is set upon a 3-foot pillar of human skulls. At the north end of the room is a 10-foot diameter column of black drapery that hangs from the 20-foot ceiling. The drapery is held to the ceiling by brass nails.

Behind the drapery is a black marble statue of Thanatos. This is another profane area. Anyone viewing the statue, without a symbol of Thanatos in their possession or the Mark of Thanatos, must make a Will save (DC 15) or be stunned for 1d6 minutes. The dread that crawls the skin and chokes the throat of any who are not touched by or believe in Thanatos is overwhelming. The source of this magical effect is the eyes of the statue. The eyes are matched citrines worth 150 gp each. The eyes are loose and easily come out of their stony sockets. If removed, the effect ends.

There is also a cleverly disguised trap door. The door is actually one of the marble tiles within the room. It is difficult to detect requiring a Search

check (DC 25). Below the trap door is a chimney leading down to Sublevel 2A, Room 61.

Inside the room there are 2 more **Deathwalker** guards, also armed with Thracian plate. Also on the map each "C" is a **Purveyor of Mortality** (Clr2/Purveyor of Mortality2). These minor priests are deep within their meditations. However, they do anything they can to protect the statue that they incorrectly view as an avatar of their god.

Deathwalker Ftr2 (3): CR 2; hp 13, 14, 15; see Kushik in Area B.

Purveyors of Mortality (Clr2/Purveyor of Mortality2): CR 4; hp 10, 11; see Area H.

21: OUTER LAIR OF THE WOLVERINE (EL4)

The Deathwalkers captured a rather powerful druid in a party of adventurers almost a year ago. The druid offered his services in exchange for his life. The Deathwalkers agreed and the druid captured a **dire wolverine** to guard the temple. The druid also captured the bear in Room 26. When his use came to an end, the Deathwalkers tricked and sacrificed the druid to the Dark One believing that a year of good fortune would result from the death of one so powerful. As mentioned in Room 18, the Deathwalkers might release the beast if the PCs threaten the sanctity of their Temple.

Strong stone doors, bolted with a stone crossbar seal this room. The crossbar may be easily removed from the door to enter. Inside is a rough-hewn room that reeks of animal waste and a skunk-like odor. The dire wolverine lingering in Room 22 watches for light or noise to enter this room. The Deathwalkers keep the beast well fed, even if that means sacrificing one of their own, and it knows that either usually signifies food.

Scattered around the room are a number of items: 2 daggers, a handaxe, a helmet to a set of half-plate, a light crossbow and 10 quarrels, a longsword, 3 shortspears and 2 sets of Thracian plate. All of this equipment is soaked in wolverine musk and is unbearably smelly until well washed and aired out for at least 3 days.

Dire Wolverine (1): CR 4; hp 43; see the **MM**.

22: THE LAIR OF THE DIRE WOLVERINE

Another rough-hewn chamber, the dire wolverine, described in Room 21, spends most of its time in this chamber. There is nothing of value except for piles of bones, garbage and wolverine stench. The room reeks so badly that anyone entering must make a Fortitude save (DC 16) or become nauseous until they leave the room.

In the corner behind a pile of refuse is a **secret door** (2 in. thick; Hardness 8; hp 30; Break DC 28; Search DC 25) leading to a secret passage not yet discovered by the Deathwalkers.

23: THE SACRIFICIAL ALTAR OF THE DARK ONE (EL 12 CEREMONY OR 9 DIRE BATS)

This area includes a sheer cliff leading 50 feet down to Level 2 2, Area 30c. There is only a 10% chance that this altar is being used for sacrifice. If so, **Tavasmok**, 2 **Purveyors of Mortality**, 4 **Deathwalker** guards (Ftr 2) and 10 **Deathwalker** commoners are in attendance as witnesses. The victims are 3 Com1 villagers kidnapped from surrounding communities in the jungle. The kidnapped victims are bound with rope and completely naked. The Judge might include an NPC to rescue. This NPC could assist the PCs if the scenario is proving very difficult for the players.

If the altar is not being used, there are 10 **dire bats** in this cavern. Like those in Rooms 14 and 19, they are disturbed by light. If a sacrifice is taking place, these bats hide due to the number of people.

If a creature is hit by a dire bat while on the bridge (Room 24) or on a ledge, he must make a Reflex save (DC 10) to avoid falling over the edge to the caverns below (5d6 damage). For every bat that hits, raise the DC by +2. The effect is cumulative for each bat that successfully attacks a creature during its attack phase. In other words, if 3 bats hit a creature, the save is DC 16. A creature only needs to make this save once per round. Subsequent hits in the same round, such as from an attack of opportunity, do not prompt additional saves.

The altar is really a ledge extending out into the darkness. Five black and red veined marble pillars extend into the stalactites above. High above (30 feet) in the stone ceiling is the end of a chimney that leads to Area F, a hole in the ground. The chimney leads another 35 feet to the surface. This leads to the surface of the Thracian city ruins.

Tavasmok, **Deathwalker**, male **Clr2/Purveyor of Mortality8 (Thanatos)**: CR 10; hp 70; see Area H.

Deathwalker (2) Clr2/Purveyor of Mortality2 (Thanatos): CR 4; hp 15, 27; See Area H.

Deathwalker Ftr2 (4): CR 2; hp 8, 9, 11, 15; use stats from Kushik in Area B.

Deathwalker (10) Com1: CR 1; hp 2 average.

Sacrifices (3) Com1: CR 1; hp 2 average.

Dire Bats (10): CR 2; hp 30 each; see the **MM**.

24: TRAPDOOR (EL 2)

This is a stone bridge without rails 50 feet over Level 2, Room. On the bridge is a **trapdoor**. The trapdoor opens 60% of the time. If released, it remains open until closed.

Trapdoor: CR 3; mechanical; location trigger; automatic reset; DC 20 reflex Save avoids; fall 50 feet (5d6, trapdoor); Search (DC 20); Disable Device (DC 20); *Market price*: 3,000 gp.

25: VAULT OF THE CEREMONIAL TREASURES (EL 8)

This is the room where the Deathwalkers store their treasure. All of the treasure was discovered within the Caverns on level one or looted from the Lost City. Outside the room are 4 **Deathwalker** guards (Ftr 2), represented by "e" on the map. If the guards are overwhelmed, one pulls a lever that releases the **black bear** from Room 26. The black bear was well trained by the druid who was ultimately sacrificed. It attacks all those not wearing either Thracian plate or the distinctive black and white greasepaint of the Deathwalkers.

Four torches light the room. Below the torches are two chests. The chests are on the north and south walls. Each chest is locked, Open Lock check (DC 20), and has a **glyph of warding (slow) trap**, see below. The glyphs are across the back of the chest at the seam between the lid and the chest itself.

The north box is empty, but on the interior lid is a **glyph of warding (sleep) trap**. This glyph is broken if the chest is opened.

The south box contains an ivory mace (200 gp), an unlocked iron box containing 100 gp, a leather bag with 10 chips of ruby (10 gp each), an emerald (200 gp) a sphene (150 gp), and a platinum box carved with ancient runes (250 gp). The runes state in ancient Thracian that this box was crafted for his high Excellency King of Thracia, Argos II. Inside the platinum box are a pair of glass beads that appear to be exact replicas of human eyes. These are *eyes of sight* (see the Appendix for more information about this new magic item).

Deathwalker Ftr2 (4): CR 2; hp 8, 9, 11, 15; use stats from Kushik in Area B.

Glyph of Warding (Slow) Trap: CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [slow], 5th level cleric, *slow*, DC 15 Reflex save avoids); multiple targets (five creatures within 35 feet of the trap lasting 5 rounds, see the *slow* spell in the **PHB** for information about the effects of this spell); Search DC 28; Disable Device DC 28; *Market price*: 10,000 gp + 800 xp.

Glyph of Warding (Sleep) Trap: CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [sleep], 5th level cleric, *sleep*, DC 15 Will save avoids); multiple targets (creatures within 15 feet of the trap lasting 5 rounds, see the *sleep* spell in the **PHB** for information about the effects of this spell); Search DC 28; Disable Device DC 28; *Market price*: 10,000 gp + 800

26: THE BEAR LAIR (EL 2)

In this rough-hewn cavern resides a **black bear**. Trained by a druid slave, the bear was taught to not attack those wearing the distinctive greasepaint of the Deathwalkers or any wearing the similarly distinctive Thracian plate. A lever in Room 25 controls iron bars to this cave.

Black Bear (1): CR 2; hp 24; see the **MM**.



27A: JETS OF FLAME (EL5)

Rooms 27a and 27b form an immense hall that is cleft in half by a deep chasm. This chasm leads 80 feet down to Level 2 2, Area 39. The floor was originally weakened by the reconstruction of the Temple. Over time it worsened until a large tremor over three centuries ago opened the chasm.

For anyone approaching within 1 foot of the chasm, there is a 10% chance that it crumbles away. In such an event, the creature must make a Reflex save (DC 14) or fall to the bottom of the chasm, causing 8d6 points of damage. A dwarf or others with Stonecunning or stone crafting skills might notice that the ledge is weak, Spot (DC 18). The entire area reeks of decaying flesh, see Room 27b.

On the north wall is a **secret door** (2 in. thick; Hardness 8; hp 30; Break DC 28; Search DC 22) leading to a passage not discovered by either the Beast Men or Deathwalkers. The secret door is disguised as an ornate panel. This passage leads to another identical secret door in Room 8, a sloping hall.

Passing between the two north pillars triggers a mechanical trap. One round later, blue flame spouts out of the holes in the floor, as marked on the trap. These jets of flame, no save, do 1d6 points of damage. Anyone caught by the jets must make a Reflex save (DC 15) or catch on fire. See the **DMG** for information about fire hazards. Each round a creature remains over one of the holes, they take damage and possibly catch on fire.

After 3 rounds of flame, a statue of a demon appears to rise out of the flames. A *magic mouth* on the demon cackles a deep throat, guttural laugh. Flames pour out of the demon's mouth and its eyes glitter and sparkle. The eyes are two sapphires, worth 300 gp each. After 6 rounds, the statue sinks back down to Room 50 on level 2. As the head of the statue passes beneath the floor, trap doors seal the shaft closed. Anyone caught in the trap doors takes 6d6 points of damage. To disable the doors requires a Disable Device check (DC 20). The walls of the shaft are constructed of a slick, oily textured stone. To climb down is very difficult (Climb check DC 30).

The Thanatosians created the statue and mechanism as a spectacle to teach worshippers of the power of Thanatos. The mechanism uses natural gas, collected in large pockets beneath Room 50 in its construction. Thus the gas burns with little smoke.

27B: THE BURIAL CRYPT OF THE CULT OF THE DARK ONE (EL VARIABLE)

The reek of decaying flesh permeates the air here. Lying in ordered rows are rank upon rank of corpses. Most are long decayed and in skeletal form. Some are fairly fresh, being dead for only a few weeks. All of the Deathwalkers are “buried” here in this way as a monument to the power of death.

The decay and corruption has lured a **carriion crawler** here. The crawler hides just inside the chasm if anyone approaches, but it is not shy to attack. Within one of the corpses is a clutch of 20 carriion crawler eggs.

If the southernmost pair of columns is approached by any humanoid not bearing a Mark of Thanatos, the skull shaped pendant (see Room 9), or the greasepaint symbol the Deathwalkers use, a sinister **repeating animate dead trap** is triggered. Each round an individual without the proper mark is within the area the trap animates 1d4 skeletons, up to a total of 400 from the corpses in the room! Skeletons attack the closest creature, including the carriion crawler!

The “x” marked on the map is a locked, stone chest. The lock requires an Open Lock check (DC 20) to open. On the trap is a **glyph of warding electrical blast trap**. The possessions within the box belong to Tavasmok the Patriarch. This includes: a map showing every room in the Temple of Thanatos (Rooms 14 to 27), a wooden box containing two diamonds (50 gp each), a bejeweled statue of Athena taken long, long ago from

the palace of the Minotaur King during one of the raids attempting to take the caverns back (400 gp), and a sheaf of ragged yellowed papyrus paper tied with a black ribbon. There are about 100 pages in the sheaf, all written in ancient Thracian. The pages are not numbered and are out of order, but a day’s worth of undisturbed study and an Intelligence check (DC 20) allows anyone fluent in the dead language to put the pages in the proper order. If successful, they will have reassembled an unnamed document that details the construction of an oracular skull (see the Appendix for the creation rules of this unusual Construct). This sheaf of papyrus is worth approximately 1,000 gp to any evil cleric.

Also within the box is a scroll in ancient Thracian telling of the sealed domain of the “Dark One.” This is the text that gave the first Deathwalkers the “name” of Thanatos. The scroll also gives a hint about the demesne stating:

Dark God, Death’s Head,

Sealed Forever in Ceaseless Mourning.

Captive and Kept From Service to Man.

Lost to Man is the Oracle Wise.

Carriion Crawler (1): CR 4; hp 17; see the MM.

Skeletons (400): CR 1/3; hp 6 average; see the MM.

Animate Dead Floor Trap: CR 4; spell; spell trigger; no reset; spell effect (*animate dead*, 5th level cleric, see above); multiple targets (creatures within 5 feet of the trap); Search DC 28; Disable Device DC 28; Market price: 10,000 gp + 800 xp.

Glyph of Warding Electrical Blast Trap: CR 4; spell; spell trigger; no reset; lock bypass (Open Lock DC 20); spell effect (*glyph of warding* [electrical], 5th level cleric, 2d8 electrical, DC 15 Reflex save for half); multiple targets (creatures within 5 feet of the trap); Search DC 28; Disable Device DC 28; Market price: 10,000 gp + 800 xp.

CHAPTER FOUR: THE UNDERTEMPLATES OF THRACIA

The majority of the action in this adventure takes place in Undertemples of Thracia. This is the gateway to the grand cavern below. Many sublevels created by the Thracians and the former rulers of the caverns, the Reptillions are linked to this level. Relics of the past glory of Thracia lurk waiting to be discovered. This is where you as the Judge can begin many new plots and areas of adventure.

The actual level is predominantly a natural cavern. The ceiling of the cavern ranges from 40 to 80 feet tall. There are many stalactites and a handful of stalagmites in the cavern. Down the center of the cavern is an underground river. The river is 10 to 50 feet deep and moves from 5 to 15 feet per second. The flow of the river is south from its headwater and the east. The river travels underground for 6 miles, emerging deep in a small lake in the countryside. The source of this river is far below on Level 3, in Huvat Vex, the Reptillion City.

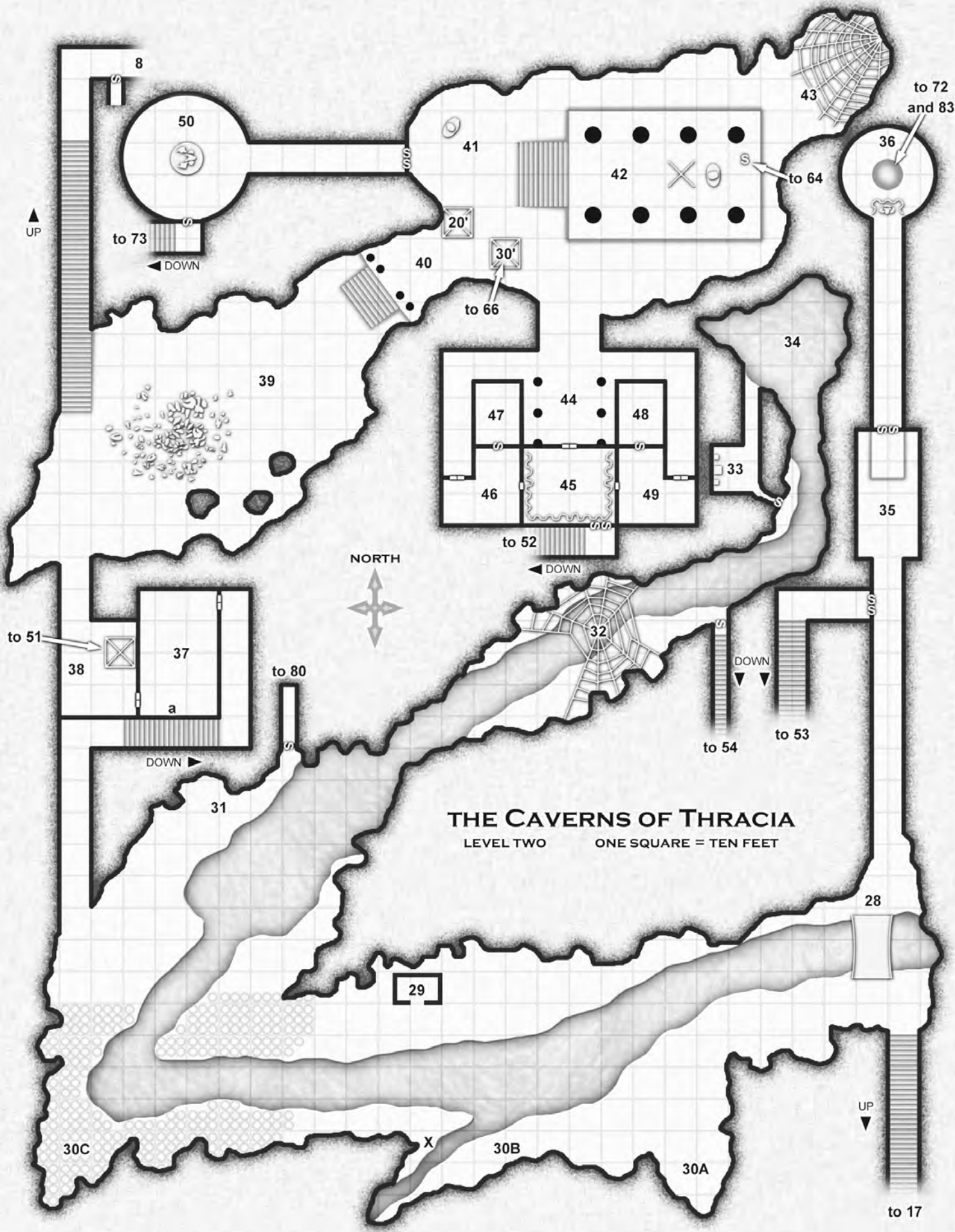
Entering the cavern through stairs (Level 1, Room 8), the demon device (Level 1, Room 27a) or descending through the open-air cavern, the PCs find themselves confronting traditional and non-traditional foes. Rooms 28 through 34 are in the natural cavern along the river. In this area traditional subterranean creatures lurk. Also along the river is the unusual guardian of the bridge, Grastic Hammerclay the Giant Gnome as well as a tribe of Malius (Lizardfolk) that have returned under the spiritual guidance of G'ruk the Shaman. The Minotaur King tolerates the Lizardfolk because they provide troops to his forces.

G'ruk has discovered an entrance to the Sanctuary of the Sun & Moon (Sublevel 2C) where the

Immortal King sleeps. The Immortal King stirs and is guiding G'ruk to awaken him. In the Sanctuary are portals to both the ethereal and astral planes. If awakened, the Immortal King begins preparations to return the Reptillions to the surface world and begin a campaign of conquest and bloodshed.

A tomb complex of ancient Thracia is in Level 2, Rooms 35, 36, 37, 38, and Sublevel 2A, 52–63. These were some of the first structures built in the caverns after they were “discovered” by the Thracians. Supernatural creatures and traps of sinister design guard the complex. Sublevel 2A, the Mausoleums of Thracia and the Stone King, are linked to this section of the cavern. This area is taboo to the Lizardfolk and the Beast Men. Both groups believe that greater evil lurks within and thus it has never been completely looted.

Sublevel 2A, Room 52 is an undiscovered subsection where Epicaste, a warrior from the time of King Agamemnos remains frozen in time. Sent to discover whether the Beast Men posed a threat prior to their insurrection, she and a companion failed in their task, being frozen. Discovery of her creates interesting possibilities for the PCs plot wise. One plot is that she confronts Macreus (Level 1, Room 11) and eventually challenges him or Tavasmok to lead the descendents from Thracia. The PCs might join forces with either side and this could cause division in the party as to who to support. Another possibility is that the PCs join forces with Epicaste to remove the Beast Men from the caverns. There are interesting possibilities for roleplay and using Epicaste to tell secrets of the cavern's rich past.



Rooms 39–49 are the actual Undertemples of Thracia. These were the temples built by the Thracians at the height of their power. Dedicated to Athena, Apollo and other deities, the Thracian people traveled deep into the caverns to worship here in this place of power. Undiscovered by the Thracians, who expanded the natural caverns, was a door that led down to the Sanctuary of the Sun & Moon (Sublevel 2C) where the Immortal King lies. The Undertemples is also the location where the Thracians created a permanent portal to Huvat Vex. The Thracians did so to surprise the Beast Men in an attempt to regain control of the palace. This gambit failed and the Beast Men to this day now control the permanent teleportation portal.

In the temple beneath the portal is a complex of stores and areas of worship. This is Sublevel 2B. These areas were built for the priests who tended to the temples. This is also the area where King Agamemnos fled during the Beast Men revolt.

This is a place where once accessed, the PCs may adventure, retreat and return. Many sessions and plots can be planned around these encounters. The best advice with such an expansive level is to let the PCs do as they wish and let them reap the consequences of their actions.

28: BRIDGE OF THE GIANT GNOME (EL7)

Stairs lead down from Level 1, (Area 17) to this cavern, as does the chasm above (Areas 14–15). Over the underground river is a cobblestone bridge. This is the home of **Grastic Hammerclay**. He may be the only giant size gnome in the world. Hammerclay was cast out of his village as a freak. Due to a glandular problem, Grastic grew to his astonishing size. Wandering the world, he eventually found the Caverns and makes the bridge his home. Grastic is severely disturbed and intensely paranoid.

The Lizardfolk and the Beast Men avoid Grastic. He is considered to be a demon wearing the flesh of a giant over his body. This is untrue, but Grastic's unpredictable nature and constant ramblings do not lend credence otherwise. Both groups refer to this "demon" as "The Old Man of the Bridge."

Grastic eats stirges he snares and the occasional crayfish. He is usually incredibly hungry. If the PCs do not immediately attack him and instead offer him food, he allows them passage over the bridge for a few weeks. Thereafter, he demands more and more food. If the food is very good or magically created, he'll offer some of his "pretties" from his treasure. In a sack near the wall are his pretties: 89 gp, 68 sp, 221 cp, a sphene worth 30 gp, and a large, rusty iron key. Grastic found the key in the river while looking for crayfish. The key is a master key to the cell doors in Level 4, The Palace of the Minotaur King,

Room 134, 135 and 106. Also in the sack is Grastic's big yellow book of magic, in other words his spellbook.

Grastic Hammerclay, male gnome Ill4: CR 7; SZ H Humanoid [Gnome]; HD 4d20*+16; hp 66; Init –1; Spd 20 ft.; AC 10, touch 10, flat-footed 10; BAB/Grapple +2/+14; Atk +4 melee (1d8+4, giant club) or +2 ranged (1d8+4, longspear); SA: +1 bonus against humanoids; SQ: gnome cantrips (*dancing lights*, *ghost sound*, *prestidigitation* 1/day), low light vision, +2 save against illusions, AL CN; SV Fort +5, Ref +0, Will +3; Str 18, Dex 9, Con 19, Int 13, Wis 9, Cha 11.

Skills: Concentration +10, Craft (alchemy) +8, Listen +1, Swim +8, Spellcraft +7. **Feats:** Scribe Scroll, Silent Spell, Spell Focus (Illusion).

Arcane Spells Known (Prepared Per Day 5/5/3); Spell DC: 11+spell level: 0—*dancing lights*, *daze*, *detect poison*, *ghost sound*; 1st—*charm person*, *color spray*, *disguise self*, *hypnotism*, *silent image*, *ventriloquism*; 2nd—*blur*, *hypnotic pattern*, *minor image*, *mirror image*.

Possessions: giant club, longspear, patchwork of gnomish clothes sewn together to form overalls and a long sleeve shirt (sewn by his mother before she died).

* Grastic uses 20-sided dice for hit points due to his large size.

Tactics: Grastic uses his illusions from afar and avoids melee combat if possible, even though his build is best suited for it. If wounded more than 50%, Grastic flings himself into the river and hides under the bridge. If accosted he whimpers "Go away!", "Leave me alone!" or "Everyone hates me!" It is very unlikely Grastic assists even the most kindhearted PCs in adventuring through the Caverns.

28A: SLIPPERY EDGE

This area is a narrow ledge along the river. At the location "A" on the map is extremely slippery due to water flowing down and across the ledge. A Balance check (DC 15) is necessary to move in this section. The river is 15 feet deep and the current moves at 20 feet per round. Due to the rocks and the current it requires a Swim check (DC 15) to swim in the river.

29: DEAD HALFLING

This is a run down cottage, constructed of fieldstone and roofed with straw thatch. The thatch is moldy and rotting due to the high humidity caused by the river. The floor of the cavern in this section is covered with sand.

Thrust into the sand in front of the cottage is a crude spear. Mounted on the protruding shaft of the spear is a bleached skull of a Lizard Man. Various crude, arcane symbols are painted on the brow of the skull.

This is a warning to all who approach. To the Lizardfolk this place is taboo. If they discover that it has been tampered with or entered, they are incensed. G'ruk the Lizard Man shaman (see Room 31 below) told his people

that this the spirits of their ancestors protected the cottage. Thus, any who defile the holy place are attacked on site and to the death by the Lizardfolk who follow G'ruk. The Lizardfolk receive a +1 circumstance bonus on their attack rolls against any defilers due to their rage.

The cottage is ransacked and contains evidence that the Deathwalkers were responsible. There is a small pendant with a silver skull under a bed and someone wrote in chalk "Death is only the Beginning" in Thracian repeatedly over the walls. There is a cot, table and chair inside.

On the cot is the desiccated corpse of a halfling in long, tattered robes. Lying on the chest of the halfling skeleton is an open scroll. The scroll is written in ancient Thracian and tells of the wonders of King Agamemnon's palace and gardens deep within the earth. Various passages refer to the "Beast Men" who serve the King and the King's "living trees."

On the table is a red wax candle. It is actually a *ceaseless candle* (see the Appendix for more information about this new magic item). This *ceaseless candle* may only be used 6 more times.

Around the neck of the corpse is a fish-shaped silver medallion (worth 20 gp). The halfling, named Barton, came to the Caverns over 100 years ago. Eventually befriending the Minotaur King at that time through his services as a mage, Barton was able to search the caverns and gather information for his research. Barton believed that another race lived in the Caverns prior to the Thracians. He spent most of his time in Huvat Vex attempting to discern the four ziggurats. Unfortunately, the flame of his life ended and Barton died of old age. Finding the necklace in the ruins below, Barton wore it everywhere he went. The necklace is the Reptillion symbol of fertility. When G'ruk entered the cottage, he immediately recognized the symbol and posted the warning. Any PC caught by Lizardfolk wearing the necklace is attacked on site and to the death. The Lizardfolk are so incensed that they receive a +3 morale bonus on their attacks.

30A: STIRGE STRIKE (EL 6)

This area is a natural groove into the cavern wall. In this niche lives a flock of 10 **stirges**, roosting in the cavern ceiling of Level 1, Area 15. The niche is full of shards and fragments of several ornate columns. There is also a shattered statue to some indistinguishable god. This rubble fell here when Level One was being reconstructed to become a grand entrance centuries ago. A difficult search of the rubble, Search check (DC 15) reveals scattered, half-buried human bones and a bronze sword.

Stirges (10): CR Ω ; hp 1, 2, 2, 3, 4, 5, 6, 7, 7, 8; see the MM.

30B: SHALLOW STREAM (EL 4)

This area is a shallow flow of water coming out of the rock wall. Lying in the stream are the bloated and long-dead bodies of three Deathwalkers. One was crushed to death. Strewn about them are 2 longswords and a shield.

In a pouch on the crushed man's body is a soft leather cloth. Folded within the cloth are four turquoise gems (worth 20 gp each). One of the other Deathwalkers is a bronze dagger with a strange rune on it. The rune is actually meaningless; it was the man's good luck symbol. But the Judge is highly encouraged to play up the significance of this tremendous discovery!

The small "X" on the map is the location of a **piercer**. There are also 2 **stirges** in the area who in a symbiotic relationship, assist the piercer.

Piercer (1): CR 1/6; hp 4; see the *Tome of Horrors* by Necromancer Games.

Stirges (2): CR Ω ; hp 1, 5; see the MM.



30C: LAIR OF THE FALLING STALACTITES (EL11)

There is a pattern on the map that shows this area. This area is plagued with 15 **piercers**. The area is avoided by the Beast Men, but the Lizardfolk who follow G'ruk enter this area frequently. The Lizardfolk pass through in the water and thus avoid the hanging menaces. The black dots on the map mark the location of each piercer.

Piercers (15): CR 1/6; hp 2, 2, 2, 2, 2, 2, 3, 3, 4, 4, 6, 7, 7, 8, 8; see the *Tome of Horrors* by Necromancer Games.

31: THE LIZARDFOLK ENCAMPMENT (EL10)

Almost three years ago **G'ruk** led his tribe, Malarat (a word derived from Malius), to the caverns. Haunted by dreams and armed with the knowledge passed down through the generations by his forefathers, G'ruk brought the Malarat to the Caverns of Thracia to find the source of his dreams — the Immortal King.

G'ruk made a pact with the Minotaur King. In return for allowing his tribe to live here (and allow G'ruk time to locate the Immortal King), G'ruk's tribe provides troops to protect the Minotaur King's palace. G'ruk has discovered a **secret door** (2 in. thick; Hardness 8; hp 30; Break DC 22; Search DC 20) that leads to his lair in the Sanctuary of the Sun & Moon (Sublevel 2C, Room 80). However, he has not yet explored the sanctuary. G'ruk is very superstitious and afraid of journeying further.

On the west bank of the cavern, the Malarat live. At any time, in addition to G'ruk there are 14 **lizardfolk** here. Five of these 14 are hearty mercenaries (Ftr2) who regularly serve the Minotaur King but are here on leave. The rest of the mercenaries are serving the Minotaur King or away gathering food for the tribe. The other ten are normal lizardfolk.

The lizardfolk live in tents made of skins. The tribe has no wealth. Most of the

lizardfolk know that G'ruk is seeking to restore them to a greater purpose. They follow G'ruk blindly and fully believe in the prophecy of return he preaches.

G'ruk desires the treasure in Room 33. He lost 5 warriors attempting to obtain the treasure. Those that returned brought him the burnt othur poison. G'ruk later divined a legend that human blood is required to obtain the treasure. The actual phrase he learned is "cast the blood of man upon the troubled waters." The phrase is meaningless. However, G'ruk may try to convince humans to get the treasure for him and double-cross them.

In a battle, if any PCs are captured, they are taken to the Minotaur King for judgment and then his dungeons to be sacrificed in the gladiator arena on Level 4 (Room 154).

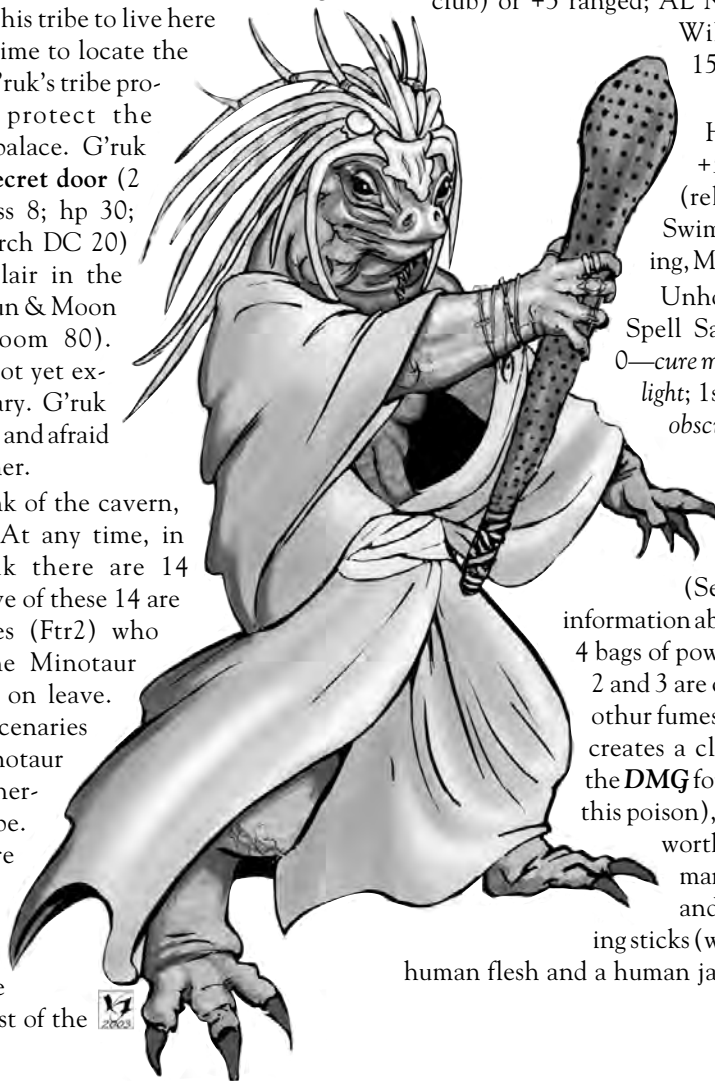
The doors to the passage leading north are heavy oak, covered with moss and bound with weathered bronze (2 in. thick; Hardness 5; hp 20; Locked DC 20; Break DC 23). One of the mercenaries has the key.

G'ruk the Shaman, male lizardfolk, Adp4: CR 5; SZ M Humanoid [Aquatic, Reptilian]; HD 4d6+8 plus 2d8+4; hp 32; Init +0; Spd 30 ft.; AC 16 touch 10, flat-footed 16; BAB/Grapple +3/+6; Atk +6 melee (1d6+3, club) or +3 ranged; AL NE; SV Fort +4, Ref +4, Will +7; Str 17, Dex 11, Con 15, Int 10, Wis 16, Cha 18.

Skills: Balance +3, Handle Animal +6, Heal +5, Jump +6, Knowledge (religion) +2, Survival +5, Swim +7. **Feats:** Combat Casting, Multiattack, Power Attack. **Unholy Spells Prepared (3/3)** Spell Save DC: 13+spell level: 0—cure minor wounds, detect magic, light; 1st—cause fear, command, obscuring mist.

Possessions: club, small wooden shield. In a satchel, G'ruk has a *potion of rebuke undead*

(See the Appendix for more information about this new magic item), 4 bags of powders (bag 1 is alum, bags 2 and 3 are colored sand, bag 4 burnt othur fumes poison, opening the bag creates a cloud 10 feet around (see the *DMG* for more information about this poison), 18 gp, 4 sacred rocks (all worthless), a mummified human hand, 6 teeth of dwarves and elves, a set of 20 divining sticks (worthless), 6 strips of dried human flesh and a human jawbone.



Lizardfolk mercenaries, male lizardfolk, Ftr1 (5): CR 2; SZ M Humanoid [Aquatic, Reptilian]; HD 2d10+6 plus 2d8+4; hp 16, 23, 26, 26, 32; Init -1; Spd 30 ft.; AC 15, touch 9, flat-footed 15; BAB/Grapple +2/+5; Atk +5 melee (1d6+3, club) or +2 ranged (1d4+3, dart; AL N; SV Fort +5, Ref +2, Will +1; Str 16 Dex 8, Con 16, Int 8, Wis 13, Cha 11.

Skills: Balance +2, Intimidate +1, Jump +6, Swim +7. **Feats:** Cleave, Multiattack, Power Attack.

Possessions: club, small wooden shield.

Lizardfolk (9): CR 1; hp 11 average; see the **MM**.

Tribal Tactics: G'ruk has the ability to whip the tribe into a frenzy. If he does so, all other lizardfolk fight with a +1 morale bonus to attack. This stacks with any other modifiers, such as defiling the halfling cottage, Room 29. If G'ruk dies, most of the lizardfolk are likely to run to the Minotaur King for protection, warning guards along their escape route (Rooms 37–40 and 42). The lizardfolk mercenaries do not run, as they are battle hardened veterans. G'ruk uses his bag of burnt othur poison only as a last resort. If thrown, it has a 10% chance of not bursting on impact.

32: SPIDERWEB (AND SPIDER!) (EL11)

The passage over the river is blocked by an immense spider web connected to the walls, ceiling and floor. Each 5-foot section of the web has 12 hit points and hardness 5. Fire consumes the web, ignoring the hardness. If a creature is trapped it requires an Escape Artist check (DC 25) or Strength check (DC 20) to escape.

Hidden in a shadowy niche in the cavern ceiling is a **huge monstrous spider**. Near the spider and visible from the cavern floor is a large, leathery sack of spider silk. The sack quivers with movement as if something inside is trying to escape. This is an egg sack containing 100 **tiny monstrous spiders**. Unless directly struck, any damage to the web has a 5% chance of opening the sack and releasing the tiny spiders. If opened, most of the offspring busy themselves eating each other. However, 40 of them attack the nearest creature, including mom.

Across from this room is a **secret door** (2 in. thick; Hardness 8; hp 30; Break DC 22; Search DC 20) leading to Room 54 on Sublevel 2A.

One may ask why a giant's spider lair is doing close to the lair of the lizardfolk. It's a case of mutual tolerance. The lizardfolk feed the spider an occasional living Deathwalker and the spider lets them pass in the water beneath her web without interference.

Huge Monstrous Spider (1): CR 4; hp 49; see the **MM**.

Tiny Monstrous Spiders (100): CR 1/4; hp 1 each; see the **MM**.

33: A SEEMINGLY ABANDONED TREASURE VAULT (EL4)

This dark vault is carved into the stone. The walls are painted with images of huge ganged mouths. The vault was entered recently and it might be noticed, Search check (DC 12), that the dust that settled over the centuries has been disturbed.

There are dark stains along the floor in the hall leading to the north out of the room. The north hall is slightly damp. The constant gurgling of water can be heard from Room 34.

In the vault itself are 3 boxes, 1 large and 2 small. The small box on the right of the large box is open and empty. The small box on the left and the large box are both locked, Open Lock check (DC 15), and sealed with purple wax seals.

Both boxes are protected or (more correctly) "haunted" by 2 **disembodied mouths** (1 in each box). The mouth waits in the box for a limb or hand to enter the box. Thereafter it attacks for a few rounds, disappears for a few rounds and then resumes its attack until destroyed. In the small box is a +1 *dagger* with a solid garnet hilt (the garnet is worth 1,200 gp by itself) and a *potion of invisibility*.

In addition to the disembodied mouth in the large box there are 10 bags with 100 sp each (1000 sp total), a silver mirror (50 gp), an iron axe studded with green glass and jade (900 gp as jewelry), a gold brooch (140 gp) and a solid obsidian anklet with intricate inlaid designs (100 gp). There are also a +1 *longsword* and a +1 *large shield* decorated with silver and platinum tracery along with 70 carnelians. As an item of jewelry, the shield is worth 170 gp. If used in combat, the value is reduced by 100 gp. If the large box is opened, 1d6+1 rounds later the guardian beast in Room 34 snakes a few tentacles into the room and attacks.

Disembodied Mouths (2): CR 2; SZ S Aberration; HD 3d8; hp 10, 12; Init +2; Spd fly 60 ft. (perfect); AC 14 (+1 size, +2 Dex, +1 deflection), touch 13, flat-footed 12; BAB/Grapple +2/—; Atk +5 melee (1d3, bite); SQ aggrandizement, ethereal jaunt, immunities, vulnerability; AL LE; SV Fort +1, Ref +3, Will +3; Str —, Dex 14, Con 10, Int —, Wis 11, Cha 12.

34: GREAT GRASPING GUARDIANS (EL5)

The water here bubbles and is the main source of the river that cuts through the caverns. Lurking at the bottom of the pool, 150 feet deep is the **guardian beast** (see the Appendix for more information about this new monster). The source of the water is a large pipe or shaft from far below on Level 4

(Room 155). The Thracians captured these octopoid horrors and used them to guard their city by setting them loose in the waters and swamp. After the beasts consumed more Thracians than invaders, the King decreed that the things must be hunted down and destroyed. This one was captured and set in the Caverns of Thracia to guard the river's source. The source was important because it provided fresh and clean water to the city. Later it was taught to guard a small trove.

If the creature is killed, it floats to the surface. Thereafter it floats downstream and trapped in the spider web in Room 32, if it still exists. The central and single eye of the beast is a huge jelly-like gemstone that dries after 3 days and hardens into a 3,000 gp diamond.

Guardian Beast (1): CR 5; SZ L Aberration [Aquatic]; HD 6d8+6; hp 44; Init +2; Spd 20 ft., swim 30 ft.; AC 17 (–1 size, +2 Dex, +6 natural), touch 11, flat-footed 15; BAB/Grapple +4/+13; Atk +8 melee (1d4+5, tentacle rake); Full Atk +8 melee (1d4+5 [x6], tentacle rakes); Reach 50 ft. (tentacles); SA improved grab, constrict (2d8+5); SQ darkvision (60 ft.), tentacle regeneration; AL N; SV Fort +3, Ref +4, Will +6; Str 20, Dex 15, Con 13, Int 2, Wis 12, Cha 3.

35: HALL OF THE SPHINX (EL9)

The hall leading north from Area 28 is inlaid with pearly gray marble. The walls are panels of the same type of marble. Each panel is 5 feet wide and 15 feet tall, reaching the ceiling. In the center of each panel, 5 feet off the ground, is a human skull that is set into the stone.

The hall is illuminated in dim green light that emanates from the eye sockets of the skulls. This is from *continual flame* spells cast long, long ago — before the Beast Men revolt. If any skull is touched, it triggers a *magic mouth* that emits a cackling laughter. Also, the skulls are set with a mechanical trap. If anyone places his or her hand within the mouth, the mouth chomps down (Atk +5, 1 point of damage). These arcane decorations have convinced even the dimmest Beast Man and Deathwalker to avoid this area.

On the west wall, spanning two panels is a locked **secret door** (2 in. thick; Hardness 8; hp 30; Open Lock DC 20, Break DC 28; Search DC 20). To open the door requires one to touch the mouths of two skulls. The panels push in and slide to the side.

In the hallway south of the room is a **secret door** (2 in. thick; Hardness 8; hp 30; Open Lock DC 20, Break DC 28; Search DC 20) leading to Room 53, Sublevel 2A.

From the hallway, the room at the end of the hall appears dark and empty. At the end is a 7-foot high, 10-foot by 15-foot pedestal at the north end of the chamber. The ceiling in this section is 40 feet high and circular vaulted, like a barrel. The walls appear blank. However, once the room is entered, the appearance changes.

Once entered, a near blinding column of golden light shines down directly onto the pedestal. None of the light touches anything but the pedestal, but illuminates the room. The walls are decorated with ornate fresco paintings showing the activities of unknown gods and heroes. With the exception of the light from above, this change is an illusion trap (*major image*) that is triggered when the PCs enter.

The golden light is a magic absorbing field and also confers *protection from arrows* as if cast by a level 10 sorcerer. The field absorbs 100 levels of spells (e.g. a *fireball* [3rd level spell] consumes 3 levels) before winking out. This arcane wonder is not a special device, but actually a lingering magical byproduct from the creation of Level 3 by the Reptillions centuries ago. The Thracians were wise enough to recognize the utility of this effect and used it.

Lounging on the pedestal is **Ontussa**, a **gynosphinx**. Ontussa is likely aware of anyone approaching down her hall and triggers the illusion when they enter the room. Ontussa has sat in this room since before the discovery of the lower caverns during the reign of King Argos II. She is willing to talk with the PCs and carefully stepping out of the light use her *legend lore*, ability to answer questions if they are willing to pay her fee. Ontussa' fee is at least 1000 gp in works of literature or other reading materials. It is also possible that she could be convinced to help after a game of riddles or some other intellectual endeavor. If the PCs balk at paying, she activates a second trap from a small rock on her pedestal. This trap slams doors closed to the hall, **arcane locked stone doors** (1 in. thick; Hardness 8; hp 15; Open Lock DC 22; Break DC 25). The death of Ontussa does not cause the doors to open. However, smearing her blood on the doors opens them.

If Ontussa is killed, the magical light fades out. The light is activated with a command word and is usable once per day. It cannot be removed from this location. Two rounds after the light ends, the secret doors leading to Room 36 (same statistics as above) become unlocked, slightly ajar and thus no longer secret. Five rounds after the doors become visible, a **bestow curse trap** is triggered effecting everyone on the pedestal.

Ontussa, gynosphinx (1): CR 8; hp 47; see the MM.

Bestow Curse Trap: CR 4; spell; spell trigger; no reset; spell effect (*bestow curse*, 5th level cleric, DC 16 Will save avoids, affected subject is cursed and receives a –6 decrease to Strength); multiple targets (all standing on the pedestal); Search (DC 28); Disable Device (DC 28); Cost: 7,500 gp + 600 xp.

36: INTRIGUING TREASURES AND DEEP SHAFT (EL5)

The hall leading to this room normally glows a cool green. However if Ontussa is dead, which is likely since she does not allow anyone into this chamber under normal circumstances, the hall glows a blood red. The ceiling of the room is 15-feet overhead. At the north end of the hall is a 9-foot tall statue of a lion-headed man with glowing orange eyes. This is an **animated lionwere statue** guarding the shaft behind it.

Lodged in the chest of the statue is a 500 gp diamond. If removed, the gem functions as a *luckstone*. If the walls glow red, the lionwere statue gains the ability to *transmute rock to mud* in any square he moves through. The mud is 2 feet deep and lasts for 2 rounds before reverting back to its original form. If any creature approaches within 30 feet of the statue, he bursts to life and attacks until slain.

Behind and flanking the statue are 15-foot tall red velvet curtains. The curtains are coated with *sovereign glue* (see the **DMG** for more information on this horrific adhesive).

Beyond the curtains is the treasure of Ontussa. It is lit by dim, amber magical light. There are two holes in this circular room. One is 10 feet wide and in the center of the room. It is circular and 120 feet deep. The shaft is 70 feet deep with a final drop of 30 feet. The smooth walled shaft leads to Level 3A, Room 83. The midpoint of the shaft (the 40-foot mark) contains a 4-foot crawl space leading to Area 72, Sublevel 2B. Although it is smooth with no handholds, the walls can be climbed by using hands because the surface creates suction with flesh pressed against it, Climb check (DC 18).

The second hole is 6 feet in diameter. It is actually a *portable hole*, see the **DMG** for more information about this magic item. In plain sight at the bottom is a large wooden box. The box is locked, Open Lock (DC 15) and contains; an ornate stone axe (150 gp), a ring of electrum (300 gp) and dozens of old well-read works of literature worth over 1000 gp to a collector (weighs 100 pounds). Also within the box is a *helm of telepathy*. If the box or lock is smashed open, the *helm of telepathy* is damaged and unusable.

Animated Lionwere Statue: CR 3; SZ L Construct; HD 5d10; hp 27; Init –1; Spd 40 ft.; AC 17 (–1 size, +8 natural), touch 9, flat-footed 17; BAB/Grapple +2/+9; Atk +5 melee (1d8+3, heavy mace); SA *rock to mud* 1/round (see above); SQ chest gem, construct, damage reduction (15/+2); AL N; SV Fort +1, Ref +0, Will +1; Str 16, Dex 9, Con —, Int —, Wis 11, Cha 1.

Chest Gem (Ex): If the walls in the chamber glow green, the lionwere statue suffers only half damage from piercing and slashing weapons (apply this before applying damage reduction).

37: GNOLL GUARDPOST (EL8)

The Minotaur King barracks a 7 **gnolls** in this room. They watch for invaders from the general cavern and the lizardfolk because the Minotaur King believes G'ruk is untrustworthy. The gnolls are led by Grotch and his junior, Vredd. The room is filthy with offal, food scraps, bits of armor, scraps of leather, broken and useless weapons, discarded boxes, broken furniture, shreds of cloth, garbage and a motley collection of disconnected bones.

Serving the gnolls is **Grassus** a human slave. He wears a loincloth and old scars as well as new bruises from repeated beating are visible all over his body. He is dull-witted and scared of his masters. He was captured from his home village a dozen miles from Thracia almost 30 years ago and only speaks Gnoll. He reveals no information under any circumstances about the Beast Men because of his fear of them.

The letter “a” on the map is a spy-hole in the wall overlooking the stairwell. One of the gnolls is always stationed here and watches for intruders. The doors to the room can be bolted with a heavy oaken bar from the inside requiring a Strength check (DC 22) to break down. There is also a chance that the lone guard (Room 38) hears a fight and gathers the 4 gnolls from Room 40. These gnolls burst into the room after 8 rounds.

On the gnolls are 22 gp and 30 sp. Each gnoll uses a different weapon than standard as noted below.

Grotch, male gnoll Ftr2: CR 3; SZ M; HD 2d10+2 plus 2d8+2; hp 20; Init +6; Spd 20 ft.; AC 19, touch 12, flat-footed 17; BAB/Grapple +3/+7; Atk +8 melee (2d6+4, greatsword) or +4 ranged; AL CE; SV Fort +7, Ref +3, Will +2; Str 18, Dex 14, Con 13, Int 6, Wis 12, Cha 11.

Skills: Climb –2, Intimidate +2, Listen +3, Spot +3. **Feats:** Improved Initiative, Power Attack, Weapon Focus (greatsword).

Possessions: Greatsword, large steel shield, scale mail, 7 gp, 9 sp.

Vredd, female gnoll Ftr1: CR 2; SZ M; HD 1d10+1 plus 2d8+2; hp 15; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17; BAB/Grapple +2/+7; Atk +7 melee (2d6+5, greatsword) or +2 ranged; AL CE; SV Fort +6, Ref +0, Will +3; Str 21, Dex 10, Con 13, Int 8, Wis 15, Cha 6.

Skills: Climb +0, Listen +3, Spot +3. **Feats:** Cleave, Power Attack.

Possessions: Greatsword, large steel shield, scale mail, 7 gp, 6 sp.

Gnolls (5): CR 1; hp 5 (armed with a greatsword, 2d6+2), 8 (armed with a morningstar, 1d8+2), 11 (armed with a battleaxe, 1d8+2), 12 (armed with a battleaxe, 1d8+2 and longbow, 1d6), 12 (armed with a greatsword 2d6+2); see the **MM**.

Grassus, male human Com1: CR 1; hp 2.

38: A LONE GUARD (EL1)

Standing before the double doors to Room 37 is a single **gnoll** guard. He is standing in one of the few places in the room not covered by a heap of garbage. If a fight breaks out in Room 37, this gnoll runs to Room 40 for reinforcements. If the PCs seem to be an overpowering foe, the gnolls also warn the complex of Rooms 44 to 49.

The floor is covered with at least a foot of compressed garbage that dates back a thousand years. Beneath these heaps, possibly discovered by prodding the floor underneath for a hollow sound, is a trap door marked by the "x" on the map. This requires a difficult Search check (DC 22) to find. The trapdoor leads to Room 51, detailed as part of **Sublevel 2A**, below.

Although there is nothing of value in the garbage heaps, some players and parties are undeterred in their quest for treasure. If they spend a considerable time don't let their efforts go unrewarded. Give them at least 10 cp.

Gnoll: CR 1; hp 9; see the **MM**.

39: RUBBLE-FILLED CAVERNS (EL0 OR 8)

This large cavern is fairly dry with stalactite and stalagmite formations along the south wall. The stair to the north (Level 1, Room 8) leads up to Level 1.

The floor of the cave is littered with debris from Level 1, Room 27. The floor was originally weakened during the renovations on Level 1. After the passing of the Thracian culture that inhabited these caves, the floor above crashed down during a tremor.

Inhabiting the rubble pile is a colony of 100 **rats**. The rats adapted long ago to flee from any threat. If the rubble is searched or entered they squeal and shriek. This noise is likely to alert the guards in Room 40.

Rats (100): CR 1/8; hp 1; see the **MM**.

40: GUARD POINTS AND PIT TRAPS (EL7)

At the entrance from Room 39, a short stair leads upward 10 feet. Hiding amongst the pillars are 4 **gnoll** guards. The gnolls are watching Room 39 for light and listening for noise from that direction.

There are two **pit traps** at the end of the wide corridor. Both traps are hidden beneath a layer of sand that covers the stone floor. One is 20 feet deep, but filled with

sharpened stakes. The Beast Men are aware of this trap, but oblivious to the other. The trap works 50% of the time. Once this pit opens, it snaps shut again but does not lock.

The other pit is 30 feet deep and is extremely ancient, almost 1,000 years old. The Thracians built some traps for any Beast Men who attempted to enter Level 2 through the teleportation pad. The Beast Men overran the Thracians here and eliminated their traps. Unbelievably, one still remains. The 30-foot pit has a locking mechanism that locks in any who falls. This mechanical device recently corroded allowing the trap to function 10% of the time. After 30 feet, the pit becomes a slide depositing any falling into, Room 66 on Sublevel 2B. The initial fall does damage as described below but the slide does not. Although corroded, the locking mechanism has been reset and slams the pit doors shut, locking them in.

Pit Doors: 2 in. thick; Hardness 8; hp 30; Break (DC 28).

Gnolls (4): CR 1; hp 5, 10, 11, 14; see the **MM**.

20-foot Spiked Pit Trap: CR 2; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); pit spikes (+10 melee (1d4 spikes for 1d4+2 points of damage per successive hit); Search (DC 20); Disable Device (DC 20); Market price: 1,600 gp.

30-foot Pit Trap: CR 2; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 30 ft. deep (3d6, fall); Search (DC 20); Disable Device (DC 20); Market price: 1,000 gp.

41: STATUE OF A LONG FORGOTTEN GOD (EL3)

This cavern was the shrine of many long forgotten god and demigod of the Thracians. It was an epicenter of the invisible arcane power or conflagration that drew the Thracians to make the Caverns their center of worship. The source of this power is the nearby Sanctuary of the Sun & Moon, on Sublevel 2C.

In the alcove is an intact pearly-white marble sculpture of a fair looking young man. The marble is weathered and stained by the passage of time. The head is partially worn away and small mineral deposits, stalactites, form a beard to the face. Written in ancient Thracian at the base is "Oh Apollo, blessed healer, touch me and make me whole."

If this is spoken aloud while touching the statue, the speaker is the target of a *cure light wounds* spell as cast by a Level 10 cleric (1d8+5 points of healing). This effect works only 4 times before the ancient magic is exhausted.

The walls of the alcove are rough hewn with two marble bas-relief panels of Apollo guiding a chariot in the sky above farmers working their fields. The east panel is a **secret door** (2 in. thick; Hardness 8; hp 30; Break DC 22; Search DC 20) that leads to Room 49. The panel is also trapped with a **double spear trap**.

Double Spear Trap: CR 2; mechanical; location trigger; manual reset; Atk each spear +12 ranged (1d8, spear); Search (DC 20); Disable Device (DC 20), *Market price:* 4,800 gp.

42: THE TEMPLE OF ATHENA (EL 7)

A set of stairs leads 10 feet upwards to a large marble temple. The temple has large columns with scrollwork in the Ionic design. Huge white marble lintels span across the ceiling, which is a massive piece of marble in a trapezoidal shape. High above, carvings of owls and lions are shown as chasing each other in a playful fashion.

At the east end of the temple is a 10-foot tall statue of a regal woman in long, loose clothing. She bears a shield and spear and is armored with a helm. The 10-foot square before the statue, marked "X" on the map, is a teleportation pad. Standing on the pad for 6 seconds (1 round) activates it and sends those on the square to Room 92 on Level 3. The pad is powered by the source in Room 72. Although it can be momentarily suppressed it cannot be permanently dispelled, absent a *wish* or similarly incredibly potent magic.

The base of the temple is made of the bedrock of the caves. Around the outside are large sculpture panels with scenes depicting the Thracian deities in combat with demons and sea monsters. One of these panels is a **secret door** (2 in. thick; Hardness 8; hp 30; Break DC 22; Search DC 20) that leads to Room 64 on Sublevel 2B.

Guarding the pad is a squad of 8 **gnolls**. Any light or noise in the cavern alerts the gnolls, who like their brethren in Room 40, hide amongst the pillars. If ambushed or taking heavy losses, the gnolls retreat to the teleportation pad and seek to create an ambush on the Level 3 with reinforcements.

Gnolls (8): CR 1; hp 7, 7, 7, 8, 9, 10, 10, 12; see the **MM**.

43: GIANT SPIDER (EL 4)

In the corner of the large temple cavern is a **huge monstrous spider**. The spider is tolerated by the Beast Men because it provides additional support for its guards. The Beast Men occasionally feed a prisoner or disloyal guard to it. This is the mate of the monstrous spider on the previous level.

Huge Monstrous Spider (1): CR 4; hp 28; see the **MM**.

44: A DETERIORATED OUTER SANCTUARY

This is the entrance to another Undertemple. This temple was proficiently created out of the bedrock with columns extending into the stalactite above. In this area, once brilliant paintings are peeling off of low relief

sculptures on the walls. The sculptures depict the Thracian pantheon fighting each other in inter-deity combat.

Although the area appears abandoned with no recent signs of activity, the gnolls in Rooms 47 and 48 are watching the area with light crossbows. If invaders are determined to be foes, almost a certainty, the gnolls attack.

Gnolls fire bolts from arrow niches cunningly carved in the sculptured walls making them very difficult to Spot (DC 18). They provide 75% cover for those inside them as well. The niches are not large enough to throw an item or really target many spells and are closable with small wooden doors on the other side.

45: A DRAPED INNER SANCTUARY (EL 7)

This room reeks of long occupancy by members of the ursine race. In other words, bears. There are two dog brother trained war bears, 2 **brown bears**. The training grants the bears a +1 attack bonus and they fight any one who is not a Beast Man. In addition there are 3 **gnolls** standing guard.

Old rust colored drapery hangs from ceiling to floor here hiding the **double secret doors** (2 in. thick; Hardness 8; hp 30; Break DC 28; Search DC 25) opens to a hallway to areas 52 and 62.

Brown Bears (2): CR 4; hp 36, 44; see the **MM**.

Gnolls (3): CR 1; hp 11, 13, 14; see the **MM**.

46: GNOLL BARRACKS (EL 4)

Quartered above to protect the teleportation pad and to secure Level Two are the gnolls in Rooms 37, 40, 42, 45, 46, 47 and 48. Housed in this room, there are 3 **gnolls** resting here at any time. Thus there are 12 gnoll-sized bedrolls here. Although the gnolls might be sleeping, they are trained by the dog brothers to be ready for combat at a moments notice. Thus weapons are nearby and armor is almost always worn while sleeping.

Gnolls (3): CR 1; hp 9, 9, 16; see the **MM**.

47 AND 48: CONVERTED CRYPTS (EL 4 EACH)

These are identical old crypts converted as extra living space for the gnolls. Both are full of junk and litter. In each are 3 **gnolls** who watch Room 44 with crossbows. The gnolls each have 30 bolts. The **secret door** (2 in. thick; Hardness 8; hp 30; Break DC 28; Search DC 12) in each room is easily found due to its frequent use.

A gnoll with 15 hit points in Room 48 is Gurhassee, the commander of the Gnolls here. He came up with creating the niches (see Room 44), and crude wooden doors.

Gnolls in Room 47 (3): CR 1; hp 8, 11, 12; Atk +1 ranged (1d8, light crossbow) see the **MM**

Gnolls in Room 48 (3): CR 1; hp 9, 13, 15; Atk +1 ranged (1d8, light crossbow) see the **MM**

49: LIZARDFOLK BARRACKS (EL6)

Under the command of Gurhassee are 6 **lizardfolk**. These modern day Malius are members of G'ruk's tribe assigned to the Minotaur King in exchange for allowing the tribe to live on the shores of the underground river. Although the lizardfolk serve Gurhassee they make a break for it if the going gets tough.

One of the lizardfolk discovered the secret doors on the south wall of Room 45. He is likely to use this avenue of escape to get back to his tribe if necessary. Another lizard man speaks common and offers information about the treasure in Room 33 in exchange for the lives of only the lizardfolk. He does not mention the traps and magical beasts guarding the treasure unless forced to do so. He won't offer this information in exchange for the lives of any gnolls as they are not worth the effort.

Lizardfolk (6): CR 1; hp 7, 7, 8, 8, 10, 11; see the **MM**.

50: THE RISING DEMON IMAGE

In this hidden room is the sculpture of the demon that rises up in flames in Room 27a. No one knows of its location and even in ancient Thracia it was known only to a handful of Thanatosians who constructed it. Here the statue does not belch fire but instead natural methane, an odor very noticeable and likely to the chagrin of dwarves who the party may blame. The walls of the room are covered with faded frescoes of Thanatosians and demons sacrificing many people to the dark one.

One property of the statue here, as opposed to Room 27a, is that it always turns and faces a cleric of good alignment regardless of where she stands in the room. If there is more than one cleric, it faces the one with the highest level, Wisdom, etc.

To the south is a pair of hidden 10-foot wide doors. The doors are covered with plaster and then a layer of rock 3 inches deep. Thus they are incredibly difficult to find.

Secret Door: 3 in. thick; Hardness 8; hp 45; Break (DC 28); Search (DC 20).

The door leads to a set of stairs older than the Thracian tomb complexes on this level. In fact, the stairs have not been tread upon since well before the first Thracian stepped foot into the caverns. The stairs are a remnant of the Reptillions and leads to the Sublevel 2C, the Sanctuary of the Sun & Moon (Room 73). Along the stairs are carvings of lizardfolk of varying sizes sacrificing other lizard people; lizardfolk armies battling one another and other serpentine creatures riding dinosaurs in formation. No humans, elves, dwarves or other race is depicted as warrior or sacrifice.

The stairs crumble easily and are deep with dust and fallen rubble. The ceiling and floor is covered with stalactites and stalagmites, some of which have grown together and partially block the passage.

SUBLEVEL 2A: THE CRYPTS OF ANCIENT THRACIA

When the Thracians discovered the caverns, they noted the arcane energies that lingered here. When the temples above were expanded, they first decided to build a grand tomb to bury their greatest heroes and kings nearer to the Underworld, or so they thought. Later they built the temples that comprise Rooms 39 to 49.

Although the source of these energies was never discovered, it is actually the proximity to Sublevel 2C, the Sanctuary of the Sun & Moon where the Immortal King sleeps. Although this has no direct effect on what the PCs experience in this area, it is important to keep this fact in mind. First, all spells seem more vibrant and stunning. This does not affect the results or effects of the spells. However, spellcasters do note a stronger influx of arcane potency. A Spellcraft check (DC 15) notes the strength. Secondly, any divination in the area may mistakenly direct the PCs toward Sublevel 2C. This is due to mental interference by the Immortal King calling for those nearby to awaken him.

The tomb complex has low ceilings, 7 feet tall, except where noted. The area is incredibly dusty and dust glints in any light source. Tracks where the PCs tread are also visible. There is also an unsettling staleness in the air, like cracking open a book that was last touched decades ago. Simply, no one has been in this area for over a thousand years.

51: A CHILLSOME HALL

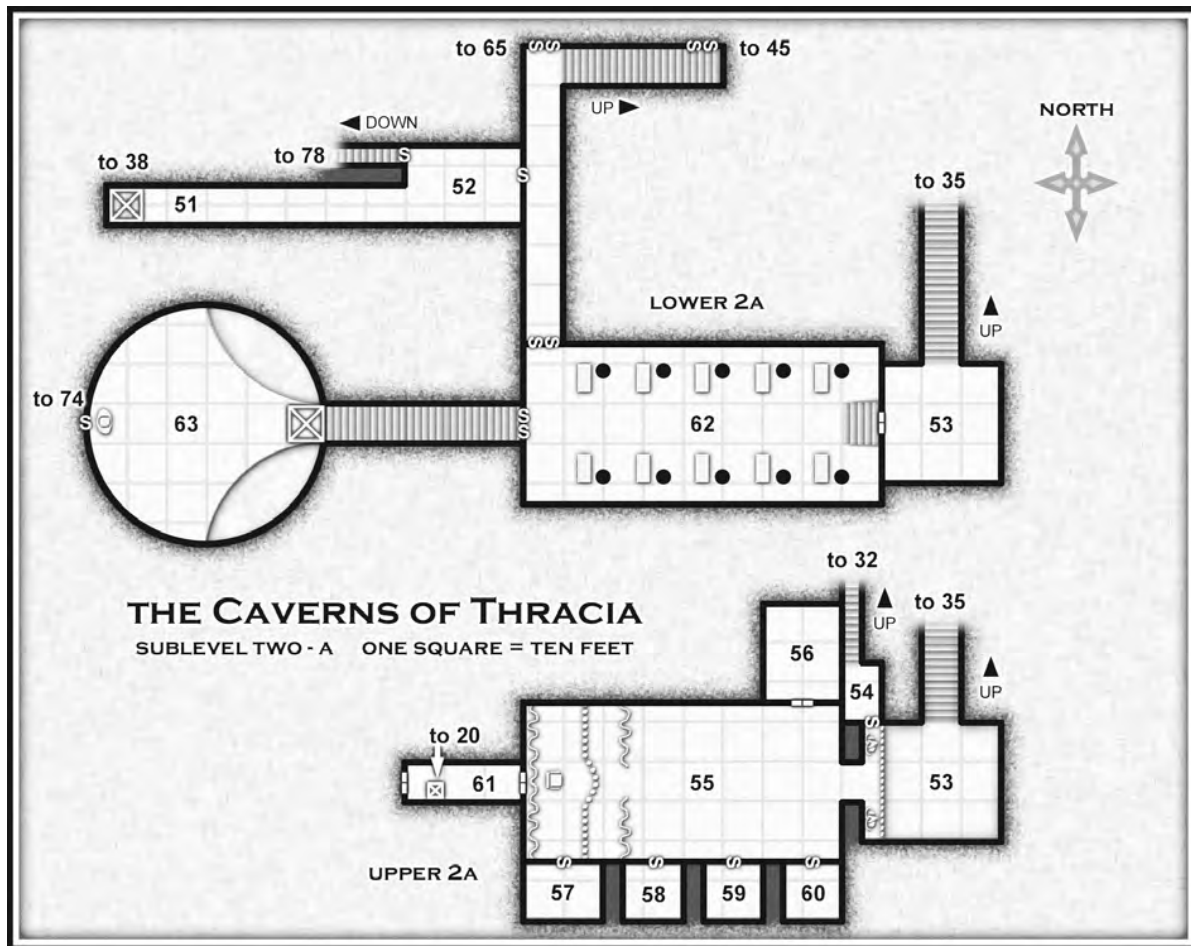
From the trap door in Room 38, it is a 20 foot drop to this hallway. The hall is much colder than the rest of the caverns since it leads into Room 52. The last 10 to 20 feet of the hall are covered with 2 inches of snowy frost.

Where the walls are not covered by frost, very archaic and crude paintings are visible. The paintings depict hunting hippopotamus in a river and the god Zeus directing the people to a hidden cave. These paintings are by the first humans who discovered the caverns and predate the golden age of the Thracia. The statuary in was made during this time period.

52: FROST VAULT (EL5)

This section not been rediscovered or opened in the past 1,100 years. If approached from the east hall, the door seems to be a part of the blank, stonewall requiring a Search check (DC 20). However, if the wall is felt, the door or 5-foot section of the wall feels 20 to 30 degrees Fahrenheit colder than the rest of the wall.

The door is actually a **living door** (see the Appendix for more information about this new monster). The door



exists to feed and is thoroughly evil. If touched, the next round it spews forth its breath weapon charming as many creatures as it can. Creatures charmed by the living door are charmed until the door is destroyed.

Inside the room, the living door is similarly hidden, Search check (DC 20). The room is thickly coated in a layer of frost and snow. The snow is 2 inches deep on most of the floor and 20 inches deep up into hallway 51.

Lying frozen on the floor are two bodies. One is a man and the other a woman. These are Thracian fighters, **Epicaste** and Danaus. Both are dressed in Thracian plate. The man is dead, but if the woman is taken from the room, she'll revive. The two have been frozen here for over 1,100 years.

Epicaste speaks ancient Thracian, and knows a few words of Gnoll. A Deathwalker is able to understand some of this language since their language is a form of this forgotten tongue. She knows words to command a gnoll as they were slaves in her time. The PCs might be able to communicate with her in this language. The PCs might also try hand signals.

Epicaste was a warrior in the service of King Agamemnos. She and Danaus were sent by the King to determine whether the Beast Men were planning an uprising. She and Danaus, who is lying in front of the living door, came down into

this room via the trap door in Room 38 believing that the Beast Men were headquartered in this room. The last thing she remembers is a cold mist. The truth is that the presence of the living door, which is a cold entity, nearly drained her and Danaus. Prolonged exposure in this very moist chamber caused both the door and Epicaste to freeze.

Unless told that over a thousand years have passed since she entered the room, she is adamant that she resume her task of investigating the Beast Men who may at any moment strike at the king. Epicaste knows her way through most of the Caverns (Level 1, Room 1–8, Level 2, Rooms 31, 37, 38, Sublevel 2A, Room 51, 3944 and all of levels 3 and 4. Epicaste and her fellows used to use magicians in the service of the king to teleport her to the palace of the king far below. Since there don't seem to be any magicians about, she does not know of another way to the caves far below.

Although Epicaste's armor is magical, its creation only allows females to don it. This is a good thing, as many males would look strange wearing armor with such large breast cups on it. Danaus' armor is not magical, but is serviceable Thracian plate. Danaus has a longsword that is frozen into its scabbard and is non-magical.

The stairs on the west wall leads down to Sub-level 2C, Room 78. In the hallway east of this room are two sets of **double secret doors** (2 in. thick; Hardness 8; hp 30; Open Lock DC 20, Break DC 28; Search DC 25). The eastern doors at the top of the stairs lead to Area 45 (Level 2), and the western doors lead to Area 65 (Sublevel 2B).

Living Door: CR 3; SZ M Aberration; HD 4d8+8; hp 26; Init +1; Spd 5 ft.; AC 14 (+1 Dex, +3 natural), touch 11, flat-footed 13; BAB/Grapple +3/+3; Atk +3 melee (1d4, slam); SA energy drain, breath weapon; SQ cold subtype; AL CE; SV Fort +3, Ref +2, Will +5; Str 11, Dex 12, Con 15, Int 10, Wis 13, Cha 10.

Epicaste, female Thracian, Ftr3: CR 3 SZ M Humanoid [Human]; HD 3d10+9; hp 21; Init +3; Spd 20 ft.; AC 19, touch 10, flat-footed 19; BAB/Grapple +3/+5; Atk +5 melee (1d8+2, longsword) or +6 ranged; AL LG; SV Fort +6, Ref +4, Will +1; Str 14, Dex 17, Con 16, Int 14, Wis 10, Cha 13.

Skills: Climb +2, Handle Animal +7, Jump +2, Ride (pegasi) +9, Swim +8. **Feats:** Combat Expertise, Improved Disarm, Improved Trip, Mobility.

Possessions: +1 Thracian plate, longsword, small steel shield.

Tactics: Epicaste was a member of the King's secret police, the Golden Falcons. She is highly skilled at tripping and disarming opponents. Her training focused on these skills to assist her in apprehending extremists and others who threatened the King. She'll employ these skills if attacked, not wishing to harm anyone if possible.

53: A CHAMBER OF SKELETONS (EL 7)

Note that this is a two story room, with a lower exit to Room 62, and an upper exit leading to Rooms 54–61. Down roughly carved stairs from Room 35, this room has a 35-foot ceiling. The stairwell is full of ancient, but strong webs from a long dead monstrous spider that wandered into this area prior to the Beast Men revolt. Each 5-foot section of the web has 12 hit points and hardness 5. Fire consumes the web, ignoring the hardness. If a creature is trapped it requires an Escape Artist check (DC 25) or Strength check (DC 20) to escape. The skeletal husk of the spider is 30 feet down the stairs.

The blank stone walls are lined with human skeletons. There are a total of 20 **Medium skeletons** here, one for every 5 feet of wall. Each skeleton's eyes glow with an eerie orange light. Anyone entering the room is immediately attacked by these luminescent undead.

The west wall of the room has a locked, 10-foot wide door at floor level that leads to Room 62 and another locked 10-foot wide door 20 feet above

the floor that leads to Room 55. Guarding the lower door is a **disembodied mouth**. This mouth attacks anyone touching or rapping on the door. The mouth does so 4 times and then leaves as it was instructed to do long ago.

However, the upper door is covered with an *illusory wall* spell disguising the door requiring a Will save (DC 12) if interacted with to disbelieve. Absent interacting with the area or actively searching it, this door is unlikely to be discovered. There is a 5-foot wide ledge in front of the upper door that circles the room.

On this ledge, on either side of the hidden doorway are two green stone gargoyles. The gargoyles were made from a strange boulder found in the caverns that is otherworldly in nature. The stonecutters that carved the gargoyles discovered by accident that rubbing salt water on the stone softened it so that it can be cut. Otherwise the material has an incredible hardness (75). Thus cannot be chipped, broken or knocked out of place by the PCs. Also along the ledge is a **secret door**: 2 in. thick; Hardness 8; hp 30; Break (DC 22); Search (DC 20) hidden as a section of wall leading to Room 54.

Medium Skeletons (20): CR 1/3; hp 6; see the MM.

Disembodied Mouth (1): CR 2; SZ S Aberration; HD 3d8; hp 10,12; Init +2; Spd fly 60 ft. (perfect); AC 14 (+1 size, +2 Dex, +1 deflection) touch 13, flat-footed 12; BAB/Grapple +2/—; Atk +5 melee (1d3, bite); SQ aggrandizement, ethereal jaunt, immunities, vulnerability; AL LE; SV Fort +1, Ref +3, Will +3; Str —, Dex 14, Con 10, Int —, Wis 11, Cha 12.

54: GUARDIAN OF SINGULAR COMBAT (EL 4)

Stairs lead down from Level 2, Room 32 into this room. There is a single fighting man in this room that is never surprised. He appears to be garbed from head to toe in cunningly crafted plate mail. A visor hides his face. He is armed with a +1 *longsword*.

Anyone entering receives a telepathic message from him *"I am the guardian. To pass me, I must be defeated and destroyed. Choose your champion."* At this point, the door opposite to the one entered is locked with arcane energies of the locale, Open Lock (DC 40). The guardian does not attack until a single champion has been determined. If he is attacked en masse, the first adventurer to damage him is his opponent. At that point, he is impervious to all attacks or attempts at hindrance by any other being. Once locked in such combat, it is to the death.

If the guardian is defeated, the door opposite opens and the guardian collapses into a pile of jumbled and rusting armor. His magical sword remains however. If the guardian's opponent dies, he issues the challenge again but the PCs may

leave. Every time a door is opened and closed, the Guardian regains all of his hit points. However, once defeated the Guardian does not return.

Guardian of Single Combat: CR 4; SZ M Construct; HD 5d10; hp 35; Init -1; Spd 30 ft.; AC 18 (+8 natural), touch 10, flat-footed 18; Atk +6 melee (1d8+3, +1 *longsword*, 19–20/x2); SQ DR 15/magic, single combat, construct; AL N; SV Fort +1, Ref +0, Will +1; Str 14, Dex 9, Con —, Int —, Wis 11, Cha 1.

SQ—Single Combat (Su): The chosen person (see text above) or the first person to successfully attack the guardian becomes its single opponent. It is impervious to all other spells or attacks of any kind (magical or otherwise) until it or its chosen opponent is dead.

55: THE THRONE HALL (EL5)

This is a large, unlit hall that like the rest of the complex has not been visited in over a thousand years. On the north and south walls are numerous burial vaults and crypts (Rooms 56–61). The Thracians believed in an Underworld. In this room they interred the vilest of their society had to offer. These were kings and nobles worthy of burial and although they honored their dead, they did so damning them for eternity to rob them of the Underworld and afterlife. The PCs must tread cautiously.

The doors to many vaults are **secret doors** (2 in. thick; Hardness 8; hp 30; Break DC 22; Search DC 20). At the west end there is a large green drapery that runs from ceiling to floor. Beyond the drapery is a wall of thick iron bars with a 10-foot wide locked door in the center.

Iron Bars: 4 in. thick; Hardness 10; hp 120; Open Lock (DC 15); Bend (DC 28).

Beyond the bars is a crudely constructed gold plated throne. This is the throne of Abbarkamn the mage. During an insurrection during the early years of the Thracian civilization the mage took control in a bloody coup. He was able to succeed in his wicked plans by selling his soul to the Faceless Lord. Eventually succumbing to insanity, Abbarkamn was killed by his bodyguards when he decided that it was necessary to “cleanse” the Thracian people by turning the wells and bath-houses to green slime. This chair is the only surviving relic of his eccentric rule.

The throne is decorated with monster faces and runic symbols. An insane craftsman wrote the runic symbols and do not say anything intelligible with any Decipher Script or other check. The throne radiates moderate magic however.

Anyone sitting in the throne must make a Will save (DC 19). A failed save infuses the person

with a spark of the Abyss. This change is subtle and shifts the person’s alignment to chaotic evil. The exceptions are if the Judge decides this is not appropriate as discussed below or if the person is lawful good. If the person is lawful good, the gold vibrates and discharges blue hued lightning damaging the person for 2d6 points of damage. After the chair causes 24 points of damage, it loses all abilities to shock, change alignment and paralyze, (see below).

As the Judge, it is recommended you play up what everyone in the room is doing and take a few players aside and inform them away from the table that they notice something different. Inform the person at the table that their alignment has shifted to chaotic evil and they must roleplay accordingly. *Remove curse*, *miracle*, or *wish* (or similar spell) removes this permanent effect. If a character with an alignment restriction (such as a monk or paladin) is shifted, they must first remove the effect before any atonement. Also, due to the shift it must naturally make sense roleplay-wise for the “new” personality to desire a shift back in the first place. Some players may balk at such a drastic alteration. If so, the Judge might wish to have the throne instead cause a *bestow curse* on the PC instead. In either event, the Judge must make this choice beforehand and not give anyone an “option.”

If a person touches the throne and does not sit in it, they must make a Fortitude save (DC 13) or be paralyzed for 1d6+2 rounds. Once paralyzed, a glistening wetness appears on the north wall and moves toward the throne. This wetness is an **ochre jelly**.

Behind the maroon curtains at the west end, there are two unlocked stone doors. Each door is carved with the face of a beneficent looking man.

Ochre Jelly (1): CR 5; hp 55; see the **MM**.

56: THE CRYPT OF THE MUMMY (EL6)

The double stone doors to this room are locked and closed with 2 heavy bars of strong oak. The bars are on the south side of the door (i.e. in Room 55). The lock is covered with a yellow wax seal with the symbol of an ancient Thracian king, a lotus flower. After removing the wax seal, the door is difficult to unlock and requires an Open Lock check (DC 25).

Inside the room, extending 10 feet from the north wall is a 5-foot wide by 3-foot tall stone crypt. Anything touching the crypt such as a hand, weapon, pole, rock, etc. causes it to explode. This causes 1–3 hit points of damage to anyone within 5 feet, a Reflex save (DC 20) negates. This isn’t a magical effect but is caused by the **mummy** inside bursting out of the crypt.

The mummy is that of King E'head. E'head sacrificed every daughter born in Thracia to an unknown god, rumored to be Thanatos, for almost 3 years before the people rose up and overthrew him. Believing that death was too tranquil a penalty, the priests of Apollo cursed him with eternal unlife and buried with him his vile sword, see below.

Unlike a normal mummy, King E'head is armed with an ebon sword named *Thirster* (see sidebar). King E'head is 50% likely to use *Thirster* instead of his normal slam attack. King E'head wears a *greater ring of resist energy (fire)*.

Lining the bottom of the crypt is 2,000 gp in ancient jewelry and coin. Also in the crypt is a bone scroll case with an *arcane scroll (limited wish, caster level 17)* and a *potion of longevity* (see the Appendix for more information about this new magic item).

King E'Head, Mummy (1): CR 3; hp 60; see the MM.

57: A BURIAL VAULT (EL6)

Buried here are the two twins who were princes of Thracia, Sevat and Tevas. Together they believed they had the power of gods and combed the back alleys of Thracia mercilessly slaying vagrants. Their father grieved greatly when they were caught and signed their execution warrant.

Buried here with their accomplices, Sevat and Tevas are now 2 **wights** with 6 **Medium skeletons**. Since they have not fed for the past millennia the two are starving for flesh. They have no treasure being stripped of their garments and signs of station when executed.

Wight (2): CR 3; hp 16, 17; see the MM.

Medium Skeletons (6): CR 1/3; hp 1, 3, 4, 4, 7; see the MM.

58: A SECOND BURIAL VAULT (EL2)

This vault is occupied by a moldering **necromantic skeleton** (see the Appendix for more information about this new monster). The skeleton rests on a stone bier. This is the body of General Lanvermille. Executing a third of the Thracian army believing they were spies for the enemy, General Lanvermille was eventually caught by the Golden Falcons and summarily executed. A necromancer in the service of Orcus reanimated Lanvermille. His plot was to raise the dead of Thracia's most feared villains. Unfortunately before this task was set into motion, a priest of Athena caught the necromancer. Now over a millennia later this unholy plan may come to fruition.

However, after the room is entered the body animates. It then sits up and faces any intruders. It thereafter speaks in ancient Thracian, "*Long have I lain here, storing up my hatred for those who have entombed my brethren. Now they shall be unleashed on those who have wronged them!*"

After speaking thus, the necromantic skeleton walks toward the door without attacking any being. If unobstructed, it taps the doors, in order, to Rooms 57, 59 and 60. The undead in these rooms appear one round thereafter and attack. If these undead defeat those present, they thereafter organize and begin to "purify" the Caverns of Thracia by slaying every living being. To aid in this effort, the necromantic skeleton uses its *animate dead* ability to raise any slain.

If the necromantic skeleton is destroyed, it transfers its spirit to another dead creature using *Spirit Transfer*. Thus this creature must be fought again and again, until no dead bodies are within range to receive its soul.

Necromantic Skeleton (1): CR 2; SZ M Undead; HD 4d12; hp 29; Init +5; Spd 30 ft.; AC 13 (+1 Dex, +2 natural), touch 11, flat-footed 12; Atk +2 melee (1d4, claw); Full Atk +2 melee (1d4 [x2], claws); SA animate dead; SQ DR (5/bludgeoning), turn resistance (+2), spirit transfer, immunities (cold), undead; AL CE; SV Fort +1, Ref +2, Will +4; Str 10, Dex 12, Con —, Int —, Wis 10, Cha 11.



THIRSTER

Thirster is a +1 soul gulper longsword, Int 12, Wis 18, Cha 15, Ego 17, AL CE; intuit direction at will, detect gems at will, *detect secret doors* at will, *detect thoughts* (100 ft. range) 3/day, telepathic and speaks aloud in Draconic and Troll. Additionally, *Thirster* has necrophobia and thus is very afraid of undead. This does not affect the sword, but the phobia is passed onto the wielder. Thus in the presence of undead, the sword has an effective ego of 21. A check must be made in any combat with undead. If the sword gains control, the wielder either goes berserk until restrained or goes into a comatose shock unable to do anything. There is a 50% chance of either occurring.

59: ANOTHER BURIAL VAULT (EL6)

Caught by the Thracians, Iyolov and Rupilon, 2 **doppelgangers** were impersonating the high priests of Apollo and Zeus. These two were attempting to overthrow the King. However before their plans were fully set into motion, they were caught.

Imprisoned here and buried alive the two went insane after a couple hundred of years. Fortunately, or unfortunately, for the doppelgangers, their alien physiology kept them alive the past 1,200 years. If the PCs approach the door, both attempt to hide until they are able to assume forms identical to the PCs and cause utter confusion. It is also possible that they assume the forms of good aligned priests, and try to bluff the party into taking them along after "rescuing" them.

Buried in the room with Iyolov and Rupilon are their possessions that were deemed tainted with evil. These items are in a chest of stone with a transparent crystal top. The chest was actually carved out of the bedrock and is immovable.

SOUL GULPER

This enchantment can only be placed on a melee weapon. When a soul gulper strikes an opponent, a black bolt of crackling negative energy enters the opponent. The opponent immediately loses 1 level. The opponent automatically gains the level(s) back after 13 hours.

Caster Level: 13th; **Prerequisites:** Craft Magic Arms and Armor; **enervation**; **Market Price:** +4 bonus.

DETECT GEMS AT WILL

At any time, this primary ability allows the sword to detect any type of gem within a 5-foot radius. The ability is not passive and thus must be active with the wielder holding the sword concentrating on gems.

Visible beneath the crystal is a sword. The weapon is a -2 *cursed sword*. In a secret compartment, Search check (DC 20). A **crossbow trap** that fires directly behind the chest guards the latch to this secret compartment. Inside the secret compartment are the following: divine scroll (*magic circle against evil*, prayer, caster level 5) *potion of reduce* (caster level 7) and a *potion of haste* (caster level 9).

Doppelgangers (2): CR 3; hp 20, 23; see the MM.

Crossbow Trap: CR 2; mechanical; touch trigger; manual reset; Atk two +10 ranged (1d8, quarrel); Search (DC 20); Disable Device (DC 20); **Market price:** 4,800 gp.

60: YES, YOU GUESSED IT!

STILL ANOTHER BURIAL VAULT (EL4)

This is an empty vault with no one buried here. The stone door opens inward. There is a line of writing carved on the east wall, Search check (DC 15). The writing is only visible if within 5 feet of the wall. The writing is ancient Thracian and reads: "*I have been waiting for you.*"

If this is read aloud, each creature in the room hears in their minds "Ahhh...it's been a long time! I have been waiting for you to come! Ha ha ha." This is actually a special *magic mouth* that triggers a telepathic message.

After this message, the door to the chamber begins to close. It takes a melee round (6 seconds) for the door to close. Once closed it is the target of an *arcane lock* trap making the door difficult to open.

Arcane locked stone doors: 4 in. thick; Hardness 8; hp 60; Open Lock (DC 30); Break (DC 30).

There is only enough air in the room for 1 person to survive 24 hours, 2 people 12 hours, 4 people 6 hours, etc.

61: WILY WATER TRAP (EL5)

A nasty trap to be sure, this room is lethal but not without a possible escape. The room appears to be a short corridor. However the doors at the west end only lead to doom and destruction.

Touching the west doors slams the entrance to the east closed. The doors are instantly locked with an *arcane lock*.

Arcane locked stone doors: 4 in. thick; Hardness 8; hp 60; Open Lock (DC 25); Break (DC 30).

Opening the west doors releases water from the river through a metal gate behind the doors.

The force of the water makes them nearly unable to be closed. A Strength check (DC 25) is required to close them after the water begins to rush in the room. An attempt to close the doors takes at least 3 melee rounds. The water fills the room to the 10-foot ceiling in 5 rounds. Any caught in the water are susceptible to the drowning rule see the **DMG** for more information.

In the ceiling, marked as an "X" on the map, is a chimney. The chimney leads up 70 feet to Level 1, Room 20. To climb the smooth walled chimney under the best of circumstances is a tough Climb check (DC 18). The water does not fill more than 20 feet up the chimney, leaving a 50-foot climb.

62: HALL OF ANCIENT STATUARY

This the lower hall accessible from the lower set of doors in Room 53. This room is devoted to the mythological beasts revered by the Thracians. It is also the province of a fearsome guardian, the Stone King.

The stairs into this room descend 10 feet. The ceiling is 25 feet high. Ten glowing pillars illuminate the chamber. The pillars glimmer an eerie yellow-green light that flickers like torchlight. Every 5 rounds, the light winks out for 1d6 rounds. Subsequently it bursts into activity like 10 giant strobe lights. This effect blinds any failing a Fortitude save (DC 12) for 1–2 rounds and the creature cannot see in the dark, with darkvision or otherwise, for 1d6 rounds thereafter. This effect's origin is from the arcane energies in the area. The Thracians shaped these energies into this form to protect their idols.

The room is also warded with a number of *ghost sound* spells. Every so often, a low rumble can be heard in this room. Moving about also sets off noises that sound like traps being released or monsters moving somewhere in the distance.

On the map are a number of rectangles that are lettered. These represent 6-foot tall marble pedestals. On each pedestal are a variety of statuary, carved from several types of stone. The statuary includes: (A) a sphinx carved of porphyry with huge quartz sphere eyes (200 gp each); (B) an eight-headed hydra carved of black marble with amber eyes (25 gp each); (C) a minotaur carved from soapstone with jade eyes (400 gp each); (D) a dryad carved of black basalt with small citrine eyes (50 gp each); (E) a griffon carved of glistening white marble with fire opal eyes (350 gp each); (F) a mantichore carved from black marble with red tourmaline eyes (200 gp each); (G) a harpy made of green marble with brilliant cut green emeralds (400 gp each); (H) a black lava hippogriff with small peridot pupils (50 gp each); (I) a

satyr carved from pink granite with eyes made of rubies set on diamonds (1,000 gp each); and a white marble centaur with aquamarine eyes (300 gp each). To pry these gems loose without damaging them requires two rounds and a Disarm Traps check (DC 12).

The statuary seems to be unguarded. However, for every 10 gp of gems pried out of the eyes of any statue there is a 1% chance of summoning the Stone King (see Room 63). This chance is cumulative and is checked each time a new gem is pried loose. If the percentile or lower is rolled or the 100% mark is reached (1,000 gp of gems), the guardian appears in two rounds attacking any in possession of the stolen gemstones.

The secret doors in the north wall appear to be a part of the wall. They are obscured with an *illusory wall* spell cast by a 7th level wizard. Thus they require a Will save (DC 16) to disbelieve. If a *detect magic* is used, behind the illusion and visible are two hand shaped auras with palms out. These auras radiate moderate magic. If anyone reaches through the illusion and places their palms on the doors, they open. Otherwise the doors must be forced open if the illusion was disbelieved, Strength check (DC 15).

The secret doors in the west wall are unlocked and open inwards. They are disguised behind a thin piece of plaster with a faded painting of satyrs dancing in a circle. This plaster shatters if the Stone King enters.

Secret Door: 2 in. thick; Hardness 8; hp 30; Break (DC 22); Search (DC 20).

63: AUDIENCE CHAMBER OF THE STONE KING (EL10)

This is the domain of the Stone King, the guardian of ancient Thracian treasure in Room 62. The Stone King was constructed as a bodyguard for the Thracian arch-wizard Horden Cain. The Stone King is a vicious construct and the notoriously greedy Horden used him to guard his treasure vaults. When Horden passed, his successors desired to take possession of his tower and vaults. Taking a letter sent by Horden prior to his death, the successors believed they had the command words to control the Stone King.

After discovering the pulp that remained of the successors from the entry hall to Horden's tower, a priestess of Aphrodite of all people took it upon herself to remove the menace from the tower. Divining the name of a lost love of Horden, the young woman bravely entered where stout warrior trembled. Within an hour she emerged with the Stone King in tow. Although it was argued that the abomination should be disassembled, it was not. Instead it was set here to protect the beauty of the expertly carved statuary so that it may remain a beacon of splendor for all eternity.

This area has strange arcane effects due to the proximity of the Reptillion Immortal King and the Sanctuary of the Sun & Moon. All arcane spells are cast in this area as if one caster level higher.

The stair into this room descends 50 feet from Room 62. A violet light of arcane origin lights the stairs. Anyone entering the stairs must make a Fortitude save (DC 15) or become drowsy. The drowsiness limits living creatures to one partial action each round for 10 rounds. The arcane energies that exist in the vicinity naturally cause this light.

The room itself is lit with a bright violet light. The walls of the room appear to be on fire with violet energy. The fire is actually cold and causes no damage.

Flanking the base of the stairs is a pair of placid pools of water. Every so often the water ripples and moves as if something lurks below. Nothing does, but don't tell the PCs that bit of information!

At the west end of the chamber is an 8 foot-tall statue. This is the **Stone King**. The Stone King appears to be a regal man wearing a black crown. The Stone King's eyes and mouth burn with orange flame. The crown has three, large violet gems (500 gp each).

If the PCs enter without attempting to remove any gems in Room 62, the Stone King does not attack. However, even if one gem was taken or the PCs attempt to take the Stone King's gems, he attacks ruthlessly using his breath weapon whenever possible. Once the Stone King attacks, he follows the thieves until he is destroyed...to the ends of the earth if need be.

There is a trap door in front of the stairs. If opened, this leaves a 10-foot wide gap of open water between the stairs and the room. Beneath the Stone King is a trigger. Once activated the Stone King triggers this trap to prevent any from escaping.

Also there is a hidden and secret door here that leads to the Sanctuary of the Sun & Moon (Sublevel 2C). The doors are covered with a layer of rock 3 inches deep. Thus they are incredibly difficult to find.



VALPOLE '03

Secret Door: 3 in. thick; Hardness 8; hp 45; Break (DC 28); Search (DC 20). The door leads to Sublevel 2C, Room 74.

Stone King: CR 10; SZL Construct; HD 11d10; hp 60; Init -1; Spd 20 ft. (can't run); AC 22 (-1 size, -1 Dex, +14 natural), touch 8, flat-footed 22; BAB/Grapple +5/+16; Atk +14 melee (2d10+7, slam); Full Atk +14 melee (2d10+7 [x2], slams); Reach 10 ft.; SA breath weapon; SQ find target, construct, magic immunity (as stone golem), damage reduction (20/+2), immune to piercing and slashing attacks, haste; AL N; SV Fort +3, Ref +2, Will +3; Str 25, Dex 9, Con —, Int —, Wis 11, Cha 1.

SA—*Breath Weapon* (Su): Cone of fire, 20 feet; 3d6 points of fire damage, Reflex DC 15 for half.

SQ—*Find Target* (Sp): If a creature takes the gems from Room 41A, the stone king can track the creature unerringly as though guided by *discern location*.

SUBLEVEL 2B: TEMPLE OF ATHENA

Beneath the Temple of Athena, the priests of the Thracian pantheon used these catacombs for the settling of dispute, imprisonment of ecclesiastical criminals and mundane necessities such as storage. Before the Beast Men revolt, during the reign of King Argos II and his progeny, wizards in the employ of the King teleported individuals worthy of visiting the paradise on Level 3. Some of these wizards teleported the vanquished King Agamemnos and some of his entourage within Sublevel 2b. The wizards remained behind, but were slaughtered by the Beast Men, leaving the King and his entourage trapped.

The Beast Men, some of whom had mastered magic, followed Agamemnos here. The Beast Men did not enter the Temple, but stood vigilant prepared to kill any Thracians who emerged. The Beast Men believed and continue to believe, though only the Minotaur King is aware of this sublevel, it is taboo for the Beast Men to enter the area; they believe they would lose their souls. Trapped within, the King died, and with him the Golden Age of Thracia. Thereafter, his entourage decided it better to take their own lives than to succumb to a death by their former slaves' hands.

Later, patriots of the King attempted to retake the gardens below. Believing that a permanent portal was necessary as a surprise assault on the Beast Men, the Thracians constructed a permanent *teleportation* pad, in the Temple of Athena, Room 42. This was folly and ultimately drove the Thracians from the cave as the Beast Men used the portal against them.

64: WEAPON STORAGE VAULT

Stairs lead down to this room from Area 42, Level 2. This room is filled with a dozen large, wax sealed wooden boxes. The wax is in purple and emblazoned with the mark of Agamemnos, a green bull's head. The boxes are in remarkably good shape.

In Box 1, wrapped in oil-soaked cloths are 20 bronze longswords. The swords are lighter than iron, weighing 2 pounds, but suffer a -2 attack and damage penalty. Box 2 has 30 shortspears also wrapped in oil-soaked cloth. Box 3 has a suit of +1 *Thracian plate* wrapped in oil-soaked cloth. Box 4 is open and the contents, 30 longswords, are rusted, tarnished and unusable. Boxes 5, 6 and 7 each have 60 crossbow bolts preserved in an oilcloth. Box 8 has 4 small steel shields with the head of a bull emblazoned on them. The bull's heads are painted green with paint.

Boxes 9, 10 and 11 have components to build a repeating crossbow. Few Thracians built these devices and they are regarded as one of the most technologically advanced items the culture produced. Royalty and nobles were the few privileged to wield the specialized crossbow.

There are no assembly instructions, and the parts, although well preserved, are incomprehensible. A weaponsmith needs a Craft check (DC 20) to put the device together. Consulting a sage with 8 ranks of Knowledge (history) who knows of the Thracian culture or asking Epicaste provides a +4 insight bonus to the check. A failed check renders the parts unusable.

Box 12 is constructed differently than the rest. Very unusual writing, pictograms, covers the entire box in crimson ink. The writing is a forgotten tongue and reads "*Wing Tu, weapon-maker for his excellency the undying Emperor.*" These items were a gift to the Thracian priests by a visiting ambassador from a long lost empire who traveled through the Wilderlands over 1,000 years ago.

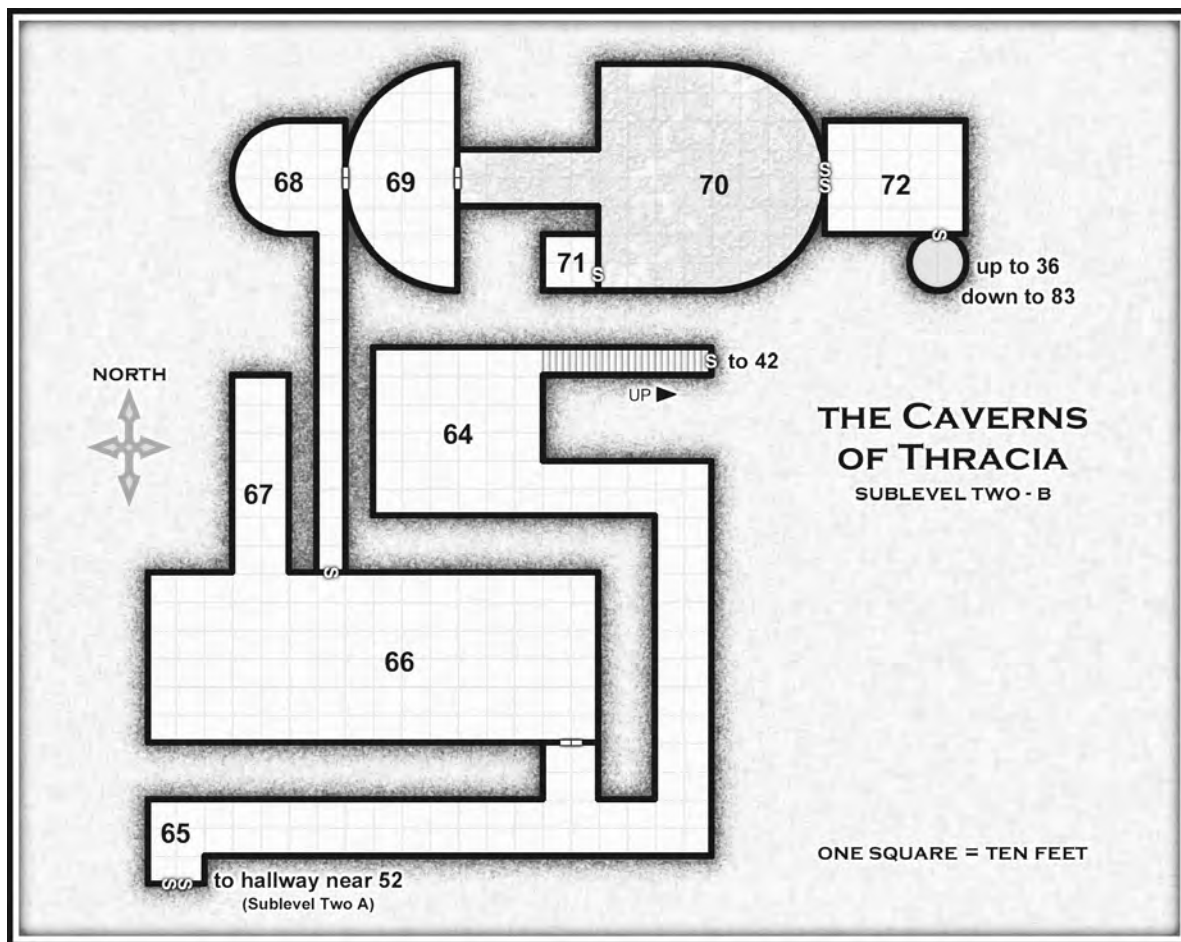
Inside are 10 masterwork shurikens made from high-grade steel, nunchaku and a masterwork bastard sword of strange design with an extremely light and sharp blade.

In addition to these odd items are 20 tubes constructed of heavy parchment mounted on short, thin sticks. These are skyrockets. If lit, they shoot to a range of 500 feet and explode in a flash of bright, sparkling colors. If used as weapons, they are exotic and have an inherent -5 penalty to hit due to the unpredictable nature of their flight. The rocket does 1d4 points of damage and there is a 30% chance of exploding on contact doing an additional 1d6 points of fire damage and blinding the victim for 1d4 rounds unless a Fortitude save (DC 12) is successful.

65: DOORS TO THE HIDDEN TOMBS

The doors here are not secret from the north side. They are secret from the other side (Area 52, Sublevel 2A). Written on the door in ancient Thracian is the following inscription "*It is not given that man should interrupt the sleep of his ancestors. Do not transgress beyond this point.*" The doors are barred with an *arcane lock* on the other side. On this side an antimagic field extends from the north side of the doors to five feet in front of them, to the north. The Thracians did not want anyone to disturb their ancestors. The doors lead to the hallway between Rooms 45 and 62.

Arcane Locked Stone Doors: 2 in. thick; Hardness 8; hp 30; Open Lock (DC 25); Break (DC 28).



66: REALM OF THE MINOTAUR LIZARD (EL 7)

The pit trap slide in Room 40 (Level 2) leads to this room. Long ago, the Thracian priests set a minotaur lizard, a native species of the surrounding jungle named for its bull-like face to guard the secret area to the north. This is an advanced **large monstrous lizard**. It is trained to ignore priests wearing white Thracian style robes and those wearing Thracian plate. The lizard endured the ravages of time by divine magic long forgotten. The spells the priests used are similar and a predecessor to the *static ritual* that preserved Macreus in Level 1, Room 11. Hence the minotaur lizard is in a stasis that breaks when the room is entered.

The **arcane locked secret door** (2 in. thick; Hardness 8; hp 30; Open Lock DC 25, Break DC 28, Search DC 20) on the north wall leads to Room 68. Two traps ward it. The first is a **baleful polymorph trap** (see below). The first person setting off the trap is polymorphed into a house cat. The second trap is a **magic missile trap** releasing a flurry of missiles into the individual setting off this trap.

Large Monstrous Lizard (1): CR 3; SZ L Animal; HD 5d8+15; hp 46; Init +2; Spd 30 ft., swim 30 ft.; AC 14 (+2 Dex, +3 Natural, -1 Size); Atk +7 melee (1d8+4, bite); Reach 10 ft.; AL N; SV Fort +7, Ref +6, Will +2; Str 18, Dex 15, Con 17, Int 2, Wis 12, Cha 2.

Skills: Climb +9, Hide +7, Listen +4, Move Silently +6, Spot +4.

Baleful Polymorph Trap: CR 5; spell; spell trigger; no reset; spell effect (*baleful polymorph*, 11th level cleric, DC 16 Fortitude avoids, victim is polymorphed into a house cat); Search (DC 29); Disable Device (DC 29); Cost: 22,000 gp + 1760 xp.

Magic Missile Trap: CR 2; magic device; proximity trigger; no reset; spell effect (*magic missile*, 5th level wizard, 4 missiles causing 1d4+1 points of damage each); Search (DC 26); Disable Device (DC 26); Cost: 2,500 gp + 200 xp.

67: SLIPPERY SLIDE FROM THE TRAP ABOVE

This is the exit where the slide from Room 40 leads. The slide is designed so that no actual damage is done while on the slide. The slide is steep, Climb check (DC 15), but the lizard can climb it.

68: A SEALED-OFF RETREAT

In this room the last human survivors of the Beast Men revolt held out over 1,000 years ago. Unable to leave the Temple of Athena because of the besieging Beast Men, the people decided to take their own lives. A wizard cast a massive fireball, consuming the remaining people. Scorch and blast marks with bits of bone are evident.

When the Thracian patriots attempted to retake the paradise below, the scene of this mass suicide was heart-breaking for such folly and loss.

The door to Room 69 is barred on the other side and is made of thick stone. It is necessary to hack through or break the door down.

Heavy Door: 4 in. thick; Hardness 5; hp 60; Break (DC 22).

69: CHAMBER OF FORGOTTEN FINERY

On the walls are ornate stylized paintings of magic and sorcery. Some depict wizards transporting elegantly dressed Thracians to a woodland paradise. Various statues, expertly carved from green hued marble, of kings, queens and goddesses line the east wall. The Judge might wish to ask for Spot checks and no matter the result curtly shake her head and grimace after describing the statues. It's always fun when the PCs actually find an inanimate statue!

The stone doors to Room 70 have a yellowish powder around the edges. This dried yellow mold. The mold in here does no damage, but should provide a warning.

70: COURT OF FOUL FUNGUS (EL6)

If a door to this room is opened, a cloud of an area 10-foot by 10-foot by 10-foot section is knocked loose from a gigantic **yellow mold** colony in the room. This cloud is directly in front of the door opened.

This room was once a magical laboratory. However, all that remains now of the great lab are shattered shards of glassware and a bag of small fragments of gems (rubies, emeralds, sapphires, etc.) that are worth a total of 300 gp along with 100 gp worth of gold wire and 50 gp worth of silver wire.

Once the walls were covered with rich wooden panels. However, the mold has long since consumed the wood.

Yellow Mold: CR 6; see the **DMG**.

71: AN EMPOWERING GLOBE

In the center of this chamber is a stone table. On the table is a glass globe that glows with a golden light. The globe is the source of power for the teleportation system in the Temple of Athena, Room 42. If it is destroyed, the system no longer functions. Casting *dispel magic* on the globe suppresses its function for 3 turns. If the globe is broken, a *teleportation* spell followed by a *permanency* is required to restore its function. Removing the globe also temporarily stops the pad from working until replaced. Shattering the globe prevents the device from ever working again. A single blow is sufficient to shatter it if that is the intention.

There is a bookcase along the north wall with five scroll cases. Each scroll case has a different wax seal. The first has an unbroken red seal with a bull's visage.

Written in ancient Thracian is an inventory of magic items stored on the now empty shelves.

The second has an unbroken black seal. This scroll is 2,000 years old and describes the jeweled statues in Room 62. It does not mention a guardian.

The third has an unbroken blue seal. This scroll has *explosive runes*, (see the **PHB**), written on it.

The fourth has a broken green seal. It is an *arcane scroll* (*darkvision*, *dispel magic*, *fireball*, *invisibility sphere*, caster level 5).

The fifth is unintelligible gibberish written with white chalk on black paper.

72: THE LAST STRONGHOLD (EL3)

At the midpoint of the shaft leading from Level 2, Area 36 to Level 3A, Room 83 is a side tunnel leading to this room. In this room are the remnants of King Agamemnos and those who were mortally wounded when they fled the palace on Level 3. If Epicaste, from Room 52, is with the PCs she is able to identify several of the corpses as friends and acquaintances.

One of the bodies in the room is not completely dead yet. Epicaste knows him well as he was a former lover. Although they parted on harsh terms, the two are overjoyed to see each other after such strange happenings that befell them.

The Thracian priests used a spell similar to the *static ritual* that preserved Macreus in Level 1, Room 11 and the giant lizard to preserve the body so that he might serve as a witness to those that followed as to what the Beast Men had done. Unfortunately, the man, named **Anteus**, was not discovered and revived and thus has lain here for a thousand years with mortal wounds.

Anteus is six feet tall and wears bloodied Thracian plate. His vocal chords were cut in the fighting and since atrophied over the centuries even within the stasis. If taken out of the stasis, by touching him, he immediately begins to bleed again and die. He is currently at -5 hit points. If revived and healed, he cannot speak for at least a fortnight. Anteus speaks ancient Thracian and Gnoll. He can understand the language of the Deathwalkers. If Anteus is not made to understand that the PCs are not servants of the Beast Men, he attacks with abandon. Anteus is a former member of the King's guard.

The small, circular room on the south wall is a shaft that leads from Level 2, Room 36 to Room 83 on Level 3a. At this point, it is 60 feet up to the floor of Room 36 and 40 feet down to the ceiling of Room 83 with an additional 20-foot drop to the floor of that room.

Anteus, male Thracian, Ftr3: CR 3 SZ M Humanoid [Human]; HD 3d10+12; hp 41 (currently at -5); Init +1; Spd 20 ft.; AC 19, touch 10, flat-footed 19; BAB/Grapple +3/+5; Atk +6 melee (2d6+2, greatsword) or +4 ranged; AL NG; SV Fort +7, Ref +2, Will +1; Str 15, Dex 13, Con 18, Int 11, Wis 13, Cha 10.

Skills: Climb +2, Jump +2, Ride +7. *Feats:* Cleave, Improved Initiative, Power, Weapon Proficiency (greatsword).

Possessions: +1 Thracian plate, greatsword, small steel shield.

SUBLEVEL 2C: THE SANCTUARY OF THE SUN & MOON

Long ago, when the Reptillions first emerged as an intelligent race, they revered two deities — the Sun and the Moon. Believing that the Sun was the giver of life, the sun was honored for bringing the noblest of races into creation. The Moon was revered as the source of the arcane and hence was worshipped for granting its knowledge to the Reptillion people.

Honoring both as time through the ages, the Reptillion religion transformed believing that there was a link between the Sun and Moon. The link was the earth itself. To provide a balance between the two deities, the earth became a deity encompassing both to them. To honor both through this link, the Reptillions built the great underground paradises such as found on Level 3. Although living predominantly underground, the Reptillions still sojourned to the surface to revere their original gods.

Near the surface they built temples such as this one. Finding places of arcane potency where the fabric of the multiverse converges, the Reptillions built the sanctuaries. Although the actual sun and moon bathe their light on the surface, their presence was felt within the souls of the Reptillions worshipping here.

This practice changed with the coming of the Immortal King. When the Immortal King took complete control he subverted the theology and made him the link between all gods. Over time, sojourns to temples near the surface, such as this one on Sublevel 2C, were forbidden. Thus the Immortal King became a demigod as more and more Reptillions worshipped him.

After creating another paradise and sending his people to it, the Immortal King retreated to this temple to rest. Believing that his people would awaken him in a thousand years, he allowed himself to fall into a comatose sleep. This occurred 4,000 years ago.

Now his consciousness is returning. He is sending forth his tendrils of thought seeking those who may awaken him. One such being is G'ruk the lizard man shaman. He might visit a PCs dream after treading in this Sublevel and not finding him.

Awakening a demigod might not be something you wish to occur in your campaign. First, it is extraordinarily likely the PCs are destroyed in such an encounter, unless they immediately run. Second, if the Immortal King is awakened and opts not to immediately destroy the PCs, it changes the entire dynamic of the Caverns of Thracia and possibly your campaign.

If awakened, the Immortal King's first goal is to acquire worshippers. Like most Reptillions he is incredibly prejudiced against all non-reptiles and does not accept any hairy mammal as a worshipper. He is not a true deity without worshippers and thus to regain his demigod status he must journey to the cavern he created and sent his people long ago. The first step of this plan is to get to Level 3.

Once on Level 3, the Immortal King goes on a rampage killing every (non-reptile) living being. Although incredibly powerful, this process takes some time as he hacks, mutilates and wipes out the Beast Men on Levels 3 and 4. Once that is accomplished, he needs four sacrifices.

The four sacrifices are necessary for the four ziggurat temples on Level 3. Through sacrifice, the ziggurats transform everything and everyone on the plateau 5,000 feet below to Level 5 where the modern-day Reptillions currently live. It is entirely possible that the Immortal King in his blood lust forgets to save four Beast Men sacrifices and comes back for the PCs, if they linger, for the requisite sacrifice.

Once the Immortal King journeys to Level 5, within a month or so, he unites and leads his people to the surface. Once there, he instructs his people in the ancient ways and begins to transform the ruined city of Thracia, through ancient magic, into a replica of Huvat Vex. Thereafter, the Immortal King begins a campaign of carnage and bloodshed, determined to eradicate all men from the planet.

Like the other areas of this level, this area is highly magical and attuned to the source of magic, whatever that may be in your campaign world. This has the effect of causing all arcane spells to be cast as if they were maximized as per the Maximize Spell feat. This also has the effect of causing all divine spells to be cast as a higher level per the Heightened Spell feat.

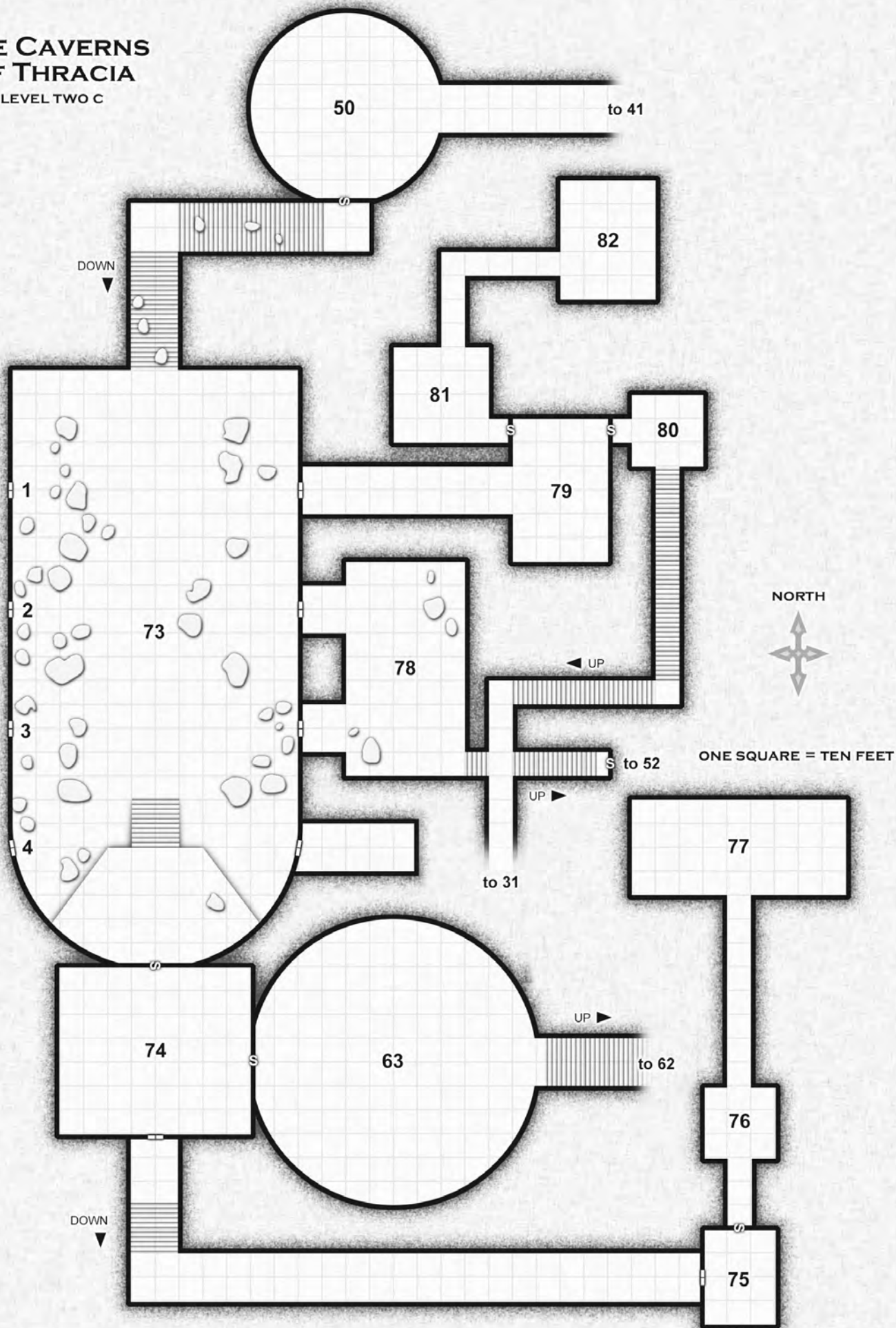
Also within the Sanctuary of the Sun and Moon, anyone who sleeps in the Sanctuary has a dream of the Immortal King beckoning him or her and fabulous wealth. The dreamer is given the impression that this wealth or reward is close by. This is the most the Immortal King may do in his current state to communicate to non-reptilian minds. To a reptilian mind he may send a vision of a great army of reptiles decimating mammalian races and beckoning the reptile to awaken him.

73: THE GRAND TEMPLE OF THE REPTILE RACE

Stairs lead down to this room from Area 50 (Level 2). This vast hall was the central worship chamber for the Reptillions. Within the structure, hundreds of Reptillions would worship in elder times the sun, moon and earth and later the Immortal King. The floor is thick with dust, undisturbed except for a path that leads from the door to Room 79 to the steps of the altar. Near the altar it seems

THE CAVERNS OF THRACIA

LEVEL TWO C



someone has knelt here in worship. To see these tracks is very easy due to the thick dust, Spot check (DC 3).

The cavernous hall is being despoiled by time and moisture. The ceiling is covered with stalactites that occasionally form pillars when they meet with stalagmites. The northwest corner is caved-in and many places on the walls are weakening. High 30 feet above are three large domes depicting the sun, moon and earth.

Along each wall are a series of four doors. Each door is 10 feet wide and 15 feet tall.

Giant Door: 6 in. thick; Hardness 8; hp 90; Break DC 25.

The doors are of amazing craftsmanship as masons and individuals such as dwarves (via Stonecunning) are likely to recognize, Spot check (DC 5). The doors swing open with ease 20% of the time. Otherwise they are stuck and must be bashed or forced open.

Along the east wall, the door to Room 78 is sealed shut by a random formation of stalagmite pillars in front of it. These must be hacked through to reach Room 78.

Stalagmite pillars: 4 in thick; Hardness 6; hp 60.

On the west wall, the doors do not lead anywhere on the prime material plane. The door marked "1" is protected with an *arcane lock*, (Open Lock DC 25), and leads to the Ethereal Plane. The door marked "3" is also protected with an *arcane lock*, (Open Lock DC 25), leads to a small 10-foot square room. This room is a portal to the Astral Plane. Entering this room, creatures may enter the Astral at will and as per the *astral projection* spell.

The door marked "2" and "4" are blocked with stalagmite pillars similar to those blocking the entrance to Room 78. These doors might have lost their magic and lead to a blank wall. However, this is an excellent opportunity for the Judge to have these doors be permanent portals that lead to planes of their own creation.

The stairs on the south end lead upward 10 feet to a ceremonial podium flanked by rotted tatters of an ancient tapestry. The tapestry is ruined beyond recognition. All that remains of the altar is the podium, which crumbles to dust if touched. Touching the tapestry causes it to crumble away, revealing the door on the south end.

74: A CEREMONIAL CHAMBER WITH A VIEW

The Reptillions used this room for scrying on the world at large. It was here that men were first discovered and then subsequently enslaved. It was also here that the Immortal King realized that the coming of men would vanquish his people. The use as a scrying chamber is not immediately discernable.

The walls are covered with flaking plaster. A few of the images that have not faded are of sagely Reptillions gathering in worship of the moon.

There are also depictions of a large lizard man with wings and a golden crown, the Immortal King, directing the sages toward a large portal.

The secret doors to the east are only secret to the occupants of Sublevel 2A, Room 63. Here they appear as normal doors. See Room 63 for more details about these doors.

75: URNS AND ASHES

This small room has shards of pottery and a few small, unbroken urns on the floor. The quality of the pottery is excellent and the four surviving pieces are worth 1,000 gp each if taken to the right buyer. The right buyer is likely someone very interested in ancient, pre-human history. The urns seem to contain ashes. These are actually a few of the Cinixi leaders the Immortal King killed in his bloody takeover.

The **secret door** (3 in. thick; Hardness 8; hp 45; Break DC 25; Search DC 20) on the north wall is covered with a mineral and stalactite glaze and hence difficult to find.

76: A PRELIMINARY CRYPT (EL9)

Two piles of dust and debris flank the north door in this room. These are actually 2 **flesh golems** that spring up and attack if the room is entered. Both golems were created from the former guardians of the Immortal King. If they are destroyed, they crumble to dust permanently destroyed.

Flesh Golems (2): hp 49, see the MM

77: THE SEPULCHER OF THE IMMORTAL KING (EL20)

This is a difficult choice for the Judge to make. If the PCs open this door, it is almost certain death. At the start of this sublevel this is discussed. Be very sure that you wish to open up the possibilities of the Immortal King into your campaign. If you do not wish to do so, make the room empty. If you like giving your PCs interesting and remarkable challenges, let them go in blazing!

This room is as decayed and decrepit as the rest of the complex. Standing on a pedestal at the east end of the room is a giant, mummified, gargoyle-like lizardfolk male. A single gigantic pale green crystal surrounds the creature. Within the shard, the creature is 10 feet tall with huge, parchment like bat wings springing from its scaly but withered back. This is the **Immortal King**.

At the base of the pedestal is written in runes wreathed in blue flame: *Awaken the Past with the Blood of My People and You Shall Be Justly Rewarded*. To release this near deity requires a vile and evil act — the blood of three lizardfolk. The lizardfolk are the descendents of the Reptillions and only their blood may melt the crystal. Almost all other magical and mundane attempts fail.

The crystal is an item of powerful and divine magic and absent a *wish* or *miracle*; it does not release the Immortal King.

Releasing the Immortal King requires a conscious decision on the part of the PCs. Perhaps they might believe they shall be rewarded with the treasure within the crystal? Instead, the Immortal King shall give them exactly what they deserve, for evil begets evil. Once released, the Immortal King slowly shifts his head to face intruders with eerily green glowing eyes of pure malevolence.

As discussed above, an awakened Immortal King has an agenda. If he deems the PCs worthy of attention then he uses a *teleport* to go to the altar in Level 2, Room 50. He first uses *haste* and then summons an earth elemental to slow the PCs down. The Immortal King is very wary of clerics and flees if there is any chance (not likely) that he could be turned or destroyed knowing that it is better to fight again another day.

The Immortal King, Reptillion, Cinixi, Lich Sor12/Drd6: CR 20; SZ M Undead; HD 21d12; hp 130; Init +4; Spd 30ft., fly 60ft. [average]; AC 20 (+10 natural), touch 10, flat-footed 20; BAB/Grapple +13/+17; Atk +22 melee (1d4+4, claw) or +22 touch attack (1d8+5, negative energy attack); Full Atk +22 melee (1d4+4 [x2], claws), +17 melee (1d4+3, bite) or +18 touch attack (1d8+5, negative energy attack); SA fear aura (Will [DC 24]), paralyzing touch (Will [DC 24]); SQ animal companion, damage reduction (15/blunt and magic), immunities (cold, electricity, mind-affecting, polymorph), nature sense, resist nature's lure, trackless step, turn resistance (+4), undead, woodland stride, wild empathy, wildshape (2/day); AL NE; SV Fort +11, Ref +8, Will +23; Str 19, Dex 10, Con —, Int 20, Wis 20, Cha 18.

Skills: Craft (alchemy) +20, Craft (sculpting) +12, Concentration +14, Diplomacy +18, Handle Animal +13, Heal +14, Hide +8, Knowledge (arcana) +26, Knowledge (history) +15, Knowledge (nature) +16, Listen +25, Move Silently +8, Scry +16, Search +13, Sense Motive +13, Spellcraft +26, Spot +17, Survival +14, Swim +8.

Feats: Alertness, Blind Fight, Combat Casting, Empower Spell, Heighten Spell, Leadership, Improved Initiative, Quicken Spell, Skill Focus (Knowledge [arcana]), Skill Focus (Spellcraft), Still Spell.

Arcane Spells Known (Cast Per Day: (6/6/6/6/5/3), Spell Save DC=15+spell level: 0—*arcane mark*, *daze*, *detect poison*, *enumerate**, *light*, *mage hand*, *read magic*, *resistance*, *steal sleep**; 1st—*chameleon skin**, *glue**, *magic missile*, *sleep*, *trigger rune**, *true strike*; 2nd—*arcane lock*, *battlecry**, *ghoul touch*, *invisibility (x2)*, *Mel's acid arrow*; 3rd—*dispel magic*, *fireball*, *lightning bolt*, *mind raid**, *rune of fire**; 4th—*Evar's black tentacles*, *lesser geas*, *stoneskin*; 5th—*summon monster V*, *teleport*; 6th—*chain lightning*.

Natural Spells Prepared (5/5/4/4/3): 0—*create water*, *detect poison*, *guidance*, *know direction*, *sneeze**; 1st—*cure light wounds*, *produce flame*, *entangle*, *minor symbol of divinity**, *obscuring mist*; 2nd—*heat metal*, *flaming sphere*, *resist elements*, *summon swarm*; 3rd—*cure moderate wounds*, *meld into stone*, *poison*, *spike growth*; 4th—*flame strike*, *screaming*, *touch of the eel**.

* For more information about these spells see **Relics & Rituals** from **Sword & Sorcery Studios**.

78: ANOTHER ROOM OF UNIDENTIFIABLE PURPOSE

The ceiling of this room is covered with stalactites and the floor is littered with stalagmites. The narrow stair at the south end of the room leads upward 25 feet to Room 52. The door into that room is secret and covered with ice, making it difficult to detect and break through.

Secret Door: 2 in. thick; Hardness 9; hp 40; Break (DC 28); Search (DC 20).

79: A MAKESHIFT CHAPEL

Footprints in Room 73 lead here. Upon entering it is immediately noticeable that the dust on the floor has been swept away. The room looks as if someone or something has been maintaining it. There is no debris on the floor for example. There is a crude, man-shaped stick figure that has been drawn in ochre on the wall. The figure has wings and a tail.

This is a worship area created and kept clean by G'ruk, Level 2, Room 31. He discovered the secret door in the north wall of the lizardfolk lair. He devoted this area to his private and secretive worship of the Immortal King, communicating with him in cryptic dreams. The **secret door** (2 in. thick; Hardness 8; hp 30; Break DC 28; Search DC 15) into Room 80 is easily discovered due to its frequent use.

The other **secret door** (2 in. thick; Hardness 8; hp 30; Break DC 22; Search DC 22) into Room 81 is difficult to detect because it is behind a sheet of mineral deposits.

80: SECRET LAIR OF THE LIZARDFOLK SHAMAN

There is a chance G'ruk is here if his people were vanquished. This is his private lair. There is a pile of sleeping rags in one corner with a bag containing dried human meat, glass beads and a few sharpened stone implements. The **secret door** (2 in. thick; Hardness 8; hp 30; Break DC 28; Search DC 15) into Level 2, Room 31 is easily discovered due to its frequent use. The stair to the south goes up 75 feet to Room 31.

81: A SEALED DOOR

The walls and contents of this room are fairly intact. The walls are frescoes with scenes of a ritualistic sacrifice of a human victim amongst several lizardfolk with gowned lizard priests looking on. In the background, there is a hazy image of the Immortal King, wearing a silver crown in this picture. On a cube of black granite in the center of the room is a golden mask designed to fit a lizardfolk (worth 2,000 gp). It has the visage of a demon.

**82: THE SECRET SACRIFICIAL SHAFT
OF THE LIZARD PRIESTS**

The frescoes in this room are intact and show images of a giant winged lizard man, the Immortal King, devouring huge numbers of humans, lizardfolk and dinosaurs. Along the south wall, there is a 5-foot square shaft for the sacrifice of living victims. The shaft is 45 foot long, but opens up above Huvat Vex (Level 3) and drops for another 200 feet. If anyone "sacrifices" himself, the fall deals 20d6 points of damage.

CHAPTER FIVE:

THE CRYPT

OF A KING

On Level 3a, King Argos II built a temple and entry to his pleasure palace and gardens. The mundane entry, an elevator in Room 126, was used during his lifetime. His son and grandson utilized wizardry and had loyalist wizard retainers teleport only a select few below to Level 3.

While many worshipped Thanatos above, the elite of Thracian society prayed to the Dark One in this house of the unholy. Trespassers and non-Thanatosians were not tolerated. To protect the temple, a permanent guardian was created.

To this day, the guardian patrols the vacant halls. This guardian is a **sheetmetal golem** of the god Thanatos in his guise as the Incarnation of Death. Originally this golem was programmed to destroy all living things except the worshippers of Thanatos. However, the golem only recognizes those with a pendant of Thanatos, such as those from Level 1, as a worshipper. Face paint or false unholy symbols do not dissuade it from committing mayhem. This golem roams all the halls and rooms of the level, and attacks any living being encountered.

Sheetmetal Golem: CR 10; SZ L Construct; HD 8d10; hp 44; Init -1; Spd 20 -foot (can't run); AC 18 (-1 size, -1 Dex, +10 natural) touch 8, flat-footed 18; BAB/Grapple +4/+12; Atk +7 melee (2d8+4, slam); Full Atk +7 melee (2d8+4, [x2] slams); Face/Reach 10 ft./10 ft.; SA eye ray (60-foot ray, paralysis 1d4+8 rounds, Fort DC 14); SQ DR (10/adamantite), magic immunity, construct; AL N; SV Fort +2, Ref +1, Will +2; Str 18, Dex 9, Con —, Int —, Wis 11, Cha 1.

Note: For more information about this new monster, see the Appendix.

As a temple dedicated to one such as Thanatos, the entire level is covered with paintings, carvings and bone sculptures delighting in the pain of death. Cruel rituals and barbaric rites were commonplace when the temple was in use. As such, the entire area emits a faint evil even after a thousand years of disuse.

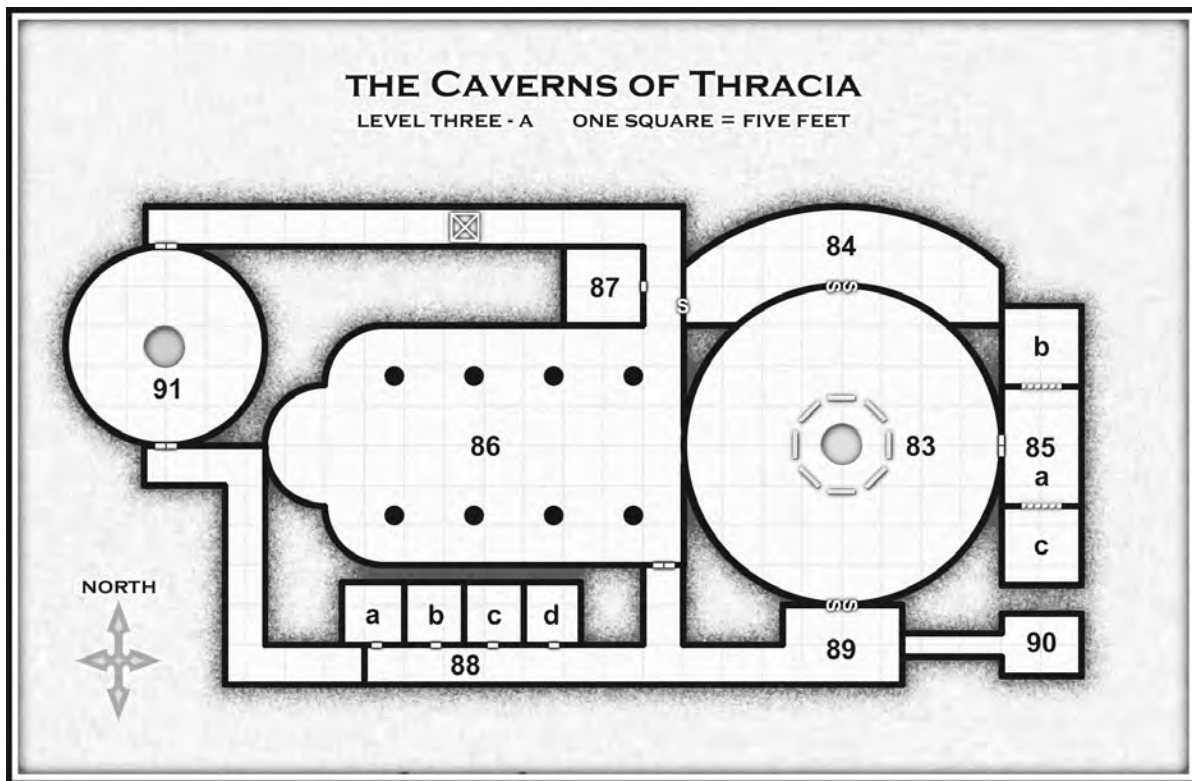
The last Thracians in the Temple were a funeral procession. After Agamemnos died, the patriots that discovered the result of the suicide pact amongst the King's followers took his body and buried the King in Room 90. This was prior to the tactical blunder of opening a permanent teleportal to the gardens below.

83: GREAT AUDIENCE HALL

This 40-foot diameter room was a large meeting hall. Located in the center of the 20-foot ceiling is a 10-foot diameter shaft leading directly up to Room 36. Below this shaft is an ancient fire pit, long since burned out. Around the edge of the fire are many benches in various states of rot and decay.

In the northern and southern walls are **secret doors** (2 in. thick; Hardness 8; hp 30; Break DC 22; Search DC 20), cleverly designed to look like part of the wall decorations. The decorations are numerous human femurs arranged in a crisscross pattern.

In the eastern and western walls are massive 20-foot tall bronze double doors covered in strange glyphs and runes. The runes are notes from meetings ages past and are total gibberish now. The doors are unlocked and to this day still open and close easily.



84: PRIVATE GALLERY

This room is a large private viewing area for Room 83. Spies in the service of the king and other groups allied with him maintained a post here at all times long ago. The southern wall of this room is transparent when viewed from this side, but is opaque when viewed from Room 83. This unnatural property is due to a permanent *glamerwall* spell (for more information about this new spell, see the Appendix).

The walls of this room are carved in geometric designs popular during the Thracian golden age. The walls that once were brightly painted walls have faded only slightly over time. Instead of wooden furnishings common to other areas, this room has furnishings of marble and stone, covered in ancient cushions that disintegrate if touched. There is nothing of value here.

There is a **secret door** (2 in. thick; Hardness 8; hp 30; Break DC 22; Search DC 20) in the western wall leading to the Temple of Thanatos.

85A: HOLDING AREAS

This 20-foot by 30-foot central room contains a large ornate marble table and three marble chairs around the perimeter. Covering the table are several rolls of molding parchment, and a robed skeleton is sprawled among the scrolls. The long dead watchman has a rusted sword sticking through its ribs and out its back. Around his neck is a silver necklace with a silver skull, a pendant of Thanatos (worth 25 gp). If the body is searched, it crumbles to pieces. There are barred cells to the north and south of the room.

85B: A LONG PAST SLAUGHTER

This locked northern cell is made of **1-inch thick bars** (Hardness 10; hp 30; Break DC 25). Within the cell are corpses of twenty-one men and women in once rich, but now ruined clothing. Each of the corpses bears a pendant of Thanatos, a silver skull necklace (25 gp), and various other pieces of jewelry. The remaining jewelry is worth 3,500 gp.

These corpses were cultists of Thanatos who refused to leave after King Agamemnos burial. Later, when the Beast Men came, they before them choose death rather than capture by the Beast Men. The robed figure in Room 85a slew everyone and then fell upon his own sword.

85C: A CRUEL DEATH BY STARVATION (EL 7)

This locked southern cell is also crafted from **1-inch thick bars** (Hardness 10; hp 30; Break DC 25). Inside this cell are the bodies of a dozen of the rich cultist's servants. These poor wretches were not given the chance for quick death like their masters. Instead they were left to starve and their souls linger in hatred.

Among the bodies are **3 wights** and **6 Medium skeletons**. If the undead sense living beings in Room 85a they burst out of hiding and slam themselves against the bars, repeatedly. The undead wretches desire to extinguish life and attempt to break out of the cell if possible. Thereafter these dark beings attempt to return to the surface where their spirits shall finally find rest.

Wights (3): CR 3; hp 11, 13, 17; see the **MM**.

Skeletons (6): CR 1/3; hp 1, 2, 3, 6, 6, 6; see the **MM**.

86: DEATH GOD'S SANCTUARY

The walls of this large 60-foot by 100-foot pillared hall are lined with onyx and jet. A permanent *darkness* and *silence* spell encompass the entire temple area. This effect has as its divine source Thanatos and thus cannot be dispelled.

At the western edge of the temple, a short pedestal is empty and appears as if something would normally be placed here. This is the stand for the bronze golem that roams the halls seeking to destroy the living.

Lying around the room are the skeletons of 6 gnolls in ancient garb. These are victims from the time of the Beast Men. If the PCs investigate the bodies, they instantly turn to dust.

87: PRIEST DRESSING (EL 8)

In this room are the crumbling remains of the black hooded ceremonial robes for the priests of Thanatos. In one of the corners of the room, is a locked chest (Open Lock DC 20). The lock has a **poison needle trap**. Inside the chest are a golden helm with the visage of Thanatos covering the face (worth 3,000 gp) and a ceremonial platinum sacrificial dagger (worth 1,200 gp).

Looking through the debris and scattered clothing (Search DC 10), uncovers the carcass of a Purveyor of Mortality. Around the priest's neck is a pendant of Thanatos, a silver skull necklace (worth 25 gp). The priest's robes are slashed open, and a dagger is sticking in his stomach.

This was the body of Rekelso, a patriarch of Thanatos. He returned to this temple for his ceremonial garb and paraphernalia, in the chest. He was assassinated by one of his underlings who sought to take the items and claim that Thanatos had selected him as his new patriarch. The assassin succeeded, but pricked his finger on the needle trap. He eventually died elsewhere and the anger of Rekelso remained.

If the chest is opened, the corpse's mouth moans once as a **spectre** rises from the body and attacks the PCs.

Needle Trap: CR 2; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 20); Atk +8 ranged (1, plus Deathblade poison); poison (DC 20 Fortitude save resists, 1d6 con/2d6 con); Search (DC 20); Disable Device (DC 20); *Market price:* 6,300 gp.

Spectre (1): CR 7; hp 29; see the **MM**

88: ACOLYTE CELLS

This series of four small chambers were the private cells of the acolytes that worked here a millennia ago. Each cell contains rotted furniture and bedding, a few candle sconces, and a marble washbasin.

The cell marked "C" on the map houses a macabre scene. In the center of the floor are three human skulls with amethyst gemstones for eyes. Kneeling around this monument are the corpses of twelve men in ragged and torn clerical robes. Each of the men has a pendant of Thanatos, a silver skull necklace (worth 25 gp). There are a total of six stones worth 500 gp each.

The acolytes rightfully believed that the end of Thracian civilization was upon them when the king was slain by the Beast Men. Together they attempted to perform a ritual that would make them journey into death and return as powerful lich lords. Unfortunately, they should have studied harder.

If the bodies are touched, 6 **shadows** rise from the skulls and attack. The ritual did have two effects, other than the creation of these shadows. The first is that if the PCs remove the stones from the eye sockets, the shadows disappear, one for each gem removed. The second is that the shadows cannot be turned while the gems are in the eye sockets.

Shadows (6): CR 3; hp 7, 9, 11, 12, 13, 15; see the **MM**

89: CHAPEL (EL 5)

This small chapel is in remarkably good shape. It was once used for quiet prayer and meditation, but has been long abandoned. The plaster and paint on the walls are faded but intact with little to no cracking or peeling. The plaster coating is so amazingly well preserved that the **secret door** (2 in. thick; Hardness 8; hp 30; Break DC 28; Search DC 23) to the east leading to Room 90 is all but invisible. Searching for the door is incredibly difficult due to the fact there are no clues that a door would even be here.

In addition, this secret door is trapped with a **multiple poison needle trap**. The trap is triggered if the door is opened spraying needles outward from the top of the doorjamb.

Along the north wall are **secret double doors** (2 in. thick; Hardness 8; hp 30; Break DC 28; Search DC 18) leading into Room 83. Covering the north wall is incredibly strong but lightweight chartreuse cloth drapes. These must be moved before a search can be performed.

Multiple Poison Needle Trap: CR 3; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 20); Atk +10 ranged (2d4 needles, 1 hp damage, plus purple worm poison); poison (DC 24 Fortitude save resists, 1d6 str/1d6 str); Search (DC 25); Disable Device (DC 25); *Market price:* 6,200 gp.

90: CRYPT OF AGAMEMNOS

In the battle of the Beast Men, King Agamemnos was mortally wounded while fleeing. It was later whispered that Agamemnos was injured in the back showing his yellow spine. In time, days after the first battle he passed on and was interred in this secret wing of the Chapel. The Thanatosians per-

formed rituals to keep his body safe from the ravages of beasts and time. After placing the king in this chamber, his loyal subjects either escaped or fell upon their swords in defiance of the Beast Men rather than to abandon this hall of Thanatos.

The body of the king in this room is laid out in all his regal finery. Time has taken its toll even on these most expensive of fabrics, as they faded and lost much of their magnificence. Buried with the king are a few of his treasures: two gold rings with pearl and ruby settings (worth 1,250 gp each), a silver scepter (worth 1,500 gp), his platinum chain of office (worth 2,500 gp), and a diamond circlet (worth 3,000 gp). Scattered about the floor are 575 gp, 2,000 sp and 25 gems of similar cut and quality (worth 100 gp each). Agamemnos was not buried with arms or armor. After all, he never used any.

Carved upon a slab of marble is a crude headstone commemorating the king, written in ancient Thracian: *"Here lies Agamemnos, King of Thracia and Noble Servant of the gods, cut down by the arrow of a slave beast."*

91: ELEVATOR

This room houses the mechanical device that raises and lowers the basket elevator to Level 3, Area 98. Built during the reign of Argos II, the elevator was infrequently used in later years.

The device is made of highly polished bronze, magically protected to prevent rust and corrosion. The device consists of a manual crank, pulleys and thin iron cables that attach the basket to a large drum-like spool. The cables go through the floor and disappear in a cloud-like mist. Along the perimeter of the hole is an iron ladder leading down into the mist. If the PCs use the ladder, they descend through the mist into a bronze caged basket. The basket has a crank apparatus that raises and lowers the elevator from inside. It can also be lowered by using the crank in the room above, or by the remote device found in Room 149.

As the basket is being lowered, it is clearly visible to any Beast Men guards posted on Level 3, unless precautions of some type are made i.e. *invisibility*, etc. and they prepare an ambush near the landing site of the basket at the tree at area 98.

CHAPTER SIX: THE PALACE OF THE MINOTAUR KING

When the Reptillions created this underground paradise, they did so with magic arcane and force of will. The result of their long lost ceremonies was a grand circular cavern, 5 miles in diameter. The walls, ceiling and floor of the cavern is rough hewn with immense stalactites hanging from the ceiling. Only near the rough walls, ranging up to 100 feet in height, do stalagmites form. Climbing these walls is difficult at best, Climb check (DC 20).

An eternal light, an orb of arcane magical energy, provides an intense and powerful luminosity that almost equals sunlight. However, the orb unlike the sun is blue and creates an unusual hue to those beneath its rays. This orb is a divine gift and cannot be the target of any mortal magic. It is actually the remnant of a rip in the fabric of the multiverse. When the Reptillions performed their ritual, their deities created a flaw in the multiverse; the resulting explosion had two effects. One, it created a cavern for their devotees. Two, it created an eternal source of light to remind them of the Sun from whom they now live apart. Reptillions revered the Sun as a god until the coming of the Immortal King, as described in Room 77. The orb of light is blue it was said by the Reptillions as a reminder of the Sun, but different and weaker so that the Reptillions would still visit the surface to visit the “true” god.

The rays of this energy sustain photosynthesis in the flora of the cavern. Instead of the normal subterranean flora found in the Underdark, the Reptillions first brought tropical plant species from the surface here. The species of trees and grasses

thrive in the eternal light. Ground magma and dirt covers most of the cavern floor providing rich soil to sustain life.

Moisture in the cavern is plentiful from nearby underground rivers and an underground lake. Occasionally, approximately every other month, the moisture builds up and causes a brief shower of rain. The entire cavern is humid, over 75% humidity, and usually very warm, ranging from 75 to 100 degrees Fahrenheit. An occasional low-lying fog covers the floor of the cavern for days at a time.

On the cavern floor, the Reptillions cleared and leveled the ground. Upon the ground they built the ancient city of Huvat Vex. The city was the pinnacle of Reptillion culture and technology. Most of the buildings were created with arcane magic and the broken backs of Reptillion slaves.

Predominantly stone blocks, measuring 10 feet square, the buildings were built to last the perceived length of their empire, for eternity. Thus the buildings have lasted for four to six thousand years and the city appears as it did in their time. Although age and moisture has removed all wood, cloth and animal matter, the stone city is an oddity due to its preservation. It eerily exists as if suddenly abandoned.

The center of the city is a large rectangular cobblestone plaza encompassing an entire acre. Around the plaza is a large two story civic building with two floors. Also near the plaza is one of four ziggurats.

Spaced evenly through the city are four ziggurats. The first is on the plaza and is the Ziggurat of the Sun. The others are the Ziggurat of the Moon, the Ziggurat of the Earth and the Ziggurat of the People. Each Ziggurat is made of large stone blocks and rise 100 feet over the cavern floor. The top of each is even with the plateau that rises above Huvat Vex, as described below. Great stairways facing east lead to small stone structures on top of the ziggurats. The purpose of these buildings was to worship and revere their gods. However, the Immortal King used them to send his people to the Grand Cavern on Level 5.

Sacrificing a being on a ziggurat activates the essence of the magic within the structure. The top of the ziggurat glows with this magic for 24 hours. If a sacrifice is made at each, all four send forth great beams of energy teleporting all structures, individuals and otherwise on the plateau 5,000 feet deeper into the earth to Level 5. This process is described in detail below.

There are other ways to access Level 5. One way is a journey through the Underdark. The Judge is encouraged to change Area W and expand the entrance to the Underdark if the PCs are good aligned and not willing to pay the bloody price the ziggurats and the Reptillion gods demand. Such an expansion could lead to an entire Underdark campaign. Additionally, the Minotaur King has in his possession a stone tablet with gold runes. The King's men brought the tablet to the King for its beauty, not knowing what the writings state. Properly deciphered, the tablet gives instructions that allow a creature to attempt to teleport by various means to Level 5.

Beyond the plaza and the ziggurats are several low-lying buildings. In these buildings were schools, both mundane and arcane, markets, dwellings and other civic buildings. These buildings were placed in a disorganized fashion into loose districts. There were five districts divided by 5-foot, shallow canals of water. The source of the water is a lake near the plaza. The lake covers 3 acres.

To this day, clear and potable water still flows along the canals. Large gardens existed along the canals. The remnants of these gardens either died out due to being abandoned or overgrew beyond the canals, covering areas of the city with vegetation. The canals terminate at the outskirts of the city. Remains of farms and orchards exist along the outskirts where few grains and fruits were harvested to supplement the diet of the predominantly carnivorous Reptillions.

Among the other large buildings of Huvat Vex is a large domed structure. This building is opposite of the plaza and was once the hatchery where all

Reptillions were born and the doomed Cinixi offspring were taken after birth to be consumed by the Immortal King.

Also near the plaza are a flat roofed building with over 10 columns and no walls. This was the lunar antiquarium where the Reptillions kept records of their civilization. The shelves and scrolls long ago disintegrated, however carvings giving clues to the civilization still existing here.

In the center of the cavern is a great plateau, rising over 100 feet from the floor. When the Thracians discovered the cavern, they found the plateau cleared of any structures and a woodland paradise. The Agamemnos family decided that this would be the site of a grand palace.

On this plateau was once the Majestic Palace of the Immortal King. From high above the city, one has a grand view of the beauty of Huvat Vex laid out below. The Majestic Palace and those Reptillions loyal to the Immortal King were sent to Level 5 four thousand years ago leaving a few catacombs. These catacombs were expanded and modified and exist today beneath the Palace of the Minotaur King as Level 4.

The Thracians always viewed Huvat Vex with awe and fear. Although some argued that the Thracians should move their civilization below and restore the city, it was believed that dark spirits existed in the city and thus it was seldom visited. Thus it only provided a magnificent backdrop to the plateau that rose above and remained unoccupied.

On top of the plateau, a large garden full of dryads exists. The dryads were brought here by the Thracians to frolic beside them in bacchanalian delights. Beyond the garden is a white marble palace that became the seat of power for the last three rulers of the Thracian Golden Age.

The palace reveres Zeus, King of the Thracian pantheon, and was staffed almost entirely by the Beast Men who were the prevalent slaves to the Thracians. When the Beast Men revolted, they arose from bondage in Level 4 and took over the palace. From that day almost a thousand years ago, when the first Minotaur King was selected to lead the Beast Men, the Beast Men have ruled the plateau.

As described in previous chapters, the Thracians attempted to retake the plateau by force. The first step of this plan was to create a permanent teleportation portal between Level 2 and Level 3. This ultimately was a failure and allowed the Beast Men access to Level 2. The result was that the Thracians were forced from the Caverns of Thracia.

Today, the Beast Men live in the paradise that the Thracians created. The current Minotaur King is

Stronghoen. He is wise for a minotaur and keeps his troops in careful balance. Although many creatures or societies might become soft in such pleasant surroundings, the Beast Men culture is still a hardened society.

Stronghoen cares little for the Deathwalkers viewing them as a pest rather than a presence to deal with. He does not trust the Lizardfolk, especially their enigmatic leader, G'ruk, but appreciates adding a low caste to this society. Finally, Stronghoen is always watchful of the Dog Brothers who he believes wish to replace the minotaurs as the leaders of the Beast Men.

Into this supernatural cavern the PCs are thrust. Many plots and scenarios may be played out on the plateau and in Huvat Vex. One such plot is detailed in Room 77 where the Immortal King goes on a rampage to slay every living creature on the plateau. Another would be to cause division among the Beast Men by siding with the Dog Brothers and attempting a coup. Yet another would be leading the Deathwalkers below to take the palace. The PCs might even attempt to civilize Huvat Vex and form their own subterranean kingdom. Maybe the PCs divine or determine how to operate the ziggurats and send the palace and themselves to the unusual and lost world on Level 5. Of course, none of these may transpire or all of them. It is up to you, the Judge to cultivate and thread these plots to make the adventure soar above the traditional with the tools this chapter provides.

LOCATIONS IN HUVAT VEX

R. THE ASTRAL PLAZA.

The cobblestones of the Astral Plaza encompass one acre. Surrounding the plaza are many low-lying stone buildings. Towering above the plaza is the Ziggurat of the Sun (Area Z) and the Civic Bureaucracy (Area S). Interspersed amongst the cobblestones are large blocks of granite buried even to the ground. On these granite blocks are representations of stars and constellations.

Viewed above, the constellations form a representation of a clear night's sky above the Lost City on the surface. This use might be recognized on a successful skill check such as Knowledge (arcana) (DC 15) or Profession (Astrologer) (DC 10). Anyone flying above receives a +4 circumstance bonus for this skill check.

Near the south end of the plaza are the skeletal remains of a triceratops. The beast of burden of the Reptillions died prior to the exodus and withered away to bones. Metal bits of a harness are amongst the bones. A successful Search check (DC 10) finds these metal bits. An individual with Handle Animal might (DC 12) deduce their use. This is a clue that the Reptillions used dinosaurs and may be useful information if the PCs journey to Level 5.

S. CIVIC BUREAUCRACY

This is one of the only two story buildings in Huvat Vex. Above the archway entering the building on the Astral Plaza side is written, in draconic, *For the Immortal One We All Toil*. Similar propaganda glorifying the Immortal King is written in stone in the building. All was to remind the Dedi who toiled in the building of their master and the work that they did was for the glory of the Reptillion people.

Within the building are long hallways along the outside walls with numerous unlit interior rooms. The rooms are abandoned and with the exception of occasional stone benches and tables, it has no furnishings.

Hidden on the second floor of the building in an abandoned room is a small safe in the floor. The safe is below a cube of stone that served as a table and is difficult to find, requiring a Search check (DC 30). The lock on the safe is protected with an *arcane lock* and is difficult to crack, requiring an Open Lock check (DC 28).

Inside the safe are stone tablets describing the Dedi society and the danger they pose to the Immortal King. The tablets state that the Dedi are located in an abandoned school and give directions to it at Area X. The tablets also state the Dedi believe that the Immortal King is going to remove the Reptillions, referred to as "the true People" in the text, from Huvat Vex and take them to another cavern by using the power of the gods. Next to the phrase "power of the gods" is a pictogram representing a ziggurat.

If the Judge expands Huvat Vex, she may wish to place additional hints in the stone tablets as to these new locales.

T. LAKE (EL5)

The lake that feeds the canals of Huvat Vex covers 3 acres. It is very dark and almost 400 feet deep. The waters are very murky and dark. At the bottom of the lake is a large cavern that extends straight down almost 8,000 feet to a great underground ocean. This ocean is full of subterranean sea life that is ruled by the modern descendants of the elasmosaurus that the Reptillions kept in the lake to protect its waters. This ocean far below is the source of water for the Caverns of Thracia.

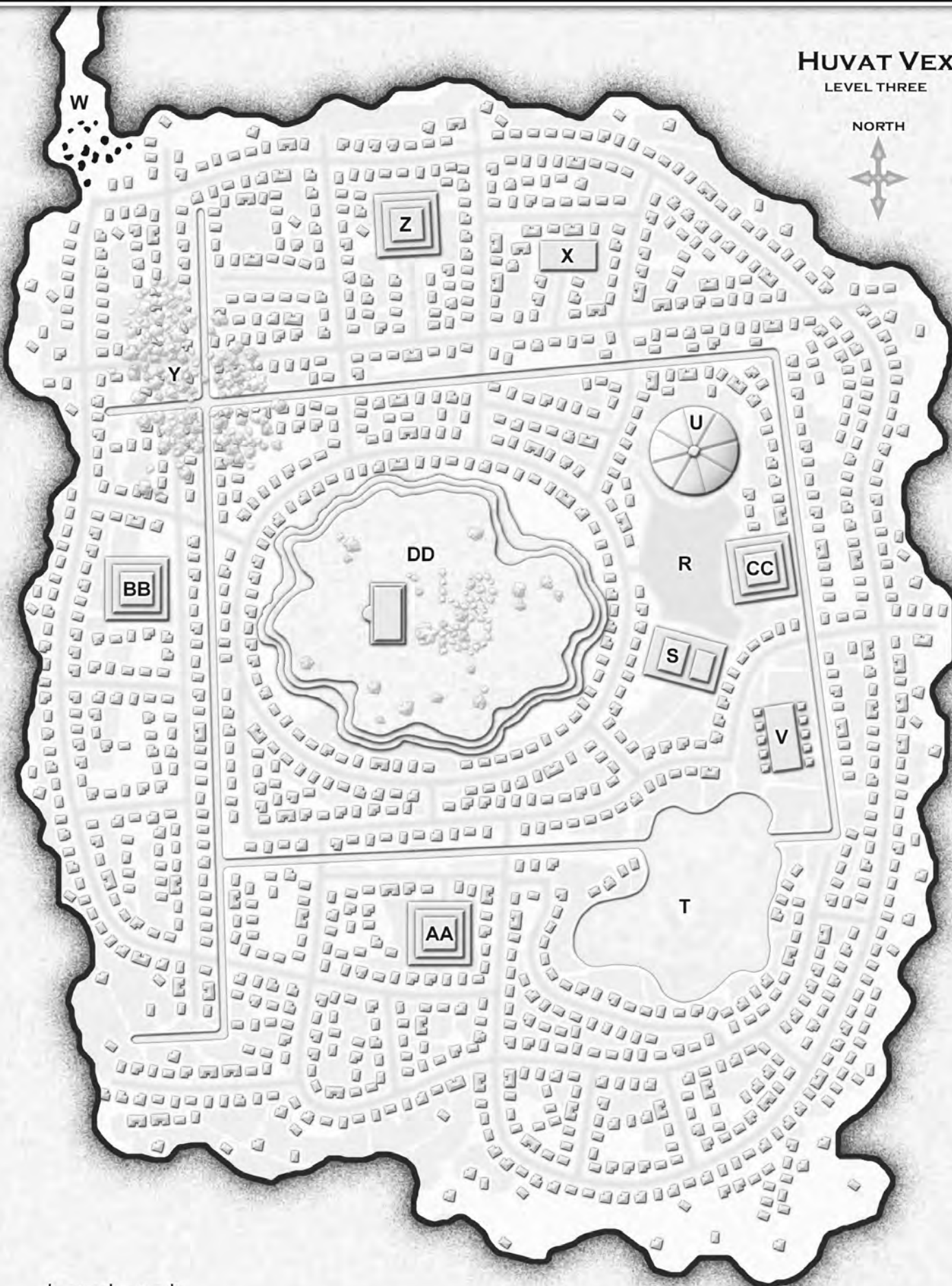
There is a 40% chance that an **elasmosaurus** has returned to the lake. The dinosaurs occasionally come to their home to spawn. Beneath the eastern edge of the lake, 30 feet down into the murk, are 30 elasmosaurus eggs that are developing. Cracking open an egg has a 10% chance of releasing a 1 hit point elasmosaurus. The creature is likely to cry loudly prior to death and attract 3 elasmosaurus in 3d10 rounds. Smelling the remains of their offspring on whoever killed it or is in possession of it, the dinosaurs track the offenders in the city if necessary.

Elasmosaurus (1): CR 5; hp 43; see the **MM**.

HUVAT VEX

LEVEL THREE

NORTH



0.5 MILES

U. HATCHERY

Beneath a large dome is the hatchery of the Reptillions. A large circular crystal in the shape of the sun is in the center of the roof. Directly above is the light source that illuminates the entire cavern. This makes the hatchery 15 degrees warmer than the rest of the cavern. On a floor, sunken 5 feet from the ground around are bits of fossilized shell and whole eggs.

Those familiar with lizardfolk are likely, with a Survival check (DC 12), to recognize these eggs as similar to those laid by lizardfolk females. However, some of the fossilized eggs are much larger and others smaller. The larger eggs are black and hatched the Laboratus. The smaller eggs are crimson and hatched the Dedi.

On the pillars that support the large stone dome are drawings of the four subtypes of Reptillion. There are pictures of the winged and powerful Cinixi, the snake-like Dedi, the thuggish Laboratus and the Lizardfolk or Malius. Other carvings show Malius tending to the eggs while Dedi frolic in the background or Laboratus looking on while eggs hatch.

V. LUNAR ANTIQUARIUM (ELVARIES)

Devoted the Moon the Lunar Antiquarium housed the great writings on arcane subjects for the Reptillion people. The writings were committed to memory and destroyed prior to the exodus. It was believed that these writings would be transferred to another antiquarium on Level 5. Unfortunately, this never happened.

Protecting the Lunar Antiquarium are 10 large columns. Each column supports a flat stone roof. On the columns are numerous pictograms of arcane creatures. Each column has a specific creature depicted as if in a zoology text. Below these drawings at the base is a particular draconic word representing the creature.

If the Antiquarium was under assault, the librarians could speak these words and release the creatures magically trapped within. Fortunately, four thousand years have passed and no one has been imprudent enough to read these words...that is until the PCs arrive here.

Once read, a colored smoke swirls around the column and one round thereafter the creature appears. Although some are intelligent, they are eternally bound to not leave the Antiquarium, but instead remain vigilant guarding the empty library until death.

The columns with associated words are:

"Varask," **Rust Monster (1)**: CR 3; hp 30; see the MM.

"Itzkulk," **Phase Spider (1)**: CR 5; hp 40; see the MM.

"Burflam," **Average Salamander (1)**: CR 5; hp 26; see the MM.

"Butalo," **Lamia (1)**: CR 6; hp 63; see the MM.

"Hassk," **Medusa (1)**: CR 7; hp 29; see the MM.

"Insparola," **Invisible Stalker (1)**: CR 7; hp 49; see the MM.

"Yulos," **Gorgon (1)**: CR 8; hp 84; see the MM.

"Teerfi," **Efreeti (1)**: CR 8; hp 66; see the MM.

"Sisaka," **Tyrannosaurus (1)**: CR 8; hp 142; see the MM.

"Yerkaf," **Brain Flayer (1)**: CR 8; hp 41; see the MM.

W. EXIT TO UNDERDARK

Hidden behind a wall of stalagmites is a large cavern entrance that leads deep into the Underdark. A Stonecunning or Search check (DC 17), allows a PC to notice that there is a cavern beyond here. To break through the wall is difficult.

Stalagmite pillars: 4 in thick; Hardness 6; hp 60.

The Reptillions were aware of the other inhabitants of the Underdark. They frequently traded with these groups and occasionally entertained ambassadors. Although many of these dark species of elf, halfling, and mind flayer desired to learn from the Reptillions, few were provided access. Many died trying to sneak in and were celebrated as the main course of honor at subsequent Reptillion feasts.

This exit provides another opportunity for the Judge to expand her campaign. The Judge can begin a new adventure here, possibly leading to an Underdark scenario. Also, if the Judge deems that it is too difficult or unethical for the PCs to require the PCs to sacrifice individuals to gain access to Level 5, and the Judge wishes to add this level to the adventure, possibly a passage here leads down to that area.

X. DEDI SOCIETY HALL (EL11)

This was once an abandoned school where Dedi young were taught to become scholars and wizards. Although the Reptillion society rejoiced and embraced those gifted with the blood of the arcane, in other words sorcerers, many were intelligent enough to hone their talents as wizards. Schools such as this were set up to determine aptitude. Those succeeding became wizards and esteemed members of society. Those that failed became scribes for the bureaucracy.

The Dedi were opposed to the Immortal King as described in the Chapter I History. The Dedi rallied here beneath the school in secret ceremonies to plot the Immortal King's downfall. Many plots were hatched here with the eggs of Cinixi and lethal poisons. None of them succeeded.

The Immortal King always knew of the Dedi secret society and did nothing about it. However, before he created Level 5, he purged the society along with all who opposed his decision to remove the Reptillions from Huvat Vex. The Dedi here were not spared.

The school is now a collection of stone walls without a ceiling. However, there is a hidden trap door, Search check (DC 20) near the center of the building. Beneath the trap door are stairs leading 150 feet down into a large stalactite and stalagmite filled natural cave. This cavern has no exits and is 50 feet tall in some places.

The cave has a large altar to the Sun and Moon. The solar symbol is a disk of gold weighing 2,000 pounds worth an astounding 120,000 gp. The lunar symbol is a fist sized flawless diamond. It is worth 55,000 gp. Both are hung from the ceiling with chains 30 feet off the floor. On the floor are crudely carved cycles of the sun and moon where the Dedi met and worshipped.

Haunting this place are 5 **Dedi sorcerer ghosts**. These are members of the secret society slain by the Immortal King. They despise all life, especially mammalian. There is a slight chance at parley, especially if the ghosts believe that the Immortal King has returned and the PCs need their help to stop him. They know of the location where the Immortal King rests, but do not release this information except under extreme circumstances.

These ghosts appear as long python creatures with legs and arms sprouting from the sides. Ridges of bone emerge from the spine and crown the head. Large serpentine eyes bulge from either side of the creature's head.

Reptillion Dedi Ghost, Sor3 (5): CR 6; SZ M Undead; HD 8d12; hp 52; Init +0; Spd 30 ft. fly [perfect]; AC 16 (+5 natural) on ethereal plane, 14 manifest; BAB/Grapple +3/+4; Atk +4melee (1d4+1 [x2], claws); Full Atk +4melee (1d4+1 [x2], claws), +3 melee (1d4, bite); SA manifestation, corrupting touch (DC [15]), telekinesis; SQ rejuvenation, turn resistance (+4), undead; AL NE; SV Fort +1, Ref +5, Will +5; Str 13, Dex 10, Con —, Int 12, Wis 16, Cha 18.



Skills: Concentration +10, Hide +4, Knowledge (arcana) +3, Knowledge (local) +2, Knowledge (religion) +7, Listen +12, Perform (storytelling) +10, Search +5, Spellcraft +4, Spot +12. *Feats:* Alertness, Empower Spell, Maximize Spell, Power Attack.

Arcane Spells Known (Cast Per Day: 6/5) Spell check DC: 14+spell level: 0—*daze, detect poison, light, mage hand, sneeze**; 1st—*acid spittle*, flame bolt*, identify, magic missile.*

*For more information about these spells see **Relics & Rituals** from **Sword & Sorcery Studios**.

Tactics: The Dedi are likely to detect anyone entering their sanctuary. Thereafter, they wait for the PCs to enter the area beneath the solar disk. If the PCs have a cleric, they release the disk with their telekinesis from its bonds, aiming for the party priest. The disk crashes to the ground below doing 10d6 points of damage, Reflex save (DC 15) avoids. Thereafter two use their magic from high above to distract fighter types while the others use their corrupting touch in an attempt to kill anything that could turn them. The Dedi are wily, but not geniuses.

Y. LOST GARDENS (EL9)

In this district, the groves along the canal overflowed and took over most of the buildings. Now thick trees, vines and other plants make journeying through this area difficult. In addition, the plants “conquered” an arcane lab and absorbed its powders and potions. This combination of arcane energies mutated some of the plants. Now 3 **tendriculous** wander the area, occasionally feasting on the blind fish that swim up from the vast underground ocean that feeds the water supply to Huvat Vex.

The tendriculous have infrequently fed on gnolls that ignore the Minotaur King’s orders to never enter Huvat Vex. The gnolls were considered delicious by the tendriculous and thus anything on two feet is considered a tasty morsel.

Tendriculous (3): CR 6; hp 83, 83, 84; see the **MM**.

Z. THE ZIGGURAT OF THE SUN

Towering over Huvat Vex are four identical ziggurats. These block pyramids are made of covered with panels of four different stones. On the east side of each are numerous stairs that lead to the top, 100 feet above the ground. There are 10 layers to the ziggurats made of blocks of stone 10 feet to a side.

From a distance the Ziggurat of the Sun is mistaken to be made of gold. The original Thracians

thought so and took several of the plates that are bolted to the stone back to their city. However, upon inspection the plates, weighing 1000 pounds apiece, are actually pyrite (fool’s gold).

On top of the ziggurat are four pillars supporting a pyramidal roof. Beneath the roof on the floor of this structure is a large circle representing the sun. Hanging from the ceiling are chains and shackles carved from a black stone. The pillars describe in Draconic the glory of the Sun and its power as the life source of the Reptillions. A bitter irony since the Reptillions elected to live apart from this deity.

The pillars also describe how to call forth the power of the sun. A Spellcraft check (DC 20) is required to understand this process. Performing a minor ritual causes the disk in the floor to momentarily disappear. Anyone standing on the disk begins to fall into a shaft 1,000 feet deep. However, before they fall to their death the shaft and the space above fill with a blinding white light. This light instantly disintegrates anything it touches. A Fortitude save (DC 40) avoids. The disk reappears a split second later.

Thereafter, the god of the sun is appeased and the pyramidal roof glows with a white light for 24 hours. If the other three ziggurats receive a similar sacrifice, then 5 minutes later everything, including buildings, and everyone on the plateau are teleported to Area EE on Level 5.

AA. THE ZIGGURAT OF THE MOON

The Ziggurat of the Moon is covered with blue turquoise plates. These are actually marble plates and not gemstone. Like the other ziggurats, on top of the Ziggurat of the Moon are four pillars supporting a pyramidal roof. Beneath the roof on the floor of this structure is a large circle representing the moon. Hanging from the ceiling are chains and shackles carved from a red stone.

The pillars announce the coming of the Moon and the arcane wonders it brings. Each pillar describes a different phase of the moon and its arcane significance to the Reptillion people.

These pillars also describe how to call forth the power of the moon. A Spellcraft check (DC 20) is required to understand this process. Performing a minor ritual causes the disk in the floor to momentarily disappear. Anyone standing on the disk begins to fall into a shaft 1,000 feet deep. However, before they fall to their death the shaft and the space above fill with a blinding green light. This light melts anyone it touches into a puddle of slime. A Fortitude save (DC 40) avoids. The disk a split second later reappears.

Thereafter, the god of the moon is appeased and the pyramidal roof glows with a blue light for 24 hours. If the other three ziggurats receive a similar sacrifice, then 5

minutes later everything, including buildings, and everyone on the plateau are teleported to Area EE on Level 5.

BB. THE ZIGGURAT OF THE EARTH

The Ziggurat of the Earth is covered with black obsidian plates. Like the other ziggurats, on top of the Ziggurat of the Earth are four pillars supporting a pyramidal roof. Beneath the roof on the floor of this structure is a large hemisphere protruding 2 feet up from the floor. Hanging from the ceiling are chains and shackles carved from a brown stone.

The pillars here describe the link between and the wonders the two bring. The pillars also state that the Reptillions are the “true People” of the earth balancing both living and arcane forces, the sun and moon.

These pillars also describe how to call forth the power of the earth. A Spellcraft check (DC 20) is required to understand this process. Performing a minor ritual causes the hemisphere and a piston or pillar behind it to slam with incredible speed into the roof. Anyone standing on the disk is pulverized. A Reflex save (DC 40) avoids.

Thereafter, the earth is appeased and the pyramidal roof glows with a brown light for 24 hours. If the other three ziggurats receive a similar sacrifice, then 5 minutes later everything, including buildings, and everyone on the plateau are teleported to Area EE on Level 5.

CC. THE ZIGGURAT OF THE PEOPLE

The Ziggurat of the People is covered with red granite plates. Like the other ziggurats, on top of the Ziggurat of the People are four pillars supporting a pyramidal roof. Beneath the roof on the floor of this structure is a six foot wide face and mouth of a Lizard Man. The mouth is partially open with razor sharp teeth. The mouth and throat are 6 feet deep. Hanging from the ceiling are chains and shackles carved from an orange stone.

The pillars here describe the four castes of the Reptillions, the Cinixi, the Dedi, the Laboratus and the Malius. Anyone studying these pillars and understanding the Draconian tongue gains a +1 circumstance bonus in attacks against the Reptillions as well as a +2 competence bonus on knowledge or similar checks.

These pillars also describe how to call forth the power of the people. A Spellcraft check (DC 20) is required to understand this process. Performing a minor ritual causes the mouth to open wide and slowly rise as it masticates anyone standing above it. It takes three rounds for the mouth to completely consume the victim, doing 13d6 points of damage each round.

Thereafter, the spirits of the Reptillions are appeased and the pyramidal roof glows with a brown light for 24 hours. If the other three ziggurats receive a similar sacrifice, then 5 minutes later everything, including

buildings, and everyone on the plateau are teleported to Area EE on Level 5.

DD. THE PLATEAU

The plateau rises to 100 feet above Huvat Vex. Originally, the Grand Palace of the Immortal King. The Grand Palace and most of the residents were whisked away in a grand teleportal created using the Ziggurats. The Immortal King left the water tube, Room 93, for fear of flooding the cavern. The Immortal King changed the power of the Ziggurats for this function after creating the great cavern in Level 5.

When the Thracians discovered Huvat Vex, they built their king's palace on the empty, but fertile plateau. Thereafter they expanded the palace and created gardens for hedonistic pleasure. Satyrs, nymphs and dryads were “imported” into the gardens to create a paradise. Today, only the dryads remain and were spared by the Beast Men after they made a pact with the Minotaur King.

The walls of the plateau are easily climbed, Climb check (DC 12), due to their gradient. There is also on the east side a rocky ramp that winds down to Huvat Vex. The only known accesses to the plateau, and Huvat Vex, from the levels above are the teleportation pad at Level 2, Room 48, and the basket elevator from level 3A, Room 91.

Gnolls and lizardfolk patrol the garden grounds. They are ordered to capture any intruders for questioning. Although this paradise would make some lackadaisical, the current Minotaur King is always mindful of advanced scouts and an invasion. The sacred text he keeps describing the uprising of the Beast Men has many warnings to always be vigilant against the dark hearts of men.

The dryads in the eastern garden are very afraid of the Beast Men, and due to their pact with the Minotaur King do not aid the party in any way, even if the defeat of the Minotaur King is imminent.

Specific locations on the plateau as well as the Palace of the Minotaur King are detailed below.

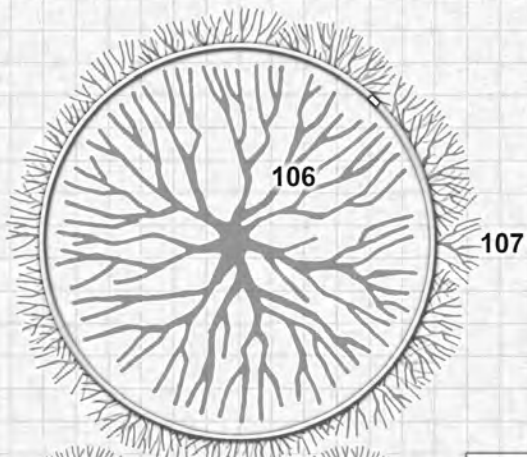
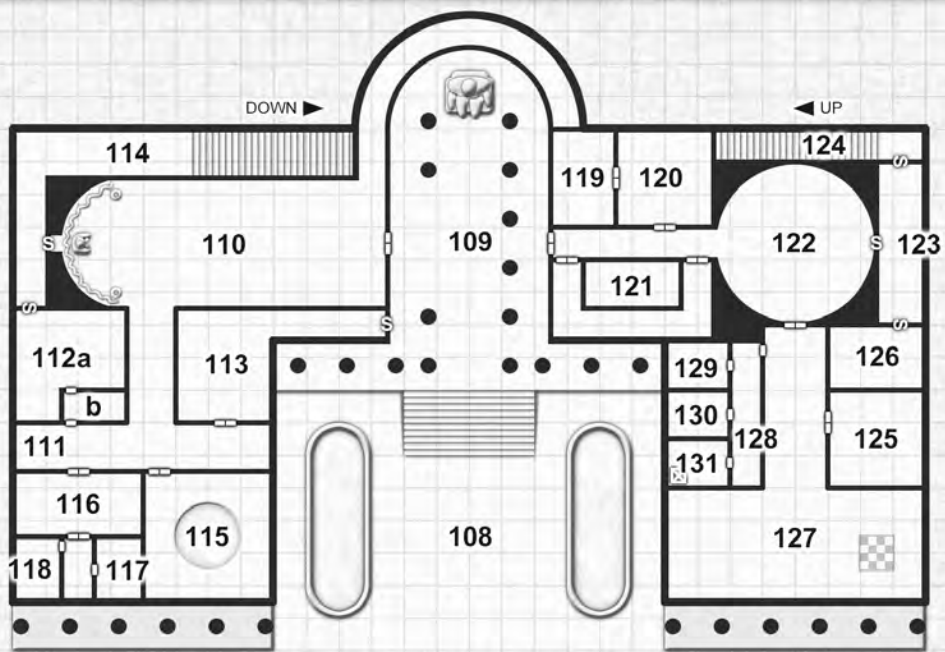
AREAS ON THE PLATEAU

92: TELEPORTATION PAD (EL5)

This circular area is rimed with magical trees. The trees continuously bear fruit. These were a gift to the king from a priestess of Athena who desired to gain curry with Agamemnos. Unfortunately, his heart was decidedly with Thanatos.

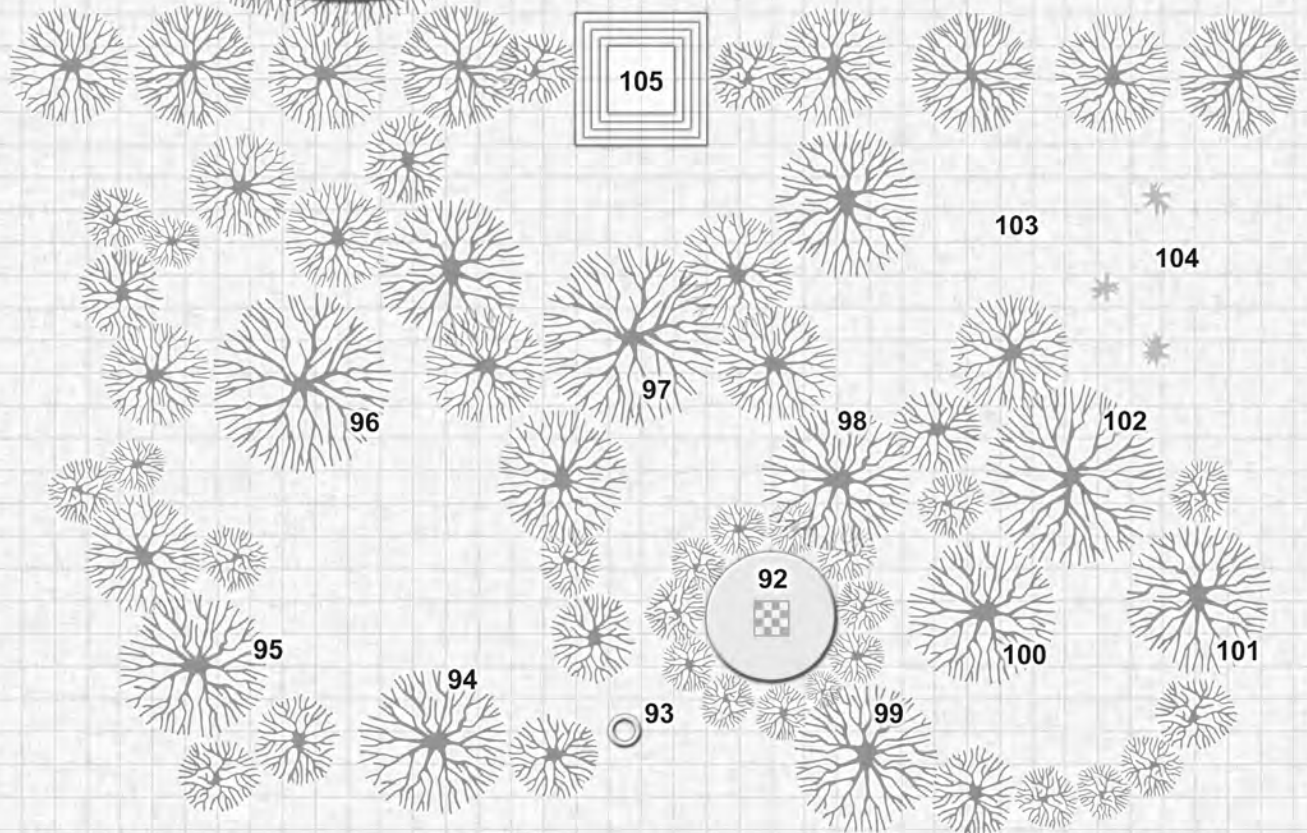
The trees grow fist-sized strawberries. They are quite nutritious, and can act as food and water for one man for one day. The fruit rots quickly, so it must be eaten within one day of picking.

Guarding the area are 6 **gnolls**. Two of the gnolls are picking fruit while the other four main-



PALACE OF THE MINOTAUR KING

ONE SQUARE = TEN FEET



tain a watch in the shadows of the trees. The gnolls are armed with longbows and halberds bearing the standard of the Minotaur King, a large face of a bull. This standard was originally Agamemnos' sigil, but was adopted by the first Beast Men. The gnolls have 30 arrows each and no treasure. If an alarm is raised, the creatures in Room 105 watch this area closely and are likely to join any melee.

The teleportal was originally a small shrine to Bacchus. However, when the Thracian patriots invaded, they cleared the shrine and using teleporting scouts created this permanent teleportal. As previously mentioned, this was ultimately their downfall since the Beast Men used the teleportals to gain access to the caverns above.

Standing on the center for 1 full round activates the teleportal. Any being standing in this area is teleported to Room 42 on Level 2.

Gnolls (6): CR 1; hp 5, 7, 8, 9, 10, 13; Atk +3 (1d10+2, halberd) or +1 (1d8, longbow) see the **MM**.

55: TRANSPARENT TOWER OF WATER

This massive construction is a 10-foot diameter tube of bubbling water rising from the garden floor all the way to the ceiling mists. The tube travels from Room 179 on the Level 4 up to Room 34 on Level 2. See Room 172 for more information about this unusual device. The tube is nearly indestructible by normal means.

Crystal Tube: Hardness 15; hp 250; Break (DC 35).

94-103: THE DRYADS (EL 8)

The eastern half of the garden is a grove of towering ancient oaks. Among the oaks are a number of other shorter species of trees. Living amongst the oak are 10 **dryads**. The dryads do not fight the gnolls or lizardfolk, as the "bargain" they made with the Beast Men requires them to ignore and cooperate with the humanoids or else their trees shall be uprooted and burned. Only in extreme circumstances, such as the true knowledge of what happened in Room 104, do the dryads help the PCs.

The dryads have no treasure. Although they are in league with the Beast Men against their will, the dryads have not lost much of their rambunctious and free spirit. Very alluring, the dryads likely have not seen free men (of all PC races) and thus are very attracted to them.

The ten dryads and her specific locations are:

Tree 94: Astraea, Dryad (1): CR 1; hp 12; see the **MM**. Astraea lives in an Oak.

Tree 95: Briseis, Dryad (1): CR 1; hp 12; see the **MM**. Briseis lives in an Ash.

Tree 96: Calliste, Dryad (1): CR 1; hp 12; see the **MM**. Calliste lives in an Elm.

Tree 97: Deianira, Dryad (1): CR 1; hp 6; see the **MM**. Deianira lives in an Oak.

Tree 98: Eidothera, Dryad (1): CR 1; hp 14; see the **MM**. Eidothera lives in a Maple.

Tree 99: Flora, Dryad (1): CR 1; hp 12; see the **MM**. Flora lives in a Hickory. She is aware of the bronze trapdoor buried in the roots of her tree, but does not know where it leads (Room 117) or how long it's been here.

Tree 100: Gaia, Dryad (1): CR 1; hp 10; see the **MM**. Gaia lives in an Ash.

Tree 101: Hypermnestra, Dryad (1): CR 1; hp 7; see the **MM**. Hypermenestra lives in an Ash.

Tree 102: Iphigenia, Dryad (1): CR 1; hp 12; see the **MM**. Iphigenia lives in a Willow.

Tree 103: Jocasta, Dryad (1): CR 1; hp 12; see the **MM**. Jocasta lives in an Oak.

104: THE STUMPS OF LOST TREES

This area is the site of a clear cutting operation by the Minotaur King. The King has been removing trees to fuel the boiler on Level 4. The supply of wood from the surface has dwindled lately. For a number of years, the Beast Men required the Deathwalkers to pay tribute in the form of wood. However, the Deathwalkers have grown bold over the past few years and refuse to pay their tribute to the king. Thus, several dryad trees have been added to the fuel supply. This information could be used to gain the aid of the dryads against the Beast Men and G'ruk's Lizardfolk.

105: CHAPEL OF THE WONDROUS WELL (EL 7)

This is a small temple made of white marble. It is similar in design to the Temple of Athena on Level 2. There is a 10-foot long stair raising a total of 5 feet. The roof is 15-feet tall and is supported by massive columns. A 5-foot diameter well is in the center of the structure, and contains water roughly 15 feet from the surface of the well.

If the PCs climb down into the well more than 10 feet, they are teleported to the center of Room 3 on Level One. However, this teleportation only works effectively for the first four PCs who try it. There is a 5% cumulative chance that the well fails after the first four PCs teleport. If the well fails to function once, its magic is lost forever.

The wizard scouts who created the teleportals during the raid by the Thracian patriots used this weaker teleportal to escape. Guarding the Chapel are a **minotaur**, 5 **gnolls**, and 2 **lizardfolk**. One gnoll is always posted in the tree line to the northeast of the temple, to watch the teleportation pad (Room 92).

This chapel is the only safe passage through the tree wall, Room 105A.

Minotaur (1): CR 4; hp 31; see the **MM**

Gnolls (6): CR 1; hp 9, 12, 12, 14, 15; see the **MM**

Lizardfolk (2): CR 1; hp 6, 10; see the **MM**

105A: THE TREE WALL (EL6)

A row of great hardwoods were planted and tended by the Shaman G'ruk, to protect the palace and keep out intruders. G'ruk created and tends this wall as a part of the agreement with the Minotaur King that allows his people free passage in the caverns.

The tree wall is actually are multiple permanent *walls of thorns*. G'ruk used a scroll passed down from his forefathers. Although it pained him to use it, he did so to allow his people access to their ancestral home. The wall itself is 5 feet thick, 10 feet tall and extends for 50 yards in both directions. As per the spell, any creature attempting to move through the wall takes 25 points of damage per round of movement, minus 1 point for each point of the creature's AC. Dexterity and dodge bonuses do not count for this calculation. Also a creature may attempt to force its way through the wall with a Strength check (DC 20).

Unlike a normal *wall of thorns*, this metamagic variant created long ago by the Reptillions allows specific targets free access. In this case, the wall allows cows, minotaur, lizardfolk and gnolls to pass freely through the tangle. Also, the sap of the trees that form the wall is fire-resistant and has a healing quality. If allowed to flow into a wound, it heals 1d8 points of damage. A druid or ranger automatically notices this use; other PCs can make Survival checks (DC 15) to notice this property of the sap.

106: THE ANCIENT OAK (EL3)

This giant oak tree from the time of Agamemnos is nearly 1100 years ago. Within its boughs lives an ancient and wise dryad named **Kore**. She appears as a middle-aged but attractive woman, and can be seen sunning herself on the lawn when viewed from the air or the steps of the Chapel (Room 105). Her companion here is a **giant lizard** with golden scales. The lizard is not very intelligent, and does not distinguish between friend and foe. The two have been together for millennia, although both are now slowly dying. The lizard's scales are losing their luster, and the oak is becoming patchy and losing its bark.

Kore was the dryad representative who made the first pact with the Beast Men. She also knows much about the palace, and can give the PCs directions around the main floor if they are kind and gentle. She knows nothing of

the tunnels beneath the palace, and does not know they exist. Because she is no threat to the Beast Men, they have allowed her and the lizard to stay here unmolested, although recently the Minotaur King has been calculating the value of her tree for the boiler room.

Kore, Dryad: CR 1; hp 5; see the **MM**.

Giant Lizard: CR 2; hp 30; see the **MM**.

107: JAILERS FOR A NOBLE TREE (EL10)

Surrounding the ancient oak (Room 106) is a 12-foot high stone wall topped with outward pointing spikes and large pieces of broken glass. A hidden gate (DC 20) in the northwest is covered by a **bramble thicket** (Hardness 5; hp 30; Fire Resistance 10) that must be cut for entry. When the brambles are cut, they produce a **sweet smelling toxic gas** (Inhaled DC 18; Initial 1 Con; Secondary Unconsciousness 1d3 x10 minutes) that cause a PC to fall asleep amongst the thicket.

If the brambles are not watched carefully after the cutting, they begin to regenerate (2). If the thicket is allowed to regenerate back to full health, and a PC has fallen to the gas, it begins to drain the essence out of the PC. The victim gains 1 negative level for every 3 melee rounds the brambles entwine the PC.

Guarding the air around the oak are 5 **harpies**. They sit on the southeastern roof of the palace and watch the garden with hawk-like precision for trespassers. If the PCs mount an attack on the tree wall (Room 105A), the harpies swoop down and attempt to *charm* the aggressors. Thereafter they attempt to lead them away to be devoured. If anyone attempts to reach the dryad at the oak (Room 106) by air, the harpies immediately attack.

Harpies (5): hp 9, 11, 15, 15, 19; see the **MM**.

PALACE OF THE MINOTAUR KING

This gleaming white marble palace is a perfectly preserved example of Thracian architecture with gabled roofs, Doric columns and sculptured pediments fashioned of flawless white marble. Statuary depicting heroes and gods are prominently displayed. Most of the original furnishings have been destroyed or decayed through time and use, but the structure itself is as strong as the day it was built. Incredibly, the modern rulers, the minotaurs of the palace do not allow defacement or vandalism to the rooms and statues. More than one gnoll has been beheaded for defacing a wall or knocking over a statue.

108: COURTYARD (EL4)

The vast courtyard of the palace is tiled in large white marble panels. Flanking the wide staircase leading to the palace itself are two large 10-foot deep pools. Each pool maintains through magic a temperature of 100 degrees Fahrenheit. The stairs are of similar marble as the tiled floor, and rise 10 feet to the actual palace.

Guarding the courtyard is a **5-headed hydra**. This huge beast was captured by the Beast Men and beaten into submission, although a dozen Beast Men died during this training. The creature knows that it is to kill all who do not wear a chain, have horns or a dog-face. Unfortunately some lizardfolk have been killed recently, so the Beast Men are attempting to train it. Unfortunately, old hydras don't learn new tricks well.

If the beast is wounded to half its hit points or less, it tries to escape to the temple area (Room 109) and begin hissing and screeching to gather reinforcements. Embedded between the eyes of each head is a sapphire (100 gp each).

5-Headed Hydra: CR 4; hp 35; see the MM.

109: TEMPLE HALL OF ZEUS

The stonework and statuary in this airy hall are ornately carved and richly decorated with scenes of battle, magic, and the lives of the gods. A massive statue of a bearded, heavily muscled man grasping a pair of crossed thunderbolts in his right hand stands in the western end of the hall. A Knowledge (religion) or similar check (DC 15) reveals this to be the god Zeus.

If the PCs approach within 20 feet of the statue, the sounds of thunder can be heard in the distance. This is actually a permanent *ghost sound*. Since this effect is commonplace in the Palace, it doesn't garner any additional attention.

The throne the statue sits upon looks as if it is made of solid gold. It is actually gilded marble worth 1000 gp but weighing 2500 pounds. If a PC touches the statue or the throne, a mild and harmless electric shock is felt. This is actually due to a negative charge permanently bestowed upon the statue.

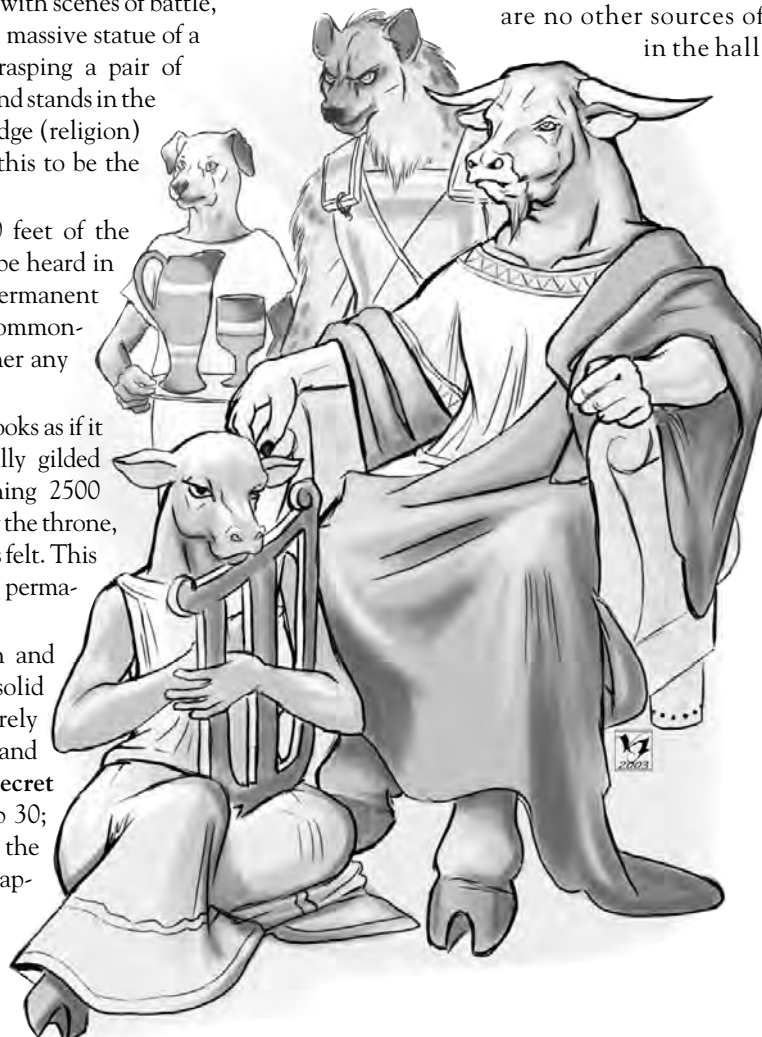
The double doors to the north and south appear to be constructed of solid gold. Like the throne, they are merely gold gilded wood worth 150 gp and weighing 350 pounds, each. The **secret doors** (2 in. thick; Hardness 8; hp 30; Break DC 22; Search DC 20) in the southeastern wall are designed to appear as relief panels in the décor.

110: THRONE OF THE MINOTAUR KING

This hall is where the Minotaur King holds an occasional court. The floor is carpeted with red wool, but traffic and time have worn the covering until the marble floor shows through. The walls are decorated in alternating panels of hunts, revels, the gods, the decadent lifestyle of the Thracians in the palace and various other ceremonies.

At the southern end of the hall sits the king's crudely carved black stone throne. The original throne is said to have been symbolically destroyed by the first Minotaur King as a sign of the Beast Men's triumph. The truth is that the huge belly of the first beast king split the beryl wood throne in half. A foray in Huvat Vex discovered this stone throne capable of supporting the large waistline of minotaurs. Thus it was lugged here many years ago and seems out of place compared to other furnishings.

The tapestries on the walls behind the throne are made of very tough, bright fabric. The tapestries are a mosaic of geometric shapes. They are also brittle with age and the ends are frayed. To the left and right of the throne are wrought iron braziers. Both emit a dim smokeless light. There are no other sources of light in the hall other than



natural light possibly entering from open doors to Room 109.

Hung on a wall is a large and broken stone tablet. The tablet has numerous gold runes on it written in Reptillion. This is a dead language, at least to the world at large. The Beast Men never deciphered it and view it as a decoration. The tablet describes a paradise 5,000 feet below Huvat Vex. Reading this tablet gives the reader a “description” target for an appropriate *teleport* or other similar spell.

The first time the PCs enter this hall, there is a 30% chance the court is in session with 6 **gnolls**, a **dog brother** named **Bitterbark** (see the Appendix for more information about this new monster), and the Minotaur King himself, **Stronghoen**. He is the descendant of a long line of intelligent minotaurs, many of who have sorcerous blood flowing through their veins.

Stronghoen, male minotaur Bbn5/Sor5: CR 14; SZ L Monstrous Humanoid; HD 6d8+24 plus 5d12+20 plus 5d4+20; hp 128; Init +0; Spd 30 ft.; AC 14, touch 9, flat-footed 14; BAB/Grapple +12/+21; Atk +20 melee (1d12+7, +2 *humanbane greataxe*, 19-20/x3); Full Atk +20/+15/+10 melee (1d12+7, +2 *humanbane greataxe*, 19-20/x3); SA charge 4d6+4, rage 2/day; SQ natural cunning, scent, improved uncanny dodge, trap sense +1; AL CE; SV Fort +15, Ref +7, Will +10; Str 20, Dex 10, Con 18, Int 10, Wis 12, Cha 14.

Skills: Concentration +9, Intimidate +10, Jump +13, Listen +13, Search +12, Spellcraft +5, Spot +13. **Feats:** Blind-fight, Cleave, Combat Casting, Improved Critical (*greataxe*), Improved Sunder, Power Attack.

Arcane Spells Known (Cast Per Day:6/12/4); Spell Save 12+spell level: 0—*arcane mark, clean*, detect magic, mage hand, read magic, resistance*; 1—*comprehend languages, disappear, shield, true strike*; 2—*battlecry*, mirror image, protection from arrows*;

* - for more information about these spells see **Relics & Rituals** from **Sword & Sorcery Studios**.

Possessions: +2 *humanbane greataxe*, ring of wizardry (1), regal robe of station (a torn and aged ermine cape).

Description: Stronghoen is a tall and strong minotaur, the scion of the minotaur lords who have ruled the palace and most of the Caverns of Thracia for the past thousand years. He wears a regal, but tattered ermine cape over his powerful shoulders. The cape once belonged to Agamemnos and is considered the sign of Stronghoen’s station.

Stronghoen’s skin is jet black with a few white spots. His horns are very long, for a minotaur and

waxy ebon. His nostrils are pinkish and flare when he angers.

Gnolls (6): CR 1; hp 8, 8, 9, 10, 11, 14; see the **MM**.

Bitterbark: CR 2; SZ M Humanoid [Dog Brother]; HD 4d8; hp 17; Init +2; Spd 30 ft.; AC 14 (+1 Dex, +1 natural, +2 leather armor), touch 11, flat-footed 13; BAB/Grapple +3/+4; Atk +4 melee (1d8+1, longsword) or +5 melee (1d3+1, bite); SQ scent, low-light vision; AL LE; SV Fort +1, Ref +6, Will +2; Str 12, Dex 14, Con 11, Int 10, Wis 12, Cha 10.

Skills: Hide +6, Listen +6, Move Silently +7. **Feats:** Weapon Finesse (bite), Track.

Possessions: Leather armor, longsword, ruby pendant (300 gp) with a bull’s face on it. The pendant was originally worn by a toadie in Agamemnos’ court slain in the coup. It is a symbol of the major domo station.

Description: Bitterbark is the major domo to Stronghoen. He has mangy brown fur with part of his left earflap missing. He lost part of his ear in a tussle with a gnoll. The gnoll bit off the ear and Bitterbark ripped the gnoll’s throat out. Bitterbark has a foul disposition and like his species, fosters a deep hatred of the “tiny devils” (halflings).

111: THE SINGING CARYATIDS (EL3)

Three exquisite caryatids, columns carved as sculptures, support the lintel above the massive window. The caryatids are 8 feet tall and carved out of white marble in the form of breathtakingly beautiful nude women. The caryatids stand 3 feet off the floor on pedestals.

If the statues are touched in any way a *permanent ghost sound* spell activates, and they begin singing a wonderful, if extremely loud, lullaby. The song draws the attention of anyone in the southern wing of the palace. The singing also acts as a *hold person* spell the first time it is heard (DC 13 to resist). The singing lasts 10 minutes, and if the save is failed, the PC is *held* for the duration of the song. The only way to stop the columns from singing is to destroy them.

Enchanted Column: Hardness 10; hp 20 each; Break DC 28.

112A STOREROOM CLERK’S OFFICE (EL4)

Seated a desk in the north end of this room is an old human male named **Grassus**. He is the clerk in charge of the food and supply stores for the Minotaur King. He is a trusted slave, and prefers his position here with the Beast Men to any life of freedom. If given the chance, he warns his master

of any plans he overhears from the PCs. If this room is entered during the day, Grassus is going over the lists of stores. Usually 2 **gnolls** are here chatting with the human clerk. If the PCs attack, the gnolls call for reinforcements from the Storeroom.

Grassus, male Com 1: CR 1; hp 3; see the **DMG**.

Gnolls (2): CR 1; hp 8, 13; see the **MM**.

112B STOREROOM (EL9)

This is the warehouse where the food for the palace is stored. The walls are lined with shelves, barrels and crates of assorted foodstuffs. There are urns and amphorae on the shelves. Within the containers are: grain, wine, olive oil, dried meat (beef and human), hard cakes, honey, nuts, flour, wild rice, spices, salt, dried fruit (apples and pears) and onions. The Beast Men grow grapes, olives and fruit within the cavern and trade it and sometimes raid villages in the surrounding area above ground for the grains and other items.

A patrol of 6 **gnolls** and 1 **dog brother** are stationed here at all times. The dog brother currently on duty, **Wuffletree**, is a coward and flees if the gnolls are defeated.

Gnolls (6): CR 1; hp 9; see the **MM**

Wuffletree, Dog Brother Sor6: CR 8; SZ M [Dog Brother]; HD 4d8 plus 6d4; hp 25; Init +6; Spd 30 ft.; AC 14 (+1 Dex, +1 natural, +2 leather armor), touch 11, flat-footed 13; BAB/Grapple +6/+7; Atk +8 (1d4+1, dagger) [x2] or +8 melee (1d3+1, bite); Full Atk +8/+3 melee (1d4+1, dagger) [x2] or +8 melee (1d3+1, bite); SQ scent, low-light vision; AL LE; SV Fort +1, Ref +6, Will +2; Str 12, Dex 14, Con 11, Int 10, Wis 12, Cha 14.

Skills: Concentration +6, Hide +6, Listen +5, Move Silently +7, Spellcraft +6. **Feats:** Heighten Spell, Improved Initiative, Still Spell, Track, Weapon Finesse (bite).

Arcane Spells Known (Cast Per Day: 6/7/6/3) Spell check DC: 12+spell level; Arcane Spell Failure (10%): 0—*daze, detect magic, light, resistance*, 1st—*charm person, hold portal, magic missile, sleep*; 2nd—*hypnotic pattern, minor image*; 3rd—*haste*.

Possessions: Leather armor, long plush gray robe, 2 masterwork daggers.

113: LAIR OF THE MINOTAUR KING (EL9)

This well lit room is the private chamber of the King of the Beast Men. High 30 feet above is a high ceiling and skylights providing six beams of light into the chamber. There are 3 female **minotaurs**, or cows, here tending to the room and cooking for the king. They are statistically identical to male

minotaurs, except of course for the utters. Currently, a human female carcass is on the spit. There are 2 **minotaur calves** running around the room playing. They are currently playing the minotaur favorite, head-butt the wall.

The largest of the 3 cows is the mother of the calves, and is fiercely protective of the little ones. Her skin is mostly white with large black spots. She insanely fights to protect them and is able to fly into a *rage* like 1st level barbarian. The smallest cow is of above average intelligence, and learning from Wuffletree, has some arcane ability.

The calves attack any human immediately, as they are used to abusing the human slaves the king keeps. Even if the humans are allies, the calves try to "rough house" him or her until scolded and threatened with a whipping from their mother.

The room is furnished with several marble and cushioned benches, a pile of luxurious pillows and silk sheets forming a bed, and several valuable statues. Each statue depicts a Thracian hero or god and is worth 1,500 gp to a collector and weighs 3,000 pounds each. One of the marble couches has a lift up seat easily found, Search check (DC 12), containing 1,000 gp and a *potion of heroism*. It's good to be the king.

The **secret doors** (2 in. thick; Hardness 8; hp 30; Break DC 22) to the temple hall are not secret from this side, although they are rigged with a **falling rocks trap**. A stone face of a bull, the symbol of Agamemnos, is on the right door. If this stone face is not turned upside down before opening them from this side, the trap is triggered. All of the minotaurs know of the trap and the rocks. If threatened, they attempt to tell the PCs that great treasure is beyond the doors and attempt to flee once the trap is sprung.

Minotaur Female (2): CR 4; hp 28, 29; see the **MM**.

Minotaur Female Wiz2: CR 6; SZ L Monstrous Humanoid; HD 6d8+12; hp 20; Init +4; Spd 30 ft.; AC 14 (+5 natural, -1 size); Atk +9/+4 melee (2d8+4, greataxe), +4 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SQ natural cunning; scent; AL CE; SV Fort +6, Ref +5, Will +7; Str 15, Dex 10, Con 15, Int 13, Wis 10, Cha 9.

Skills: Concentration +3, Intimidate +3, Jump +6, Knowledge (arcana) +3, Listen +8, Search +9, Spellcraft +3, Spot +8. **Feats:** Great Fortitude, Improved Initiative, Power Attack, Scribe Scroll.

Arcane Spells Prepared (4/3) Spell check DC: 11+spell level; 0—*daze, detect magic, light, resistance*, 1st—*charm person* (x2), *shield*

Possessions: This bovine diva keeps her spellbook under a divan. The only spells in the book are those she prepared.

Minotaur Calf (2): CR 2; SZ M Monstrous Humanoid; HD 3d8+6; hp 13; Init +0; Spd 30 ft.; AC 15 (+5 natural), touch 10, flat-footed 15; BAB/Grapple +2/+4; Atk +5 melee (1d6+2, gore); SQ natural cunning, scent; AL CE; SV Fort +6, Ref +2, Will +0; Str 15, Dex 10, Con 15, Int 7, Wis 10, Cha 9.

Skills: Intimidate +2, Jump +6, Listen +8, Search +8, Spot +8. *Feats:* Great Fortitude.

Falling Rocks Trap: CR 5; mechanical; location trigger; manual reset; Atk +15 melee (6d6); multiple targets (the rocks can strike creatures within 10 feet of the door); Search (DC 20) Disable Device (DC 23); *Market price:* 15,000 gp..

114: DUNGEON STAIRWAY (EL5)

This dismal stairway leads down into the lower recesses of the palace. Since the Beast Men have populated the palace, they have rigged a pair of **triple spear traps** to keep the slaves from escaping to the lower levels or from bothering the manticores in Room 149. Any noise in this stairway alerts the manticores that prepare an ambush if one of the following passwords is not given:

The Rocks Bleed Black Blood;

Speak the Spell;

Dead Men Tell No Tales;

Kill the Humans

The Dark One is Dead.

If the password is spoken, the manticores allow the speaker to pass freely. The manticores only understand the passwords if spoken in Gnoll. Each commander of the different species knows one of the passwords.

Triple Spear Trap: CR 2; mechanical; location trigger; manual reset; Atk each spear +15 ranged (1d8, spear); Search (DC 25); Disable Device (DC 25), *Market price:* 6,000 gp.

115: POOL OF WATERY WONDERS

While this room does not contain a magical pool, the waters from the former bathing area can be used to create many magical effects. The waters here are still heated from below, and are very warm, 120 degrees Fahrenheit (49 degrees Celsius). These hot waters create a misty, thick vapor. The floor is set with glazed ceramic tiles depicting various scenes of fish, nude sirens, gods of the sea, and great fantastic sea creatures. The minotaur cows enjoy a hot bath here occasionally.

Located at the cardinal points around the pool are four white marble bowls mounted on 3-foot tall black marble columns. The bowls are 3 feet in diameter. The bowls are empty, but there is magical writing along the rim of each bowl instructing on their use. A *read magic* or similar spell required to read the spell and a Spellcraft check (DC 15) to use the function.

The Minotaur King knows the function of the bowls, but has never used them. If PCs are sacking his palace, he comes here to use the bowls. Wuffletree the dog brother has used all of the functions of the pool and bowls except for the northern bowl before. Wuffletree once even used the pool for a bath.

North Bowl: The flowing script on this bowl instructs the user on the process of summoning a water elemental. The process requires the bowl be filled from the pool while speaking the proper ancient ritual. In one minute, the remaining water in the pool rises up as a Huge Water Elemental and obeys the summons for 1 hour, after which time the elemental returns to the pool basin.

East Bowl: The writings surrounding the edge of this bowl describe how the caster of a *locate object* spell can use this bowl to enhance his spell. The enhancement comes in the form of using the spell to find anything described in this module, in other words it has a range of the Caverns of Thracia. Outside of that range nothing can be seen. Once the bowl is filled and the spell is cast, the image of a pointer appears on the surface of the water, guiding the caster nearer to his prize. The bowl is designed to allow the water to be drained off into another receptacle, thus allowing the spell to be portable. When the object is found, the water vaporizes, causing 1d6 heat (steam) damage to the bearer of the basin. The spell lasts 1d6 hours.

South Bowl: This bowl functions as a special *clairvoyance* device when the proper ritual is spoken. It reveals up to any four desired locations in the Caverns of Thracia. The room desired is shown in the large bathing pool.

West Bowl: The most complex of the basins, this bowl allows the speaker of the ritual to *teleport* to anywhere in the Caverns, including Level 5. If the PCs learned of the location of Level 5 through the stone tablet in Room 110, they may use this device to travel there.

The writing on the west bowl says that the south bowl must first be used to determine a destination, and then the east bowl's *locate object* power must be used on the room depicted in the pool. At this point, the pool is primed to send anyone stepping into the bowl to the location desired. The west bowl has a thin cord attached to the bottom of the basin, allowing it to be drained in 1 melee round to avoid pursuit.

A water elemental may be created and thereafter sent through the West Bowl. This is one way the Minotaur King may exact his vengeance on the party if it appears they are going to escape him, and are still in the Cavern. If the elemental is sent, the water in the pool refills in 1 hour. The bowls are not usable during that time.

Removing any bowls from their pedestals for more than 1 hour destroys that bowl's powers.

Huge Water Elemental: CR 7; hp 152; see the MM.

116: WEAPONS OF THE DOG BROTHERS (EL4)

This room was once very lush with decoration and adornment. Rags of once fine tapestries hang from pitted and decaying brass hangers. The ceiling and upper walls of the room are covered in soot. The room is lit by light filtering in through the skylights, and campfires in the southern end of the room. On the walls are hung the shields of many Tribesmen and in the northeast corner is a still serviceable rack of weapons. Included are a greatsword, 3 spears, a light mace, 3 shortswords, and 6 javelins. There are usually 3 **lizardfolk** here practicing weapons skill.

Lizardfolk (3): CR 1; hp 10, 11, 13; See the **MM**.

117: LUSH LAIROFA DOG BROTHER (EL3)

A small room off a dark hallway, the door to this area is carved with the likenesses of goddesses and concubines. The room is illuminated with a pair of *ceaseless candles*, see the Appendix for more information about this new magic item.

Tapestries and rugs of vibrant deep colors cover the walls and floor, and cushions and piles of silk are heaped up in corners to create the softest of couches. The tapestries depict Aphrodite and her paramours. The tapestries and rugs combined are worth 5,000 gp and weigh 2,000 pounds.

A low table in the western end of the room is set with beautifully cut crystal ware. There are sweet smelling fruits and a huge slab of roast beef on the table. This is a *banquet table* (see the Appendix for more information about this new magic item). The *table* is a relic from the time of Agamemnos.

There are 2 female **dog brothers** here named **Spittletongue** and **Sniffletail**. Spittletongue is feasting at the table, while her sister is nursing 6 **pups** (non-combatant).

Spittletongue, Sniffletail, female Dog Brother (2): CR 2; SZ M Humanoid [Dog Brother]; HD 4d8; hp 17; Init +2; Spd 30 ft.; AC 14 (+1 Dex, +1 natural, +2 leather armor), touch 11, flat-footed 13; BAB/Grapple +3/+4; Atk +4 melee (1d8+1, longsword) or +5 melee (1d3+1, bite); SQ scent, low-light vision; ALLE; SV Fort +1, Ref +6, Will +2; Str 12, Dex 14, Con 11, Int 10, Wis 12, Cha 10.

Skills: Hide +6, Listen +6, Move Silently +7.
Feats: Weapon Finesse (bite), Track.

118: A SECOND LUSH LAIR (EL6)

Decorated in a similar fashion as the room across the hall (Room 117), this area is another concubine hide-away. Scenes of passion and debauchery are carved into the walls and ceiling, and thick carpet and cushions litter

the floor. A tray of food taken from the *banquet table* in Room 117, with a huge joint of beef, lies in the middle of the floor. Nearby goblets of wine have been knocked over and spilled.

In this room **Wark**, a **dog brother** is being “entertained” by 3 female **dog brothers**. Wark is incensed by any intrusion and immediately attacks while the others run for help is possible.

Buried beneath some furs in the southwestern corner of the room is an unlocked chest that contains 3,000 cp and 1,500 sp.

Wark, male Dog Brother Ftr1: CR 3; SZ M Humanoid [Dog Brother]; HD 4d8 plus 1d10; hp 20; Init +2; Spd 30 ft.; AC 14 (+1 Dex, +1 natural, +2 leather armor), touch 11, flat-footed 13; BAB/Grapple +4/+6; Atk +6 melee (1d8+2, longsword) or +7 melee (1d3+1, bite); SQ scent, low-light vision; ALLE; SV Fort +3, Ref +6, Will +2; Str 15, Dex 14, Con 11, Int 9, Wis 12, Cha 10.

Skills: Climb +3, Hide +6, Jump +2, Listen +6, Move Silently +6, Swim +2. **Feats:** Cleave, Weapon Finesse (bite), Power Attack, Track.

Dog Brother Females (3): CR 2; SZ M Humanoid [Dog Brother]; HD 4d8; hp 17; Init +2; Spd 30 ft.; AC 14 (+1 Dex, +1 natural, +2 leather armor), touch 11, flat-footed 13; BAB/Grapple +3/+4; Atk +4 melee (1d8+1, longsword) or +5 melee (1d3+1, bite); SQ scent, low-light vision; ALLE; SV Fort +1, Ref +6, Will +2; Str 12, Dex 14, Con 11, Int 10, Wis 12, Cha 10.

Skills: Hide +6, Listen +6, Move Silently +7. **Feats:** Weapon Finesse (bite), Track.

119: A GNOLL GUARD POINT (EL5)

Stationed at this point are 6 **gnolls**. The air here smells heavily of cooked meat coming from the north. Any altercation between guards and intruders brings the minotaur cooks from the Kitchen (Room 120).

Gnolls (6): CR 1; hp 6, 7, 8, 9, 10, 10; see the **MM**.

120: KITCHEN (EL6)

This hot, smoky room is the kitchen for the bulk of the troops living in the palace. To say the least, it is neither appealing nor tempting. In other words, the food cooked here is barely palatable by human standards. It consists of a gray mush with unidentifiable greasy lumps floating in it. Calling this stew “dog food” would be a compliment to the chef.

Although the goop is disgusting, it keeps for up to one week before it molds. Although the mold makes it tastier, if that is possible, eating the mold infects the person eating it with the **shakes**, see the **DMG**. If it can be gagged down by PCs, (Constitution check DC 15 to swallow), they find it to be highly filling and acts as rations for one day.

Tending the kitchen are 6 **human slaves** overseen by 2 **minotaur** cooks aptly named **Moos** and **Hornnee**. The slaves are terrified by the presence of

intruders, but the minotaurs joyfully leap to the attack, bellowing and mooing for all they are worth. The noise should draw attention from any troops in a 50-foot radius to come and investigate.

Human slaves Com1 (6): CR 1; hp 2; see the *DMG*.

Moos and Horrnee, Minotaurs (2): CR 4; hp 31, 35; see the *MM*.

121: OFFICE OF THE GUARD (EL7)

This is the chief guardroom for the commanders of the various racial troops. Discussing plans in this room are **Gradish**, commander of the gnoll troops; **Bullock**, chief of the minotaurs, second in command only to the King and his eldest son; **Barkbite**, hetman of the Dog Brothers and Silvermane's son, and **Hsssdk**, war leader of the lizardfolk mercenaries.

There are 2 **gnoll** guardsmen stationed in the room. They are stationed at the northeast and southeast corners of the room, facing the doorways, and very alert.

In the northwest corner of the commanders room is a locked war chest. It contains 4,000 cp, 2,000 sp and 1,500gp in bags of 100 coins each. On the large central table are maps of the surrounding gardens, and crude maps of the entire cavern including Huvat Vex. One very sparse map shows the common rooms of the first, second, and forth levels, but no secret rooms or sublevels are indicated.

Gradish, male Gnoll Rgr3: CR 1; SZ M Humanoid [Gnoll]; HD 2d8+2 plus 3d10+3; hp 30; Init +4; Spd 20 ft. (base 30 ft.); AC 17; BAB/Grapple +4/+6; Atk +7 melee (2d6+2, masterwork greatsword) or +4 ranged (1d6, shortbow); SQ darkvision (60 ft.); SQ combat style (archery), favored enemy (Humans), wild empathy; AL CE; SV Fort +7, Ref +3, Will +5; Str 15, Dex 10, Con 13, Int 8, Wis 14, Cha 8.

Skills: Handle Animal +2, Hide +0, Intuit Direction +5, Listen +5, Spot +5, Use Rope +3, Survival +5. *Feats:* Endurance, Improved Initiative, Iron Will, Power Attack, Rapid Shot, Track.

Possessions: 30 arrows, masterwork greatsword, masterwork scale mail, shortbow.

Bullock, male Minotaur Brb4: CR 8; SZ L Monstrous Humanoid; HD 6d8+12 plus 4d12+8; hp 70; Init +0; Spd 40 ft.; AC 14 (+5 natural, -1 size), touch 9, flat-footed 14; BAB/Grapple +10/+18; Atk +18 melee (2d8+4, masterwork greataxe); Full Atk +18/+13 melee (2d8+4, masterwork greataxe), +10 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA rage 2/day; SQ natural cunning, scent, uncanny dodge, trap sense +1; AL CE; SV Fort +10, Ref +6, Will +6; Str 18, Dex 10, Con 15, Int 7, Wis 10, Cha 9.

Skills: Handle Animal +1, Intimidate +9, Listen +11, Search +6, Spot +8, Survival +3. *Feats:* Great Fortitude, Improved Initiative, Improved Bull Rush, Power Attack.

Possessions: masterwork greataxe.

Barkbite, male Dog Brother, Rog3: CR 5; SZ M Humanoid [Dog Brother]; HD 4d8 plus 3d6; hp 40;

Init +6; Spd 30 ft.; AC 14 (+1 Dex, +1 natural, +2 leather armor), touch 11, flat-footed 13; BAB/Grapple +5/+6; Atk +6 melee (1d8+1, longsword) or +5 melee (1d3+1, bite); SA sneak attack +1d6, SQ evasion, scent, low-light vision, trap sense +1, trapfinding; AL LE; SV Fort +1, Ref +6, Will +2; Str 12, Dex 14, Con 11, Int 12, Wis 12, Cha 10.

Skills: Appraise +3, Bluff +3, Diplomacy +2, Hide +8, Listen +10, Move Silently +9, Open Lock +4, Sense Motive +3, Sleight of Hand +5, Spot +3, Tumble +4, Use Magic Device +3, Use Rope +5. *Feats:* Alertness, Improved Initiative, Track, Weapon Finesse (bite).

Possessions: black cape, leather armor, masterwork longsword, and masterwork thieves' tools.

Hsssdk, male Lizardfolk, Ftr2: CR 2; SZ M Humanoid [Aquatic, Reptilian]; HD 2d10+6 plus 2d8+4; hp 16; Init -1; Spd 30 ft.; AC 15, touch 9, flat-footed 15; BAB/Grapple +3/+6; Atk +6 melee (1d6+3, club) or +3 ranged (1d4+3, dart); AL N; SV Fort +5, Ref +2, Will +1; Str 16 Dex 8, Con 16 Int 8, Wis 13 Cha 11.

Skills: Balance +2, Jump +6, Swim +7. *Feats:* Cleave, Multiattack, Power Attack.

Possessions: club, small wooden shield.

Gnolls (2): CR 1; hp 11, 14; see the *MM*.

122: BEAM OF BLASTING LIGHT

This room is a large dome 50 feet in diameter and 40 feet from floor to peak. At the apex of the ceiling is a large crystal. It is worthless, but casts a shaft of sunlight that pierces the darkness of the room. The shaft of light creates a 10-foot diameter circle on the floor, directly in front of a **secret door** (2 in. thick; Hardness 8; hp 30; Break DC 22; Search DC 20). The sound of sizzling can be heard coming from the beam of light.

Chained to the center of the floor is **Holoste**. He is a deathwalker Purveyor of Mortality. He was captured by a lizard man patrol on the plateau and was the only member of his group not eaten immediately. The lizardfolk brought him here to be punished. The shaft of light slowly moves and in 30 minutes the searing light beams directly on Holoste. The light does 8d6 points of heat damage every round. It is easily avoided by all but Holoste, who is chained.

Obviously if the PCs enter the room and leave or assail the Palace and retreat, all they find is a husk of Holoste remaining. Three gnoll cubs wait for Holoste's death screams, known to them as the dinner bell.

Holoste, male human Clr2/Purveyor of Mortality2 (Thanatos): CR 4; SZ M; HD 4d8+2; hp 20; Init +4; Spd 30 ft.; AC 10; Atk +3 melee or +2 ranged; SA bonus spells, rebuke undead, thanatosian death I; SQ aura; AL LE; SV Fort +7, Ref +0, Will +9; Str 12, Dex 10, Con 13, Int 10, Wis 15, Cha 15.

Skills: Concentration +4, Diplomacy +5, Heal +8, Knowledge (religion) +3, Profession (Undertaker) +4, Spellcraft +3. *Feats:* Extra Turning, Improved Initiative, Quicken Spell.

Unholy Spells Prepared (5/4/3) Spell save (DC 12+spell level): None.

Domain Spells (Knowledge, Death): None prepared.

Spell-Like Abilities (once per day): *deathwatch*.

Possessions: None.

Personality: Holoste's reaction to the PCs depends on if and when they have encountered Deathwalkers previously and how they treated them. Holoste was captured 3 days before the party arrives, so he may have heard of the beneficent or atrocious deeds of the PCs against the Deathwalkers. Although he desires death in his heart, he wishes first to pay back the dog men.

123: EMPTY

This room is absolutely empty. No one comes here for any reason, and it is an excellent place for PCs to recover for a while. Staying here longer than a few hours at a time is dangerous however, as wandering patrols may eventually figure out where the PCs are hiding.

There is a pair of baleful, glowing amber-colored eyes on the north wall and **secret doors** (2 in. thick; Hardness 8; hp 30; Break DC 22; Search DC 20) in the walls. The secret doors are disguised as unadorned marble panels. The eyes glow due to a *light* spell cast upon them and radiate a whiff of evil. Staring at the eyes chills the soul, but does little else.

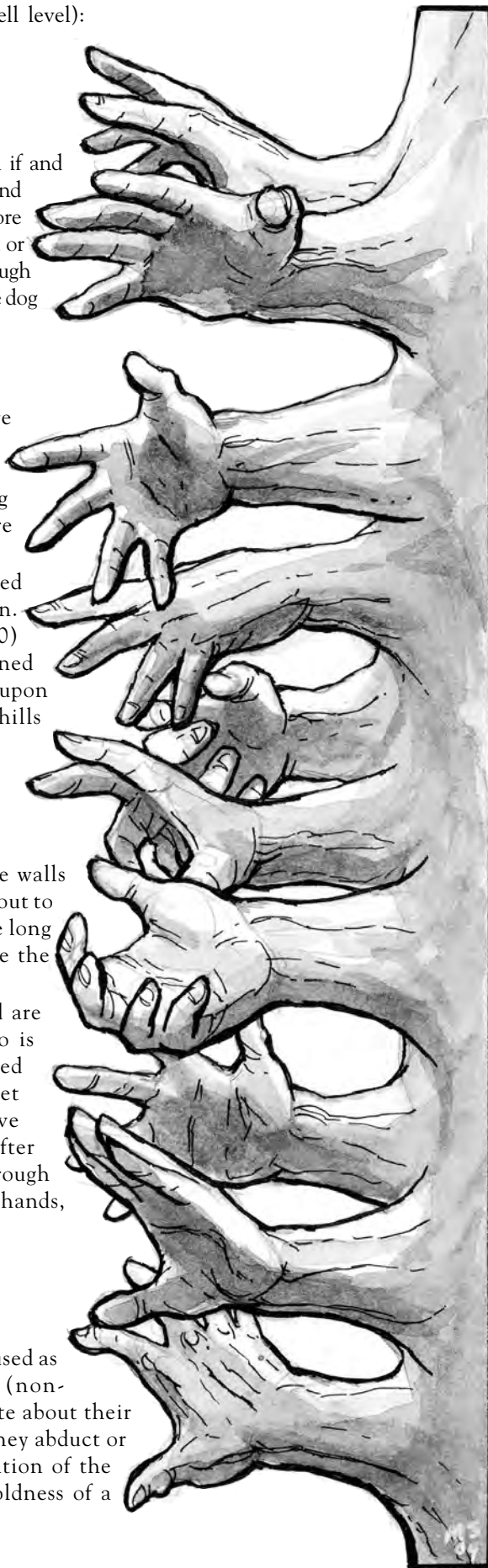
124: HALLWAY OF HARROWING HANDS (EL5)

When the PCs enter this descending hallway, the walls on either side sprout hands upon long arms reaching out to the party. This is due to a *wall of hands* spell cast here long ago. For more information about this new spell, see the Appendix.

The hands are the temperature of cold rock, and are pliant and fairly soft. All the hands attempt to do is touch the travelers. They do not attack unless attacked first, in which case the arms telescope out to 6 feet long and begin to flail at the PCs. Once the hands have been irritated, they do not calm down for an hour after such an encounter, and attack anything passing through the hall during that time. Fire does no damage to the hands, but paralyzes them for 1d4 melee rounds.

125: HABITAT OF GNOLL FEMALES AND CUBS (EL8)

Whatever the original use for this room, it is now used as a kennel for 20 female **gnolls** and 35 **cubs** (non-combatant). The gnoll females are very dispassionate about their lot in life, and generally do not attack PCs even if they abduct or kill a few cubs. This apathy is due to the combination of the brutality that is common in the palace and the coldness of a



gnoll bitch. If the party attacks the females, or begins a wholesale slaughter of the young, then the females fight to the death.

Female Gnolls (20): CR 1; hp 10 each; see the **MM**.

Gnoll cubs (35): CR 1/2; hp 3; see the **MM** (noncombatant)

126: THE INNER HABITAT (EL 6)

This is the lair of the matriarchs of the gnoll tribe. The 6 old **gnoll** females run the day to day lives of the bulk of the tribe, as the males of the species only know how to fight and bully the smaller races. These females make the decisions carefully and covertly allowing the males to think they are in control and feel powerful.

If PCs enter this chamber, the females attempt to parley with them first, avoiding combat if possible. They know about the teleportation temple in Room 127, and warn the PCs about the barracks at Room 90 if they swear to leave the palace peacefully. If the PCs do attack, the gnoll females fight savagely.

The females have acquired some treasure over the years. In a locked chest, Open Lock (DC 20), in one corner of the room are 250 sp, 4x100 gp amber nuggets, and a 500 gp diamond earring. The key is hidden in a small crack at the base of a marble panel, Search check (DC 18).

Gnoll Females (6): CR 1; hp 2, 8, 9, 11, 12, 14; see the **MM**

127: TEMPLE OF TELEPORTATION (EL 8)

This temple was originally designed as a permanent teleportal to the city of Thracia. However, before it was put to permanent use, the Beast Men revolted. The Thracian patriots eventually used the arcane technology created to make this teleportal in their attempt to retake the palace.

The upper reaches of the walls in this temple are decorated with murals of titanic battles between beast-headed men and gods and goddesses. Located in the

north and south ends of the hall are piles of white marble rubble that may have once been valuable statues. The rubble is now worthless.

On the map, the square patterned area in the northern part of the room represents a third teleportal that takes troops directly to Room 92. Guarding this temple are 4 **minotaurs** who attack any non-slave humans instantly.

Minotaurs (4): CR 4; hp 23, 25, 32, 34; see the **MM**.

128: CONNECTING HALL (EL 1)

This narrow hallway connects the three barracks of the gnoll guards together. There is a 50% chance there is a **gnoll guardsman** on duty if the PCs investigate this area. If a guard is present and PCs attack, he shouts for the others to assist him.

The shouting likely draws one of the minotaurs from Room 89 to investigate as well.

Gnoll: CR 1; hp 11; see the **MM**.

129–131: BARRACKS OF THE GNOLL GUARDS (EL VARIABLE)

These spartan rooms hold the warrior males of the gnoll tribe. Each of the three rooms houses 20 **gnolls**, although due to various patrols only 6 to 12 gnolls are in any one room at a time. The gnolls spend most of their time here sleeping, as this is not a very social area.

At any time 75% of the occupants are sleeping off the effects of a long patrol day or too much wine. Due to the transient nature of the occupants, no wealth is stored here. Each of the guards who are awake may be gambling with personal stakes (1d6 gp), or cleaning and checking his weapons.

In the southeast corner of Room 131 is a small and open **secret trapdoor** (hardness 5; hp 15; Search DC 15) that leads down a 70-foot shaft. The shaft terminates in the Treasury in Room 153 on Level 4. The trapdoor is hidden from view by piles of sleeping rags and straw.

Gnolls (60): CR 1; hp 12 each; see the **MM**.

CHAPTER SEVEN:

THE BOILER ROOM

Where the palace of the Minotaur King is a paradise, the caverns below are a hell. These caverns were once the dungeons of the Immortal King. The Immortal King charged his one-time seer Surgon to expand the dungeons and create a great vault for his wealth. After a handful of failures, the Immortal King abandoned the project and imprisoned Surgon in the caverns so that he may eternally view his failure.

The dungeons remained when the Immortal King used the ziggurat magic and sent his palace and people far below to Level 5. Discovered by the Thracians, they expanded them to suit their darker needs and desires. To this day they are used for all manners of ill by the Beast Men.

The slaves and mercenaries of the Minotaur King are charged with maintaining the boiler mechanism in Room 97. The heat from the boiler keeps the entire level warm, over 90 degrees Fahrenheit. Thus the PCs must make a Fortitude save each hour (DC 15, +1 previous check) or sustain 1d4 points of subdual damage. For more information on very hot conditions, see the *DMG*.

Originally made by Thracian alchemists, the boiler mechanism keeps the pools and basins in the palace warm and provides water to the plants of the pleasure gardens. The rest of the level is divided into different barracks for the various Beast Men tribes.

132: MANTICORE LAIR (EL7)

This room is the lair of the 2 **manticores** mentioned in Room 114. The manticores actively listen (+4 circumstance bonus to Listen checks) for those descending. If any noise is made while descending the stairs, the

manticores are alerted and hide in this room waiting for the password. See Room 114 for more details. If no proper password is given, the manticores attempt to ambush using a volley of tail spikes.

The ceiling of the room is 30 ft. high and the semi-circular walls are decorated with wall paintings of sumptuous feasts and vast gardens. These walls have flaked and worn with age. There are a few ruined wood couches strewn about the room, and shattered marble slabs that were once tables.

This room was a great banquet hall. Against the north wall are 6 heavy ceramic urns that have avoided destruction. Each urn contains 660 gp, and at the bottom of three urns are three magic items. The first is an *elixir of domination (hill giant)*. The second is a *carafe of polymorph*. See the Appendix for more information about these new magic items. The third item is a +1 *unholy longsword*.

Manticores (2): CR 5; hp 38, 41; see the **MM**

133: VACANT CHAMBER

The walls here are carved in bas-relief of men fighting beasts of all types. Both doors of this room are locked. If entered from the south or west, there is a 25% chance that one of the manticores from Room 94 is here.

134: LIZARDFOLK GUARD POST (EL5)

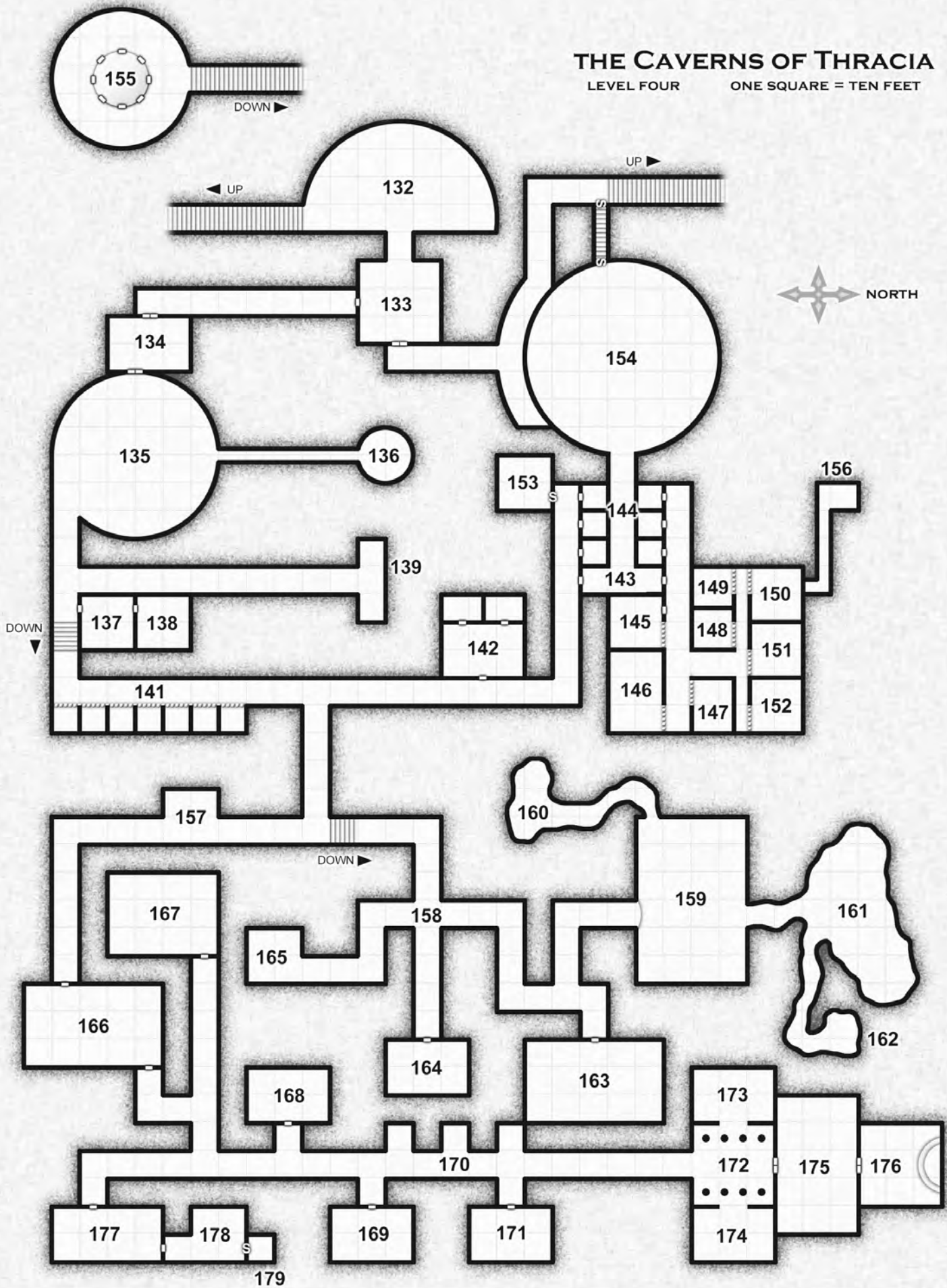
The heavy oak doors of this room are reinforced and barred on the inside.

Northern Door: 2 in. thick; Hardness 5; hp 20; Break (DC 25).

THE CAVERNS OF THRACIA

LEVEL FOUR

ONE SQUARE = TEN FEET



Stationed here are 4 **lizardfolk**. If the PCs make more than one attempt to break down the door, 8 additional **lizardfolk** from Room 135 come to the aid of the guards here.

Lizardfolk (4): CR 1; hp 8, 10, 11, 14 see the **MM**.

135: THE BILIOUS BOILER (EL 8)

This Thracian technological wonder is the source of the hot water in various pools and basins on this level of the Palace. A huge bronze monstrosity, the boiler is fed by wood thrown into a firebox located below the bulk of the device. Pipes leading from the machine to the pools constantly leak smoke and steam. Ten slaves work the pump bellows, and two more load wood into the firebox. Guarding this room are 10 **lizardfolk**.

If the lizardfolk need to leave to support their fellows in Room 134, at least two remain here to prevent the slaves from escaping. The slaves in this room are all male and severely undernourished (Com 1, 2 hp each).

If PCs attack the boiler (Hardness 5; hp 25; Break DC 20), steaming hot water to splashes the attacker causing 1d8 damage each round for 2 rounds, Reflex save (DC 15) for half damage.

Lizardfolk (10): CR1; hp 4, 5, 6, 7, 7, 7, 7, 9, 11, 13; see the **MM**.

136: GUARD AT THE PIPE (EL 1)

A single **lizardfolk** guards this pipe from damage and inspects it for leaks. The air here is not smoky, but it is warm and quite damp. The guard can see anyone coming up the tunnel easily and receives a +4 circumstance bonus to Spot.

Lizardfolk: CR 1; hp 11; see the **MM**.

137: LIZARDFOLK BARRACKS (EL VARIABLE)

There are 3 to 12 **lizardfolk** in this chamber at any given time, resting and feasting on disgusting food. They carry no weapons, and if surprised, the Lizardfolk take one full action to arm themselves.

Lizardfolk (varies): CR1; hp 11; see the **MM**.

138: SHRINE OF THE ANCIENT ONES AND TREASURE VAULT (EL 4)

This room contains the shrine of the lizardfolk. Over the centuries of ancestor worship the lizardfolk have practiced, they have discovered many treasures and valuable relics of the Reptillion culture. A simple stone carving on a pillar of marble of a tall, winged lizardfolk is draped with human skin. The eyes of the stature are small mismatched gemstones. The left eye is a peridot (worth

1,000 gp), and the right eye is a white sapphire (worth 2,500 gp). In the belly of the carving is a jade stone (worth 500 gp), and the raised left hand hold an amber chip (worth 10 gp). The entire statue could be sold for 5,000 gp or more, due to the age and condition, if a collector could be found.

On a tray on front of the altar rest two vials and a bone tube. The vials contain potions of *charm person* and *invisibility*. The bone tube is a scroll case, containing an ancient map made from dinosaur hide. It shows the entrance to the Sanctuary of the Sun and Moon (Room 50, Sublevel 2C). The map can only be read by using a *comprehend languages* or similar spell, as it is written in ancient Reptillion. The scroll also carries a *polymorph curse*. Any non-reptile who reads the scroll slowly turns into a lizardfolk over the course of two weeks. Each day the reader must make a Fortitude save (DC 15) or progress toward becoming a lizardfolk.

After 7 failures, the person becomes a lizardfolk. Apply the special Lizardfolk Template (found in the Appendix) to the unfortunate PC. Only a *wish* or a *miracle* will reverse the transformation. The remaining week is spent uncomfortably growing scales, shedding skin, and finalizing the transformation to a lizardfolk.

The shrine is guarded by 2 fanatic **lizardfolk**. These lizardfolk attack any non-lizardfolk on sight in this area. Both guards know the powers of the potions, and do not hesitate to use them if necessary. The guards also know that the map is a great artifact, although they do not know to where it leads.

Stealing the statue or its gems causes all lizardfolk mercenaries to abandon their posts and hunt down the thieves. Within one hour of the theft, 4 to 24 Lizardfolk, aided by one of the Dog Brothers, use the pool in Room 115 to teleport directly to the location of the statue, and fight to the death to regain the relic. They continue to use the pool until 60 lizardfolk have perished or the statue and valuables have been returned.

Lizardfolk fanatics, male Bbn 1 (2): CR 2; SZ M; HD 2d8+1d12+2; hp 17; Init +0; Spd 40 ft.; AC 15 (+5 natural); Atk +4 melee (1d4+1/1d4+1, 2 claws), +0 melee (1d4, bite), or +1 ranged (1d6+1 javelin, x2); SA rage 1/day; AL N; SV Fort +3, Ref +3, Will +0; Str 13, Dex 10, Con 13, Int 9, Wis 10, Cha 10.

Skills: Balance +6, Jump +5, Swim +6. **Feats:** Multiattack, Weapon Focus (claws)

139: GREEN SLIME GARDEROBE (EL 4)

This garderope is seemingly covered in green slime. It is actually lizardfolk waste as this is the tribe's privy. In the center of the north wall of the chamber is an area 4 ft wide by 7 ft tall that is not covered with slime. This is an indent in the wall, but appears as a doorway to observers from the outside that do not make a Spot check (DC 20). It is in fact not a door.

140: THE MISSING CHAMBER (EL?)

Look as you might, you will not find a **140** on the map. The original designer of this module stated it never existed. Who are we to argue?

141: DEATHWALKER SLAVES (EL2)

The cells along the southern wall of this area hold the dirty and demoralized **Deathwalker slaves**. During the “daytime”, there are one or two of the older slaves who are incapable of harder work here cleaning the cages for the others. When it becomes “nighttime” all the slaves are in these cages locked up. The slaves are herded to their jobs in Room 135 or past the manticores in Room 132 on their way to the Throne Room (Room 114). Guarding the slaves are 2 **lizardfolk** at night when the cages are locked, and 1 Lizardfolk watches the older slaves during the day. The slaves are distributed as follows:

Cell A: 3 men, 2 women.

Cell B: 1 man, 2 old women, and 1 girl.

Cell C: 3 men, 1 woman, and 1 boy.

Cell D: 1 man, 3 old women.

Cell E: 2 men, 2 women, and 1 old man.

Cell F: 1 man, 3 women, 1 old man, and 1 boy.

Cell G: 2 women, 1 old man, 1 boy, and 1 girl.

All slaves are in extremely poor health, and are non-combatant (Com 1, 2 hp each). They do not fight their captors, even if given weapons.

Lizardfolk (2): CR 1; hp 11; see the **MM**.

142: THE TORTURE CHAMBER (EL8)

Through the years this chamber has fallen into disuse, although it is fully functional, as any captured PC quickly learns. PCs caught by the lizardfolk are brought to Room 142b and their items and equipment are placed in the adjacent locked Room 142a. Items and weapons of obvious value are taken by the gnolls to the treasury in Room 153. This room is filled with antique but horrific torture equipment.

If a PC is caught, there is a 50% chance (raise to 75% chance if the PC attempted to release any slaves, and raise to 100% if the statue in Room 100 has been molested) that **dog brother Fangfriend** tortures the victim for 1d6 hours, or until the PC screams for mercy and admits his wrongdoings, even untruthfully. If the PC lies, Fangfriend usually knows (Sense Motive +10), and continues his punishment for 3 more hours (See Modes of Torture sidebar for details on Fang’s activities).

PCs escaping or capturing Fang or the 6 **gnolls** here may be able to force them to reveal the location of the Treasury in Room 150. Fang is a

MODES OF TORTURE

The modes of torture used by Fangfriend in Room 104 are detailed below. Each mode does ability damage to the PC at the rate of 1 point per hour of torture. A PC should be made aware of the ability loss each hour. A Fortitude save (DC 17) can be made at the end of each hour to throw off the effects of that hour’s torments. The DC goes up 2 points for each hour i.e. DC 19 after 2 hours, DC 21 after 3 hours, etc. Fangfriend may choose which ability he wishes to concentrate on.

Stretching/Breaking of limbs: Strength or Dexterity

Burning/Branding/Freezing: Constitution

Water torture: Wisdom

Beatings to the head: Intelligence

For every 2 points of ability score loss, the PC loses an additional point of Charisma to represent the scaring and trauma of the incident.

Ability damage can be healed naturally at a rate of 1 point per week of complete bed rest. Any healing spell of 3rd level or higher can heal back 1 point per casting. *Heal* or *restoration* cures a PC fully. If a PC’s ability score drops below 0, consult the **DMG**, Ability Score Loss.

coward at heart, and quickly trade the treasury location for his life.

Fangfriend, Dog Brother, male Rog5: CR 7; SZ M [Dog Brother]; HD 4d8 plus 5d6; hp 31; Init +2; Spd 30 ft.; AC 14 (+3 Dex, +1 natural); Atk +8/+3 melee (1d4+2, +1 dagger) or +8 melee (1d3+1, bite); SA sneak attack +3d6; SQ scent, low-light vision, uncanny dodge, evasion, trap-sense +1, trapfinding; AL NE; SV Fort +2, Ref +11, Will +2; Str 12, Dex 16, Con 10, Int 14, Wis 10, Cha 10.

Skills: Bluff +8, Hide +15, Intimidate +10, Listen +9, Move Silently +16, Sense Motive +10, Use Magic Device +8. **Feats:** Skill Focus (Intimidate), Skill focus (Use Magic Device), Weapon Finesse (bite).

Possessions: +1 dagger.

Gnolls (6): CR 1; hp 10, 8 (x3), 6, 5; see the **MM**.

143: ABANDONED GUARD ROOM

This room is devoid of contents, but was obviously once used as a guard area for Room 144. On the southern side of the west wall is a series of three levers. The levers activate the cell doors for the southern cells in Room 144. Another set of levers on the northern side of the wall open the cells on the northern side of the chamber.

144: GLADIATORIAL CELLS

These ancient cells were once used to house the gladiators who fought in the Arena, Room 154. Now, they are filled only with moldering, filthy straw. Rats and insects live in the debris now, and no valuables are found here. Levers running along the east wall of this room open the gates in Rooms 145 to 152.

145–152: ANIMAL-HOLDING CELLS

These large rooms were once used to contain the animals that fought the gladiators in the Arena. None of the once famous animals remain, but three of the rooms are currently occupied.

146: MINOTAUR COW
AND CALVES (EL 4)

This cell contains a **minotaur** female and her 2 newly born calves. The female is unarmed, but is fiercely protective of her young. She does not initiate attack, but seeks to protect her calves. If the PCs try to get at the calves, she attacks without hesitation or mercy. She does not leave the cell, but continues to attack until she or the PCs are dead. The calves are non-combative and only 1 week old. The cow has an hourglass, a silver holy symbol and 6 vials of acid hidden away in some straw in the back of her cell.

Minotaur female: CR 4; hp 26; see the MM

149: ELDER COW (EL 0)

The inhabitant of this cell is an elder female **minotaur**, well beyond calf-bearing years, named **Bova**. She is of above average intelligence, speaks Common, Minotaur, and Gnollish and is blind. She does not fight the PCs, and if they attack her, they may do so freely. Good aligned PCs should be cautioned about these actions. She is the Grandmother of the Minotaur King.

Bova, female minotaur: CR 4; hp 27; see the MM.

150: THE TREASURE TROVE OF
THE MINOTAUR KING (EL 10)

This room contains the treasury guards of the Minotaur King, Stronhoen. Guarding this room are a Minotaur warrior, **Thundahuuf** and a **Dog Brother** sorcerer, **Woofworth**. Any PCs attempting to enter this cell are attacked. Thunderhoof's tactics are very straightforward; he closes with any PCs while Woofworth hurls spells and aids the minotaur with magic. Both of these guards fight to the death to protect the treasury.

There is a **secret door** (2 in. thick; Hardness 8; hp 30; Break DC 22; Search DC 20) in the northern wall that opens into a narrow hallway leading to the treasury.

Thundahuuf, Minotaur, male Bbn3: CR 7; SZ L; HD 6d8+3d12+12 +3 (toughness); hp 78; Init +0; Spd 30 ft.; AC 14, touch 9, flat-footed 14; BAB/Grapple +9/+17; Atk +12 melee (2d8+6, +2 huge greataxe) Full Atk +12/+7 melee (2d8+6, +2 huge greataxe); SA charge 4d6+4, rage (1/day); SQ scent, natural cunning, trap sense +1, uncanny dodge; AL CE; SV Fort +11, Ref +1, Will +6; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills: Intimidate +9, Jump +9, Listen +11, Search +6, Spot +8. **Feats:** Blind-fight, Power attack, Improved Sunder, Toughness.

Possessions: +2 huge greataxe.

Description: Thundahuuf is a massive beast even by minotaur standards. Standing 8 feet tall and weighing 800 pounds, he is a force to be reckoned with. He makes a very intimidating sight guarding the gate to the King's Treasury. He sports severe scarring on his left flank from a battle with lizardfolk forces. He enjoys intimidating lizardfolk and attacks any lizardfolk on sight, but does not kill them.

Woofworth, Dog Brother, male Sor 7: CR 9; SZ M Humanoid [Dog Brother]; HD 4d8+7d4; hp 34; Init +6 (Dex, Improved Initiative); Spd 30 ft.; AC 16 (+1 Dex, +1 natural, +4 mage armor), touch 11, flat-footed 15; BAB/Grapple +7/+8; Atk +8 melee or +9 melee (1d3+1, bite), +9 ranged; Full Atk +8/+3 melee or +9 melee (1d3+1, bite), +9/+4 ranged; SA spells; SQ scent, low-light vision; AL N; SV Fort +9, Ref +5, Will +10; Str 12, Dex 14, Con 11, Int 10, Wis 12, Cha 14.

Skills: Concentration +6, Hide +6, Knowledge (arcana) +3, Listen +6, Move Silently +7, Search +5, Spellcraft +6, Spot +5. **Feats:** Combat Casting, Dodge, Improved Initiative, Weapon Finesse (bite).

Arcane Spells Known (Spells per Day: 6/6/6/4); Spell DC 12+spell level: 0—*daze, detect magic, enumerate*, mage hand, read magic, resistance, steal sleep**; 1st—*alarm, shield, mage armor, sleep, chameleon skin**; 2nd—*assassin's senses, summon monster II, commanding presence**; 3rd—*haste, shadow touch**

* For more information about these spells see **Relics & Rituals** from **Sword & Sorcery Studios**.

Possessions: 2 *potions of cure moderate wounds*, *wand of hold person* (12 charges, caster level 6).

153: TORTURER'S TREASURY.

Behind a poorly concealed **secret door** (2 in. thick; Hardness 8; hp 30; Break DC 28; Search DC 15) in the northeast of Room 144, lies the treasure of Woofworth the Torturer. This low ceilinged room has a chimney shaft leading up to

Room 131. Any items taken from the PCs are tossed into a corner, to be sorted later. Buried under a loose flagstone tile near the southern wall, easily found Search (DC 15) are a mithril and silver woven cloak, studded with mithril clasps and iron rivets (worth 2,100 gp), a silver and diamond amulet (worth 55 gp), 200 gp, and several lizardfolk fingers. If the PCs were captured and tortured, their items are stored here.

154: ANCIENT ARENA (EL 7).

This large open room has a sand covered floor, and many seats along its perimeter. The high ceiling rises over 40 feet at its zenith. This was once the great gladiatorial arena, where men fought beasts and each other for the pleasure of their decadent overlords. Along the southern wall, elegant box seats shared space with exquisite tapestries depicting fantastic beasts and heroic warriors. All that remains are the rubble of marble statues and hanging rags of once valuable fabrics.

There is a 25% chance of 6 **lizardfolk** here being trained in weapons skill by a **minotaur** from level 3. If the PCs are seen or enter the Arena, the lizardfolk rush to the attack, while the minotaur brings up the rear to evaluate who is the toughest fighter.

Lizardfolk (6): CR 1; hp 9, 9, 9, 11, 11, 13; see the **MM**.

Minotaur: CR 4; hp 41; see the **MM**.

155: LOST ESCAPE TUBES

This is a secret device of Reptillion origin whose purpose was never ascertained by the Thracians. Located under the roots of Tree 99, covered by several inches of sod and dirt, is a 5-foot square corroded bronze door. The bronze door must be pried open, Break check (DC 20), to reveal the 10-foot square room with a stairway directly beneath. The stairway leads from the southern wall of this room into a large circular room with a 30 ft. ceiling covered in roots.

The dominant feature here is a 30-foot diameter polished bronze dome in the center of the room. Rising from the center of the dome is a 10-foot diameter transparent pillar that seems to be filled with bubbling water rising to the ceiling. Located on eight equidistant points along the dome are openings with hinged doors. If the unlocked doors are opened, they reveal a small chamber inside. If the doors are sealed from the inside, a small canister-like chamber is formed. The canister is released into the rising water and be carried up to the Room 34 on Level 2 and float downstream from there. If the spider web in Room 32 does not block the passage, the bridge in Room 28 stops it. This area was designed as a last ditch escape route by the Immortal King, but was never used.



156: TREASURY OF THE MINOTAUR KING (EL4)

Following the secret hallway from Room 112, the PCs come to a locked door with an **electrical blast trap**. Beyond the **locked door** (3 in. thick; Hardness 8; hp 35; Break DC 30), the PCs find the treasures of the Minotaur King. Chests and crates along the walls of the room overflow with riches and jewelry. Gilded goblets and strings of precious stones litter the room.

Chest One contains 2,000 sp.

Chest Two contains 1,000 gp and 500 sp.

Chest Three contains strings of pearls, ropes of emeralds and necklaces of gold and silver (worth 4,500 gp).

Crate One contains silks and high quality clothes (worth 350 gp).

Crate Two contains golden plates and serving set (worth 250 gp).

Crate Three holds a sword sheath made of hammered gold plates (worth 1,250 gp, weight 10 pounds).

Crate Four holds 4 **large vipers** and an ornate iron box. The iron box is covered in semi-precious stones, and is worth 1,500gp. It is not locked, and contains a *crystal ball*, a *lodestone*, and a *ring of clumsiness*.

High up on an apparently empty shelf in the southeast corner is an *invisible* lead box. No one, including the Minotaur King knows of its existence. Inside the box are a glowing green glass globe, and a brass box with a crank on its side. The glass globe is the power source for the teleportal in Room 127, and if it is broken or removed from the palace the globe slowly fades and the teleportal ceases to function.

The brass box has a hand pointing upward, and it is the summoning agent for the basket that lowers from Room 91 on the Level 3a. Turning the crank continuously and pointing the hand skyward generate a small magical and magnetic force that causes the basket to be lowered to the plateau. It takes one round for the basket to become visible through the ceiling

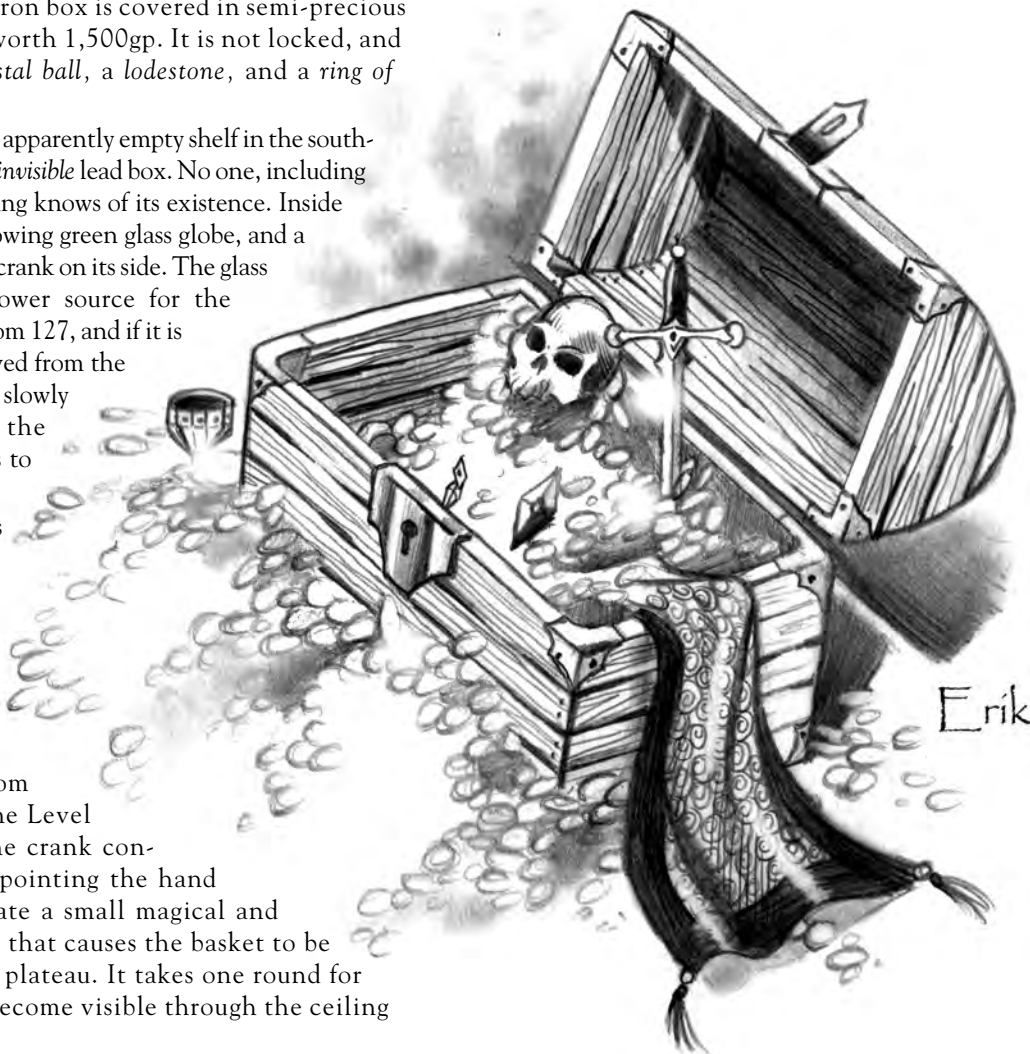
mists, and ten minutes to reach the floor. This device only functions outside the palace. The Thracian patriots placed these items here when they attempted to retake the palace.

Large Vipers (4): CR 1; hp 13 each; see the MM

Electrical Blast Trap: CR 4; magic device; touch trigger; no reset; spell effect (*glyph of warding* [electrical], 7th level cleric, electrical blast to all within 5-feet (4d8 points of damage, DC 20 Reflex save half damage); Search (DC 28); Disable Device (DC 28); *Market price:* 13,500 gp.

157: DOG BROTHER GUARDPOST (EL5)

In this wide alcove 3 **dog brother** guardsmen are stationed. If the guards encounter non-hostile PCs, they ask in broken Common their business and encourage them to leave this area peacefully. The dog brothers thereafter run for assistance. If the PCs attack the guards, one breaks off to warn the rest of the pack, and summon reinforcements. 2d6 back up soldiers arrive in 1 to 6 minutes.



Dog Brother (3): CR 2; SZ M Humanoid [Dog Brother]; HD 4d8; hp 17; Init +2; Spd 30 ft.; AC 14 (+1 Dex, +1 natural, +2 leather armor), touch 11, flat-footed 13; BAB/Grapple +3/+4; Atk +4 melee (1d8+1, longsword) or +5 melee (1d3+1, bite); SQ scent, low-light vision; AL LE; SV Fort +1, Ref +6, Will +2; Str 12, Dex 14, Con 11, Int 10, Wis 12, Cha 10.

Skills: Hide +6, Listen +6, Move Silently +7.
Feats: Weapon Finesse (bite), Track.

158: BLACK CROSSROADS (EL3)

As the party descends the short stairway to the west, they turn the corner to the east and are met with impenetrable darkness. A *permanent darkness* spell (caster level 20) was been placed here by the Thracians to protect the inhabitants of the palace from the dangerous and unpredictable creatures who live beyond. Originally metal bars were placed in the hall to dissuade drunken revelers and others in the Palace from proceeding further. The Beast Men removed the bars approximately 400 years ago, but after several casualties they decided to abandon the area.

To further dissuade underground enemies are **pit traps** along the perimeter of the magical darkness. Due to the location the traps are very difficult to find.

20-foot Pit Trap: CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, pit); Search (DC 20); Disable Device (DC 20); *Market price:* 2,000 gp.

159–163: NORTHERN GLOOM

The rooms in this area are all pitch black. No natural light sources exist here. PCs must have their own light sources or Darkvision to see anything. Low light vision is useless here.

Beyond these rooms, a tribe of grimlocks has moved up from the Underdark. The grimlocks were forced up to these caverns after a band of duergar destroyed their native home. The entrance in Room 160 to the Underdark is carefully watched. The grimlocks use this entrance to hunt for food below. The Beast Men are not aware that they have trespassers in this area yet.

159: GRIMLOCK COMMON (EL8)

As the PCs move through the archway into this room, the first thing they discover is the smell of many beings living in close proximity. Sweat, dirt, and excrement all mix together to create a nauseating aroma.

This room was once used by the Reptillions as a sensory deprivation chamber. They believed being

in this still room deep in the earth, an individual could become one with the conduit between the Sun and Moon, the Earth.

Now, 12 **grimlocks** inhabit the room. These creatures attack PCs instantly upon them entering the room. These creatures use no tactics, and rush the party en masse.

The grimlock leader lairs in a cave to the southwest, and waits in his cave if he hears battle joined in this room. When battle winds down, he attacks from the rear, if possible. The grimlocks have no treasure.

Grimlocks (12): CR 1; hp 8, 8, 10, 10, 10, 10, 13, 13; see the **MM**.

131: GRIMLOCK LEADERS ALCOVE (EL6)

The leader of the grimlocks lives in this natural alcove. Once a long lava tube extending 200 feet exited in this room. The tube is at a 45-degree angle and requires a Balance check (DC 12) to traverse. The grimlocks fill the first 20 feet of the tube here with rubble to prevent any visitors from the Underdark. They remove this rubble when it is necessary to hunt and gather water. This tube is an opportunity for the Judge to expand the module and include another passageway into the Underdark.

The **grimlock leader** waits until battle is winding down with his tribe before attacking. He has some knowledge of tactics, so he attempts to attack from the rear or get into a flank if possible. Dirty straw, foodstuffs from the Underdark and bundles of rags are all the furnishings the leader possesses.

Grimlock leader Bbn5: CR 6; SZ M Monstrous Humanoid; HD 2d8+5d12+10+3; hp 57; Init +1 (Dex); Spd 40 ft.; AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; BAB/Grapple +7/+10; Atk +8 melee (2d4+4, scythe); Full Atk +8/+3 melee (2d4+4, scythe); SA blindsight, rage (2/day); SQ scent, immunities, improved uncanny dodge, trap sense +1; AL NE; SV Fort +7, Ref +5, Will +2; Str 16, Dex 12, Con 14, Int 9, Wis 8, Cha 6.

Skills: Climb +8, Hide +11, Intimidate +3, Jump +8, Listen +6, Search +5, Spot +3. *Feats:* Alertness, Power Attack, Toughness.

Possessions: rusty scythe.

161: GRIMLOCK CAVE (EL5)

This natural cavern is the home of 5 **grimlocks**. These creatures are so degenerate and insane that the other grimlocks have forced them to live in this cave away from the others. These tribe members must sneak through the common room to search for food. If food is impossible to come by, then the creatures begin to feed on each other. They are horribly scarred, and are impossible to deal with even by the other grimlocks.

Grimlock (5): CR 1; hp 15 each; see the **MM**.

162: PILES OF BONES

Stashed away in this side cavern is the tribes waste, piles and piles of humanoid bones. On the walls are a few intricate carvings in Reptillion describing the importance of the Sun and Moon in their religion. Nothing else of value is here.

163: CHIMERA'S CELL (EL 7)

Behind this stone door warded with an *arcane lock*, Open Lock (DC 25) is a dusty, empty room with a **chimera** held by a Static Ritual. The stasis effect is dispelled upon anyone touching the creature. Surgon the Dedi Reptillion placed the chimera here when the Immortal King considered expanding his dungeons. The creature was going to be used in a trap, but Surgon had too much difficulty controlling the creature, so he decided to place it here to avoid any further trouble. In all the years since its placement, no one has yet disturbed the beast. A few unfinished paintings of the Immortal King are on the walls.

Chimera: CR 7; hp 95; see the **MM**.

164: IRON DOOR OF DOOM

Beyond the darkness of the crossroads to the east is an ornate iron door. Visages of demons and horrific multi-headed beasts are carved on the face, and a giant iron ring is in the center of the door. Ancient but mundane runes of protection and warding are carved along its edge. A faint tracing of silver can be seen along the edge as well (Search DC 15). A successful Spellcraft check (DC 20) can deduce that the design was to summon an outsider.

This room is empty. It was created to house a demon Surgon was summoning, but the plan did not work out. The room has never been inhabited since its creation.

165: LAIR OF THE
CLAY BERSERKER (EL 10)

Another of the prison rooms used by the Immortal King this room is sealed with a heavy oak door bound in sturdy iron. The door is warded with an *arcane lock*, Open Lock check (DC 30). Carved into the door in ancient Thracian is a warning: "*Do not open this door on pain of death*". Imprisoned within the room is a **clay golem** that went berserk during the expansion by the Immortal King. Not wishing to destroy the creation, and seeing some possible use in such a dangerous tool, the King's seer, Surgon placed the golem in here for safekeeping.

The golem paces to and fro along the southern wall of this room. Due to this pacing over the past 5,000 years, there is now a 7-foot deep trench in the middle of the room where it continues to walk. If the door is opened, the golem climbs out and immediately attacks the PCs.

Clay Golem: CR 10; hp 60; see the **MM**.

166: DOG BROTHER

COMMON (EL VARIABLE)

This is the common meeting and relaxing area of the dog brothers in this area of the palace. At any time, 1 to 4 **dog brother** males and 2 to 12 **dog brother** females are here relaxing, playing games or sleeping. Approximately 24 **pups** (non-combatant) of various ages also play here and generally get in the way. Food and supplies are shared among the pack equally, with Silvermane the alpha male getting first share.

If hostile PCs enter the room, the males attack first, while the females attempt to gather and protect the pups. If the party attacks or tries to get to the pups, the females frenzy and attack the party. Treat the frenzy as the barbarian *Rage* ability with its duration equal to the amount of time the PCs try to harm the pups.

Dog Brother (varies): CR 2; SZ M Humanoid [Dog Brother]; HD 4d8; hp 17; Init +2; Spd 30 ft.; AC 14 (+1 Dex, +1 natural, +2 leather armor), touch 11, flat-footed 13; BAB/Grapple +3/+4; Atk +4 melee (1d8+1, longsword) or +5 melee (1d3+1, bite); SQ scent, low-light vision; AL LE; SV Fort +1, Ref +6, Will +2; Str 12, Dex 14, Con 11, Int 10, Wis 12, Cha 10.

Skills: Hide +6, Listen +6, Move Silently +7. **Feats:** Weapon Finesse (bite), Track.

167: DOG BROTHER BARRACKS (EL 7)

This area serves as a barracks for the guards of this section of the complex. There are 5 **dog brothers** stationed here at anytime. Pillows and cushions are piled up to accommodate up to 20 Brothers at any time. No personal wealth is kept here. Racks along the northern wall contain 10 longswords, 10 spears, 5 large crossbows, 50 bolts, 3 battle-axes, and 2 large maces.

Dog Brother (5): CR 2; SZ M Humanoid [Dog Brother]; HD 4d8; hp 17; Init +2; Spd 30 ft.; AC 14 (+1 Dex, +1 natural, +2 leather armor), touch 11, flat-footed 13; BAB/Grapple +3/+4; Atk +4 melee (1d8+1, longsword) or +5 melee (1d3+1, bite); SQ scent, low-light vision; AL LE; SV Fort +1, Ref +6, Will +2; Str 12, Dex 14, Con 11, Int 10, Wis 12, Cha 10.

Skills: Hide +6, Listen +6, Move Silently +7. **Feats:** Weapon Finesse (bite), Track.

168: SUPPLY (EL 1)

The dog brothers keep their supplies here. Barrels of dirty water, rags, candles, ropes and other mundane equipment as the Judge sees fit can be found here. Occasionally stolen goods are kept here as well. There are also a number of crates with dried meat and fruits. Lurking behind the crates are 4 **small monstrous centipedes**.

Small Monstrous Centipedes (4): CR 1/4; hp 2 each; see the **MM**.

169: THE DEN OF BRUTIS (EL10)

These are the living quarters for the dog brother **Brutis**. Brutis is second in command and deeply desires to displace the alpha male. This area is very spartan and uncomfortable even by dog brother standards. A few thin cushions are piled into the southeast corner of the room, and a locked wooden chest, Open Lock (DC 20) is in the northeast. Brutis has the key. The chest contains 50 sp, various clothes, and a *potion of cure moderate wounds*.

Brutis normally is found in the Barracks, (Room 167) or here.

Brutis, Dog Brother male Ftr8: CR 10; SZ M Humanoid [Dog Brother]; HD 4d8+8plus 8d10+16; hp 86; Init +2 (Dex); Spd 30 ft.; AC 16 (+1 Dex, +1 natural, +4 chain shirt), touch 11, flat-footed 15; BAB/Grapple +3/+3; Atk +17 melee (1d8+7, +2 Longsword, 17–20, crit x2) or +14 melee (1d3+1, bite) or +9 ranged; Full Atk +17/+12 melee (1d8+7, +2 Longsword, 17–20, crit x2) or +14 melee (1d3+1, bite) or +9/+4 ranged; SQ scent, low-light vision; AL NE; SV Fort +9, Ref +5, Will +10; Str 16, Dex 13, Con 15, Int 10, Wis 12, Cha 14.

Skills: Climb +7, Hide +5, Jump +7, Listen +6, Move Silently +6, Search +5, Spot +5, Tumble +5. **Feats:** Combat Reflexes, Dodge, Improved Critical (longsword), Mobility, Power Attack, Spring Attack, Track, Weapon Finesse (bite), Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +2 longsword, scabbard of keen edges, chain shirt.

170: ANCIENT AND TWISTED FRESCOES

In this room are frescoes commissioned by Surgon. This room was to be a waiting area for those about to be executed or tortured. The walls show laughing reptile faces and Reptillions cavorting. More than one Reptillion was told that they were attending a banquet or a festival and kept here prior to their death.

171: SILVERMANE'S DEN
(EL2 OR 15, IF SILVERMANE PRESENT)

This elegant and comfortable room is the den of the alpha male of the dog brother pack, **Silvermane**. Cushions are sprawled about the room, and a table, two chairs and a small desk make up the sparse furnishings. Along the southern wall are 2 locked chests, Open Lock (DC 22). Silvermane has the key.

Chest One contains 3 bolts of silk (200 gp each), a tanned ermine pelt (120 gp), a pewter mug set with rubies (400 gp), 600 sp and 3 gems (worth 250 gp each). Chest Two has a **poison needle trap**. Inside the chest are

two boxes and a set of keys. Box A contains *potions of heroism, gaseous form, and neutralize poison*. Box B contains a *ring of sustenance*, and a dark blue rhomboid *ioun stone*. The keys open all doors in the Palace.

Silvermane, Dog Brother male Sor13: CR 15; SZ M; HD 4d8+4 plus 15d4+15; hp 74; Init +5 (+1 Dex, +4 improved initiative); Spd 30 ft.; AC 20 (+1 Dex, +1 natural, +4 *mage armor*, +4 *ring of deflection*), touch 11, flat-footed 18; Atk +10 melee (1d3+1, bite) or +10 ranged; Full Atk +10/+5 melee (1d3+1, bite) or +10/+5 ranged; SA spells SQ scent, low-light vision; AL NE; SV Fort +9, Ref +8, Will +15; Str 10, Dex 13, Con 12, Int 14, Wis 14, Cha 18.

Skills: Concentration +15, Hide +5, Knowledge (arcana) +13, Listen +7, Scry +15, Search +6, Spellcraft +16, Spot +7. **Feats:** Combat Casting, Create Staff, Dodge, Improved Initiative, Spell Focus (Evocation), Track, Weapon Finesse (bite).

Arcane Spells Known (Spells Per Day: 6/7/7/7/6/4): Spell DC: 14+spell level or 16+spell level for evocation spells: 0—*chill/warmth**, *daze*, *detect magic*, *flare*, *mage hand*, *open/close*, *read magic*, *resistance*, *steal sleep**; 1st—*flame bolt**, *mage armor*, *magic missile*, *sleep*, *shield*; 2nd—*commanding presence**, *darkness*, *dolomar's force wave*, *rend the sovereign soul**, *web*; 3rd—*dispel magic*, *dragon breath**, *manaspear**, *shadow touch**, *slow*; 4th—*polymorph*, *purifying flames**, *sacrifice spell**, *wall of fire*; 5th—*cone of cold*, *summon monster V*, *wall of force*; 6th—*chain lightning*, *Bigsby's forceful hand*.

* For more information about these spells see **Relics & Rituals** from **Sword and Sorcery Studios**.

Possessions: 1000 gp diamond, *cloak of resistance*+3, *crystal ball w/ see invisibility*, *ring of deflection* +4, *staff of charming*, *wand of wall of ice*.

Personality: Silvermane is a wise and aged dog brother. He may also be the most powerful dog brother on the planet. He spends most of his time down away from the Minotaur King who he views as an impudent oaf. Silvermane left the pack to seek his fortune elsewhere and learned magic in the palaces of sultans and pashas far away. He eventually returned and quickly became the leader of his pack. Although he could challenge for the rule of the Beast Men, he doesn't desire it. Instead, he spends most of his time researching the ruins of Huvat Vex. He knows the purpose of the Ziggurats and believes that there is a Reptillion civilization deeper in the earth. However, he believes any journey there is certain death.

Silvermane knows of the altar and Reptillion temple nearby. He has never journeyed within, but scrys on the location instead. He has cautioned his people to never approach the temple.

Poison Needle Trap: CR 2; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 20); Atk +8 ranged (1, plus Blue Whinnis poison): poison (blue

whinnis, DC 14, 1 Con/ unconsciousness); Search (DC 20); Disable Device (DC 20); *Market price*: 4,720 gp.

172: ALTAR FOYER

Majestic green and gold marble pillars rise from the floor to the ceiling some 25 feet up here. Each of the eight pillars radiates strong transmutation magic if detected for. The pillars regulate the temperature and humidity in the altar area. The pillars cannot be dispelled, but they can be interrupted for 1d4 hours with a successful *dispel magic* (against caster level 20) or with an *antimagic field*. The air here is also thick with moisture.

173: GUARDIAN OF THE PILLARS (EL10)

This barren room contains an unwilling guardian, **Kalib** an efreet from the **City of Brass**. Kalib is serving a 10,000-year sentence here for breaking a contract with the Immortal King. Although Kalib thought he was beyond the power of the Immortal King, he was not beyond his lords in the City of Brass who were visited by the Immortal King those many years ago.

Kalib spends his time playing a game of chess within his own mind. He currently is tied with himself, playing over 100,000 games so far. Kalib spends most of his time in *gaseous form*. However if anyone enters or touches the pillars outside he appears asking them for a tale or two to reduce his boredom. After the tale, Kalib kills the intruders as he is bound by oath to do.

Kalib, Efreet: CR 10; hp 61; see the **MM**

174: ANCIENT CHAMBER

This room was originally a side chamber into what was to be an underground temple dedicated to both the earth and the Immortal King. The floor of the temple has a mosaic of tile showing the power of the earth with earthquakes, lava flows and other natural disasters of earthly origin. From afar, these disasters form a woman's face. On the ceiling is a fresco of the Immortal King, flying high above with a crown of silver.

175: ALTAR ANTECHAMBER (EL6)

Great **bronze doors** 4 in. thick; Hardness 10; hp 60; Break (DC 30) carved with leering lizard-like faces and snouts block any access to the chamber, Room 176, beyond. The doors are not locked, but they are trapped. Any non-reptile touching the doors releases an **acid spray trap**. Bypassing the doors allows access to the Antechamber.

This chamber is covered in murals depicting the history of the Reptillion race. Great battles between reptillions and drow are represented. In

some of the newer looking designs, the ancient reptiles are fighting and enslaving men. Along the western wall is a series of murals showing a large winged reptillion crushing some kind of eggs, while another, smaller reptillion looks on. The eastern wall again shows the large winged leader, and the smaller cohort behind him, on their knees in homage to something akin to a giant tyrannosaurus rex. The Immortal King's eyes in the mural are 2 emeralds (worth 1,500 gp each).

Acid Spray Trap: CR 3; mechanical; touch trigger; automatic reset; multiple targets (spray 20 feet by 20 feet directly in front of doors); never miss; 10d6 points of acid damage, DC 15 Reflex save reduces damage by half; Search (DC 25); Disable Device (DC 25); *Market price*: 15,000 gp.

176: ALTAR OF THE DAMNED (EL9)

A large dais along the northern wall is the final resting place of the Dedi reptillion Surgon. He was an architect of Huvet Rex and ordered by the Immortal King to expand his dungeons. A simple task it would seem.

Unfortunately, Surgon displeased his master. No matter the wonders he created, these deeds were forgotten when the Immortal King damned him here to be slowly dying throughout eternity.

Surgon's desiccated body lies unmoving atop the altar. Clinging to life, Surgon the Reptillion focuses an eye on any PC that approaches. If somehow communicated with, Surgon attempts to mentally control the being with a *magic jar* spell as if cast by a 15th level wizard (Will save DC 17 avoids). Once under control, Surgon attempts to force the party to leave and into the waiting arms of Kalib or other peril. Surgon wishes to be freed, but would rather enjoy a sadistic moment before returning to his torment.

A permanent *wall of force* (cast by a level 20 sorcerer) covers the altar. The *magic jar* soul gem rests beneath the *wall of force*. A vile ritual causes Surgon to continually die, but never pass on. Only a *wish* or *miracle* may save him from this eternal torment.

A few silks are draped around the altar but they turn to dust if touched. Surgon has no possessions

Surgon, Male Dedi Sor11: CR 14; SZ M [Reptilian]; HD 5d8+13 plus 11d4+22; hp 84 (currently 1); Init +1; Spd 30 ft.; AC 16 (+1 Dex, +5 natural), touch 11, flat-footed 15; BAB/Grp +8/+10; Atk +10 melee (1d4+2, claw) or +10 melee (1d10+3, greatclub) or +8 ranged (1d6+1, javelin); Full Atk +10 melee (1d4+1 [x2], claws) or +10/+5 melee (1d10+3, greatclub) or +8/+3 ranged (1d6+2, javelin); SA spells; SQ curse of the gods; AL LE; SV Fort +6, Ref +8, Will +11; Str 15, Dex 13, Con 14, In 12, Wis 16, Cha 18.

Skills: Concentration +13, Knowledge (arcane) +12, Knowledge (religion) +7, Listen +9, Perform (storytelling) +8, Spellcraft +12, Spot +10. **Feats:** Alertness, Combat Casting, Empower Spell, Maximize Spell, Power Attack, Toughness.

SQ—Curse of the Gods (Ex): Surgon is currently cursed with immortality. He does not age, cannot die from natural causes, and cannot be killed by any known mortal means.

Sorcerer Spells Known (Cast per Day 6/7/7/7/4; save DC 14 + spell level): 0—*acid splash*, *arcane mark*, *detect magic*, *dancing lights*, *daze*, *flare*, *ray of frost*, *read magic*, *touch of fatigue*; 1st—*charm person*, *enlarge person*, *magic weapon*, *protection from good*, *true strike*; 2nd—*cat's grace*, *resist energy*, *scorching ray*, *spider climb*, *web*; 3rd—*blink*, *haste*, *hold person*, *lightning bolt*; 4th—*globe of invulnerability*, *ice storm*, *shout*; 5th—*magic jar*, *waves of fatigue*.

177: STUDY (EL6)

This large room has several comfortable cushions and a few chairs. A large wooden table of poor quality is in the center of the room, and unlike the rest of the area here, the room is fairly well lit. Usually 4 **dog brothers** are in this room at any time studying. Many dog brothers desire to learn from Silvermane. However to do so, they must prove they are dedicated and studious learning dreary subjects from the few books here. The books are on such interesting topics as *Fungi of the Underworld*. Due to their deep studies, these dog brothers are surprised by any first attack, and then rush the intruders in an attempt to protect the Library (Room 178).

Dog Brother (4): CR 2; SZ M Humanoid [Dog Brother]; HD 4d8; hp 17; Init +2; Spd 30 ft.; AC 14 (+1 Dex, +1 natural, +2 leather armor), touch 11, flat-footed 13; BAB/Grapple +3/+4; Atk +4 melee (1d8+1,

longsword) or +5 melee (1d3+1, bite); SQ scent, low-light vision; AL LE; SV Fort +1, Ref +6, Will +2; Str 12, Dex 14, Con 11, Int 10, Wis 12, Cha 10.

Skills: Hide +6, Listen +6, Move Silently +7. **Feats:** Weapon Finesse (bite), Track.

178: LIBRARY

The gathered scrolls and books of the dog brothers are kept in this room. The history of the Dog Brother's enslavement and uprising by the Beast Men is kept here. Few of the books are legible now, but a few scrolls on the moldy wooden shelves contain the following arcane spells, *charm person*, *mage armor*, *shield*, and *lightning bolt* (Caster level 12).

179: SECRET TREASURY (EL10)

Only Silvermane knows about this room. He has the Key to bypass the **poison gas trap** in the door. All the wealth the dog brothers have managed to accumulate is safely kept here. The northern wall holds floor to ceiling shelves with small boxes and coffer upon them. The boxes contain 2,500 cp, 1,000 sp and 430 gp. The eastern wall holds a leather case (containing a *rod of wonder*, 49 charges) that Silvermane is too fearful to open again. Also on the eastern wall are 2 bags of gemstones (5 pearls in each, worth 100 gp each). The western wall has no shelves, but a rack containing two +1 *longspears*, a +1 *greatsword*, and a +2 *spiked chain*.

Poison Gas Trap: CR 7; mechanical; location trigger; repair reset; lock bypass (Open Locks DC 30); gas; multiple targets (all targets in a 10 ft. by 10 ft. area); never miss; poison (burnt other fumes, DC 18 Fortitude save resists, 1 con/ 3d6 Con); Search DC 21; Disable Device DC 21; Cost: 17,500 gp.

CHAPTER EIGHT:

THE LOST

REPTILLION TRIBES

This is an area where the Judge can expand as she sees fit. The specific areas are not as detailed as the rest of the adventure. Instead, this chapter provides an outline for the Judge for many adventures in this strange, underground world. This is a bizarre place where a jungle exists in the heart of the earth and thunder lizards roam free.

There are a number of ways the PCs might have found this place. One is deciphering or learning of its existence and teleporting here. Another is a journey through the Underdark. Yet another for bloodthirsty PCs would be to use the Ziggurats of Huvat Vex and transport themselves and the entire palace of the Minotaur King here. However they arrived, it is up to the Judge to make this place his or her own. Use the following as a guideline and flesh out the encounters in your own style.

Expanding a large natural cavern through arcane ritual, the Immortal King created this massive cavern to give the Reptillions a new life. Believing they would thrive, prosper and return to awaken him, the Immortal King sleeps.

Unfortunately, his dreams never reached fruition. After the journey here by means of the Ziggurats of Huvat Vex, the Reptillion culture fractured. Now the two sub-species of the Reptillions, the Dedi and the Laboratus war upon each other. The rich history and arcane knowledge nearly lost. Both tribes know little of the outside world and what they are aware of is only legend.

When the Reptillions came here, they brought many ancient beasts of burden, what are known today as dinosaurs and other creatures of that lost era. These creatures were used at first as beasts of burden. Over the years, they became wild and multiplied across the verdant cavern.

Buried a mile below ground, the cavern of is a very unique ecosystem. Created by magic beyond mortal grasping, the 100-mile diameter cavern is a lush tropical jungle. At its center is a 1000-foot basalt column reaching to the peak of the cavern. The spire is 500 feet in diameter at its base and over 5,000 feet wide at the top of the cavern. It appears as a massive cone or funnel. Stalactites hang along the perimeter of the cavern, but are strangely absent near the meeting of the spire and the roof.

Circling the great spire is the “sun” of this land. Identical to the magical light of Huvat Vex, this light travels around the top of the spire. Thus there are 18 hours of daylight followed by 6 hours of pitch black “night.” The light disc blazes through a high misty cloudbank, giving the light a strange diffused feel, and the entire land a vast hothouse effect.

The daytime temperatures are always hot, ranging from a cool 85 degrees to a balmy 110 to 115 degrees Fahrenheit (43 to 46 degrees Celsius) during the peak of the sun. Humidity stays constant at roughly 75–80%. Occasionally the humidity builds up enough to create a flash monsoon, drenching everything in the cavern. As with other hot areas of this adventure, the PCs must make a Fortitude save each hour (DC 15, +1 previous check) or sustain 1d4 points of subdual damage. For more information on very hot conditions, see the **DMG**.

The jungle plant life has grown out of control in these near perfect botanical conditions, and varieties of orchid and lotus grow to gigantic proportions. Palm trees and giant ferns mix with banana and other fruit trees to create a wild tangle



of overgrowth. Vines wrap everything here together, and the jungle floor is covered with dead, decaying leaves and fruits. Food gathering is not a problem here.

Water is plentiful in this jungle. Many streams and tributaries branch off from the central river of the land, the mighty Sassill. The Sassill flows north to south snaking its way through the jungle. It is a deep but narrow, 100 yards wide at most, river flowing quickly for most of its run but quite slowly near the spire. Fresh water pools sometimes gather near the roots of the larger trees, and flash floods are common during the monsoons.

The creatures of this cavern have grown and multiplied just as the plants have. However, the lingering creation energies from the creation of the cavern affected the animal inhabitants. Although the Reptillions were not changed, magical mutations made the already large dinosaur and

other creatures brought here by the Reptillions even more powerful. The Reptillions were not affected since the magical ritual of the creation of the cavern excluded them for fear of this effect. Unfortunately, the Immortal King's hindered ritual due to him being the only Cinixi caused this unusual side effect on other creatures. These energies have long since subsided, but the effect has been permanent on the ecosystem.

Now huge reptiles can be found roaming the land and feeding off each other. Giant lizards, massive dinosaurs, and flying reptiles cover the landscape. Few beings inspire the true terror of the Great Beast from the East, **Surosoun**.

The cultural level of the Reptillions is something of a mystery. While technology is almost non-existent, and tools are crude in the extreme, art, music and song are as refined here as anywhere. Sorcery is common among the learned

Dedi's, and the reverence of nature produces many druids among that caste as well. The Dedi have become the upper class of the realm, as no Cinixi has been born in thousands of years.

The Laboratus have become the workers and warriors of the land, as the Malius were not brought down to this Eden. The Laboratus evolved into a strong and powerful caste with barbarians and a few refined fighters are known amongst the group. They did not anticipate their fate to be the new slave race. Eventually revolting against their Dedi masters, most Laboratus formed a new society. However some remains slaves to the Dedi.

The only other intelligent race in the cavern is a small group of troglodytes in the hills on the east ridge of the cavern. Entering from an nearby entrance from the Underdark, the new race is similar in all respects to common trops, except they have large, oval shaped black eyes, a small spike horn on top of their heads, and 3 fingers on each hand. Their leader, **Schluleestk** can be found at Area QQ in the eastern mountains.

AREA EE: THE SPIRE

As previously described, the Spire itself is funnel shaped and made of basalt. It stretches to the ceiling of the cavern, over 1,000 feet above the jungle floor. Around the spire the solar disc or light source of the cavern shines its hot and bright rays. Unlike Huvat Vex, this light source is white light and upon initial inspection appears very much like the sun.

At the base of the spire is a large cave entrance. This is an entrance to the Underdark. The tunnel leading here spirals around within the spire. At the top of this winding road within the rock, it links up to a major cavern system that leads off in many directions.

The Dedi are aware of this entrance and oft times debated about leaving the cavern. However, they decided not to do so for their religion prohibits it for fear of awakening the Dark Lizard God. The truth is that the first Dedi who arrived here did their best to erase all memory of the Immortal King and abandoned his palace. They began tales of the Dark Lizard God to scare off future generations from seeking the Immortal King. These Dedi were wise for the return of the Immortal King would lead them to bondage under the lich lord.

AREA FF: THE SASSILL RIVER (EL12)

The deep, mighty Sassill river is fairly narrow, 100 yards wide, but is very powerful. It is the main water source for the cavern's smaller rivers and streams, and combined with the jungle is a source for the high humidity in the area.

The river is powerful enough to serve as a border between the Reptillions who stay mostly to the west side of the Sassill and those they call the "ancient Great Lizards" (dinosaurs) of the eastern plains. Even the mighty roc from Area PP does not willingly cross the river while flying. **Surosoun** (Area OO) has plunged nearly halfway into the river, but held back for some unknown reason.

Patrolling the deepest waters of the river is an **ancient dragon turtle**. Originally brought to the cavern as a youngling by a Dedi who kept him for a pet, the dragon turtle was eventually released when he ate a Laboratus slave. Since that time, the creature has known nothing but the river.

The beast seldom surfaces, being content to hunt the giant gar and elasmosauruses that live in the river. If the dragon turtle is aroused to surface, it will attack anything it sees on the shore as food.

Gargantuan Dragon Turtle: CR 12; SZ G; HD 36d12+324; hp 540; Init +0; Spd 20 ft., swim 30 ft.; AC 25 (-2 size, +1 Dex, +16 natural); Atk Bite +52 melee (4d8+16), 2 claws +47 melee (4d6+16); SA breath weapon, snatch, capsize; SQ scent, fire immunity; AL N; SV Fort +17, Ref +8, Will +9; Str 43, Dex 10, Con 29, Int 12, Wis 13, Cha 12.

SA—*Breath Weapon (Su)*: Dam 20d8, Reflex half DC 25; see the **MM**

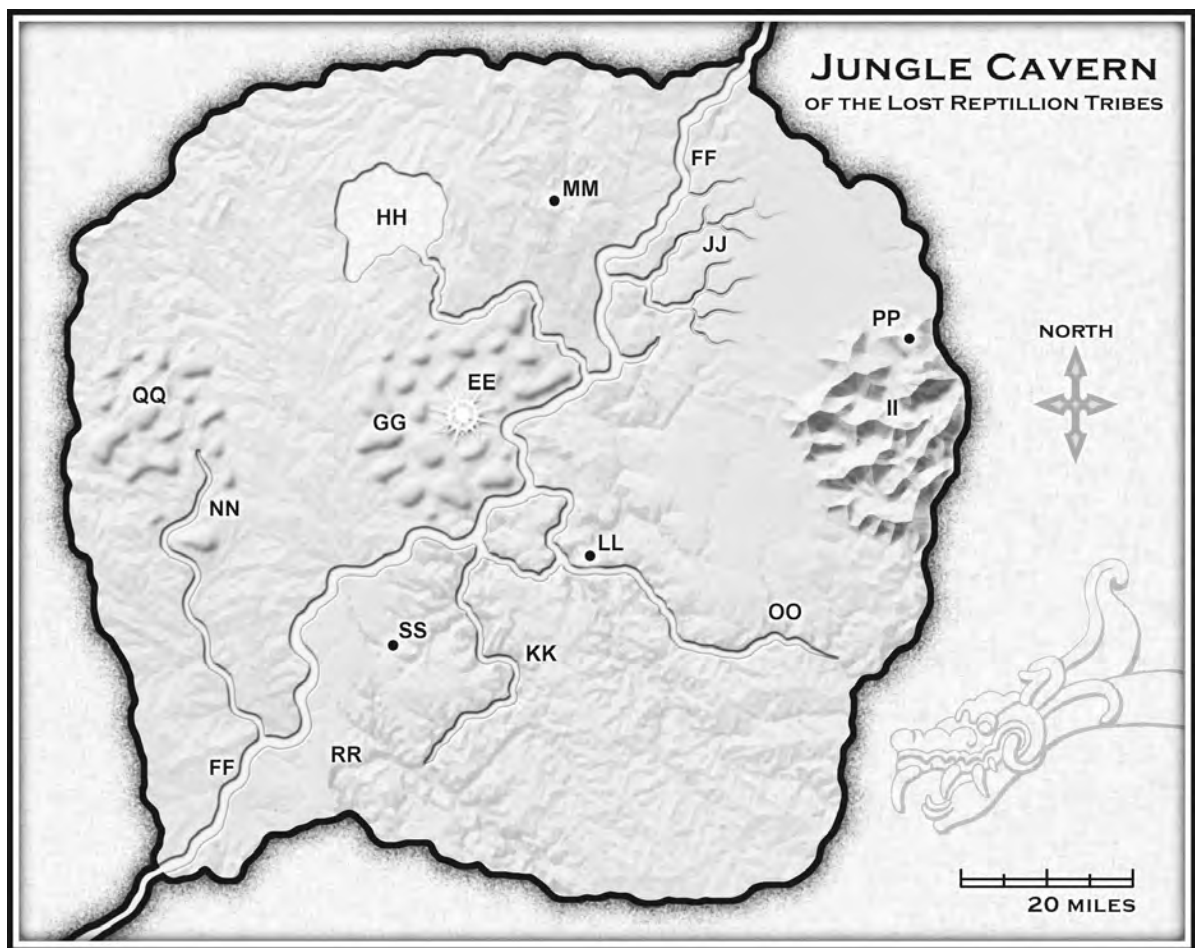
AREA GG: THE BARROWLANDS

These low hills surrounding the Spire are the homes of many smaller lizards, and a vast amount of poisonous snakes of different types. Gold and silver are plentiful in these hills, although the Dedi do not care for the mining process, and the Laboratus fear the land near the Spire. Some Laboratus worship the spire and solar disc and believe that these hills are sacred. The Dedi do not push the few Laboratus slaves they have to mine here, as they fear further revolt by the lesser servitor race.

AREA HH: LAKE OF CRYSTAL (EL10)

This large lake is very deep in the center, but the shoreline is quite shallow. On the muddy banks of the lake are nests of **giant alligators**. These great beasts hunt the shore for birds and lizards that come to drink from the clear waters of this lake. If one alligator draws blood from a victim, 1 to 4 more arrive in 3 melee rounds to get in on the action.

In the deep central portion of the lake, far down below where light reaches, is the home of an **aboleth** and its **skum servants**. This creature entered the lake through a fissure that leads to the underground ocean that fuels the water supply in Huvat Vex.



The aboleth never surfaces, and only occasionally sends its skum allies out to scout and return with foods from dry land. The Dedi know of the aboleth, and keep away in respect and caution.

Aboleth: CR 7; hp 80; see the **MM**.

Skum (10): CR 2; hp 15; see the **MM**.

AREA II: RIDGEBACK HILLS

These peaks along the eastern edge of the Grand Cavern stand some 750 feet in the air. They are interspersed with many caves and caverns that lead down to unknown depths, possibly to the Underdark. The Dedi hate and fear the caves because of the tales of the Dark Lizard God. Giant purple worms crawl through the hills, and insects and spiders of massive size roam the mountainsides.

AREA JJ: DEEP FENS (EL12)

This boggy lowland is a drain for the streams and rivers of the northeastern plain. The fens reek of methane gasses, and any light source using fire has dire consequences. There is a 20% chance every minute of fire igniting the gas into a *fireball* as if cast by a 6th level wizard.

Most inhabitants of the eastern plains avoid the fens as the outskirts are covered in quicksand and

some small tar pits (see the Grappling with Tar sidebar). Also within the swamp are stirges and a few chull. Near the northeast corner of the fens is a tendriculous that lairs near 4 Will o' Wisps.

AREA KK: BLOODTHIRSTY TRICERATOPS (EL10)

This area south of the Dedi village (Area LL) is prowled by a pack of 3 **triceratops**. This pack is incredibly intelligent for dinosaurs and has developed a taste for flesh. The dinosaurs use distress calls and pack hunting techniques to bring down large prey. The triceratops are smart enough to know that **Surosoun** will not cross the Sassill River. They roam the banks of the Sassill, but are wise enough to avoid the Dragon Turtle (Area FF) as well.

Triceratops (3): CR 7; hp 188, 200, 222 ea; see the **MM**.

AREA LL: DEVUS LUR- THE DEDI STRONGHOLD

Built with a 30-foot tall stone block wall, the Dedi stronghold of Devus Lur sits near a tributary of the Sassill River. Over a thousand Dedi and

Laboratus slaves live within the city. Most of the buildings are ancient and date back to the first Reptillions who arrived in the cavern.

At the center of the city, like Huvat Vex, is a great bazaar with a towering 300-foot ziggurat. The ziggurat is dedicated to the devil Geryon. The worship of Geryon became popular after the exodus. Geryon is sometimes called by his Reptillion name, Herspat. The hatchery for the city is located at the steps of this ziggurat and one out of three born are dedicated to Geryon in blood sacrifice. For more information about Geryon, see *The Tome of Horrors* from *Necromancer Games*.

Other than those in the service of Geryon, other factions include a large arcane school called the Ultvus and the Council of Three. The Ultvus lost most of the arcane knowledge of the Reptillions in the centuries after the exodus. However, they are accomplished Transmuters.

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Any PC race is considered highly unusual when first encountered. Although some Underdark races have been seen in the Dedi stronghold, no humans, dwarves or elves have ever been. The Dedi are likely to soon consider any visitors inferior and may enslave them or put them in one of the currently en vogue zoos of unusual animals the nobles keep.

AREA MM: LUPAN ZED—THE LABORATUS VILLAGE

Unlike Devus Lur, Lupan Zed is a small village of Laboratus, numbering only 500. There are no defenses and there is a constant fear that Devus Lur shall one day destroy them. The residents from the youngest to the oldest are warriors. If any member of the society cannot fight, for example is blind or lame, they are cast out or sometimes drowned.

Lupan Zed is a village made out of mud and sod. The houses are mud and sticks and resemble modern Lizardfolk structures. In the center of the village is a well. The patron deity of the village is referred to as the Well God. This is also Geryon, but in the guise of this local deity.

The villagers treat any one foreign to them with fear. The village is very poor and their technology is very crude. Although the Dedi in Devus Lur sometimes consider wiping out the village, they ultimately reach the same conclusion. The conclusion being, why should they destroy the best source of gladiator slaves for their pleasure domes?

AREAN N: WESTERN FLOODPLAINS

The southwestern corner of the cavern is a low-land with a high water table. Packs of small lizards roam these light jungle fields. The trees are much smaller here, and some degree of openness can be found here. This is the only area of the cavern that can see the roof clearly. From this location, mineral deposits on the roof look like stars when the sun is in its setting phase.

AREA OO: PLAIN OF SUROSOUN (EL15)

The eastern plain is a thick jungle with massive palm trees and impassable stands of bamboo. Fruit trees produce huge bananas and exotic passion fruits. Fresh water is plentiful, and the temperature under the canopy stays at a nice 85 degrees. This particular section would be an idyllic setting, save for the presence of the 65-foot tall lord of this domain, **Surosoun**.

Surosoun is the Reptillion word for Thunder Lord. All Reptillions avoid him. He can be avoided if the PCs do not anger or irritate him. It is likely that the party is too small for him to notice, and they have to actively draw his attention for him to become aroused to kill.

Surosoun, Colossal Tyrannosaurus Rex: CR 15; SZ C; HD 54d10+432; hp 702; Init +2; Spd 50 ft.; AC 13 (−4 size, +2 Dex, +5 natural); Atk +53 melee (10d8+17); SA improved grab, swallow whole; SQ scent; AL N; SV Fort +20, Ref +12, Will +8; Str 44, Dex 14, Con 27, Int 2, Wis 15, Cha 10.

AREA PP: ROC NEST (EL9)

High on a lofty crag in the Ridgeback Mountains is a nest of a giant roc. This great bird surveys the entire cavern for food, and to observe the movements of the smaller creatures. The roc sometimes preys on the Lupan Zed as well as creatures from the eastern plains.

Roc (1): CR 9; hp 225; see the **MM**.

AREA QQ: THE GROTTO OF SCHLULEESTK (EL VARIABLE)

This hidden cave is the home of the leader of the troglodytes, the druid **Schluleestk**. Schluleestk observes the Reptillions with a careful eye, and has sent spies to try to find out more about their plans. Schluleestk has watched Devus Lur take slaves and prisoners from Lupan Zed and turns them into drones for their pleasure. Schluleestk has forbidden his troglodyte brothers from journeying to the villages, as he fears (correctly) that the Reptillions would overcome the trogs and use them as slave labor instead. Although a few hunt-

ing parties were captured as slaves at first, the troglodytes have learned from these errors.

If the PCs can make peaceful contact with the trogs, they are eventually brought forth before Schluleestk who attempts to discern their intentions. If the PCs intend to wipe out the Reptillions or have goals that align with his own, Schluleestk offers to support the PCs with troglodyte and giant lizard allies. Schluleestk also may bargain and trade information with the PCs about the eastern beasts, and the great **Surosoun**, who is worshipped as a god by the troglodytes.

Schluleestk, male troglodyte Drd6: CR 7; SZ L; HD 2d8+6 plus 6d8+18; hp 53; Init +0; Spd 30ft.; AC 16 (+6 natural), touch 10, flat-footed; BAB/Grapple +5/+6; Atk +6 melee (1d6+1, club, x2); SA spells; SQ nature sense, darkvision 90 ft., resist nature's lure, trackless step, wild empathy, wild shape 2/day, woodland stride; AL N; SV Fort +11, Ref +2, Will +7; Str 12, Dex 10, Con 16, Int 10, Wis 15, Cha 10.

Skills: Concentration +12, Hide +13, Listen +5, Search +2, Spellcraft +9. **Feats:** Multiattack, Spell Focus (Enchantment), Weapon Focus (Club).

Druid Spells Prepared (5/4/4/2): Spell DC: 12+spell level: 0—*cure minor wounds (x2), shockwave, virtue*; 1st—*calm animals, cure light wounds, magic fang, salamar's quiet contemplation**; 2nd—*animal messenger, hold animal, speak with animals, tree shape*; 3rd—*animal spy*, protection from elements*.

*For more information about these spells, see **Relics & Rituals from Sword and Sorcery Studios**.

AREA RR: TAR PITS

This lowland region is the only natural danger the great lizards of the east avoid. If viewed from above it appears that this section of the cavern is slowly sinking in upon itself. Large fields of the jungle have collapsed and sunk into the black sticky goo. The pits themselves only give off a mild odor, so it is not uncommon for something to investigate the pits only to find themselves trapped within. If a PC or creature encounters the tar, check the Grappling with Tar sidebar for details.

Surosoun understands the danger here, so avoids the area entirely, as do the pack of velociraptors (Area G) to the southwest. If the PCs can find a means to negotiate the dangers of the tar fields, they may be able to use the pits to their advantage.

AREA SS: GRAND PALACE OF THE IMMORTAL KING

The arrogance of the Immortal King is obvious after one looks at this structure. This palace could be the most impressive structure built before the age of Men. Sitting on a gentle rise overlooking the vast jungle of the cavern, the smooth stones of the palace stand in defiance of Time itself.

GRAPPLING WITH TAR

A creature stuck in one of the many tar pits of this cavern is in a dire situation indeed. The tar of this land is a viscous substance that does not readily release its victims. Struggling in the tar only worsens the situation.

Each round make a grapple check. Treat the tar as making a grapple check at +25, and add for the size of the tar pit i.e. +8 for a 15-foot diameter pit, +12 for a 25-foot pit, +16 for a 35-foot pit. The larger the pit, the greater is suction. For every 3 points the tar succeeds in its check over the victim, the victim is submerged one foot. Thus a six-foot tall creature is submerged if the tar succeeds by 18 or more. If the creature beats the grapple check, it struggles free 1-foot for every 3 points over the tar's grapple check. Once submerged, the creature is subject to suffocation, see the **DMG**.

Most pits encountered will be Huge (+8) although many pits towards the center of the plain are larger. In addition, for every melee round of struggle, add +2 to the pits grapple check. If a PC is stuck in the tar pits, others can aid him outside the sticky perimeter. A slow, steady pulling frees a PC in 3 minutes.

The bones and half eaten carcasses of herbivores are most likely be found stuck in the perimeter of the tar fields, and occasionally an exhausted new victim is found freshly stuck in the pits. New victims usually do not have to wait long for a carnivorous cousin to come and put and end to its suffering.

Built millennia ago, the architecture of the palace is strange to any non-Reptillion eye. No right angles are used in the construction process, as all walls, hallways doors, etc. have rounded or gentle curves everywhere. Smooth hallways, slopes and spirals instead of stairs, and arches instead of square doorways all meet the PCs. The palace was built with the concept that not everything that would be passing through here is on 2 legs.

The palace supports some two score rooms and offices, most of which are designed with luxury in mind. The Immortal King was not afraid of any threat during his reign, and his palace was built accordingly. Hedonism and pleasure were the order of the day. Deep in the center of the vast complex is the throne room of the King. This great audience hall is 100 ft. long by 50 ft. wide and includes a 50 ft. high dome. The place has no apparent light sources, although there is never any problem seeing. For the rooms themselves exude light. Aromatic plants and flowering fungi are draped around the coves and columns surrounding the room. Elegantly carved stone furniture is placed in between the columns, and

despite the material they are surprisingly comfortable. Polished onyx and alabaster tiles are intermixed in a haphazard design on the floor, and a mural of a giant, gem-encrusted spiral is behind the throne. The spiral is mildly hypnotic.

The main feature of this room is the massive quartz throne in the northern end of the hall. This throne is a fabled artifact known as the Seat of Divinity. It is from this seat the Immortal King launched his war on humanity, and it is from here he ordained the exodus from Huvat Vex to sustain the Reptillion way of life. The seat is hewn from a single massive chunk of quartz, and has been decorated and inlaid with precious stones and jewels. No human has seen the throne; only rumors of its vast power have been told to those outside the Palace. Stories of great magical Genies summoned to do the bidding of the King; rumors of terrible life draining magic used to destroy those who would oppose the King's plans; fables of great storms summoned or quelled by the King from his Seat; and the recurring story of the king's very wishes being granted to him when they were spoken aloud. Loose-lipped slaves from the ancient Palace of the Immortal King have told all these stories and more.

Today the palace is vacated and is considered taboo by all Reptillions. It is rumored to the evil people to be a den of ultimate darkness. Few things can stir the dark hearts of Reptillions. However this palace certainly does.

If the PCs activated the ziggurats, the palace of the Minotaur King appears in a clearing next to this towering structure. Beneath the conical towers and flowing buttresses, the Thracian palace looks like an outhouse.

If somehow the Immortal King is released and he comes here, he begins his rule in the palace. Thereafter he attempts to take control of the Reptillions within the cavern. This causes a deep division and a civil war. Ultimately, his divinity might be restored. How this plays out is the Judge's decision.

Anything valuable in the palace has long since been carried off. The monument exists as the last great reminder of the Reptillion people.

This is an appropriate end to the *Caverns of Thracia*. The caverns are an opportunity for the PCs to journey to the past through ruin and cave. The adventure they experience is drawn from a long, rich history. Perhaps viewing this structure and described to them as the majestic palace it is shall draw their adventure to a close...or perhaps it is only setting the stage for greater adventures to come.

*This ends the description of the rooms, chambers, caverns
and traps of the Caverns of Thracia. Happy Adventuring!*
—Jim Collura and Paul Jaquays

APPENDIX :

NEW MAGIC ITEMS,

MONSTERS,

AND SPELLS

BANQUET TABLE

The *banquet table* is usually a small wooden table with a thick wood top, like a carving board. The *table* can create foodstuffs much like a *create food and water* spell, except that delicacies are formed instead of bland fare. The food created is always hot and never rots. In addition, the *banquet table* creates different fare every day. It even “remembers” what is particularly enjoyed and attempts to make food similar to the frequent user’s tastes. Up to eight people may be served each day.

The table is small enough to transport (3-foot by 3-foot by 2 Ω -foot) but it is extremely fragile. If the table is dropped or handled roughly, there is a cumulative 25% chance it ceases functioning forever.

Strong Conjunction; CL 12th; Craft Wondrous Item, *create food and water*; 30,000 gp; Weight 20 lb.

CARAFE OF POLYMORPH

Like the *elixir of domination*, the *carafe of polymorph* resembles a potion, but is actually more powerful and is therefore a wondrous item. The effervescent liquid inside the crystal flask constantly changes color and thickness. The imbibor must speak the type of creature it wishes to polymorph into prior to drinking. This can lead to mishaps as one may comment on how revolting the earthworms were the damp morning prior and fail to mention any other creature prior to the night in which the *carafe* is tested. Its effects last for 1 week.

Moderate Transmutation; CL 10th; Craft Wondrous Item, *polymorph*; 1,000 gp; Weight 2 lb.

CEASELESS CANDLE

This item appears as a normal wax candle of any color. However, once lit, it acts as a *continual flame* until it is extinguished. It requires the user to touch two fingers together over the flame to end the light. There is no other way to end the light. The *candle* may thereafter be relit up to 8 more times.

An insomniac transmuter who grew agitated at having to leave his research and purchase new candles created the *ceaseless candle*. The *ceaseless candle* may be found in exceptional libraries because it doesn’t pose a fire hazard.

Faint Evocation; CL 3rd; Craft Wondrous Item, *light*; 3,000 gp.

DUST OF CONFUSION

This fine sand-like dust is very fine. A handful of this dust creates a 10-foot by 10-foot cloud. The cloud remains for 6 rounds and then disperses. While in cloud form it may be moved around by wind or other similar force. All within the cloud are affected as by a *confusion* spell (Will save DC 12 negates) for 7 rounds.

A Thracian alchemist who needed to quickly avoid investors when his experiments to transform marble to platinum failed created the *dust of confusion*. He later sold his invention to the Thanatosians and was able to pay his investors back. The Thanatosians made use of the dust in abductions for their dark rituals.

Moderate Enchantment; CL 7th; Craft Wondrous Item, *confusion*; 1,400 per handful.

ELIXIR OF DOMINATION

The *elixir of domination* resembles a potion, but is actually more powerful and is therefore a wondrous item. The thick, viscous goo is imbibed, but is not actually consumed. Instead, the slime enters the neck of the imbiber through the throat and gives their face a strange golden glow. Thereafter, the first person of the appropriate the imbiber looks at within the next 10 minutes is dominated per the *dominate person* spell for one week, no save.

There are different types of *elixirs*. They are keyed to specific races (i.e. humans, elves, dwarves, gnomes, halflings, orcs, kobolds, etc.). One cannot pick a class of beings (i.e. goblinoids) when creating the *elixir*. The race must be specific. Also no races larger than Medium size (i.e. ogres, fire giants, etc.) may be selected.

Moderate Enchantment; CL 9th; Craft Wondrous Item, *dominate person*; 1,125 gp

EYES OF SIGHT

The *eyes of sight* are glass replicas of human eyes. They are imbued with magic that allows a humanoid that has lost the sight of their eye(s) or the eye itself to see again. However, the individual does not see as well, only to a distance of 60 feet. However, the individual loses the effects of being blind. Instead, sight based checks (Search, Spot, etc.) are at a -2 penalty. The *eyes of sight* also allow an individual darkvision up to 60 feet. Twice per day, the individual may use *true seeing* for up to 11 minutes at a time.

The *eyes of sight* were crafted for King Argos II of Thracia when he lost an eye in a "hunting accident." This was the official story. The truth is that he fell off a bed during a peccadillo and caught the corner of a nightstand with his left eye. His lover, feeling so bad for the king, spent most of her fortune convincing a renowned wizard to create these eyes. Unfortunately, the *eyes of sight* never reached the King for he died during the Beast Men revolt before receiving this gift.

Moderate Divination; CL 11th; Craft Wondrous Item, *darkvision*, *true seeing*; 60,000 gp.

PIOUS WHISTLE

A *pious whistle* is a small bronze whistle with a long tube and ball at the end. It emits an inaudible whine up to a range of 150 feet. The only individuals who can hear the whistle are those designated when the whistle is created. Such designees may be individuals with a special tattoo, those holding a specific coin or in the case of the Caverns of Thracia, those marked with a symbol of Thanatos. The creator cannot designate generic categories such as "all allies", "those with swords" or even specific individuals in the area. In other words, specific mark or token is required.

The Thanatosians developed the *pious whistle* when their downfall seemed imminent. The Deathwalkers discovered a cache of these whistles and its use was soon determined.

Faint Transmutation; CL 3rd; Craft Wondrous Item, *message*; 12,000 gp.

POTION OF LONGEVITY

The *potion of longevity* is a very difficult item to brew, requiring diverse and incredibly expensive components. Few recipes exist for the potion. The potion reduces a PCs age effects by 1d10 years when it is imbibed. Note that this does not reduce a PCs actual age, but reduces the effects of aging. In other words there isn't a chance that the imbiber becomes an infant or disappears entirely. Each time the user imbibes such a potion there is a 10% chance that it has the effect of reversing *all* age removal from previously consumed *potions of longevity*.

Strong Conjunction; CL 10th; Brew Potion, spell caster level 11th+; 10,000 gp.

POTION OF REBUKE UNDEAD

This potion allows the imbiber to rebuke undead as a 3rd level cleric. The user must have an appropriate symbol to use as a divine focus and a deity to whom he or she is faithful. Any individual who has the ability to turn or rebuke undead may use the potion. However it counts against his or her daily allotment of times he or she may turn. If the use of the potion exceeds this allotment, it has no effect. The duration of this effect is one hour. Thereafter, the effect fades.

Faint Evocation; CL 3rd; Brew Potion, divine spell caster level 3rd+, rebuke undead ability; 450 gp.

ROD OF CONTROL UNDEAD

Although it is a 2-foot long, skull-headed obsidian wand, this device is actually a rod. It is a facsimile of the fabled *Wand of Orcus*. The wand is used by those who in league with death to control the supernatural power of undeath. The possessor uses a spell-like ability to cast *control undead* per the spell thrice per day. The rod does not have an innate caster level. Instead it is dependent on the user. The user's level becomes the spellcaster level for purposes of the number of hit dice affected. For all other purposes, such as a Will save, consider the spell-like ability as cast by a 13th level wizard.

Strong Necromancy; CL 13th; Craft Rod, *control undead*; 109,200 gp.

NEW MONSTERS

SHEETMETAL GOLEM

Large Construct

Hit Dice: 8d10 (44 hp)
Initiative: -1 (Dex)
Speed: 20 ft. (can't run)
AC: 18 (-1 size, -1 Dex, +10 natural), touch 8, flat-footed 18

Base Attack/Grapple: +4/+12
Attack: Slam +7 melee (2d8+4)
Full Attack: 2 slams +7 melee (2d8+4)
Space/Reach: 10 ft./10 ft.
Special Attacks: Eye ray
Special Qualities: Construct, DR (10/adamantite), magic immunity

Saves: Fort +2, Ref +1, Will +2

Abilities: Str 18, Dex 9, Con —, Int —, Wis 11, Cha 1

Environment: Any land and underground

Organization: Solitary or gang (2-4)

Challenge Rating: 10

Treasure: None

Alignment: Always neutral

Crafted from pounded sheets of bronze the Thracians during their golden age created sheetmetal golems to protect their most valuable places. Theaters, temples, civic buildings, and a few noble households employed the use of sheetmetal golems as enigmatic guardians. Families and organizations would pass down sheetmetal golems as a prized heirloom in Thracia.

Usually shaped to resemble a deity or to the most egotistical of purchasers, themselves, the bronze golems were brutally efficient guardians. Masters would occasionally awaken to find pulverized remains of would-be thieves and assassins. Animated with a spirit from the Elemental Plane of Earth, these golems are steadfast warriors.

Many of these guardians were used and subsequently destroyed in an attempt to drive back the Thanatosian barbarian hordes that devastated the Thracian civilization. A few sheetmetal golems were led off from Thracia, protecting their master's retreat.

COMBAT

Armed with an arcane ray, a sheetmetal golem blasts enemies from afar and then closes to strangle, pulverize and break enemies in half. Each golem is instructed at creation and these instructions are permanent. Usually the instructions involve not attacking the master among others. Regrettably for some golem creators, this step was skipped.

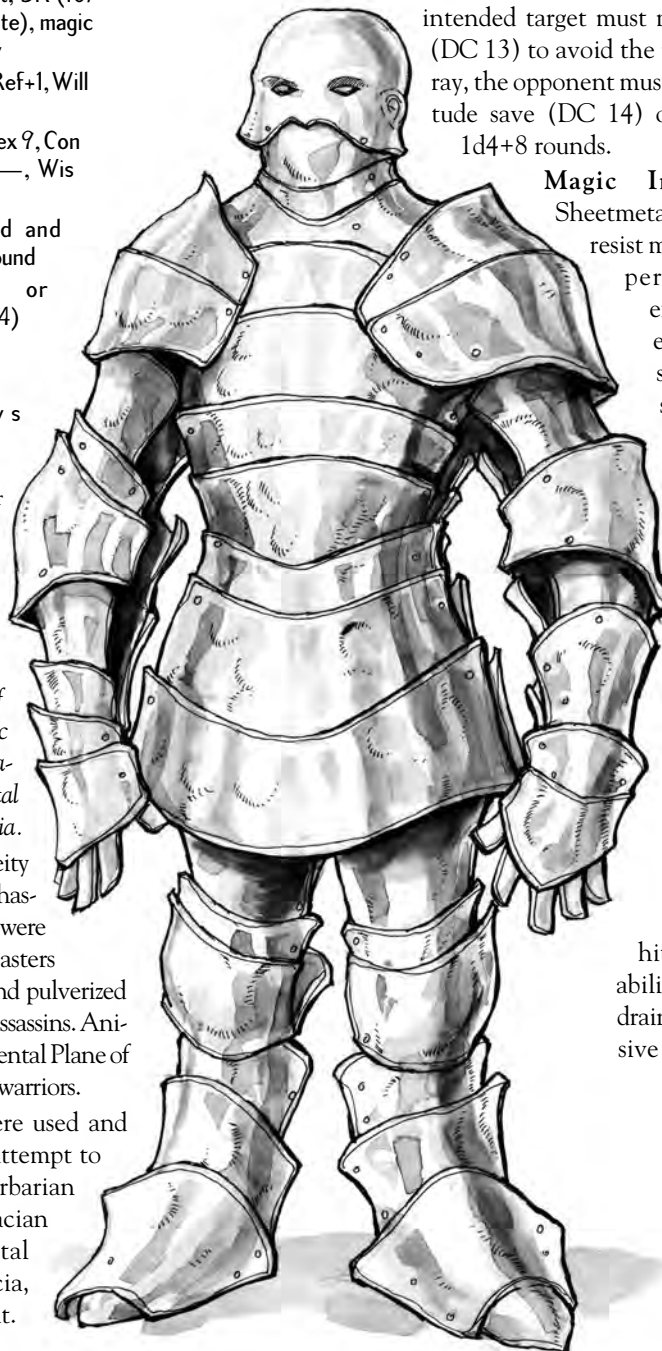
Eye Ray (Su): Once per round as a standard action, a sheetmetal golem can discharge a purple hued ray from eyes to a range of 60 feet. The intended target must make a Reflex save (DC 13) to avoid the ray. If struck by the ray, the opponent must then make a Fortitude save (DC 14) or be paralyzed for 1d4+8 rounds.

Magic Immunity (Ex):

Sheetmetal golems completely resist most magical and supernatural effects, except as follows. An electricity effect slows it (as the *slow* spell) for 5 rounds, with no saving throw. A cold effect breaks any slow effect on the golem and cures 1 point of damage for each 3 points of damage it would otherwise deal.

Construct:

Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.



DISEMBODIED MOUTH

Small Aberration

Hit Dice:	3d8 (12 hp)
Initiative:	+2 (Dex)
Speed:	Fly 60 ft. (perfect)
AC:	14 (+1 size, +2 Dex, +1 deflection), touch 13, flat-footed 12
Base Attack/Grapple:	+2/—
Attacks:	Bite +5 melee
Damage:	Bite (1d3)
Space/Reach:	5 ft./5 ft.
Special Qualities:	Aggrandizement, ethereal jaunt, immunities, vulnerability
Saves:	Fort +1, Ref +3, Will +3
Abilities:	Str —, Dex 14, Con 10, Int —, Wis 11, Cha 12
Environment:	Any land and underground
Organization:	Solitary or group (2-4)
Challenge Rating:	2
Treasure:	None
Alignment:	Usually lawful evil

The anomaly that is the disembodied mouth is a mystery that has confounded adventurers for thousands of years. Speculation by arcane sages holds that a disembodied mouth is actually the maw of some larger Ethereal creature, the likes of which is unknown. Furthering this line of hypothesis, some adventurers have noticed a similarity between the disembodied mouth and the mouth of the extradimensional creature that forms a bag of devouring.

A disembodied mouth is a spectral maw with sharp teeth. Once released into the Prime Plane, a disembodied mouth lurks around the area looking for anything organic to bite. It has little substance on the Prime Plane but it has an uncanny ability to size up an enemy and biting in the most vulnerable of spots.

Disembodied mouths are usually employed to protect tombs and treasure troves.

COMBAT

A disembodied mouth usually lurks within a coffer, box or other object waiting for a hand or other appendage to enter before it strikes. Once engaged in combat, a disembodied mouth hovers and attacks for 1d4 rounds before jaunting back to the Ethereal plane for 1d4 more rounds and then back to the Prime Plane. Once a disembodied mouth has selected a target, it continues to attack that target except in self-defense. Disembodied mouths have been known to follow and antagonize the would-be thieves for days harassing the person.

Aggrandizement (Su): 3/day—When a disembodied mouth first attacks an opponent, it uses the stats above. If it successfully attacks, it uses its ethereal jaunt ability. When it reappears its power increases, granting it a +1 insight bonus to attack rolls and saves, a +2 bonus to damage rolls, and +4 hit points. Each time the mouth reappears after an ethereal jaunt, it gains the

above bonuses (there is no upper limit to the bonuses it gains).

Ethereal Jaunt (Su): A disembodied mouth can shift from the Ethereal to the Material Plane as a free action, and shift back again as a move-equivalent action (or during a move-equivalent action). The ability is otherwise identical with *ethereal jaunt* cast by a 10th-level sorcerer.

Immunities (Ex): The disembodied mouth is immune to all mind-affecting attacks.

Vulnerability (Ex): The mouth is vulnerable to *dispel magic* and is immediately slain if it fails a Fortitude save (DC 10 + spell level + caster's appropriate ability score modifier).



DOG BROTHER

Medium Humanoid [Dog Brother]

Hit Dice:	4d8 (17 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	14 (+1 Dex, +1 natural, +2 leather armor), touch 11, flat-footed 13
Base Attack/Grapple:	+3/+4
Attack:	Longsword +4 (1d8+1); or Bite +5 (1d3+1)
Space/Reach:	5 ft./5 ft.
Special Qualities:	Low-light vision, scent
Saves:	Fort +1, Ref +6, Will +2
Abilities:	Str 12, Dex 14, Con 11, Int 10, Wis 12, Cha 10
Skills:	Hide +6, Listen +6, Move Silently +7
Feats:	Track, Weapon Finesse (bite)
Environment:	Temperate or warm land and underground
Organization:	Solitary, pair, gang (2-5), band (10-100 plus 50% noncombatants plus 1 3rd level beta male or female per 20 adults and 1 alpha male of 4th-6th level) or tribe (20-200 per 1 3rd level beta male or female per 20 adults, 1 or 2 beta males or females of 4th or 5th level, 1 alpha male of 6th-8th level).
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually lawful evil

Dog brothers are hound-headed humanoids standing up to 6 feet tall with gray skin covered in matted hair. These canine humanoids are nocturnal carnivores that enjoy hunting and barking under a full moon. More organized than their taller, weaker cousins, the gnolls, dog brothers readily make alliances with bugbears, hobgoblins, minotaurs and even wily kobolds. Dog brothers are the sworn enemies of halflings, a hatred grown due to the halfling society's use of canines for hard labor.

Dog brothers have poor vision but a superior sense of smell. Thus they receive no penalty for their vision. However, dog brothers are color-blind and cannot differentiate colors—only shades of black and white.

Dog brothers wear leather armor, preferably halfling hide, and usually are armed with longswords.

Dog brothers speak Gnoll.

COMBAT

Dog brothers use pack tactics in combat, concentrating on a single enemy and then moving on to the next when that opponent falls. Dog brothers have the discipline to accept losses in this phalanx strategy. Dog brothers are also known

to use gnolls as shock troops to feign attacks and flank an enemy. Dog brothers use ambush and hit and run tactics when numerically overwhelmed.

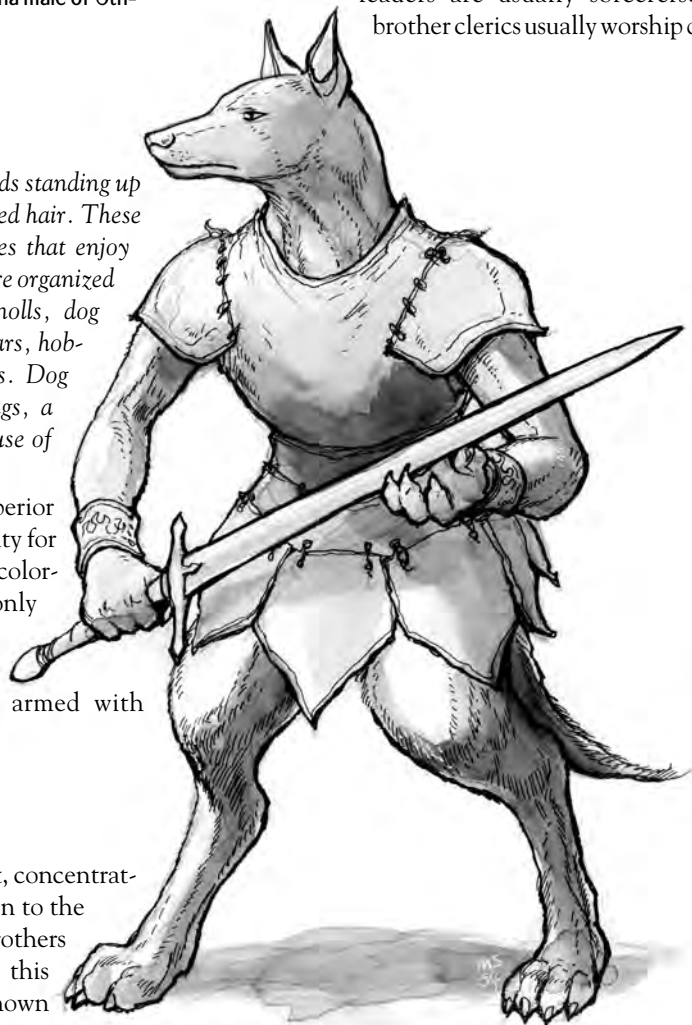
DOG BROTHER SOCIETY

Dog brothers are mostly doughty fighters and wily sorcerers. Dog brothers form rigid packs or tribes. The alpha male or leader of a pack generally has the greatest sense of smell, which instead of physical prowess, is how the dog brothers differentiate themselves. Dog brothers frequently intermingle with gnolls, who they view as their genetic inferiors.

A pack includes as many noncombatant young as there are adults. Dog brother lairs are usually underground cavern complexes, known as dens. Dog brothers use slaves and frequently form slaver groups. These slavers kidnap unsuspecting humans and dwarves on hit and run raids, carrying the slaves far from their villages for sale elsewhere. Dog brothers have no use for elves, which they view as a weak species prone to disease.

DOG BROTHER CHARACTERS

A Dog brother's favored class is fighter; Dog brother leaders are usually sorcerers. Dog brother clerics usually worship devils.



GUARDIAN BEAST

Large Aberration [Aquatic]

Hit Dice:	6d8+6 (30 hp)
Initiative:	+6 (Dex, Improved Initiative)
Speed:	20 ft., swim 30 ft.
AC:	17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+4/+13
Attack:	Tentacle rake +8 melee (1d4+5)
Full Attack:	6 tentacle rakes +8 melee (1d4+5)
Space/Reach:	10 ft./5 ft., 50 ft. with tentacles
Special Attacks:	Improved grab, constrict (2d8+5)
Special Qualities:	Darkvision (60 ft.), tentacle regeneration
Saves:	Fort +3, Ref +4, Will +6
Abilities:	Str 20, Dex 15, Con 13, Int 2, Wis 12, Cha 3
Skills:	Hide +3*, Listen +3, Spot +7.
Feats:	Alertness, Improved Initiative, Weapon Focus (tentacle)
Environment:	Any aquatic
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always neutral

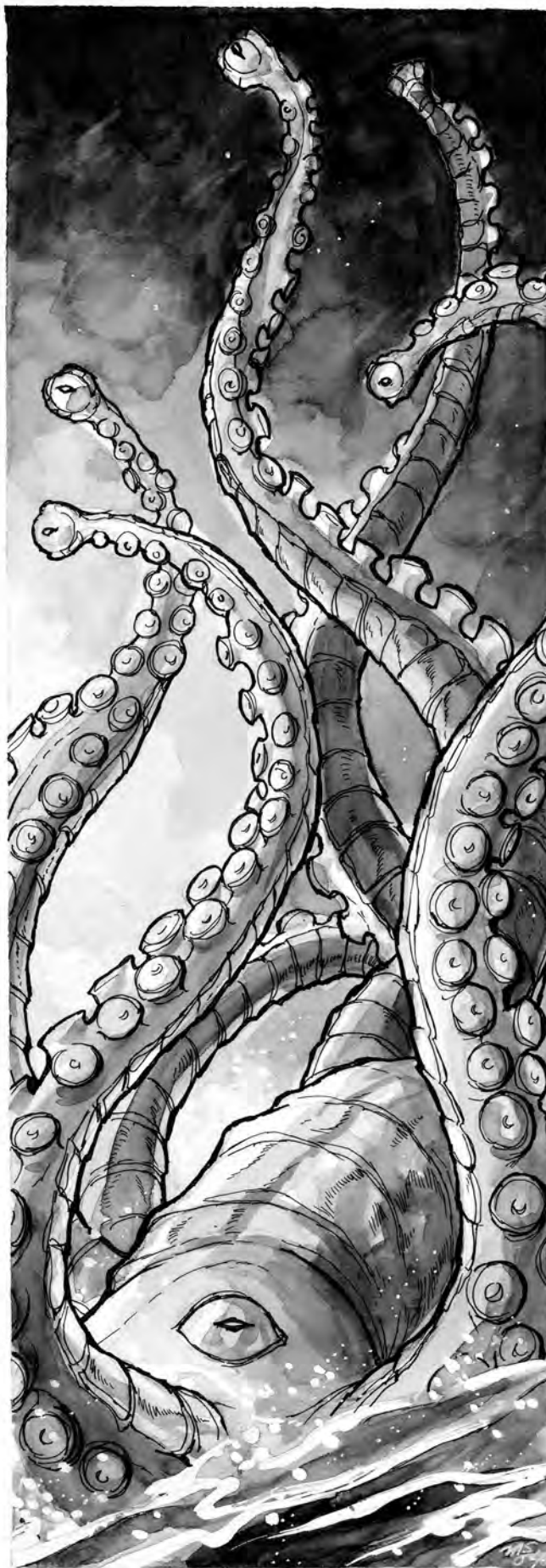
Originally found on another plane of existence, a guardian beast resembles a large, armor-plated octopus. It has six 50-foot long tentacles, armored with natural plates of mollusk shell. Each tentacle is tipped with a single, unblinking eye, which allow the guardian beast to see while submerged. Blinding one tentacle does not blind the guardian beast, but blinding or severing all tentacles succeeds in blinding it. A guardian beast has a singular eye is a huge jelly-like mass that, if removed, dries after 3 days and hardens into a gemstone that is indistinguishable from a 3,000 gp diamond.

COMBAT

A guardian beast attacks from below the surface sending its armored tentacles above to strike and strangle quarry. Using its crushing tentacles, the guardian beast does not try to consume but instead simply attempts to drown enemies as it squeezes them to death.

Tentacle Regeneration (Ex): A single attack with a slashing weapon (against a tentacle) that deals at least 10 points of damage severs a tentacle (AC 20). Damage dealt to a tentacle does not count against the creature's total hit points. Lost tentacles regrow in a single day.

Skills: A guardian beast gains a +8 racial bonus to Hide checks when submerged.



LIVING DOOR

Medium Aberration (Cold)

Hit Dice:	4d8+8 (26 hp)
Initiative:	+1 (Dex)
Speed:	5 ft.
AC:	14 (+1 Dex, +3 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+3/+3
Attack:	Slam +3 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Breath weapon, energy drain
Special Qualities:	Cold subtype
Saves:	Fort +3, Ref +2, Will +5
Abilities:	Str 11, Dex 12, Con 15, Int 10, Wis 13, Cha 10
Skills:	Disguise +10, Move Silently +4, Listen +3, Spot +3
Feats:	Power Attack, Skill Focus (disguise)
Environment:	Any land and underground
Organization:	None
Challenge Rating:	3
Treasure:	None
Alignment:	Always chaotic evil

Another strange creature brought to the Prime Plane from some other dimension by the Thracians, the living door (as it became to be known) is a thoroughly evil aberration. It resembles a stone door and lurks indoors waiting to be touched. Once touched, it sucks the life energy from the creature.

Living doors were a fad amongst Thracian wizards for a while. However, after a crown prince was nearly drained of his life and the owner of the living door was summarily executed, their popularity quickly ended.

COMBAT

A living door lurks waiting to be touched. Once touched they suck the life from those who touch it and use its breath weapon to make others embrace it. The breath weapon is very cold and causes a lingering chill in the air.

Breath Weapon (Su): Once every 1d4 rounds—*charm monster*, cone, 40 feet; Will save (DC 14). A charmed creature immediately moves to embrace the living door (thus suffering the effects of its energy drain ability). Although this breath weapon is very cold, it causes no damage.

Energy Drain (Su): A creature touching the living door (but not one subjected to its slam attack) suffers one negative level each time or each round it touches the creature. The Fortitude save to remove the negative level has a DC of 14.

Cold Subtype (Ex): A living door is immune to cold and takes a -10 penalty on saves against cold attacks. If a cold attack does not allow a saving throw, the creature takes double damage instead.



LIZARDFOLK (TEMPLATE)

This template is applied to the unfortunate victim of the cursed *polymorph* scroll in Room 138. The Judge can also use this template in other campaigns as he sees fit.

CREATING A LIZARDFOLK

“Lizardfolk” is a template that can be applied to any Humanoid (hereafter referred to as the “base Humanoid”). It loses all racial subtypes and gains the Aquatic and Reptilian subtypes. It uses all the base Humanoid’s special abilities and statistics except as noted below.

AC: The base Humanoid gains a +5 natural armor bonus.

Attacks: The base Humanoid gains two claw attacks and a bite attack. When fighting unarmed, the claws are considered to be the primary attack and the bite is secondary.

Damage: The damage of the claw and bite attacks depend on the size of the base Humanoid. The claw and bite damage of a Small lizardfolk each deal 1d3 points of damage. The claw and bite damage of a Medium-size lizardfolk each deal 1d4 points of damage.

Special Attacks: The base Humanoid retains all special attacks and class abilities, but loses all racial abilities.

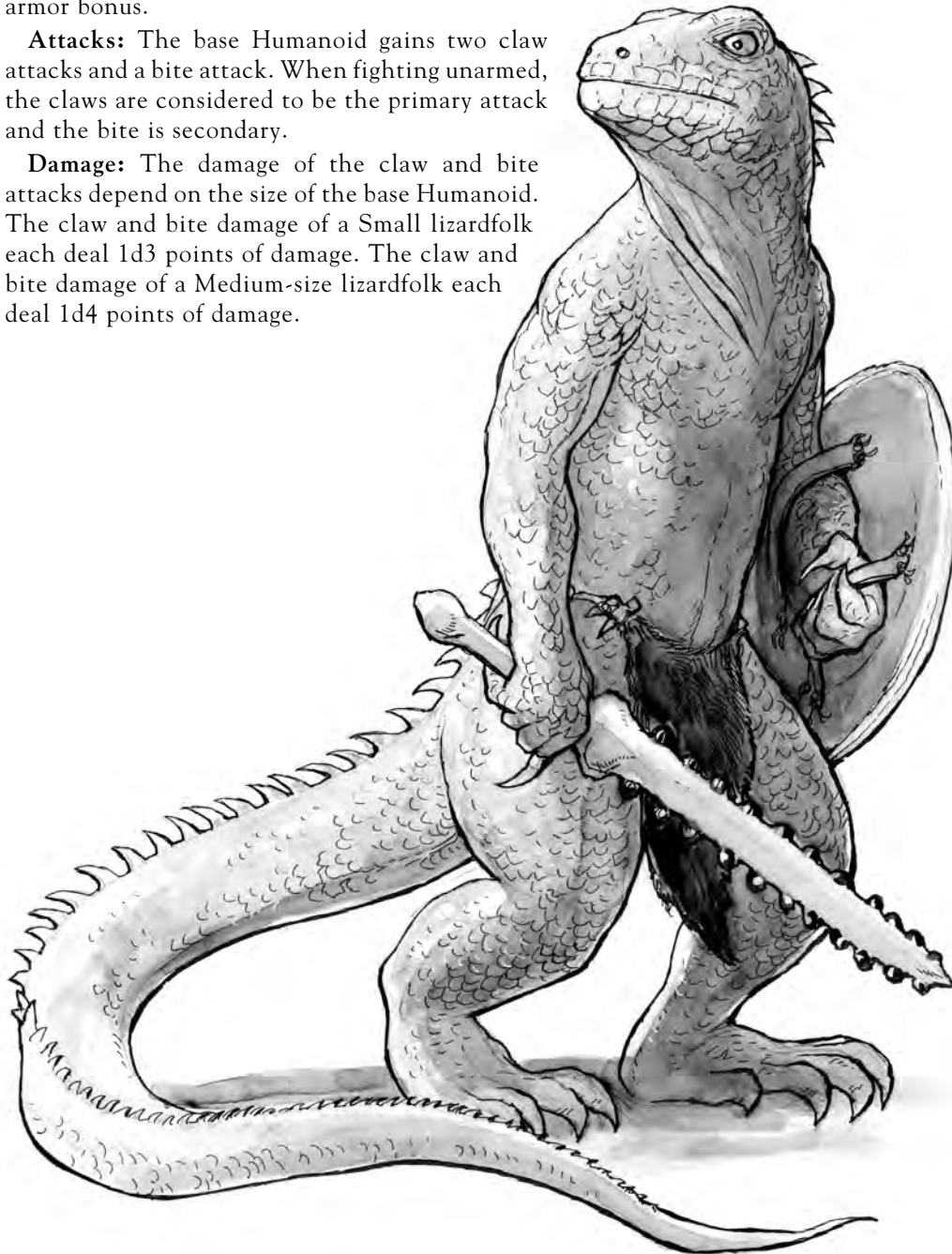
Special Qualities: The base Humanoid retains all special qualities and class abilities, but loses all racial abilities.

Abilities: Str +2, Con +2, Int -2

Skills: Thanks to their tails, lizardfolk receive a +4 racial bonus to Jump, Swim, and Balance checks.

Feats: The base Humanoid gains the Multiattack feat as a racial feat.

Advancement: By character class.



NECROMANTIC SKELETON

Medium Undead

Hit Dice:	4d12 (29 hp)
Initiative:	+5 (Dex, Improved Initiative)
Speed:	30 ft.
AC:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+2/+2
Attack:	Claw +2 melee (1d4)
Full Attack:	2 claws +2 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Animate dead
Special Qualities:	DR (5/bludgeoning), turn resistance (+2), spirit transfer, immunities (cold), undead
Saves:	Fort +1, Ref +2, Will +4
Abilities:	Str 10, Dex 12, Con —, Int —, Wis 10, Cha 11
Feats:	Improved initiative, toughness
Environment:	Any land and underground
Organization:	Any
Challenge Rating:	2
Treasure:	None
Alignment:	Always chaotic evil

The programmed necromantic skeleton is a creation of the dreaded Orcus. Appearing as a normal undead skeleton, these unholy beings of bone are programmed to accomplish particular tasks. This makes them ideal for the guarding of tombs and triggering devious traps. Many disciples of Orcus use necromantic skeletons to guard secret passages into their underground temples or to poison wells in the event they meet an untimely death.

COMBAT

A necromantic skeleton avoids combat until it is able to accomplish its task. The tasks must be fairly simple and set once the skeletons are created. Once a necromantic skeleton is given its task, only its destruction prevents it when a triggering event, such as a word or perceived incident occurs.

Animate Dead (Sp): Once per round as a standard action, a necromantic skeleton can *animate dead* as a 5th level cleric. This ability resembles the spell of the same name; the necromantic skeleton does not require the material component for the spell.

Spirit Transfer (Su): If the necromantic skeleton reduced to 0 hit points, it automatically transfers its spirit to any single dead creature within 100 feet. On the next round, that creature rises as a zombie that has the *animate dead* ability of the necromantic skeleton but is otherwise a normal zombie.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.



ORACULAR SKULL

Tiny Construct

Hit Dice:	6d10 (33 hp)
Initiative:	+1 (Dex)
Speed:	Fly 30 ft. (perfect)
AC:	19 (+2 size, +1 Dex, +2 natural, +4 deflection), touch 13, flat-footed 18 +3/-6
Base Attack/Grapple:	
Attack:	Bite +4 melee (1d3); inflict light wounds ray +6 ranged touch
Space/Reach:	2 1/2 ft./0 ft.
Special Attacks:	<i>Inflict light wounds ray</i> (1d8+5)
Special Qualities:	Divine conduit, mark of evil, <i>shield of faith</i>
Saves:	Fort +2, Ref +5, Will +2
Abilities:	Str 9, Dex 13, Con —, Int —, Wis 10, Cha 10
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Any evil

Created as a transmitter to answer questions of evil deities, oracular skulls speak and act while in contact with a part of their patron deity's subconscious. Cults of evil gods revere these rare skulls as a means of converting unbelievers and using them as a focal point of worship.

An oracular skull looks like a floating human skull with ram's horns billowing out the sides. The eye sockets have eyes that are made of living tissue. These eyes creepily follow those who approach the skull. The skull moves its jaw when talking, but the words come from the deity. The deity does not specifically control the skull and sometimes is not even aware of the skull's existence.

COMBAT

If attacked, an oracular skull attempts to hover out of range of its opponent's melee attacks. It fires its *inflict light wounds* ray as it cackles and swears at its adversaries.

Divine Conduit (Su): When activated, an oracular skull allows any intelligent creature within 50 feet to ask one yes or no question as per a *commune* spell as cast by a 13th level cleric with the exception that one may never ask more than one question, regardless of how many times they encounter that particular skull. Once an oracular skull has answered a question, a Mark of Evil appears on the creature asking the question.

Mark of Evil (Su): Once an oracular skull has answered a question, a small blemish appears in some highly visible place somewhere on the body of every creature that asked a question. This is the Mark of Evil, and resembles the symbol of the evil deity to which the skull is tied. The specific effects of the Mark of Evil depend on the deity, and are left to the imagination of the Judge. At the Judge's discretion, paladins and clerics of good deities lose their class abilities once they receive a Mark of Evil and must have the mark removed before they can atone.

The mark may be removed by a combination of *remove curse* and *cure serious wounds*. This combination, if not guessed, requires divination magic to deduce.

Inflict Light Wounds (Sp): Once per round, an oracular skull may emit a ray that deals 1d8+5 points of damage in a ranged touch. This power is identical to an *inflict light wounds* spell as cast by a 13th level cleric, except it follows the rules for a ray.

Shield of Faith (Sp): A protective shield encapsulates the oracular skull and grants a +2 deflection bonus to its AC. This is the same as a *shield of faith* spell as if cast by a 13th level cleric.

CREATING AN ORACULAR SKULL

An oracular skull is made of a humanoid skull, ram's horns, 13 drops of blood from an evil divine spellcaster (the creator can use her own blood if she is a divine spellcaster).

The oracular skull costs 35,000 gp to create. Assembling the skull requires a successful Knowledge (religion) check (DC 13).

The creator must be able to cast divine spells, any evil alignment, and be at least 13th level. Furthermore, the skull must be dedicated to a specific deity during its creation. Completing the ritual drains 700 XP from the creator and requires *commune*, *geas/quest*, *inflict light wounds*, *shield of faith*, and *unhallow*.



REPTILLION

The original sovereigns and serfs of Thracia, the Reptillions were the great race of the planet before the coming of Man. Now in decline, the Reptillions are found in the deep places of the world existing in magically created and preserved prehistoric environments.

There are four sub-species of Reptillion. The Cinixi, Dedi, Laboratus and Malius.

	CINIXI	DEDI	LABORATUS	MALIUS
	Medium Humanoid [Reptilian]	Medium Humanoid [Reptilian]	Medium Humanoid [Reptilian]	Medium Humanoid [Reptilian]
Hit Dice:	7d8+14 (45 hp)	5d8+10 (32 hp)	3d8+6 (19 hp)	2d8+2 (11 hp)
Initiative:	+0	+0	+0	+0
Speed:	30 ft. (6 squares), fly 60 ft. (average)	30 ft. (6 squares)	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class:	15 (+5 natural), touch 10, flat-footed 15	15 (+5 natural), touch 10, flat-footed 15	15 (+5 natural), touch 10, flat-footed 15	15 (+5 natural), touch 10, flat-footed 15
Base Attack/ Grapple:	+5/+8	+3/+4	+2/+5	+1/+2
Attack:	Claw +8 melee (1d4+3); or greatclub +8 melee (1d10+4); or javelin +5 ranged (1d6+3)	Claw +4 melee (1d4+1); or greatclub +4 melee (1d10+1); or javelin +3 ranged (1d6+3)	Claw +5 melee (1d4+3); or greatclub +5 melee (1d10+1); or javelin +4 ranged (1d6+3)	Claw +2 melee (1d4+1); or greatclub +2 melee (1d10+1); or javelin +1 ranged (1d6+1)
Full Attack:	2 claws +8 melee (1d4+3), bite +3 melee; or greatclub +8 melee 1d10+4; or javelin +5 ranged (1d6+3)	2 claws +4 melee (1d4+1); or greatclub +4 melee (1d10+1); bite +2 melee (1d4); or javelin +3 ranged (1d6+3)	2 claws +5 melee (1d4+3), bite +0 melee (1d4+1); or greatclub +5 melee (1d10+1); or javelin +4 ranged (1d6+3)	2 claws +2 melee (1d4+1), bite -3 melee (1d4); or greatclub +2 melee (1d10+1); or javelin +1 ranged (1d6+1)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Saves:	Fort +4, Ref+2, Will +6	Fort +3, Ref+4, Will +4	Fort +3, Ref+3, Will +0	Fort +1, Ref+3, Will -1
Abilities:	Str 17, Dex 10, Con 14, Int 16, Wis 12, Cha 14	Str 13, Dex 10, Con 14, Int 12, Wis 16, Cha 14	Str 17, Dex 10, Con 14, Int 6, Wis 9, Cha 10	Str 13, Dex 10, Con 13, Int 9, Wis 9, Cha 10
Skills:	Knowledge (arcana) +16, Knowledge (any one) +13, Listen +13, Spellcraft +16, Spot +13	Concentration +8, Knowledge (religion) +7, Listen +8, Perform (storytelling) +8, Spot +8	Climb +6, Jump +6 Listen +1, Spot +1	Hide +3, Jump +3
Feats:	Alertness, Skill Focus (Knowledge [arcana]), Skill Focus (Spellcraft)	Alertness, Power Attack	Alertness Power Attack	Power Attack
Environment:	Underground	Underground	Underground	Underground
Organization:	None	See below	See below	See below
Challenge Rating:	4	3	2	1
Treasure:	Double standard	Standard	Standard	Standard
Alignment:	Usually neutral evil	Usually lawful evil	Usually neutral	Usually neutral
Advancement:	By character class	By character class	By character class	By character class
Level Adjustment:	+1	+1	+1	+1

CINIXI

The Cinixi are tall and powerful Reptillions. Many (50%) of them have wings that enabled them to fly or swim proficiently. The Cinixi also have the greatest intelligence and excel at arcane studies. The Cinixi are the rulers of the Reptillions. The Cinixi, upon first glance, look like a larger lizard man with powerful wings. They are easily mistaken for gargoyles.

DEDI

The Dedi were serpentine and lithe. Quick in wit and with a natural charisma, the Dedi are the storytellers, priests, and scholars of the Reptillions. The Dedi looks like a large python that has sprouted humanoid arms and legs. Although it has a "tail", the tail is not used for anything but balance.



LABORATUS

The Laboratus are strong and tall Reptillions. They look like lizard men with twin spines of bony webbing down their back. They are trainers of animals, warriors in armies, and the strong back in which the Reptillion race builds its civilization. The Laboratus were not particularly intelligent.

MALIUS

The Malius are the genetic predecessors of lizardfolk. The major difference between a true Malius and a modern lizardfolk is that the Malius does not have an evolved tail capable of assisting it with jumping, swimming, and balancing checks.

Not as gifted as any of the other castes, the Malius serve in the civilization as slaves and laborers. The Malius are ill treated by the other sub-species.

COMBAT

Depending on the sub-species, the Reptillions are intelligent and fierce combatants. The Cinixi rely upon their imposing presence, the Dedi wit and cunning, the Laboratus their brute strength and the Malius overwhelming numbers. Together these creatures form cohesive units. The Cinixi command while the Dedi use arcane magic. The Laboratus are sergeants in the army keeping the Malius organized.

For more information about Reptillion culture and civilization, refer to Chapter I.

NEW SPELLS

STATIC RITUAL

True Ritual

Level: True Ritual, Clr 15**Components:** V,S,M,DF**Proxy:** One person.**Casting Time:** 1 day**Range:** Touch**Target:** Individual**Duration:** Instantaneous**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes (harmless)

Taught by Thanatos to his vile priests, the *static ritual* allows one to cheat death and sustain oneself for eternity. The cost of the ritual is the dedication of one's soul to Thanatos. A fee paid upon the eventual death of the subject. No one can escape Thanatos forever and the Dark One knows this is a small gift in exchange for a priceless one.

To cast this spell, six casters must join together to form a circle around a willing subject. The seventh caster, a 15th level or higher cleric, leads the ritual. After making the necessary contact and thereafter contract with the death god, the spellcasters form a *binding* around the subject that is permanent until a trigger is activated. Not only is the subject bound motionless, but she also does not age, breathe, require food or water or even seem to be living. The subject is in a stasis until freed.

The trigger necessary to free the subject varies. This can be a rune on the floor, a detection (such as *detect good*) or even a mundane tripwire. Once triggered, the subject is freed from the static ritual.

GLAMERWALL

Illusion (Glamer)

Level: Clr 4, Sor/Wiz 4**Components:** V,S,M/DF**Casting Time:** 1 action**Range:** Touch**Target:** One wall**Duration:** 10 minutes/level (D)**Saving Throw:** None**Spell Resistance:** Yes

The *glamerwall* spell transforms a solid wall so that it is transparent on one side and appears as a solid wall from the other. In effect, it turns the wall into a one-way glass; those on one side of the wall can see into the room as if through a window, while those on the opposite side see only a stone wall.

The properties of the wall, hardness, hp, etc. do not change; the wall is simply transparent to those on one side. The caster may transform, or partially transform part of a wall, up to one 10-ft. square/level area. The caster also chooses which side to make invisible.

Glamerwalls are frequently used in sieges, to give those within a tactical advantage. Also glamerwalls are often times used in pleasure houses for the more peculiar tastes.

Arcane Material Component: A piece of mirror painted black on one side.

WALL OF HANDS

Conjuration (Creation)

Level: Clr 5, Drd 6, Earth 5, Sor/Wiz 5**Components:** V, S, M/DF**Casting Time:** 1 action**Range:** Medium (100 ft. + 10 ft./level)**Effect:** Stone wall whose area is up to one 5-ft. square/level (S)**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No

This spell creates a wall of hardened, leathery flesh that merges into adjoining surfaces. The wall sprouts arms and hands with 2-8 hands covering each 5-foot section. The wall is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. It has fire resistance 10. The caster can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

A living creature that comes within 5 feet of the wall is subjected to 2-8 slam attacks from the wall as the hands curl into fists and pummel a foe (+5 melee). Each successful attack deals 1d4 points of damage.

The wall can be paralyzed by fire attacks (providing the fire breaches its fire resistance of 10). Fire attacks hold the arms and hands (as *hold person*) for 1d4 rounds. The wall can be destroyed by *disintegrate* or by normal means such as breaking and chipping. Each 5-foot square has a hardness of 5 and 5 hit points per inch of thickness. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 20 + 2 per inch of thickness.

Arcane Material Component: The withered or mummified hand of a humanoid creature.

NEW PRESTIGE CLASS

PURVEYOR OF MORTALITY

Owing allegiance to the Dark One or Thanatos, the Purveyors of Mortality are the priests of the ancient Thracian deity Thanatos. A manifestation of this deity lurks the upper caverns of Thracia. Where other manifestations and pockets of this religion exist is up to the Judge. However, these should be by feral or boorish folk living upon the marrow of a once great civilization that worshiped the death god.

Purveyors of Mortality seek to understand the end of life. Caring little for the afterlife or frankly the enjoyment of existence, the Purveyors of Mortality are fascinated and completely occupied with the transformation from life to death. Due to the knowledge required to experiment with this transformation, entrance into the priesthood requires one to know the skill Healing. Through this science of life one becomes more familiar with and thus an understanding of death.

Being a Thracian deity, all prayers to the deity must be made in Thracian. If the Judge adapts this prestige class for another setting or scenario, eliminating this requirement might be necessary. However, a similar nearly dead or modern equivalent of a language where Thanatos is worshipped should be substituted.

Purveyors of Mortality are mostly adepts and clerics who dedicate their lives to Thanatos. Most have a view upon the ordered nature of the universe and the end of mortality lends a lawful component to the cult. Preoccupation with death, the destruction of others to experiment with this end and the use of human sacrifice denotes an evil component. However, death may work through any non-good alignment, although most are lawful evil. The PC must also be able to rebuke undead.

The Purveyor of Mortality name comes from the education of others about the end of existence. Many

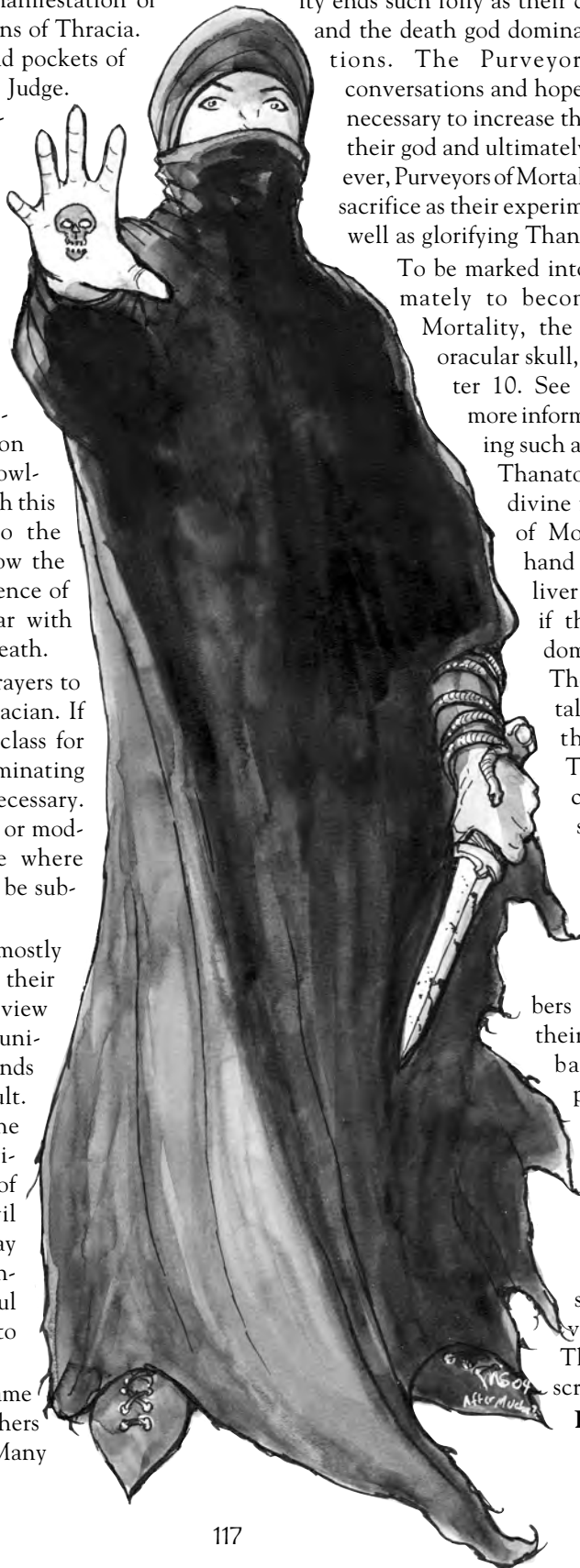
live their lives without much thought about their own existence. The company of a Purveyor of Mortality ends such folly as their dedication to death and the death god dominates their conversations. The Purveyors believe these conversations and hopeful conversions are necessary to increase the power of the cult, their god and ultimately themselves. However, Purveyors of Mortality use ritual human sacrifice as their experiments about death as well as glorifying Thanatos.

To be marked into the cult and ultimately to become a Purveyor of Mortality, the PC must visit an oracular skull, such as in Encounter 10. See this encounter for more information about obtaining such a mark. The Mark of Thanatos is the object of divine focus for Purveyors of Mortality and is the hand in which they deliver their Death Touch if they use the Death domain (see sidebar). The Purveyors of Mortality encountered in the Caverns of Thracia have not discovered the oracular skull. Thus they use inks to permanently tattoo themselves with the visage of a skull.

Also, many members of the cult prepare their own coffins, embalm others and provide various rites.

Thus those taking the prestige class may learn the Profession (undertaker) skill. There are various levels of service to the Purveyors of Mortality. Their titles are described below.

Hit Die: d8.



Class Level	Title	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	Acolyte of Bereavement	+0	+2	+0	+2	Thanatosian death
2	Priest of the Demise	+1	+3	+0	+3	Deathwatch
3	Adept of Annihilation	+2	+3	+1	+3	Thanatosian death II
4	Vicar of Fatality	+3	+3	+1	+3	Animate dead
5	Curate of Casualty	+3	+4	+1	+4	Create undead
6	Lama of Loss	+4	+5	+2	+5	Speak with dead
7	Canon	+5	+5	+2	+5	Finger of death
8	Patriarch	+6	+6	+2	+6	Thanatosian death III
9	Celebrant of Death	+6	+6	+3	+6	Create greater undead
10	High Priest	+7	+7	+3	+7	Power word, kill

REQUIREMENTS

To qualify to become a Purveyor of Fatality, a character must fulfill all the following criteria.

Alignment: Any non good

Base Save Bonus: Will +3

Heal Skill: 4 Ranks

Language Required: Thracian (modern)

Patron: Thanatos

Special: First, the character must be able to rebuke undead. Second, Thanatos must have marked the character either in a ritual of the Judge's choosing or by the oracular skull in Encounter 10 of the Caverns of Thracia.

Class Skills: The base class skills of a Purveyor of Mortality are Concentration (Con), Craft (alchemy) (Int), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (undertaker), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the Purveyor of Mortality prestige class:

Weapon and Armor Proficiency: The Purveyor of Mortality gains no weapon or armor proficiencies.

Spells per Day/Spells Known: At each Purveyor of Mortality level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (metamagic, or item creation feats, and so on). One exception to this is that the Purveyor of Mortality *does* increase with each level an improved chance of turning or destroying undead. If the character had more than one

spellcasting class before becoming a Purveyor of Mortality, the player must decide which class to add each Purveyor of Mortality level for purpose of determining spells per day and spells known.

Thanatosian Death: When a Purveyor of Mortality is within 3 hit points or less of death (-7 or fewer hp), an Incarnation of Death (see New Monsters) appears. The Incarnation seeks to embrace the Purveyor of Mortality. It is the Purveyors goal in the priesthood to openly receive this dark embrace. However, greater goals in the service of the deity may make, at the Judge's discretion, either the Incarnation not appear meaning that the time of death has not come. If the Purveyor of Mortality refuses the embrace she immediately loses all special abilities of the prestige class and loses favor with Thanatos.

The benefit of this ability is that a Purveyor of Mortality is protected from all death spells and magical death effects. At third level, the Purveyor of Mortality automatically saves against massive damage (i.e. does not die due to massive damage). At eighth level, the Purveyor of Mortality may shrug off any attack that reduces her hit points below 1 by making a Will save DC 10 + damage. If successful, her hit points are reset to 1.

Spell Abilities: At higher levels, a Purveyor of Mortality receives the abilities to cast as spell-like abilities a number of spells. This spell in every way functions as the spell of the same name except they require only one action to cast and only the only component is divine focus. Thus the spells are cast with a thought, not verbally, somatically or with materials. Each spell may only be used once per day. The spellcaster level is equal to 5 + levels of Purveyor of Mortality.

The spells are: 2nd— *deathwatch*; 4th— *animate dead*; 5th— *create undead*; 6th— *speak with dead*; 7th— *finger of death*; 9th— *create greater undead*; 10th— *power word, kill*.

WANDERING MONSTERS

What follows are the wandering monster tables for the entire adventure. We have presented them in one place because there is much overlap between factions from level to level, and so some similar encounters are likely to occur. We kindly asked each monster type to stay in one area prior to production, but they ignored us and continued to wander as they saw fit.

Depending on how obtrusive the party is the Judge should roll for Wandering Monsters anywhere from once every ten minutes to once each hour. Roll a d6: an encounter is indicated on a 1. Parties producing many loud noises, bright flashes, and so on can definitely expect frequent rolls for uninvited guests.

Random Encounter Chart

If the roll indicates a stationary encounter (like a decapitated head or a piece of equipment), and the PCs are resting or searching an area, ignore the result.

d%	Encounter
01–05:	A decapitated head
06–10:	Equipment
11–15:	Strange sound
16–25:	Normal rats
26–30:	Normal bats
31–35:	Battle scene
36–44:	1d4+1 gnolls
45–51:	2d4 lizardfolk in the service of G'ruk the Shaman
51–66:	2d4 dire rats
67–75:	1d4+1 Deathwalkers
76–78:	Gelatinous cube
79–84:	1d4+1 Stirges
85–90:	Bat swarm
91–94:	Centipede swarm
95–98:	2d6 Medium skeletons
99–00:	DM's Choice

A Decapitated Head: Roll a d20 to determine the race of the head. 1–4: gnom; 5–8: lizardman; 9–12: human; 13–16: elf; 17–18: dwarf; 19: ogre; 20: unclear (too decomposed).

Equipment: Roll once on the following chart to determine what the PCs stumble across.

1–2:	Backpack with some old adventuring supplies (coil of rope, broken lantern, some spoiled rations, torn waterskin, etc...).
3–4:	Bent shield.
5:	Grappling hook attached to 10 feet of rope.
6:	Flask of oil.
7:	A dagger.
8:	A small pouch with 4 bow strings.
9:	A pair of wearable boots.
10:	A whistle on a string.

Strange Sounds: Hooting, howling, growling, hissing, or whatever else the DM can dream up.

Normal Rats: A small swarm (2d10) of these harmless rodents come slithering out of the darkness towards the PCs.

Normal Bats: A small swarm (3d6) of normal bats bursts out of the darkness and races past the PCs.

Battle Scene: The PCs come across a dead hobgoblin and three dead kobolds. Their bodies have been picked clean of valuables. Note: if this is rolled more than once, choose different monster.

Monsters: All monsters are considered hostile and attack immediately, except Deathwalkers, who may parley or retreat depending on PC interactions.

Wandering Monsters—Level Two

d%	Encounter
01–03:	Dead body
04–09:	Discarded equipment
10–13:	Strange tool
14–17:	Cryptic scrawl
18–20:	Map
21–27:	Odd sound
28–32:	Dust shower
33–35:	Slippery floor
36–44:	1d4+2 Lizardfolk in the service of the Minotaur King
45–54:	1d4+2 Gnolls led by a dog brother
55–63:	1d4+2 Stirges
64–74:	1d4+1 Medium Monstrous spiders
75–78:	Ochre jelly
79–83:	2d4 Deathwalkers
84:	Clay golem
85–87:	Rat swarm
88–91:	Bat swarm
92–93:	Centipede swarm
94–95:	2d6 Medium skeletons
96:	1d3+2 Necromantic skeletons
97–98:	1d2 Wights
99:	1d6 Shadows
00:	DM's Choice

Dead Body: Roll to determine the body's race. 1–3: elf; 4–5: orc; 6: half-orc; 7: gnom; 8: lizardman; 9: insectoid (huge size); 10: human. The body has been picked clean of all valuables.

Discarded Equipment: Roll on the following chart to see what the PCs stumble across:

1–2:	Backpack with some old adventuring supplies (coil of rope, broken lantern, some spoiled rations, torn waterskin, etc...).
3–4:	Broken short sword.
5:	Six climbing pitons and 12 feet of rope.
6:	Flask of holy water.
7:	A necklace of teeth (human).
8:	A small pouch with 4 bow strings.
9:	A pair of gauntlets.
10:	A cracked hand mirror.

Strange Tool: The PCs find an odd tool, not much larger than a screwdriver. Made of a durable metal, its purpose is unclear.

Cryptic Scrawl: Written in either, 1: Arthemian; 2: Goblin; 3: Orcish; 4: Common; 5: Undercommon; 6:

Elven; 7: Dwarven; 8 Abyssal, it reads something like, "Maintain the Resistance!" or, "Death Waits Beneath."

Map: Either on a discarded piece of paper or on the wall itself, it depicts a few nearby chambers. The DM should sketch out a quick map or any area he wishes.

Odd Sound: A screech, howl, hoot, growl, grumble, bark, or anything else the DM can dream up.

Dust Shower: The ancient walls suddenly let loose a shower of dust. The PCs must make a Fort save (DC 12) or go on a 1 minute coughing/sneezing jag. Should the PCs begin sneezing and coughing, roll once more on the encounter chart, ignoring rolls of less than 46, and adding +5 for each afflicted PC. While afflicted, the PCs are -2 on all to hit, damage, Ref, and Dex rolls.

Slippery Floor: A 10-foot by 10-foot area of the floor is coated in an odd, oily substance (treat as if affected by a *grease spell* cast by a 5th level sorcerer, Ref DC 13). Mark this area on your map.

Monster: All creatures are assumed to be hostile and attack without hesitation.

Wandering Monsters—Level Three

Note that from here down, very few if any adventurers have ever traveled. Hence, the random mayhem of dungeon combat has been limited to Levels 1–2, and any encounters with creatures on the lower levels are likely with the actual inhabitants of the area.

d%	Encounter
01–40	No encounter
41–45	Strange or weird noises
46–51	Gust of wind
52–56	Corpse of slain adventurer
57	The dryad Astraea (See Tree 56).
58	The dryad Eidothera (See Tree 60).
59	The dryad Calliste (See Tree 58).
60	The dryad Jocasta (See Tree 65).
61–66	Herd of cattle (10+1d10). This is the Beast Men's on-the-hoof food supply. The herd wanders around the gardens and is sometimes chased into the palace itself to lure the hydra back if it is out stalking prey in the gardens.
67–75	2d4 gnolls
76–80	Troupe of human slaves. Humans (12) Com1: hp 2 each; see the <i>DMG</i> . These slaves are performing various maintenance chores such as scrubbing walls, watering trees and trimming the shrubbery. If freed these slaves willingly join the PCs. However, at the first

	sign of a Beast Man NPC, the slaves are completely cowed and change sides as fast as greased lightning. Yes, they are they are the original gutless wonders.
81–82	Hydra (See Room 70).
83–87	Encounter from Level 2 Table.
88–95	Encounter from Level 3–4 Palace and Dungeon Table.
96–00	DM's choice

Wandering Monster—Level Four

d%	Encounter
01–40	No encounter
41–45	Strange or weird noises
46–51	Gust of wind
52–56	Corpse of slain adventurer
57–64	2d4 gnolls
65–70	1d4+4 Human slaves (Com1): hp 2 each; see the <i>DMG</i> . These slaves are performing various maintenance chores indoors such as cleaning grime, sweeping floors or picking up filth. If freed these slaves willingly join the PCs. However like the other slaves, at the first sign of a Beast Man NPC, the slaves cower.
71–72	The Minotaur King and his entourage (Room 72)
73–78	1d4 Minotaurs
79–80	A dryad selected randomly by the Judge
81–87	2d6 Lizardfolk
88–90	The Beast men guard leaders (Room 83).
91–92	Minotaur cow (See Room 11).
93–96	Encounter from Level 3
97–00	DM's choice

Wandering Monster—Level Five

d%	Encounter
01–30	No encounter
31–35	Small furry animals
36–41	Small scaled animals (lizards or snakes)
42–46	Dead dinosaur
47–54	2d6 Troglodytes
55–61	5d6 Troglodytes
62–67	1d8 Skum
68	1 Aboleth
69–71	Herd of herbivorous dinosaurs
72–76	1d4 Giant Crocodiles
77	Tyrannosaurus Rex
78–81	1d4 Huge Vipers
82–84	1d6 Huge constrictor snakes
85–89	2d2 Megaraptors
90–92	1d2 Triceratops
93–00	DM's Choice

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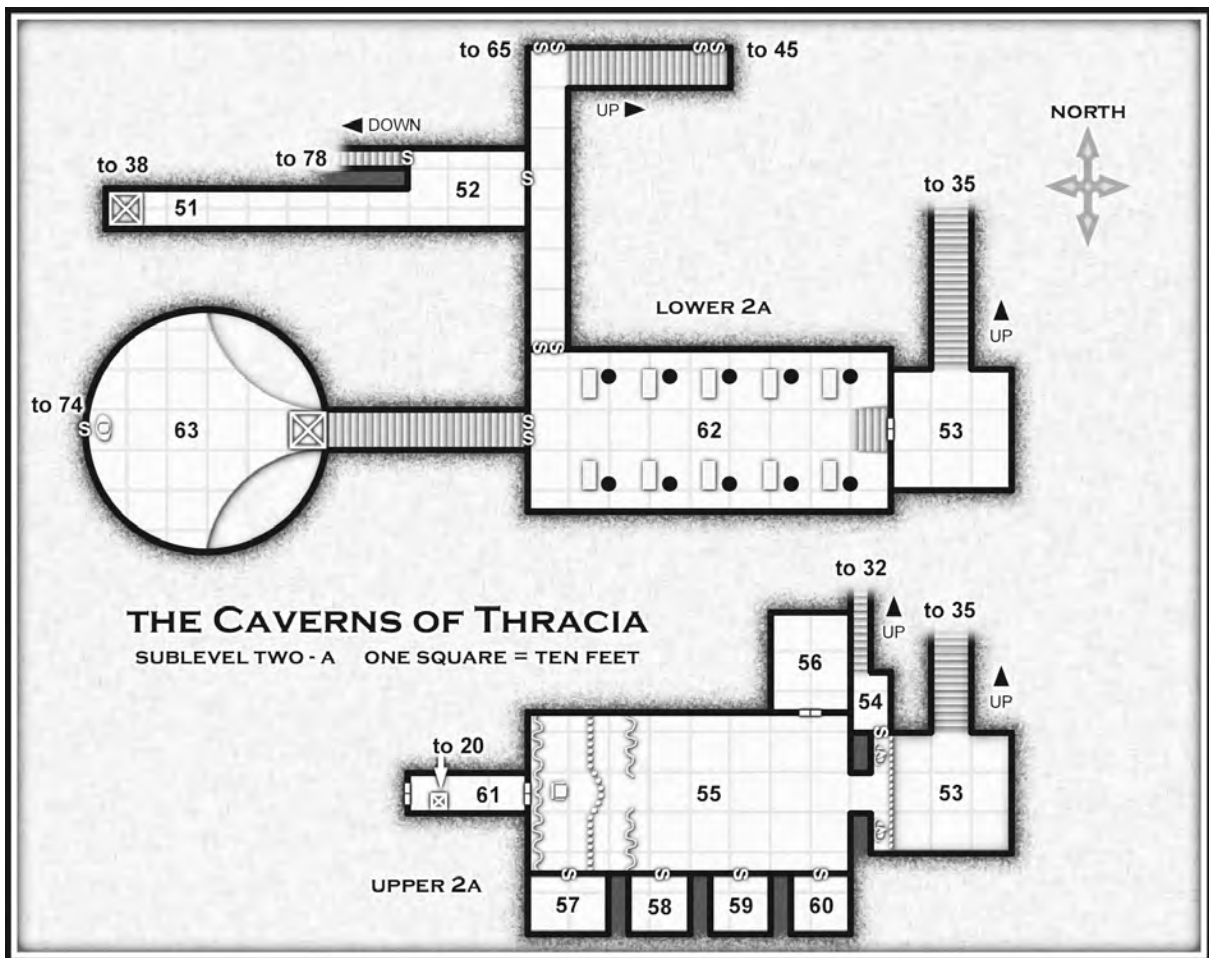
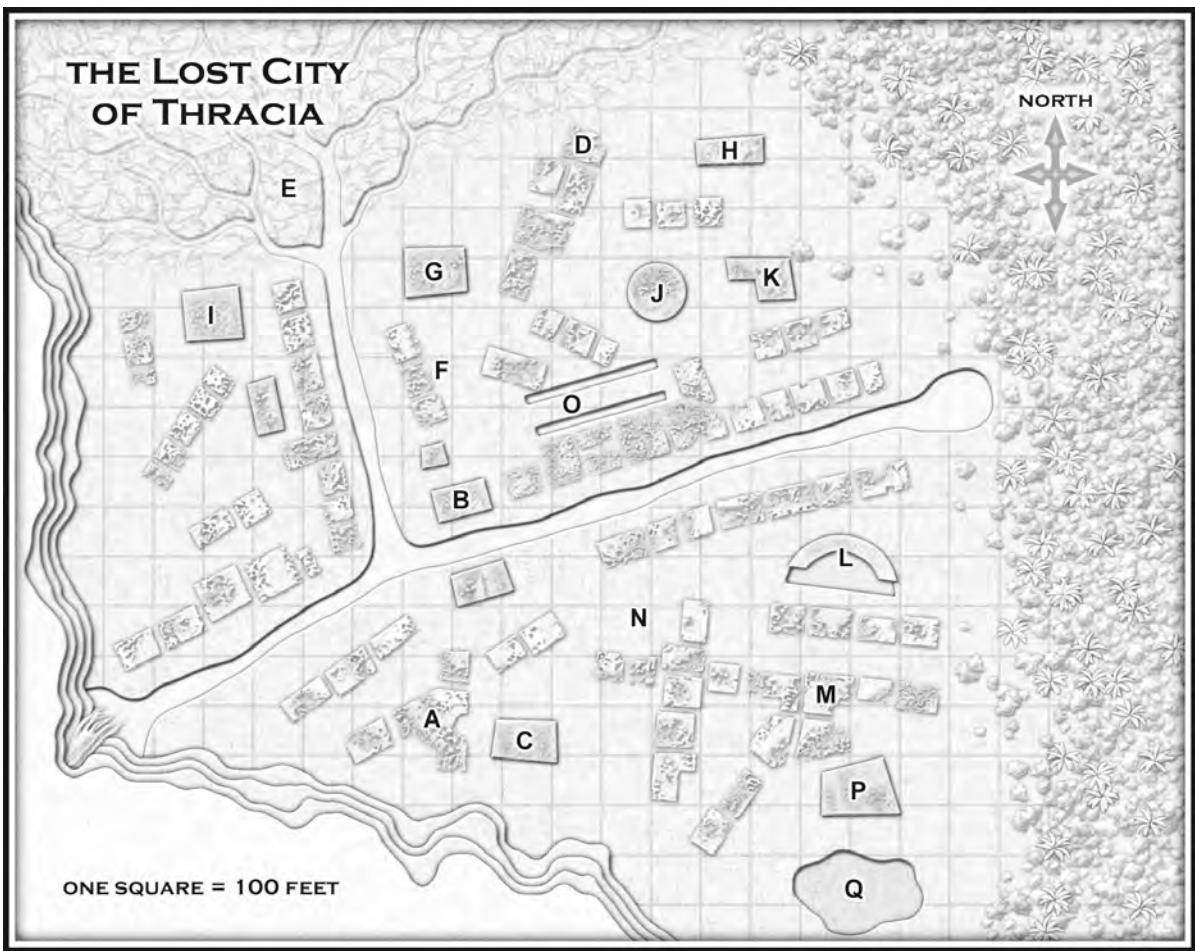
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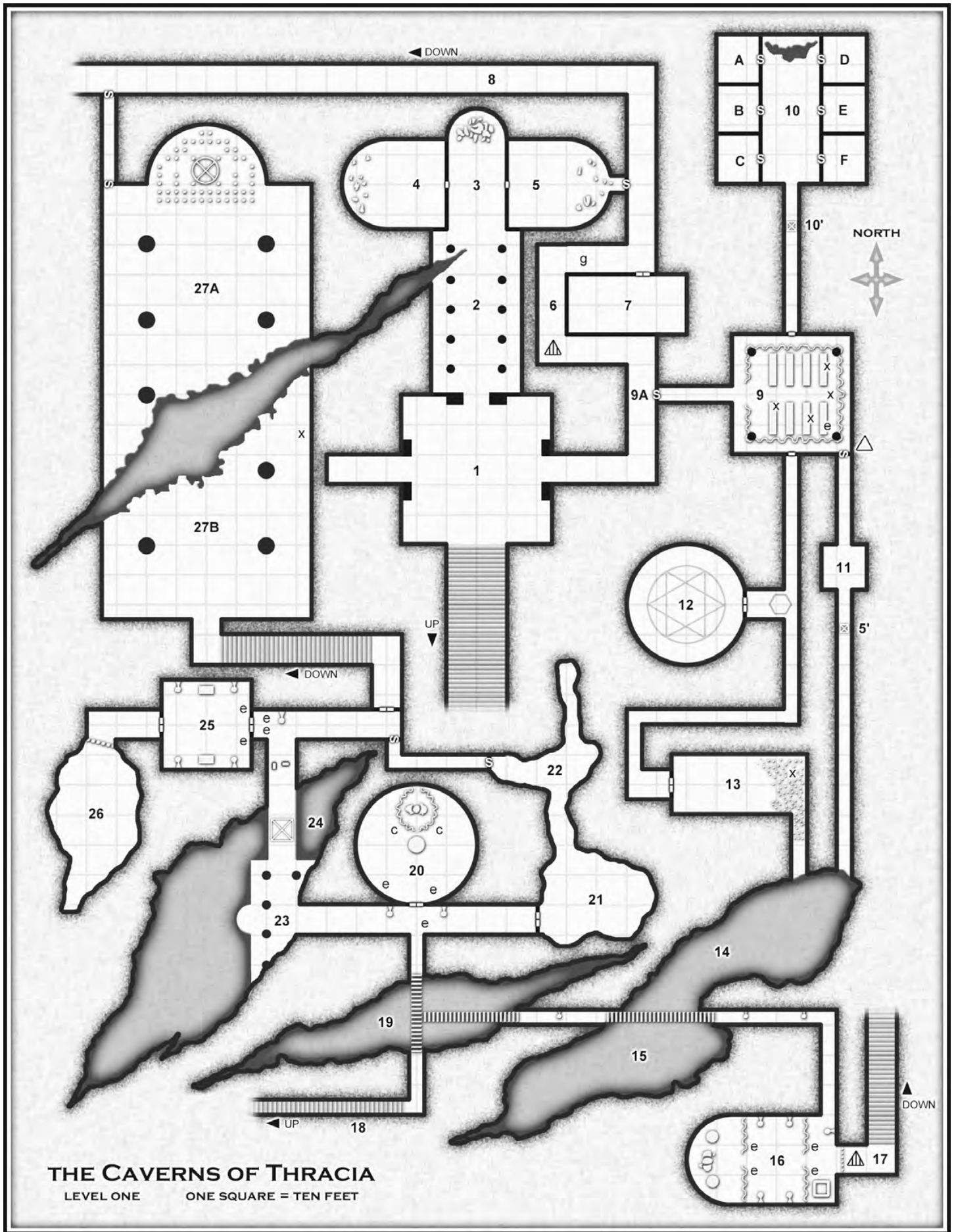
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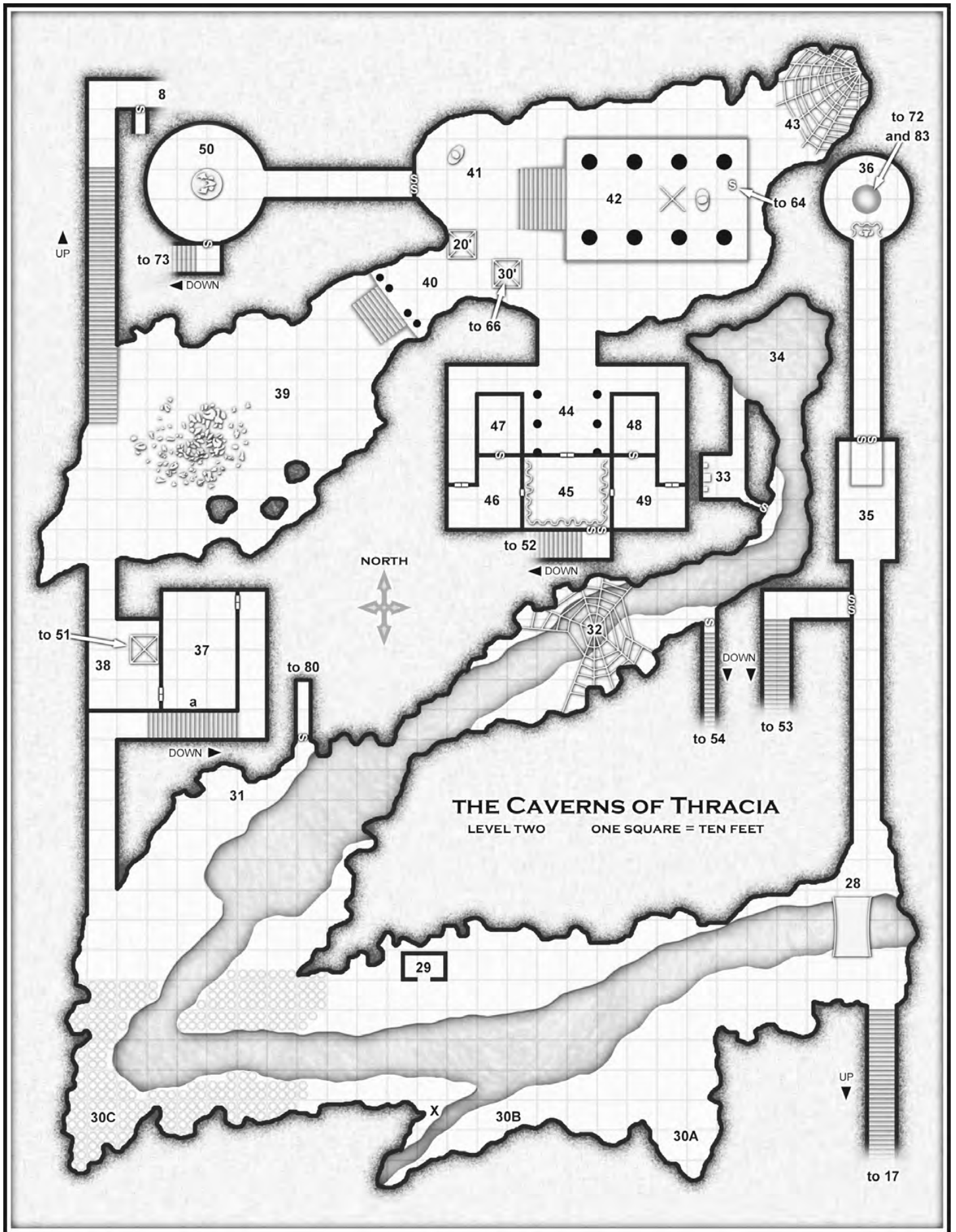
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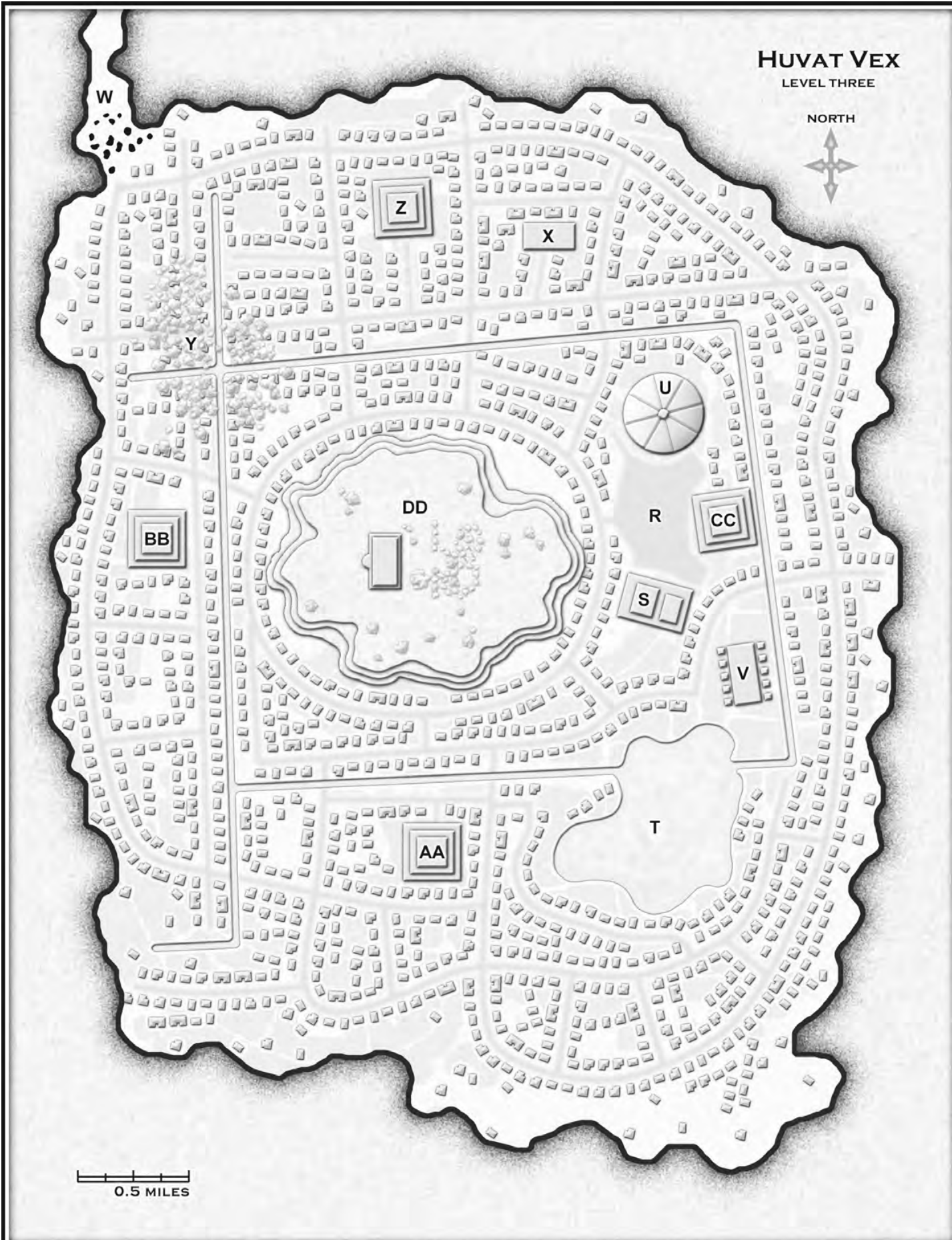




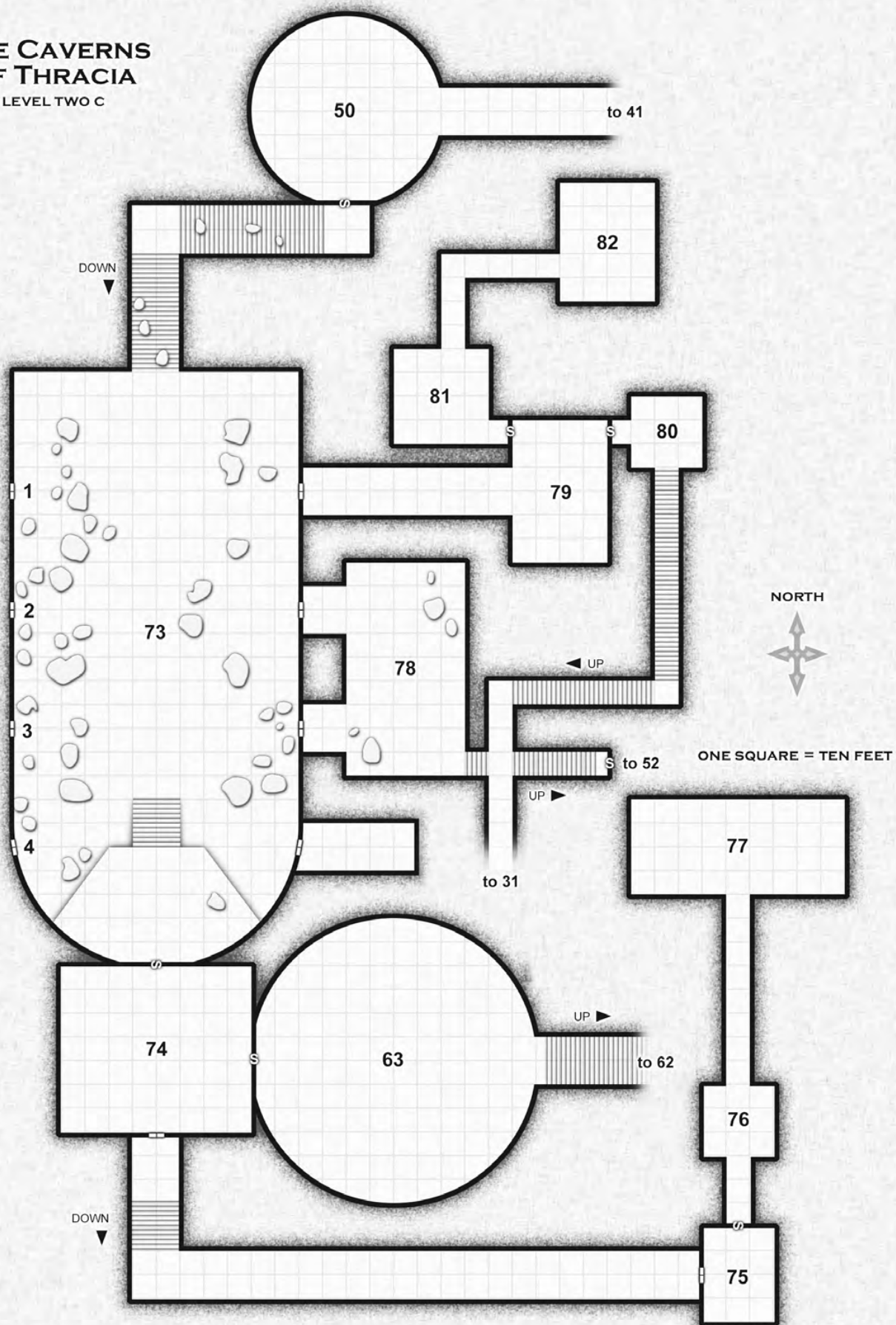
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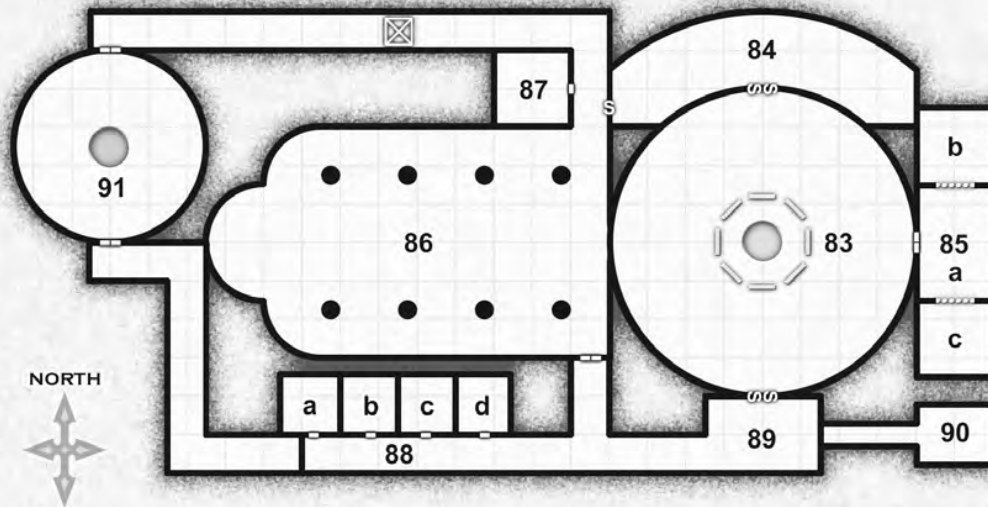


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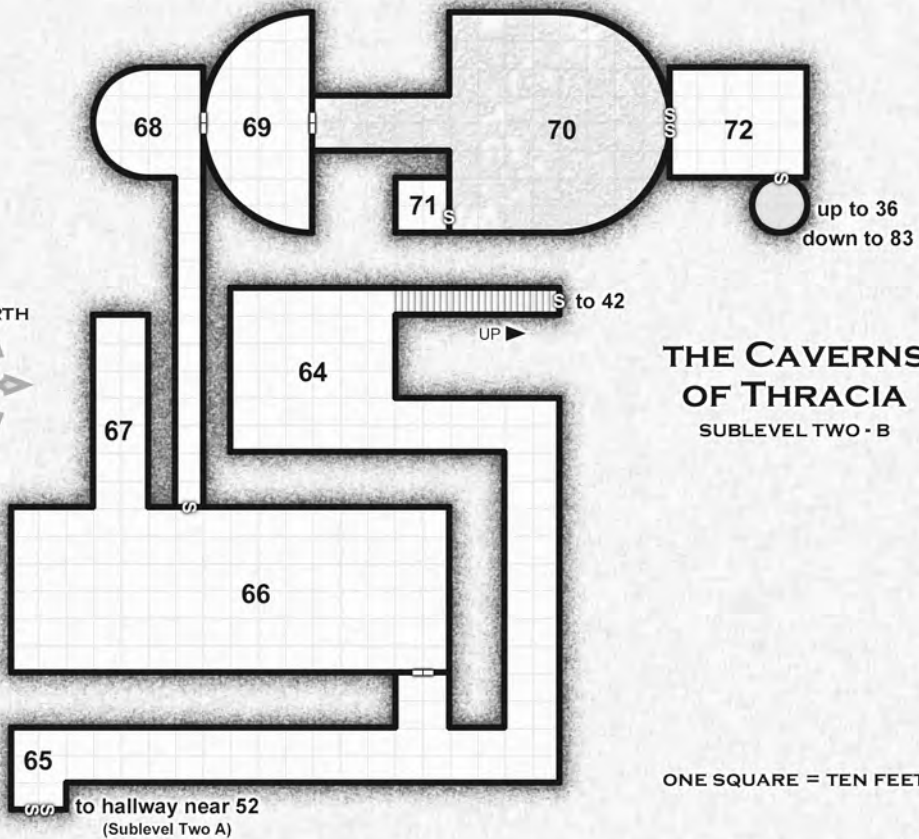


THE CAVERNS OF THRACIA

LEVEL THREE - A ONE SQUARE = FIVE FEET



NORTH



THE CAVERNS OF THRACIA

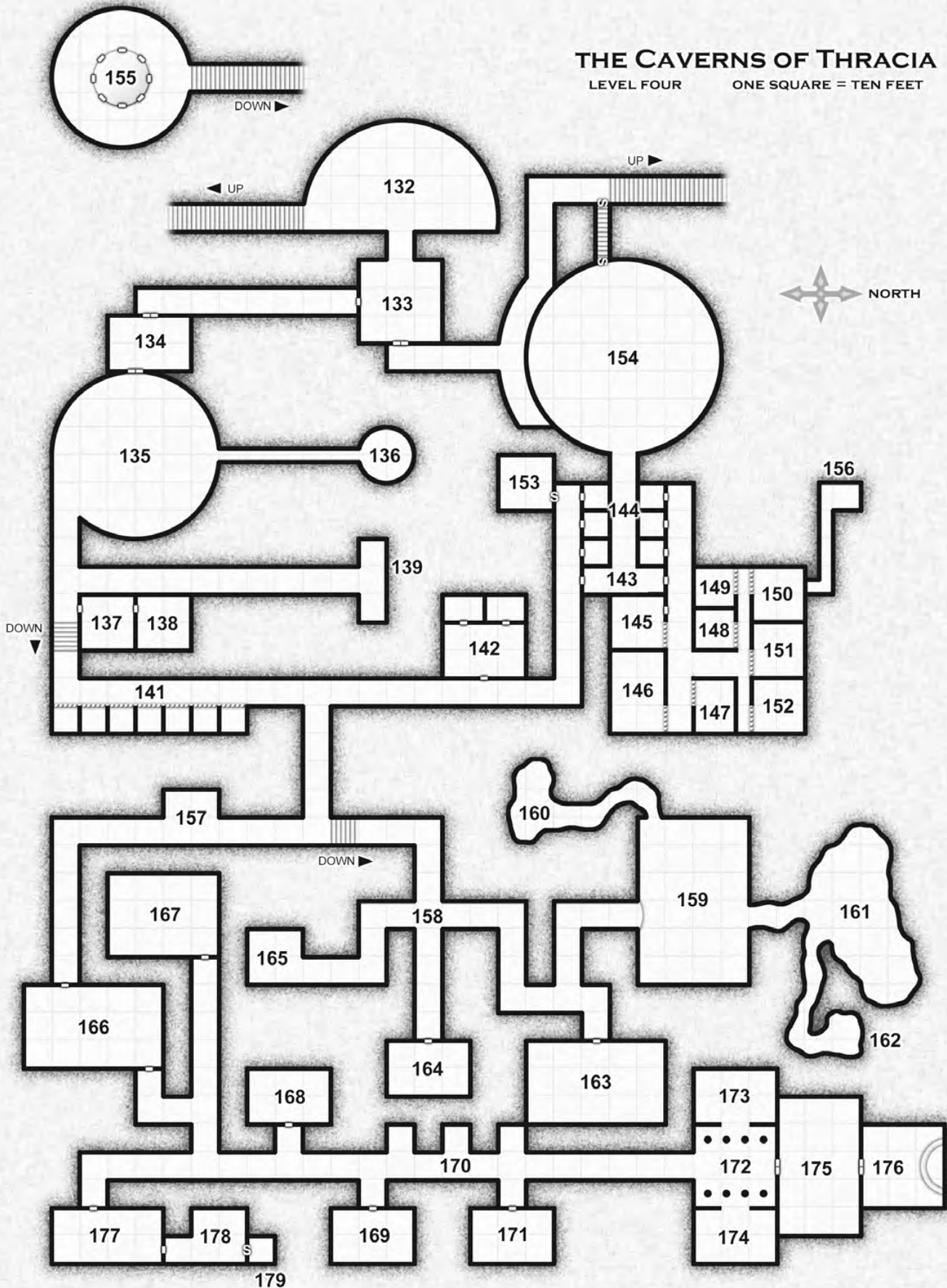
SUBLEVEL TWO - B

ONE SQUARE = TEN FEET

THE CAVERNS OF THRACIA

LEVEL FOUR

ONE SQUARE = TEN FEET



CAVERNS OF THRACIA

A LOST CIVILIZATION

For over a thousand years the things that lurk beneath the waters, skulk in the darkness and lie hungrily in dank crypts have been patient, while all around them men and monsters bicker amongst themselves, bold enough to traverse the dark caverns' depths but afraid or perhaps wise enough to leave the forgotten vaults and hidden passages alone. And still, they wait, undisturbed. They are waiting for you! Beneath the lost ruins of ancient Thracia lie the vast caverns of a once great civilization. While a death cult rules the surface, the Minotaur King and his beast men lurk far below. Descend even deeper into the darkness and discover a lost and arcane world that waits for those brave enough to enter!

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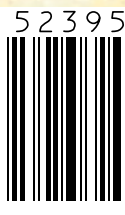


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