

# DUNGEON™

## Dungeon #151

*Dungeon #151* features all-new D&D adventures by Ari Marmell, Edward Albert, and C.A. Suleiman ("Iggwilv's Legacy: The Lost Caverns of Tsojcanth") and Nicolas Logue ("Hell's Heart"). Plus, new installments of *Dungeoncraft*, *Maps of Mystery*, and *Save My Game*.



## Features

### Hell's Heart

#### *Dungeon Adventures*

Check out the climactic finale of Nicolas Logue's three-part Eberron adventure series, which began in with "Chimes at Midnight" and "Quoth the Raven."

by Nicolas Logue



### Iggwilv's Legacy:

#### The Lost Caverns of Tsojcanth

#### *Dungeon Adventures*

A classic 1st Edition adventure returns, newly updated and expanded for 3rd Edition. Delve into Chapters 1-4 of the Lost Caverns here!

by Ari Marmell, Edward Albert, and C.A. Suleiman



## Columns

### We Get By with a Little Help from Our Fans

#### *Dungeon Editorial*

Any period of transition has its rocky moments, and launching magazines online is no exception.

by Chris Thomasson



### Welcome to Dungeon

#### *Dungeon Editorial*

Check out what editors Bart Carroll and Chris Thomasson have to say about the future of *Dungeon Magazine*.

by Bart Carroll and Chris Thomasson



### Episode 1

#### It's Never Too Early

#### *Dungeoncraft*

Sure, a new edition is coming out, and you probably don't have the final rules for it yet (and if you do, please let us know ASAP, because, well, wow...), but does that mean you can't plan ahead for your first 4th Edition campaign? Of course not! Come see some dungeoncrafting in action.



### Delver's Dale

#### *Maps of Mystery*

Christopher West returns to *Dungeon* with a new *Map of Mystery*. Check it out here!

by Christopher West



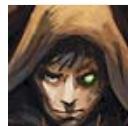
### Save My Game

#### I'm Stephen. I Solve Problems.

#### *Save My Game*

We're talking about those days that, after everyone has left the gaming table and are well on their way home, you raise a fist in the air and scream, "Someone, please, save my game!"

by Stephen Radney-MacFarland





# Hell's Heart

by Nicolas Logue

art by UDON

cartography by Mike Schley

Hate thrives in Hell's Heart. Cordoned off from the rest of Sharn and nestled in the Black Arch district where a thousand swords and glaives surround its obsidian spires, Hell's Heart is a madman's nightmare—a black spot of terror on the pox-ridden underbelly of Sharn. From drooling maniac killers, to family-slaughtering sociopaths and deranged cannibals, the asylum contains Sharn's most twisted minds, but none among them come close to the depraved brilliance of Viktor Saint-Demain.

Undaunted by the recent failure of his protégé in “Quoth the Raven,” Viktor opens a dark final chapter in his plans for vengeance. The mad inquisitive's *coup de grace* not only deals the party a lethal stroke, but also includes his own redemptive rise to heroism as well. A madhouse of killers and deadly traps, plus a doomed future as fugitives and enemies of the Brelish crown awaits those who cross Viktor Saint-Demain. The time is nigh for a final showdown with one of Khorvaire's most dangerous criminal masterminds.

“Hell's Heart” is an adventure for 10th-level player characters (PCs) using the *EBERRON*® campaign setting and set against the murky morals and dark urban landscape of Sharn, City of Towers. This adventure ends the Viktor Saint-Demain adventure trilogy (it serves as the sequel to “Chimes at Midnight” and “Quoth the Raven”), though with minor adaptation a Dungeon Master (DM) can run it as a stand-alone adventure.

Within this adventure, abbreviations indicate materials that appear in other supplements. Those supplements and their abbreviations are as follows: *Complete Warrior* (CW), *Dungeon Master's Guide* (DMG), *EBERRON*® *Campaign Setting* (ECS), *Fiend Folio* (FF), *Libris Mortis* (LM), *Monster Manual* (MM), *Player's Handbook* (PH).

## ADVENTURE BACKGROUND


When a great mind breaks, it becomes more dangerous than a dragon's ire. Viktor Saint-Demain, once Sharn's most celebrated master inquisitive, is now a scourge on the city in which he once solved crimes. In the recent past, mentioning his name instilled a deeply felt tremor of fear in Sharn's citizens. Many who lived in the city after Saint-Demain's first unlawful exploits whispered that the disease of derangement and violence from which Saint-Demain suffered would only grow and fester with time. Several citizens shamefully felt vindicated during the recent killing spree of the Raven, who served as an excellent example of the former master inquisitive's ability to reach beyond his ten-by-ten cell in

Hell's Heart. Some still mutter that Raven, a deranged serial murderer who held the city hostage and reported his sick deeds to the populace in horrifying prose, will not be the last deadly puppet whose strings lead back to Viktor Saint-Demain. Still, with the death of Viktor's dark angel, the majority of the citizens of Sharn have begun to wrap themselves in a warm blanket of false relief, and they ignore the naysayers by claiming that the inquisitive's killing days are over. They believe he's nothing more than a gibbering madman left alone in the dark with his nightmares and his hate. They are fooled.

When madness and genius wed, plans turn within plans, and Viktor's evil stratagems are too numerous and interlaced for any sane mind to grasp easily. Even while he fueled the Raven's dark urges and orchestrated murder and mayhem from behind the scenes, he also laid the groundwork for a more insidious scheme. Simple death cannot satisfy Viktor's hate; instead he wants to bring his enemies as low as he himself has fallen. He plans to plunge the PCs into villainy and drag their reputations through the dark underslime of Hell's Heart. When he's finished with them, the PCs will be nothing more than murderers and fugitives of the law, perhaps destined to spend the rest of their natural lives in Hell's Heart themselves.

A mind as dangerous as Viktor's turns even the worst circumstances into an advantage. Viktor had several chances to escape imprisonment, but he instead arranged to be thrown into Sharn's darkest hole. As soon as he was incarcerated in Hell's Heart, the inquisitive began turning imprisonment to his benefit. He began with the warden and owner of the institution, one Dr. Lucard Karvasi, a rail-thin human arguably no less demented than his charges. The good doctor opened the Karvasi Asylum for the Criminally Insane (better known as “Hell's Heart”) under the auspices of his older sister, whose marriage to King Boranel's uncle earn her special boons of the crown. Karvasi runs the asylum completely unsupervised, and he engages in all manner of horrific abuse, worship of the Mockery, and bizarre experiments on the inmates. His sister also allows the deranged doctor to take his pick of convicted Brelish criminals. Karvasi chooses the most colorful—usually sadistic killers whose warped minds provide much entertainment to the good doctor as he deals with them in a manner that would give hardened, violent criminals nightmares. Viktor believed the notoriety of his Wildnight activities would draw Karvasi's interest.

In his first “treatment” session with the warden of Hell's Heart, Viktor's considerable powers of deduction quickly revealed a crack in Dr. Lucard Karvasi's cold veneer. Lurking in the doctor's polluted mind is a second persona—a drooling wrathful brute born of the doctor's worst perversions and darkest urges, and nur-



tured by Karvasi's constant contact with like-minded souls. Viktor succored this foul splinter of Karvasi's psyche, dubbing the sick thing "Krader," and eventually he helped this persona overthrow Karvasi's higher reasoning. Now Krader serves Viktor like a deranged puppy, and the inquisitive encourages the doctor to vent his debased urges upon the population of Hell's Heart as often as he likes to ensure the brute's loyalty. As soon as he gained control of Karvasi, Viktor began scheming in earnest.

First he contacted an old friend—one he knew who would never turn against him. Ulysses Maldrake is now one of the King's finest swords and an elite agent of the Citadel. But years ago he was a Sharn Watch captain working his way up through the ranks and hot on the trail of Rrregla the Gasper, a brutal choker murderer who crushed the throats of over a dozen members of the Watch. The choker caught Maldrake unawares as he passed under a bridge in Lower Dura, her tentacle snaked around Ulysses's neck, and his world went black. He awakened to a young inquisitive's face framed by an *everbright lantern* above. Viktor Saint-Demain had triangulated Rrregla's attacks and accurately predicted her next hunting ground. He stabbed the choker through the leg and pulled her off Maldrake seconds before the captain slipped off the edge into oblivion. Maldrake still bears the ugly scars across his throat and his voice never recovered, coming in rasps now. He also never forgot what Viktor did for him. When the events of last Wildnight came to light, he was crushed, but secretly in his heart never believed Viktor capable of any wrongdoing.

When Viktor's first correspondence reached him from Hell's Heart, Maldrake felt relieved beyond measure. Viktor hadn't done any of the things others had accused him of doing. Instead, he had fallen prey to a conspiracy that went high—at least that's what Viktor told Ulysses in his letters. Viktor claimed he had stumbled onto a secret plan of Baron Trelib d'Medani's. He went on to say that he had been pursuing the Trelib on that fateful Wildnight in an attempt to kill him for the greater good, but the PCs had intervened on Trelib's behalf.

Baron Trelib d'Medani's master plan is to cripple Sharn's Black Arch district, the military arm of the city. If this succeeds, King Boranel will have dire need of Trelib's services to maintain control of Sharn. Trelib stands to bathe himself in the King's gold and keep several favors in his pocket to play later as he needs them.

All of this is, of course, completely false. Trelib and the King are old friends, but rumors always fly and Maldrake, blinded by his devotion to his savior, believes Viktor's accusations. Saint-Demain warned Ulysses not to share these facts with anyone (Trelib's spies are everywhere). Viktor also told Ulysses that the PCs are long-time agents of Baron Trelib d'Medani. Trelib orchestrated the farce of the Raven's killings to cement the PCs' reputation as heroes and cast more suspicions on Saint-Demain. Preposterous allegations perhaps, but to a man like Maldrake, whose personal code puts him firmly in debt to Saint-Demain, they are hard cold fact. Viktor has him convinced that Baron Trelib d'Medani plans to poison the waterways of Lower Tavick's Landing using emergency reservoirs located beneath Black Arch district. Wrought from the ancient sewers of the city, when it was still known as Shaarat, these reservoirs contain water reserves in case of a siege on Sharn.

The truth is that Viktor discovered these emergency reservoirs after he seized control of Hell's Heart. The asylum's lower level connected directly to them through old sewage tunnels, and Karvasi himself used one as a torture chamber and secret shrine to the Mockery. Viktor filled the reservoirs with alchemical poisons and infusions so toxic they could cripple all of Black Arch district if released into the general water supply. Then the mad inquisitive began sending missives to Maldrake detailing Trelib's "scheme." At the same time he manipulated Karvasi (with Krader in control) to contact Trelib about turning over control of Hell's Heart to House Medani. Always looking for more holding facilities in Sharn, Trelib had long had his sights on Hell's Heart. The fact that his old enemy Viktor Saint-Demain is currently incarcerated there sweetened the deal immensely. Trelib jumped at the chance and began transferring funds to Karvasi.

Official records of these transactions served as part of the "evidence" Viktor brought to Maldrake's attention. Why was Baron Trelib d'Medani sending secret gold to the warden of Hell's Heart, a facility right on top of emergency water reservoirs connected to Black Arch district's waterways? Viktor also sent copies of Karvasi's ledgers showing receipts from alchemists' guilds for huge amounts of toxic substances. Maldrake is convinced and now stands ready to aid Viktor in his crusade against Baron Trelib d'Medani and his insidious agents (the PCs).

Ulysses Maldrake is not Viktor's only pawn. The inquisitive has recruited a whole new menagerie of cat's

paws from Hell's Heart's inmates—some of the vilest souls ever to plague Sharn's shadows.

Now Viktor has scheduled a face-to-face meeting between Dr. Karvasi and Trelib to familiarize Trelib with Hell's Heart's particulars and inmates. Trelib is relishing the opportunity ... and so is Viktor Saint-Demain.

## ADVENTURE SYNOPSIS

The PCs learn that Viktor Saint-Demain is hatching some scheme inside his dark prison. They either investigate him by sneaking into Hell's Heart or they arrive on the scene when Viktor springs his trap. The inmates have control of the asylum and they wait to ambush the PCs. What's worse, Ulysses Maldrake waits outside Hell's Heart with a crack team of Sharn's Watch ready to take the party of "co-conspirators" down. The party has to find Viktor, save Baron Trelib d'Medani from a death trap, prevent the poisoning of Tavick's Landing's water supply, and clear their good names before it's too late.

## BLACK WINTER

Fires rage in the Cogs as Long Shadows draws near. Rescue crews, fire teams, Sharn's skymages, and most of House Lyrandar's weather-wrights fight the blaze. While fires burn below, a blizzard descends from above. What's worse, the coal-black smoke rising like an angry shade off the burning Cogs taints the storm with poisonous vapor. Soot and snow fall as one from the heavens, plunging the entire city into darkness.

The sun cannot pierce the storm's dark shroud, and the only light throughout the city comes from its *everbright lanterns*. The lanterns, and all light sources, are hazed by the ashy snow (cutting their area of illumination to half) and the entire city is suffering from blizzard conditions (DMG 94) throughout this adventure. In addition to a common blizzard, the blackened snow and floating ash threaten to choke anyone moving about the city. For every hour spent out of doors, a PC must make a DC 15 Fortitude save or take 1d6 points of nonlethal damage from the choking black soot.

The storm has continued to intensify for weeks, and the streets are nearly abandoned by all save those with darker business. The city is in turmoil and it's about to get worse when Viktor sets his plan in motion.

## ADVENTURE HOOKS

If you are running this adventure as a sequel to "Quoth the Raven," then the events of this adventure take place only one week after that adventure ends (which puts it right near the beginning of Long Shadows). Viktor has been planning his framing of Trelib for months, and he included the PCs in his letters in case they bested his protégé. The events of "Quoth" have no doubt clued the PCs into the fact that Viktor is as dangerous behind bars as he is on the streets. They may decide to survey his activities of their own accord. If they don't, or even if they do and you want to push them more in this direction, use any or all of the following hooks.

**Sivis Speaks:** The dragonmarked agent of Sivis who handled the official paperwork in regards to the baron's transfer of monies to Dr. Lucard Karvasi smells something incredibly odd about the whole affair and decides to break his oath of silence. The little gnome, named

### THIRD IN THE TRILOGY

This adventure is obviously deeply connected to the events of "Chimes at Midnight" and "Quoth the Raven." If you plan to use this adventure as a stand-alone one, it requires some major changes. The easiest way to use "Hell's Heart" is to replace Viktor Saint-Demain with a major nemesis of your PCs in your home campaign. Have this nemesis end up tossed in Hell's Heart, wherein he or she hatches a plan to take the PCs down and ruin their reputations.

Alternatively the PCs need have no earlier connection to Viktor. Instead the madman could have followed their exploits from features in the *Sharn Inquisitive* and made them the targets for his awful frame-up, fabricating whatever evidence he needs to connect them to Baron Trelib d'Medani.

Or feel free to use the other adventure hooks below to draw the PCs into the coming storm at Hell's Heart. Perhaps investigating the imprisonment of Daragun Mroranon or looking into Dr. Karvasi's odd behavior as of late causes the PCs to close in on the asylum and become perfect patsies for Viktor's rise to redemption.

If you ran your party through "Chimes at Midnight" and Viktor was slain, it is a simple matter to believe Viktor had a contract with Jorasco to bring him back from the dead—though of course he still went to trial and got sent to Hell's Heart for his crimes.

If Corbin Eldridge (the Raven) survived his encounter with the PCs in "Quoth the Raven," then feel free to add him to the menagerie of minions serving Viktor inside Hell's Heart.

Danten Senlo, doesn't want to approach the authorities with someone as important as Trelib involved, but instead he ends up seeking out one or all of the PCs. He brings copies of the transactions of gold from Trelib to Karvasi. Danten has no idea what the money is for, but he knows enough to know it's big and someone needs to dig further.

**Dwarf's Family:** Daragun Mroranon, an inmate of Hell's Heart, is innocent of his crimes. The quori infesting his nightmares takes control of his sleeping form to commit dreadful acts. He was convicted of multiple slayings and hurled into Hell's Heart. His family wants him out, and his father knows Daragun came to Sharn's Morgrave University to study a rare Xen'drik tome connected to the ancient Quori invasion. Daragun's father, named Tyranok, believes (correctly) that his son is held by some fell power. Tyranok is a wealthy member of the Mroranon Clan. He offers to reward the PCs greatly if they can free both his mind (from the quori) and his body (from Hell's Heart).

**Karvasi's Brother-in-Law:** Viktor's plan is almost perfect, except while Karvasi dances to Krader's beat, he is not entirely himself. The second persona can force the good doctor to do a number of things (even make simulacrum of the orderlies, and weapons for the inmates), but the good doctor is stiff and odd under Krader's control. Recently his sister has called upon him a number of times to come up to Sky's Ledge and enjoy a fine meal, but Viktor has made sure Krader excused himself from all requests. Karvasi's brother-in-law, Roland ir'Hann, is concerned about the good doctor. Lucard has always been strange, but now he has sequestered himself in his asylum and sees no guests. Roland ir'Hann is worried his brother in law may have finally gone off the deep end (he went off the deep end long ago in point of fact) and hires the PCs to see what's wrong with him.

## CHAPTER 1: INVESTIGATIONS

Before leaping into the fires of Hell, the PCs might want to gather intelligence first. Consult the following lists if the PCs decide to ask around about Hell's Heart, or if they shake down those in the know in Sharn's underbelly. Gather Information can be used for any of the following lists, though it's difficult to track down most sources of information thanks to the Black Winter, so impose a -5 penalty on any Gather Information checks (other checks are unaffected).

### Knowledge (local)

**DC 20:** A young soldier in the Black Arch district informs the PCs: "I don't go near Hell's Heart. The things they keep locked up in there ... I shudder to think it. I don't know what goes on in the asylum, but some of the other guys in the unit, they say they've heard screams from there at night ... screams to make a grown man's bowels quake. Dark things go on there if you ask me."

**DC 25:** An aged but burly hobgoblin used to work as an orderly there. He whispers to the PCs over an ale: "Old Doc Karvasi ... he's as crazy as any of his inmates. Sick bastard he is. Cuts on the prisoners—takes 'em down below the asylum too. They come back burned and twisted if they come back at all ... I couldn't work there anymore ... I need another ale."

**DC 30:** A delivery man who brings sundries to Hell's Heart every week reports: "Something's gone wrong up there. The hobgoblins what work for Karvasi have gone all strange ... don't hardly speak even anymore. Karvasi himself he ain't right neither no more. Got a wild look to his eyes—used to be such a soft-spoken man."

### Knowledge (nobility and royalty)

**DC 15:** A lady named Minerva who spends most of her waking hours at court once told the PC the following: "Baron Trelib d'Medani is one of Boranel's closest friends. They are almost like kin. The good baron would never do anything to hurt the crown, and the King would do anything in his power to help the baron out. Never been any bad blood between them."

**DC 25:** A well-dressed fop and attendee at most posh parties in Sharn gossips: "Baron Trelib d'Medani has had his eye on acquiring Hell's Heart for some time now. He wishes to expand his holdings in Sharn, and he would jump at the chance to purchase a ready-made prison facility. Word is Lucard Karvasi wouldn't sell before, but now it's rumored he's had a change of heart and offered Hell's Heart to the baron, but made him pay him in discreet transactions over time ... odd that."

**DC 30:** A retainer highly placed in the Medani family gets too drunk and let's slip: "Baron Trelib d'Medani is getting a look at his new property on Long Shadows. He's being given a grand tour of Hell's Heart by that ghoulish doctor caretaker. He's taking a retinue of his finest bodyguards and of course his daughter Zelina. I'll bet he can't wait to spit on Saint-Demain's scarred face."

Besides asking around, the PCs may wish to survey Hell's Heart directly. If they see the asylum, read them the following:

*More of a fortress than the garrisons that surround it, Hell's Heart is a windowless nightmare of black stone and barbed wire. The place is designed to contain horrors no mortal should ever see, and obsidian walls with razor-steel teeth atop them surround it. Three obsidian spires rise from the asylum proper, and the middle, tallest spire has arches at the top that frame a large brass bell.*

If the PCs observe the facility from the outside, they notice that no one leaves or enters at all. If anyone succeeds on a DC 25 Knowledge (architecture and engineering) or (dungeoneering) check, or if they decide to check plans of the area below the asylum either at Morgrave University (or even the Old Archives detailed in "Quoth the Raven"), they learn that Hell's Heart stands over a complex and multilayered system of old sewers, below which are the ancient reservoirs of Shaarat. These reservoirs are now filled with emergency water in case of a siege, though they have been ignored (for the most part) since the Last War came to an end—no one patrols them any longer.

## THE DEVILS OF HELL'S HEART

The files on Hell's Heart's current residents read like a gazetteer of the Abyss's foulest demons. Below is information on the deadliest of Hell's Heart's inmates. A DC 20 Gather Information or Knowledge (local) check grants a PC the above information on one inmate (determined randomly each check, and a PC might get repeated information with multiple checks).

**Scorn:** Scorn is a warforged killer who believes his soul was replaced with his creator's shortly before a House Cannith strike team arrived and killed his human master. Scorn went completely insane. His condition surfaced in response to the horror of watching his father-figure (creator) slaughtered in front of him and his inability to accept it. Scorn has been killing ever since. He calls himself Terlaxin d'Cannith now (his maker's name). He collects grisly trophies from his victims because he is trying desperately to incorporate them into his own body in a misguided attempt to regain his lost "humanity." The result is a walking horror that not only looks terrible but has a putrid, rotting smell that precedes it.

**Grimgraj:** A failed monk who ended up doing smash-and-grab and second-story jobs in Sharn, he was one of Viktor's first big cases. Either slain by the



PCs in the “Chimes at Midnight” adventure, or killed afterward, Grimgraj was raised as a horrific undead by Dr. Lucard Karvasi (one of his more successful experiments). Now he’s back to serving his old master Viktor Saint-Demain.

**The Shoebox Killer:** Saal “Leather” Grabaal is a withered old little goblin in his sixties with thick spectacles. He worked as a cobbler in Callestan for over forty years. During the last two decades of his career more than eighty corpses turned up in the alleys and gutters, all with their feet hacked off at the ankle. Quiet little Saal became known as the “Shoebox Killer” after an inquisitive cracked the case, finding over eighty pairs of perfect leather shoes in a dank cellar beneath the cobbler’s shop—with severed feet snugly lodged in each pair. Now Saal calmly cobbles shoes in his ten-by-ten cell, seeming nothing more than a grandfatherly sweet old goblin. He is the only inmate whose screams aren’t heard echoing through the asylum during his rehabilitation sessions with Dr. Karvasi. The goblin never makes a sound as Lucard tortures him. Viktor is not stupid and leaves this unpredictable homicidal killer behind bars.

**Mako:** Killing is all Mako knows. He felt no shred of remorse when he ate his mother’s heart at the age of eleven, and the mass murders earning him a stint in Hell’s Heart do not weigh on his conscience in the least.

The shifter believes he is descended from wereshark blood, and so far Karvasi’s vivisection sessions turn up startling evidence supporting the killer’s claim. Mako’s neck sports pink vestigial gills like sickly scars, and his eyes are pitch black when he is calm, betraying no emotion whatsoever. When he shifts or when he catches the scent of fresh blood, his eyes go milk white. Mako claims he cannot remember the faces of the twenty-six people he devoured, though he dreams fondly of past meals. After Viktor unleashes him, Mako prowls the sewers waiting to prey on the party.

**Scrimshaw:** This sickly albino gargoyle was once captured by Viktor Saint-Demain, which put a stop to a two-week-long killing spree inspired when a cleric refused to cure the gargoyle’s bizarre disease. His rocky hide still flakes bone-white chips, and he has added a few more finger-bones to his trophy necklace since the last time the PCs crossed his path. Now the psychopath is a resident of Hell’s Heart, all arranged by Viktor through his proxy Dr. Karvasi. If Scrimshaw was slain during “Chimes at Midnight,” feel free to apply the gravetouched ghoul template (*Libris Mortis*) to him (courtesy of Dr. Karvasi’s experiments) or replace him wholesale with some other deranged murderer ... possibly a member of Daask recruited by Viktor (and alter Encounter A11 as needed).

## PATIENTS, INFILTRATORS, AND VISITORS


**A New Patient:** The PCs may choose to infiltrate the facility as a new patient. While Lucard Karvasi usually handpicks his patients, his arrangement with the crown is contingent upon allowing them to dump a few undesirables on him from time to time. If you used the Sivil Speaks hook, Danten Senlo might forge the transfer papers necessary to get the PCs into Hell’s Heart (though some mummery may be in order to disguise a few folk as Citadel guards in charge of the transfer). Anyone brought to the asylum is immediately restrained in a straitjacket and leg irons (–4 penalty on all attacks, saves, and skill checks, plus take only one standard action or move action per round, cannot take full-round actions, casting spells with somatic components is impossible as well). A DC 35 Escape Artist check is necessary to slip the jacket and wriggle free of the leg irons. A DC 30 Open Lock check (though it cannot be made by the person restrained) frees the person as well.

If one or more PCs are placed in Hell’s Heart, they are locked away in sunless individual cells in A5 and A6 (cell blocks). Unless they have the ability to spring themselves, they wallow here until Viktor springs his trap.

**The Sneaky Way:** The PCs may decide to infiltrate the asylum through magic (*dimension door*) or by crawling through the sewer tunnels. This path takes the party past A18 (sewer tunnels on page 20) (though the mohrgrs do not harass them unless they enter that area), and emerges in the asylum in A10 (privy and sewer access). The PCs must then do their best to remain unseen, which is fairly easy since the residents of Hell’s Heart are busy preparing for the baron’s visit. They need only make a DC 10 Hide or Move Silently check every hour to avoid crossing paths with the rambling inmates (though feel free to narrate some tense close calls as you like).

**Along for the Ride:** If the PCs have a good relationship with Baron Trelib d’Medani (most likely they do if they saved his life and his daughter in “Chimes at Midnight”), they may wish to go to the baron directly. As much as the baron respects and values the PCs’ counsel, they don’t really have any hard evidence that something is amiss at Hell’s Heart. Also Baron Trelib d’Medani is planning on bringing some of his finest sentries and inquisitives with him on his visit. He is a proud half-elf and has no wish to appear nervous or weak in front of Viktor, or Dr. Karvasi for that matter. He refuses to allow the PCs to accompany him on his visit unless they succeed on a DC 30 Diplomacy check.





**Julian Gevard II:** Julian Gevard II was born with a strange mutation resulting in an unfortunate and uncanny resemblance to an anthropomorphic walrus. Estranged from his family, he worked as a carnie for a while before being offered a job as butler for an eccentric socialite who took great pleasure in employing freaks and oddities on his serving staff. After his posting as butler, residents of the districts near Julian's master's chateau began to turn up dead, their heads caved in by blunt trauma. The police finally connected the killings to Gevard's silver walking stick, and when they tried to apprehend the mild-mannered walrus-man, he crushed the skulls of six arresting officers and then led the Watch on a city-wide manhunt, leaving a swath of corpses in his wake. Now, Julian spends his days expanding his insect collection (Karvasi brings him butterflies since he shares the walrus-man's interest in entomology). He is well behaved though on occasion requests to see his beloved walking stick: "I do indeed miss my cane. It was silver . . . and red I think, dripping red, no no, that can't be right, dear me . . ." Once freed, the walrus man descends to the hidden shrine below the asylum where he tortures captured House Medani sentries for sport.

## CHAPTER 2: DESCENT INTO HELL

If the PCs wish to gain access to Hell's Heart prior to Baron Trelib d'Medani's visit, they have a few avenues open to them. Where appropriate in this chapter, you can find sidebars detailing the most obvious options players may take.

### BEFORE THE BARON'S VISIT

Before the night of Viktor's brilliant scheme's realization, the asylum remains locked tight against the Black Winter. The hobgoblin orderlies have all been murdered and replaced with simulacra that bumble about. The inmates roam the asylum drooling at the chance to vent their freakish urges on Baron Trelib d'Medani's party while illusory versions of the sick killers created by Karvasi wallow in their cells in the madmen's place. Under orders from Viktor, the psychopaths have laid traps and ambushes for the baron and his party. It has been far too long since they've tasted warm blood and toyed with a mewling victim.

Baron Trelib d'Medani arrives after sundown on the first day of Long Shadows with his daughter Zelina and twelve of his sentries (ECS 235).

### THE BARON'S VISIT

When Baron Trelib d'Medani arrives, Dr. Lucard Karvasi greets him and his retinue. Divide and conquer is the order of the day. The good doctor grants the baron's sentries free run of Hell's Heart, allowing them to get a first-hand view of the place. They split into a few groups and begin to check out the asylum—all groups check for threats to the baron (dozens of bloodthirsty killers are locked up here after all). Meanwhile, Viktor's cronies wait in ambush. They quickly overpower the half-elves. Krader lures the baron himself into A13, where the gas trap there renders Trelib, Zelina, and his closest bodyguards unconscious. He then employs a *scroll of teleport* to get them down to the reservoir (A20).

#### Patients, Infiltrators, and Visitors: When the Baron Visits

**A New Patient:** If the PCs infiltrated as patients, they are most likely locked in their cells unless they've escaped. If they cannot get free, simply have one of the baron's sentries escape an ambush and end up in the cell block to hide out and re-group. Now the PCs get to try and convince the half-elf that they aren't actually psychopaths and that he or she should free them so they can help. This requires a DC 25 Diplomacy or Bluff check.

**The Sneaky Way:** If the PCs infiltrated through the sewers before the baron's visit, they may witness the ambushes and intervene if they wish. If the PCs infiltrate after the baron's visit, then they arrive in A10 to a strangely quiet asylum. The encounters and room descriptions assume this is the case and are written as if the baron has already been placed in his death trap in A20 and his sentries are already neutralized (or in some cases being horribly tortured to death).

**Along for the Ride:** If the PCs infiltrated as part of the baron's retinue, Trelib asks them to accompany a few of his sentries in their inspection of the facilities. The sentry in charge of the party's group heads into A11 (Entomology Suite) and triggers the encounter. Run the encounter and add three sentries to the PCs party, though they are likely slain quickly by the swarms of vermin bursting from the display cases there. If the PCs insist on not leaving the baron's side, they end up in A13, where they are gassed themselves and left to rot in one of the cellblocks afterward. Take a look at the Cinematic Action vs. Game sidebar for more ideas on how to handle this part of the adventure.

## CHAPTER 3: THE MISGUIDED LAWMAN

Ulysses Maldrake is hell-bent on catching the PCs. He can't wait to vindicate Viktor Saint-Demain and send the duplicitous (or so he thinks) PCs to meet the justice they deserve. He has had the PCs tailed for some time by contacts in the Dark Lanterns, and he has staked out the asylum personally in case they show up. Feel free to allow the PCs a DC 25 Spot check to notice that agents of the King are tailing them. If they notice, the party may even wish to do some legwork to learn why they are being tailed and discover Maldrake's intentions toward them. This is left to the purview of the DM.

If the party makes a move to enter the asylum, Maldrake tries to arrest them. If the party enters with Baron Trelib d'Medani's entourage, he lets them go in under orders from Viktor ("so he can catch them in the act"). Otherwise the party faces with the daunting notion of battling a member of the Citadel elite.

Ulysses and his crew are posted around the exterior of the asylum, with one sergeant and four members of the Watch on every side of the asylum. Maldrake stands ready by the front gates with six members of the Watch. As soon as one of Maldrake's crew spots the PCs, the PCs are ordered to hold and stand down. Maldrake arrives 2 rounds after that. Any PC who makes a DC 10 Knowledge (local) check is instantly aware of Maldrake's rank when the Citadel agent steps from the shroud of falling black snow, flashes his royal signet ring, and speaks the words "In the name of King Boranel, I command you to drop your weapons and lay them on the ground. You are bound by Brelish law for high treason and conspiracy against the crown."

Any PC who succeeds on the check is aware that assaulting a Citadel elite is a serious offense, and killing a member of the elite is a capital crime. The PCs would do their best to get by Maldrake and his people without resorting to murderous means.

If the PCs infiltrate the asylum with the baron or somehow sneak past Maldrake without being detected, you should feel free to have Maldrake storm the asylum at any point during the adventure (pick a suitably dramatic moment) and try to take the party down.

You may also have Maldrake drive the action and ratchet up the tension of the whole adventure. If the PCs dally too long in any one area, Maldrake sends more of his Watch sergeants and their teams after them, which the PCs can detect with a DC 10 Listen check as the guards noisily storm their way through the asylum. If things start to get too slow, have Maldrake

show up in person, crossbows blazing. Maldrake is a Citadel elite, so feel free to assume he has an endless supply of Watch minions at his command with which to plague the PCs.

**ULYSSES MALDRAKE**  
hp 65 (12 HD)

**CR 12**

Male human fighter 8/Citadel elite 4  
LN Medium humanoid  
**Init** +7; **Senses** Listen +3, Spot +5  
**Languages** Common

**AC** 19, touch 13, flat-footed 16; Dodge, Mobility (+3 Dex, +5 armor, +1 insight)  
**Fort** +7, Ref +6, Will +7

**Speed** 30 ft. (6 squares); Shot on the Run  
**Melee** +1 *spell storing longsword* +15/+10/+5 (1d8+3/19–20)  
**Ranged** +2 *icy burst repeating light crossbow* +19/+14/+9 (1d8+2/17–20 and 1d6 cold)

**Base Atk** +12; **Grp** +14

**Atk Options** Point Blank Shot, Precise Shot, Quick Draw, combat sense (attack)

**Combat Gear** *potion of cure serious wounds, potion of bear's endurance, potion of darkvision, iron bands of Bilarro*

**Abilities** Str 15, Dex 17, Con 10, Int 11, Wis 12, Cha 11  
**SQ** additional action points, Citadel training, diplo-

### Cinematic Action vs. Game

In terms of strategy, the optimal way for the PCs to play through this adventure is to infiltrate before the baron's visit and deal with Viktor long before Trelib arrives. Sadly, this is the least exciting way for the adventure to unfold.

You may wish to limit the PCs from this option to increase their fun in Hell's Heart. You can do this by feeding them information about Hell's Heart too late for them to infiltrate early. You may also wish to use Maldrake to keep them out before the baron's visit.

On the other hand, if the PCs play their cards right and gather information well, you may want to reward them by allowing them to infiltrate early and have an easier time of things.

The potential for exciting and cinematic gameplay is strong if the PCs accompany the baron into the asylum, but if you want the big pay off for the final encounter in the reservoir, you have to ensure that Dr. Karvasi can knock out the baron, his daughter, and his bodyguards, and teleport them to the reservoir without the PCs stopping him. Again, if they play well and stop Karvasi, that's okay too. If that's the case, though, you may want to have some alternate hostages in mind for the reservoir encounter with Viktor.

matic protection, royal contact

**Feats** Alertness, Dodge, Exotic Weapon Proficiency<sup>B</sup> (repeating light crossbow), Greater Weapon Focus<sup>B</sup> (repeating light crossbow), Improved Critical<sup>B</sup> (repeating light crossbow), Improved Initiative, Mobility, Point Blank Shot, Precise Shot<sup>B</sup>, Quick Draw<sup>B</sup>, Shot on the Run<sup>B</sup>, Weapon Focus<sup>B</sup> (repeating light crossbow), Weapon Specialization<sup>B</sup> (repeating light crossbow)

**Skills** Bluff +4, Climb +8, Diplomacy +6, Gather Information +5, Intimidate +12, Jump +9, Knowledge (local) +4, Listen +3, Search +2, Sense Motive +4, Spot +5, Swim +8

**Possessions** combat gear plus long black leather coat, gray and black pants, +2 *studded leather armor, boots of striding and springing*, +1 *spellstoring longsword (hold person)*, +2 *icy burst repeating light crossbow*, and a bandoleer of bolt cases with the following attached: 2 cases of adamantine bolts, 1 case of byeshk bolts, 1 case of silver bolts, 1 case of cold iron bolts

**Citadel Training (Ex)** Maldrake is trained as Breland's finest, gaining a +2 insight bonus at 1st level on all Diplomacy, Gather Information, Search, and Sense Motive checks.

**Additional Action Points (Ex)** Maldrake's maximum action points per level increases by 1.

**Combat Sense (Ex)** Maldrake's specialized training helps develop an intuitive ability to avoid danger. He gains a +1 insight bonus to AC. Maldrake applies this same intuitive sense to striking opponents in combat as well as avoiding blows. He gains a +1 insight bonus on attack rolls.

**Diplomatic Protection (Ex)** Maldrake has a signet ring from the King of Breland. This ring provides him protection from the law, giving him *carte blanche* in Brelish territory, though in neighboring countries this protection is only as extensive as the courtesy that country decides to extend.

**Royal Contact (Ex)** Maldrake's contact is an artificer named Drang Sentaro who keeps him well stocked with magic items and keeps his spellstoring sword full with whatever effect he requires for a specific mission.

## 2 SERGEANTS

hp 25 each (3 HD)

Male or female dwarf fighter 3  
LG Medium humanoid  
**Init** +2; **Senses** Listen +1, Spot +1  
**Languages** Common, Dwarven

**AC** 15, touch 12, flat-footed 13; +4 against giants (+2 Dex, +3 armor)

**Fort** +6, **Ref** +3, **Will** +2; +2 against poison, spells, and spell-like effects

**Speed** 20 ft. (4 squares)

**Melee** morningstar +4 (1d8+1/19–20)

**Ranged** light crossbow +5 (1d8/19–20)

**Base Atk** +3; **Grp** +4

**Atk Options** Point Blank Shot, Precise Shot, Rapid Reload, Rapid Shot

**Abilities** Str 13, Dex 15, Con 16, Int 8, Wis 12, Cha 8

**SQ** dwarf traits

**Feats** Point Blank Shot, Precise Shot<sup>B</sup>, Rapid Reload, Rapid Shot<sup>B</sup>

**Skills** Appraise –1 (+1 if stone or metal), Craft (any) –1 (+1 if stone or metal), Intimidate +5

**Possessions** studded leather armor, sap, morningstar, light crossbow, 20 bolts, symbol of the Sharn City Watch, pouch containing 12 gp, 6 sp, identification papers

## 6 GUARDS

hp 14 each (2 HD)

Male or female human warrior 2

LN Medium humanoid

**Init** +0; **Senses** Listen +2, Spot +2

**Languages** Common

**AC** 13, touch 10, flat-footed 13 (+3 armor)

**Fort** +4, **Ref** +0, **Will** +0

**Speed** 30 ft. (6 squares); Run

**Melee** halberd +3 (1d10+1/x3) or

**Melee** sap +3 (1d6+1 nonlethal)

**Base Atk** +2; **Grp** +3

**Abilities** Str 13, Dex 10, Con 12, Int 10, Wis 10, Cha 8

**Feats** Alertness, Run

**Skills** Climb +5, Intimidate +5, Jump +5, Listen +2, Spot +2

**Possessions** studded leather armor, sap, halberd, symbol of the Sharn City Watch, 3 gp, identification papers

**Tactics:** If the PCs cross paths with Maldrake and his team, he sends the other members of his crew in to harry the party as he barrages them with fire from his repeating light crossbow.

## CR 3

## CHAPTER 4: FROM HELL'S HEART I STAB AT THEE

Once Viktor's plan is sprung and the PCs are inside Hell's Heart, they must round up his dangerous minions, investigate the premises to learn his insidious plot, and finally confront the deranged inquisitive in the emergency reservoir below the asylum.

### A1. ATRIUM

*A few simple tapestries depict serene landscapes unmarred by structures or violence in this bleak, black stone entryway. Lush rolling hills of green and snow-capped mountains calm a disturbed mind or tortured soul. Beyond the far wall a strong barred door keeps visitors out, and it possibly contains nightmares within it.*

Karvasi greets guests to the asylum in the atrium, a room that helps establish the façade of Hell's Heart as a rehabilitation facility.

### A2. STAFF QUARTERS

*These simple bunks are neatly made with clean white sheets and woolen blankets. They appear pristine and well-ordered. Thick oak strongboxes rest at the foot of each bunk.*

The asylum's contingent of a dozen hobgoblin orderlies and five goblin groundskeepers kept their quarters here. Now they have been replaced with simulacra who wander the asylum aimlessly—they are little more than drooling half-wits.

### A3. MESS HALL AND KITCHENS

*Chipped wooden tables and rickety stools fill the foreground of this chamber. Behind them, several simple coal stoves rest against the wall next to storage bins for grain and other food items.*

The orderlies and Dr. Karvasi took their meals in this room. On occasion, they would bring one or two inmates in full restraints along with them. Karvasi tells guests it's to better re-socialize them, but mostly it was to mock and deride the hungry inmates while the orderlies gluttoned themselves on food.

### A4. PROMENADE

*This spacious hallway runs the entire length of the asylum with wide corridors stretching into murk in both directions. Points of dim red light are the only illumination. The hellish*

*glow emanates from crimson everbright lanterns mounted every 30 feet on the walls. Numerous heavy iron-shod doors leave this area for the dark unknown, and a black steel portcullis closes off each end of the promenade. From the west, the muffled shrieks of some pained creature echo in the dark.*

The piteous screams echoing from the west are coming from A9, where a House Medani sentry is currently being burned alive in the white-hot kiln much to the joy of Scorn and Scrimshaw. They hope the blood-curdling cries will draw the PCs into their ambush.

### A5 AND A6. WESTERN AND EASTERN CELLBLOCKS

*A repugnant blend of bodily stenches emanates from this black hole. The obsessed lamentations of the purely mad whisper in the dark, and all manner of tormented inmates peer out between heavy iron bars and cracked mortar. No braziers provide light to dispel the inky darkness here. Instead, madmen are left alone in the ebon murk with nothing but their nightmares to keep their counsel.*

Most of the occupants in these cell blocks are illusory (replacements for Viktor's cat's paws), but a few—those Viktor could not bend to his will or those useless to his plans—remain. Interaction with these programmed images allows a PC a DC 17 Will save to perceive them as nothing but illusions.

**Creatures:** In one of the cells in A5 sits a grandfatherly old goblin with withered hands and a leathery old puckered face. Oversized spectacles rest on his crooked nose. His name is Saal Grabaal, though once Sharn knew him as the Shoebox killer. Viktor is no fool. He left Saal locked away because the goblin is perhaps the single most dangerous resident of Hell's Heart. The goblin has killed more victims than any two other inmates combined, and his mind is a maze of razors that Viktor has no intention of braving.

**SAAL GRABAAL, THE SHOEBOX KILLER**  
hp 44 (12 HD)

**CR 12**

Male goblin rogue 7/invisible blade 5

CE Small humanoid (goblin)

**Init** +5; **Senses** darkvision 60 ft.; Listen +15, Spot +17

**Languages** Common, Goblin

**AC** 18, touch 18, flat-footed 10; uncanny dodge, unfettered defense

(+5 Dex, +3 unfettered defense)

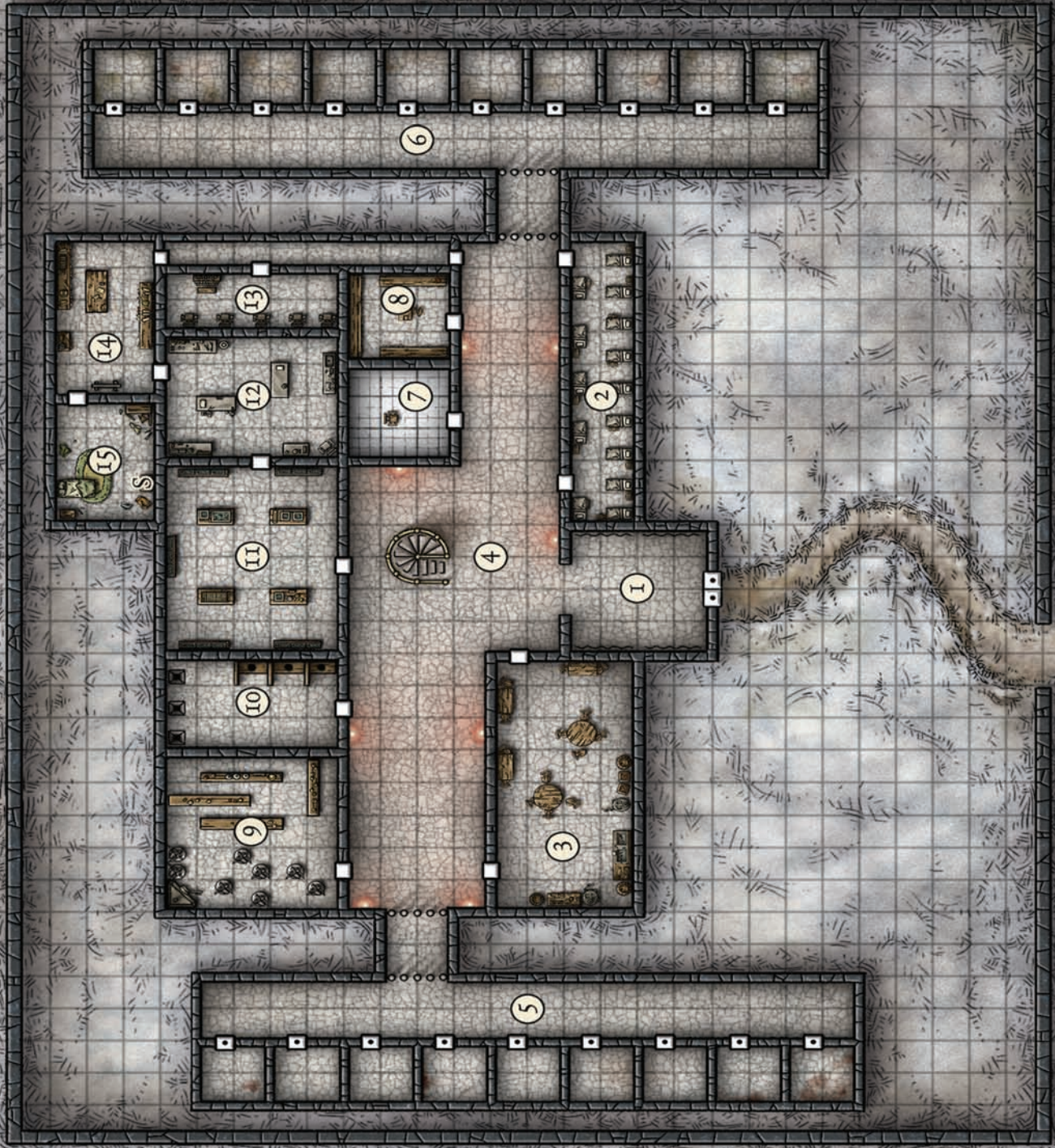
**Fort** +3, **Ref** +14, **Will** +9; evasion

**Speed** 30 ft. (6 squares)



# Hell's Heart

Ground Floor



Belltower



One square = 10 feet

**Melee** shiv +17/+12 (1d4–1)

**Base Atk** +10; **Grp** +5

**Atk Options** Far Shot, Point Blank Shot, bleeding wound, dagger sneak attack +7d6, feint mastery, sneak attack +4d6, uncanny feint

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**Abilities** Str 8, Dex 20, Con 10, Int 16, Wis 18, Cha 13

**SQ** trap sense +2, trapfinding

**Feats** Far Shot, Iron Will, Point Blank Shot, Weapon Finesse, Weapon Focus (dagger)

**Skills** Balance +14, Bluff +11, Climb +10, Diplomacy +17, Escape Artist +20, Hide +24, Jump +11, Listen +15, Move Silently +20, Open Lock +15, Profession (cobbler) +9, Sense Motive +12, Spot +17, Tumble +14

**Possessions** inmate's outfit, a shiv fashioned from carving tool (dagger), cobbler's tools, various pairs of leather shoes, crude lockpicks fashioned from his fingernails and splinters of wood from his bunk

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**Unfettered Defense (Ex)** Saal adds his +3 Intelligence bonus to his Armor Class when he is not wearing armor and is armed with one or more daggers, kukris, or punching daggers as his only weapons. If he is denied his Dexterity modifier to AC, he loses this bonus.

**Bleeding Wound (Ex)** Saal can forgo 1d6 points of dagger sneak attack damage to inflict a wound that bleeds for 1 point of damage per round until the victim receives the benefit of a DC 15 Heal check or magical healing. Multiple wounds result in cumulative bleeding. Creatures immune to sneak attack are immune to bleeding wounds as well.

**Feint Mastery (Ex)** When armed with a dagger, kukri, or punching dagger, Saal can always take 10 on Bluff checks when feinting in battle.

**Uncanny Feint (Ex)** Saal can feint in combat as a free action rather than a standard action once per round.

**Tactics:** While he's looking them over, Saal is preparing a death attack on the closest PC. If they threaten to do him harm, "Leather" draws a shiv and plants it in the heart of that PC. He fights to the death or until an avenue of escape presents itself.

**Development:** If the PCs approach, Saal calmly regards them over his spectacles, taking a prolonged and uncomfortable gander at their feet. He then goes back to cobbling a pair of leather shoes in silence. If the PCs question him, he offers the party information on Viktor in exchange for his freedom. He even offers to "bring them the inquisitive's shoes." No amount of Intimidation or Diplomacy affects Saal—he didn't make a peep when Karvasi cut out one of his kidneys, calmly smiling during the entire procedure. Nothing the PCs threaten or cajole him with matters. If set free, the Shoebox Killer informs the PCs that the good doctor and Viktor have spent a great deal of time heading down

into the sewers over the past week ("can't have been easy on their shoes that"). He also tells the PCs how to get to Karvasi's Shrine and warns them about the gas chamber (A13). He then vanishes.

What part he plays in the rest of the adventure is up to the DM. If the PCs are having a difficult time with one of the encounters, Saal may suddenly step from the shadows behind an opponent and knife them dead. He then examines the feet of his victim ("size 9—excellent").

Unless the PCs catch him or put him down, Saal leaves Hell's Heart behind and begins his grisly business anew. A week after this adventure ends, the first victim is found by the Watch behind a brothel in Dragoneyes—her feet hacked off at the ankle.

## Interlude One: The Lewd, the Mad, and the Ugly

The inmates are loose in the asylum. They wander the halls and cavort freakishly while seeking to gratify their darkest urges. Feel free to insert the following encounters anywhere you like at a suitable time to enhance the sense of insanity and brutality running amok in Hell's Heart.

**Clipped Crone (EL 9):** A hideously ugly old harpy named Krisolga was one of Karvasi's favorite subjects for weeks. When freed, she claws and staggers her way through the asylum, her palsied lurching the only means of travel available to her now that her wings are little more than blackened stumps on her hunched back. She mewls out her song at the sight of possible prey and then attacks.

### KRISOLGA

MM 150

hp 103 (14 HD)

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Harpy fighter 7

CE Medium monstrous humanoid (harpy)

**Init** +9; **Senses** darkvision 60 ft.; Listen +8, Spot +5

**Languages** Common

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**AC** 16, touch 15, flat-footed 11

(+5 Dex, +1 natural)

**Fort** +9, **Ref** +12, **Will** +9

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**Speed** 20 ft. (4 squares), fly 80 ft. (average)

**Melee** 2 claws +15 (1d3+11)

**Base Atk** +14; **Grp** +15

**Special Actions** captivating song

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**Abilities** Str 12, Dex 20, Con 14, Int 6, Wis 11, Cha 19

**Feats** Alertness, Improved Critical (composite longbow), Improved Initiative, Iron Will, Manyshot, Point Blank

Shot, Rapid Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow)  
**Skills** Bluff +11, Intimidate +11, Listen +8, Perform (oratory) +10, Spot +5

**Captivating Song (Su)** The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed on a DC 16 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based. A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

**Skull Bowler (EL 7):** An apish ogre whose name has long since been forgotten (everyone calls him "Drooler") whiles away the time since his release bowling for rows of glass beakers with the heads he has ripped off other inmates. Drooler giggles and slobbers incessantly as he lines up his strikes.

**DROOLER** **CR 7**  
MM 199  
hp 79 (8 HD)

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Ogre barbarian 4  
CE Large giant  
**Init** +0; **Senses** darkvision 60 ft., low-light vision; Listen +6, Spot +2  
**Languages** Common, Giant

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**AC** 14, touch 9, flat-footed 14; uncanny dodge (-1 size, +5 natural)  
**Fort** +12, **Ref** +2, **Will** +2

---

**Speed** 50 ft. (10 squares)  
**Melee** greatclub +15/+10 (2d8+12)  
**Space** 10 ft.; **Reach** 10 ft.  
**Base Atk** +7; **Grp** +19  
**Atk Options** Power Attack, rage 2/day (6 rounds)

---

**Abilities** Str 26, Dex 11, Con 18, Int 8, Wis 10, Cha 4  
**SQ** trap sense +1  
**Feats** Power Attack, Toughness, Weapon Focus (greatclub)  
**Skills** Climb +13, Hide -6, Jump +17, Listen +6, Spot +2

---

**Rage (Ex)** Twice per day, an ogre barbarian can enter a

state of fierce rage that last for 9 rounds. The following changes are in effect as long as he rages: AC 12 (touch 7, flat-footed 12); hp 79; Atk +17/+12 melee (2d8+14, greatclub); SV Fort +14, Will +4; Str 30, Con 22; Climb +15, Jump +16. At the end of his rage, the ogre barbarian is fatigued for the duration of the encounter.

When Drooler is raging, the following changes apply to the above statistics.

**AC** 12, touch 7, flat-footed 12  
**hp** 79  
**Fort** +14, **Will** +4  
**Melee** greatclub +17/+12 melee (2d8+14)  
**Grp** +21  
**Abilities** Str 30, Con 22  
**Skills** Climb +15, Jump +16

**One Horned Bull (EL 4):** A hulking minotaur named Barg wanders the halls. He was a coolie in Caravan but one day his foreman turned up dead and Barg was blamed. The minotaur had nothing to do with it, but he was locked away regardless. Karvasi always wanted to experiment on a minotaur, so he snatched him up. He burned most of Barg's face away with acid and cut off three of his fingers on each hand. Branded as a freak, Barg lost his mind. Now he staggers about holding one of his horns (he ripped it out of his skull himself) and painting the walls in blood with its nub. He hurtles himself at any threat (including the PCs), hoping to die so his torment will end.

**BARG** **CR 4**  
MM 188  
hp 39 (6 HD)

---

Minotaur  
CE Large monstrous humanoid  
**Init** +0; **Senses** darkvision 60 ft., scent; Listen +7, Spot +7  
**Languages** Giant

---

**AC** 14, touch 9, flat-footed — (see text) (-1 size, +5 natural)  
**Fort** +6, **Ref** +5, **Will** +5

---

**Speed** 30 ft. (6 squares)  
**Melee** gore +9 melee (1d8+4)  
**Space** 10 ft.; **Reach** 10 ft.  
**Base Atk** +6; **Grp** +14  
**Atk Options** Power Attack, powerful charge 4d6+6

---

**Abilities** Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8  
**SQ** natural cunning  
**Feats** Great Fortitude, Power Attack, Track  
**Skills** Intimidate +2, Listen +7, Search +2, Spot +7

---

**Powerful Charge (Ex)** A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the

normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

**Natural Cunning (Ex)** Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

## Interlude Two: Welcome to the Nightmare

In one cell in A6 sits the sorrowful thing that was once Daragun Mroranon. The dwarf yowls in terror every few seconds, claiming eyes are on his back watching him. He hasn't slept in over a week because he doesn't want the nightmares to take him. A DC 10 Listen check is sufficient to hear his mournful sobs. If the party approaches, read or paraphrase the following:

*A bent-backed, malnourished dwarf with wild, black-ringed eyes is curled up on the floor of this chamber. His clawlike, emaciated hands fiercely grip an old, tattered leatherbound text. His bleary eyes turn your way, but it appears as if he cannot focus on anything. Without warning he begins shrieking in horror and casts the book from him. It lands with a thud against the wall of the cell.*

**Creature:** Daragun was once a well-adjusted, if reclusive, researcher at Morgrave University before he got his hands on an old Adaran text long thought lost and buried under a dust-covered stack of Zilargo tax law volumes. Daragun had no idea the text was not a reliquary of knowledge, but a magical prison for a dangerous tucora quori captured by a mind hunter a thousand years ago. He was compelled to read the book in one sitting, eventually falling asleep on its pages. He awoke screaming and soaked in the blood of his fellow researchers. He has had nightmares ever since and the tucora now haunts his every sleeping moment. He was tossed in Hell's Heart after the "Library Massacre" as it came to be known, and now he wallows in abject agony. Viktor has no idea what's wrong with the repugnant little dwarf, but he deemed it wise to leave him locked tightly away.

**Development:** If the PCs wish to free Daragun from the possessing quori, they need him to succumb to sleep. The tranquilizers in A12 can do the trick if the PCs have no *sleep* spell or similar magic prepared . . . though of course beating the dwarf unconscious is an unkind means to the same end.

Anyone may make a DC 20 Knowledge (arcana) check to peruse the text and find a page scripted in runic Adaran that allows the reader and anyone joining hands with her to enter the dreams of a sleeping person. This usually simply manifests as a scroll of *dream*, but if the yowling possessed dwarf is chosen as the subject of the spell, the reader and anyone linking hands with her is thrust into the hellish nightmares of Daragun Mroranon. If this occurs, see Encounter A6: Nightmarescape.

**Tactical Encounter:** A6. Nightmarescape (page 24).

## A7. INTERVIEW ROOM

*This chamber has padded walls that are as white as snow. A comfortable chair sits in the center of the room.*

Visitors who can procure an interview with an inmate have their audience with the patient in this room. The room is spotless and gives the impression of a health institution focused on the kind treatment of its patients. The PCs saw this room in "Quoth the Raven" when they came to interrogate Viktor.

## A8. LIBRARY

*Several neat and orderly shelves of books fill up most of this room. A mahogany reading table, lit by a white everbright lantern above, rests here as well. A plaque reads "For the patients of Karvasi's Asylum for the Disturbed: May you find rest between the covers of an excellent book."*

This room is another cosmetic façade to cover up Karvasi's horrid activities in a sweet sense of humane rehabilitation. The books here contain no objectionable, violent, or lurid content, but instead tell tales of virtuous protagonists or contain elegant poetics concerning the natural beauty of Khorvaire. No inmate has ever set foot in this room.

## A9. THE KILN AND POTTERY WORKSHOP

Inmates supposedly exercise their creative talents in hopes of mending their sick minds and molding their sanity even as they mold clay pots and sculptures in this room. Two demented inmates have prepared a horrible ambush for the PCs in this chamber.

**Tactical Encounter:** A9. Scorn and Scrimshaw (page 26).





**Tactical Encounter:** A11. Entomology from Hell (page 29).

## A12. LABORATORY AND INFIRMARY

This clean chamber is all sterling silver, stainless steel, and perfectly shaped glass. Beakers, test tubes, vials, and trays of specimen jars rest on glinting metal shelves and cold steel examination tables. The room is absolutely spotless and sanitized from top to bottom—it even smells strongly of rubbing alcohol and gauze.

This room appears to be Karvasi's lab, but in truth most of his real experiments of note take place in the Shrine to the Mockery on the sublevel below. The equipment here is all masterwork and includes a healer's kit as well as alchemical ingredients. Karvasi is usually meticulous about cleaning this place, but under Krader's influence he has gotten a little sloppy. In a small crevice where one examination table meets the floor a PC might find a blood-smearred tooth and a piece of its

gum (Search DC 25).

**Treasure:** Besides the tools and paraphernalia, a row of vials on one of the shelves contains a cloudy red liquid. Five of the six vials are *potions of cure serious wounds*, but one is a *potion of inflict serious wounds*. Roll a d6 every time one is imbibed. On the first result of 6, it's the *inflict* potion (or the last potion imbibed if no 6 is rolled).

In addition, a rack of five tranquilizers stands on the shelf. If one is ingested, the tranquilizer induces sleep (providing the PCs a means of putting Daragun to sleep in Interlude Two on page 15).

## A10. PRIVY AND SEWER ACCESS

Small stalls marred with graffiti stand on one side of the room while a series of larger shafts are built into the rear wall where garbage and refuse is dumped. A reeking stench hangs about in the air.

The orderlies visit the privies here and also dispose of the contents of inmates' waste buckets down the shaft on the rare occasions they bother to do so. The shafts in the back are big enough for a Medium creature to squeeze down or up (though it is not a particularly pleasant trip), and they lead down to A18 (the sewers; see page 20).

## A11. ENTOMOLOGY SUITE

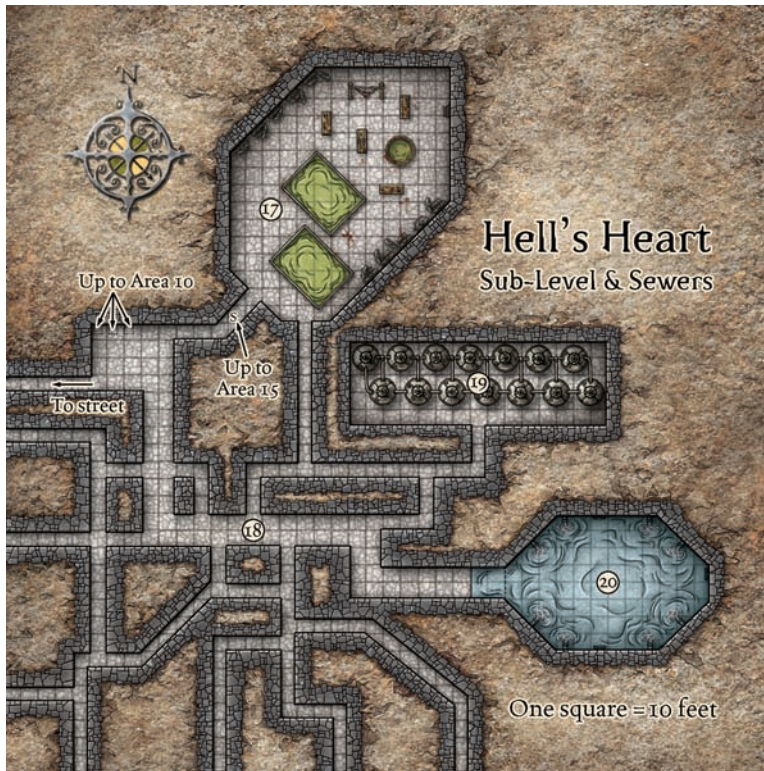
Dr. Lucard Karvasi is an insect enthusiast. He loves taking them apart and seeing what makes them tick. He likens it to his work with his patients. This large chamber is a sprawling tribute to his hobby, and his collection is impressive and very dangerous.

**Creatures:** A blast from the party's "Chimes at Midnight" past lurks here along with swarms of horrid vermin.

## A13. GAS CHAMBER

A thick vault door opens into a cold, metal-walled chamber that houses only a row of five steel chairs with heavy restraints. An organ sits against the north wall with sheet music laid out atop it.

Karvasi tells visitors (including the baron and PCs) that this is his rehabilitation chamber, where "music soothes their savage minds." In truth, well-concealed gas vents in the room release a mind-numbing concoction



of alchemical gases that could drop an elephant into a narcotic haze of ecstasy.

**Trap:** The door seals shut when the party enters. Once the door is closed, the organ begins to play on its own, and gas pours from the pipes and thin slits where the floor meets the walls. The gas pours out for 6 rounds, and then the room vents completely on the following round.

**Narcotic Gas Trap:** CR 8; mechanical; proximity trigger; automatic reset; DC 25 Fortitude save every round or pass out for 1 hour; Search DC 30; Disable Device DC 30.

**Vault Door:** Hardness 15; hp 150; break DC 30.

## A14. KARVASI'S STUDY

This dimly illuminated room contains several sets of shelves—some lean dangerously due to the number of heavy books they hold. Others are crowned with wax-sealed jars wherein odd specimens float in viscous green fluid: a giant maggot, a deformed yakfolk fetus, thri-kreen viscera, and other oddities. Papers and files on inmates cover a large darkwood desk in an untidy manner. Filing cabinets filled to bursting with papers lean on the back wall. A full-length mirror in the corner of the room is fractured in a kaleidoscopic pattern that emanates from one point as if something struck it.

**Development:** Karvasi keeps notes on all his patients in his study. He also has diagrams of what they look like eviscerated with their insides spread out over a table. A DC 25 Search check allows someone to note a distinctive change in his writings since Viktor arrived at Hell's Heart. At first they get scratchy and unsteady, and then the syntax changes to a much less enlightened tone with a poor vocabulary that consists mostly of “hurt, crush, squeal, squealy, squeal.” This is indicative of Krader bubbling to the surface at Viktor's coaxing.

Anyone who is made aware of this clue can then make a DC 20 Heal check to ascertain that the writer has undergone mental trauma or manipulation resulting in a fracturing of his personality into two, with the brutish simple-minded one exercising control of the cool, academic persona. The most recent writings are written in a dullard's fashion of simple third person: “Krader stab fat man in guts today. He scream at Krader, so Krader take his eyes.” Occasionally, small snippets of lucid writings appear between crudely scrawled Krader

script (the rare moments when Dr. Karvasi usurps control). These are pleadings to be free of the “repugnant simpleton who wears me like a coat! I loathe this existence, yet I cannot break free. Someone pull me back from the darkness and banish this *thing!*”

Normally, it would take days to go through Karvasi's notes on the inmates, but a PC with the Investigate feat who succeeds on a DC 25 Search check can glean useful information on a few of them. Karvasi made his discoveries after several gruesome sessions where he probed their psyches.

**Julian Gevard II:** The walrus man loves his walking stick. He used it to commit his murders, and he feels a sick bond with the cane. Gevard talks to the thing when Karvasi taunts him by showing it to him, and he mewls and wails for it in the deep of night.

**Scorn:** Scorn's fantasy of being the vessel of his creator's soul is so intense that if someone pretends to recognize him as Terlaxin d'Cannith, he becomes entranced and his mind reels.

**Mako:** This thing is a slave to his unquenchable thirst for hot blood. He attacks the closest bleeding target that still lives once he rages ... whether it be ally, foe, or bystander. If hurt, he redirects his attack toward whatever creature harmed him.



Viktor used the study to concoct his plans as well, and he has left a false clue for the party here. The inquisitive is pretty sure his foes will make it this far, and he plans to use their curious nature against them. A detailed schematic diagram of his design rests on the desk. It sketches his death trap in the reservoir, showing how he will drown the hostages when the PCs arrive, including details on reversing the flow. Viktor intentionally drew the schematics in a way that left out any evidence of the fact that when the flow is reversed and the reservoir vented, it will cause the containment cylinders in A19 to explode, spewing the poisonous waters up into Lower Tavick's Landing.

**Knowledge (architecture and engineering)**

**DC 10:** The PC understands these false plans but sees no fault in them.

**DC 15:** The PC recognizes that the plans seem amiss—certain details are left out or mistaken perhaps.

## IMAGE PROJECTORS

*Image projectors* are small dragonshards mounted in a ring of metal or some other material, and they can record events and play them back. They can record 1 full minute of everything that takes place within 10 feet. For more information on these items, see *Magic of Eberon*.

**DC 20:** The PC realizes the plans are false and ascertains that venting the chamber would send the water elsewhere.

**DC 25:** The PC can chart the direction the water would travel, allowing her to head to A19 to investigate.

**Treasure:** Dr. Karvasi was fond of recording his procedures in meticulous detail. To this end, he went to great pains to acquire a few *image projectors*. He keeps two of these devices here (he had three, but Viktor has taken one to record the party's poisoning of Sharn's waterways when they reach the reservoir).

## A15. KARVASI'S PRIVATE QUARTERS

*These rooms are in shambles. Filthy clothing is strewn about the floor, and a feather bed is stripped of its bedding and bears foul-smelling stains. The carpet here is utterly ruined with unknown fluids.*

Once the well-kept sleeping chamber of Karvasi, this room is now Krader's den. He doesn't bother with hygienic practices these days, so most everything here is soiled in some manner. Anything of value in the room has been tainted or smashed.

**Development:** A DC 20 Search check reveals a hidden staircase underneath a false trunk. It rolls into the wall to reveal the steps descending to A17 below.

In addition, if PCs succeed on a DC 25 Search check, they find some burnt offerings among the ashes in the hearth. Pieces of Viktor's actual schematics and plans are difficult to read, but someone who finds them can piece together sections of the containment cells in A19 and the piping system connecting the cells of poisonous water to the waterways of Lower Tavick's Landing. These fragments also come together to give the PCs a map of A17, A18, A19, and A20.

## A16. THE BELL TOWER

*This open-air bell tower contains a large brass alarm bell. Black snow covers the whole area, and wind tears through here strongly enough that it threatens to send the careless careening off the tower.*



This bell sounds in case of an emergency or break-out. It has never been rung, but if it does, a contingent of armed guards arrives in 2d10 rounds. If Ulysses Maldrake is still patrolling the grounds, he stops these troops and assumes command of them. Increase the number of guards in Maldrake's party by six and add a sergeant as well.

## A17. MOCKERY'S SHRINE

Until the events of this scenario, Karvasi conducted his real experiments in this horrid chamber. Most of the experiments were forays into wide-awake invasive surgery and "pain quotas." Now a psychotic walrus-man lies in wait for the PCs in this chamber with some of Karvasi's more dangerous pets.

**Tactical Encounter:** A17. Acid for Blood (page 31).

## A18. THE SEWERS

Garbage isn't all Karvasi dumps down here. He discards the corpses of dead inmates down the chutes as well, but the souls of serial murderers rarely rest easily, especially when left in 3 feet of sewage for a grave.

**Tactical Encounter:** A18. Ghosts of Inmates Past on page 34.

**Development:** If the PCs missed the clue in the hearth in A15, any PC with the Track feat who succeeds

on a DC 20 Survival check notices that the side tunnel leading to A19 has seen traffic lately. Also, anyone who succeeds on a DC 25 Knowledge (architecture and engineering) or (dungeoneering) knows the layout of the sewers and realizes that the main thoroughfare leads to a reservoir connected by piping to a series of water cells in A19.

## A19. EMERGENCY WATER PIPING AND STORAGE CELLS

*This tunnel opens into a giant drainage chamber. Within stand towering metal cylinders 20 feet high with intricate, if aged, piping connecting them in a dizzying web. Piping above runs into higher water channels of Black Arch district.*

These cylinders used to store excess water to be purified. However, they are now filled with dangerous alchemical poisons concocted by Viktor Saint-Demain. The piping above connects these to the main waterways filling nearly all the wells and drinking pools in all of Lower Tavick's Landing.

**Identifying the Toxin:** If the PCs missed the burnt notes in A15, they can find other ways to unravel Viktor's murky plans.

Anyone who succeeds on a DC 20 Search or Knowledge (engineering and architecture) check realizes the cylinders have been tampered with. If the party opens one up (Strength DC 20 or Open Lock DC 25), they may examine the befouled fluids inside. With a successful DC 20 Craft (alchemy), Knowledge (nature), or Survival check (or *detect poison*), they easily figure out this substance can cripple the district if it hits the waterways. Anyone who succeeds on a DC 25 Knowledge (architecture or engineering) or Disable Device check can seal the piping and prevent the poisons from entering the upper water supply. Spells such as *hold portal*, or even *arcane lock* cast on some gauges, does the trick as well. If the PCs think of some creative way to stop the flooding of the waterways or otherwise disable these containment cells, let them run with it. If they succeed at doing this, the pressure will build in the canisters, and they will explode, spewing toxins into the sewers and flooding only Hell's Heart and the sewers with poisonous waters. (See A14 on page 18 for more on the set-up.)



## A20. THE UNDERGROUND RESERVOIR

Viktor Saint-Demain makes his last stand here, springs a deadly trap, and plots his destruction of the PCs' reputations and his own redemption. He plans to drown the baron, his daughter, and his four bodyguards in the reservoir. The PCs can save them by pumping the water into the water cells in A19 (though doing so causes these cylinders to vent into the waterways of Black Arch district and Lower Tavick's Landing). Viktor plans to use an *image projector* to record the PCs shunting these poisons into the water supply (if they haven't examined the cylinders in A19 they don't know about the repercussions).

**Tactical Encounter:** A20. The Drowning Baron (page 37)

## THE AFTERMATH

If the PCs fail, Lower Tavick's Landing suffers massive casualties from the poisoned water. The Watch garrisons in Black Arch district are crippled since most of their guards perish or fall ill. The city is plunged deeper into the chaos of Black Winter, and Long Shadows this year proves

bloody and unforgettable. A slew of psychopaths escape Hell's Heart to wreak terror on the city. Criminals of all sorts run amok without the Watch to hunt them down. Riots over untainted water supplies break out all over the city and the death toll soars.

Meanwhile Viktor and Ulysses Maldrake work to quell the violence while the party watches from behind bars (or from the shadows if they escape). Viktor's valor in apprehending the party responsible for poisoning Sharn (the PCs) earns him a full pardon, and his many acts of selfless heroism in the chaos that follows ensure he rises high, eventually becoming a decorated officer of the Citadel and Sharn's most noted inquisitive once more. With Trelib dead and his House nearly toppled, Viktor starts his own guild of inquisitives to take their place, cultivating loyal students and minions on the right side of the law (all the while continuing to maneuver his shadowy cat's paws on the wrong side). He plays both sides of the struggle between crime and order to enhance his reputation further and make himself rich.

If the PCs succeed in capturing Viktor and averting his diabolical plans, he is undone. Outwitted at every turn, he crumbles into a drooling madman (if he survives) and this time it's for real. The once-towering intellect spends the rest

of his days gibbering like a half-wit child and fingerpainting simple works (his main focus becomes elephants and unicorns). Ulysses Maldrake is devastated and humiliated if he lives. He turns himself in and apologizes to the PCs personally.

The Black Winter turns milder almost immediately the next morning after the PCs' harrowing encounter

with their nemesis. The sun appears between the black clouds and the city finally begins to heal. The PCs become the most celebrated heroes of Sharn and are recognized with high honors from the Council. They also earn the chance to become elite agents of the Citadel if they so choose. Their victory is complete and glory is theirs for the taking.

### Viktor's Poisonous Plan: A Roadmap

Here is a quick overview of Viktor's plan, plus the various checks the PCs can make to foil him.

**The Plan:** Viktor wants the PCs to attempt to save the baron from the water trap, causing the canisters in A19 to explode and send toxins into Sharn's water supply.

**Opportunities:** The PCs have several opportunities to figure out this plan. Below is a list of the areas in which clues are revealed. This information is followed by a guide of the same information, organized by check type.

#### BY AREA

##### A14

**DC 10 Knowledge (architecture and engineering):**

The PC understands the false plans left in A14 but sees no fault in them.

**DC 15 Knowledge (architecture and engineering):**

The PC recognizes that the plans in A14 seem amiss—certain details are left out or mistaken.

**DC 20 Knowledge (architecture and engineering):**

The PC realizes the plans in A14 are false and that venting the chamber sends the water elsewhere.

**DC 25 Knowledge (architecture and engineering):**

The PC can chart the direction the water would travel by using the plans found in A14, which allows her to head to A19 (page 20) to investigate.

##### A15

**DC 25 Search:** The PC find burnt scraps in A15, which are all that's left of Viktor's schematics and plans. Piecing them together reveals the containment cells in A19 and the piping system connecting the cells of poisonous water to the waterways of Lower Tavick's Landing. These fragments also give the PCs a complete map of A17, A18, A19, and A20

##### A18

**DC 25 Knowledge (architecture and engineering):**

In A18, the PCs figures out the layout of the sewers and realizes that the main thoroughfare leads to a reservoir connected to a series of water cells in A19.

**DC 25 Knowledge (dungeoneering):** In A18, the PC figures out the layout of the sewers and realizes that the main thoroughfare leads to a reservoir connected by piping to a series of cylindrical water cells in A19.

**DC 20 Survival:** When combined with the Track feat, the PC discovers that the side tunnel in A18 that leads to A19 has been used recently.

##### A19

**DC 20 Craft (alchemy):** The PC figures out that the toxic substance in A19 can cripple the district if it hits the district's waterways.

*Detect Poison:* The PC figures out that the toxic substance in A19 can cripple the district if it hits the district's waterways.

**DC 25 Disable Device:** In A19, the PC figures out how to seal the piping and prevent the poisons from entering the upper water supply.

**DC 20 Knowledge (architecture and engineering):** The PC realizes the cylinders in A19 have been tampered with recently.

**DC 25 Knowledge (architecture and engineering):** In A19, the PC figures out how to seal the piping and prevent the poisons from entering the upper water supply.

**DC 20 Knowledge (nature):** The PC figures out that the toxic substance in A19 can cripple the district if it hits the district's waterways.

**DC 25 Open Lock:** The PC can examine the fluids inside the cylinders in A19.

**DC 20 Search:** The PC realizes the cylinders in A19 have been tampered with recently.

**DC 20 Survival:** The PC figures out that the toxic substance in A19 can cripple the district if it hits the district's waterways.

**DC 20 Strength:** The PC can examine the fluids inside the cylinders in A19.

##### A20

**DC 20 Disable Device:** The PC can activate the pumps in A20, but doing so shunts the water to A19, which rapidly increases the pressure on the overfilled waste containment located there.

**DC 20 Knowledge (architecture and engineering):** The PC can activate the pumps in A20, but doing so shunts the water to A19, which rapidly increases the pressure on the overfilled waste containment located there.

**DC 20 Strength:** The PC can activate the pumps in A20, but doing so shunts the water to A19, which rapidly increases the pressure on the overfilled waste containment located there.

## BY CHECK TYPE

### Craft (alchemy)

**DC 20:** The PC learns that the toxic substance in A19 can cripple the district if it hits the waterways.  
*Detect Poison:* The PC figures out that the toxic substance in A19 can cripple the district if it hits the district's waterways.

### Disable Device

**DC 20:** The PC can activate the pumps in A20, but doing so shunts the water to A19, which rapidly increases the pressure on the overfilled waste containment located there.  
**DC 25:** In A19, the PC figures out how to seal the piping and prevent the poisons from entering the upper water supply.

### Knowledge (architecture and engineering)

**DC 10:** The PC understands the false plans left in A14 but sees no fault in them.

**DC 15:** The PC recognizes that the plans in A14 seem amiss—certain details are left out or mistaken perhaps.

**DC 20:** The PC realizes the plans in A14 are false and ascertains that venting the chamber would send the water elsewhere.

**DC 20:** The PC figures out the cylinders in A19 have been tampered with recently.

**DC 20:** The PC can activate the pumps in A20, but doing so shunts the water to A19, which rapidly increases the pressure on the overfilled waste containment located there.

**DC 25:** The PC can chart the direction the water would travel by using the plans found in A14, which allows her to head to A19 (page 20) to investigate.

**DC 25:** In A18, the PCs figures out the layout of the sewers and realizes that the main thoroughfare leads to a reservoir connected by piping to a series of cylindrical water cells in A19.

**DC 25:** In A19, the PC figures out how to seal the piping and prevent the poisons from entering the upper water supply.

### Knowledge (dungeoneering)

**DC 25:** In A18, the PC figures out the layout of the sewers and realizes that the main thoroughfare leads to a reservoir connected by piping to a series of cylindrical water cells in A19.

### Knowledge (nature)

**DC 20:** The PC learns that the toxic substance in A19 can cripple the district if it hits the waterways.

### Open Lock

**DC 25:** The PC can examine the fluids inside the cylinders in A19.

### Search

**DC 20:** The PC realizes the cylinders in A19 have been tampered with recently.

**DC 25:** The PC find some burnt scraps in A15, which are all that's left of Viktor's actual schematics and plans. Piecing them together reveals the containment cells in A19 and the actual piping system connecting these cells of poisonous water to the waterways of Lower Tavick's Landing. These fragments also come together to give the PCs a complete map of A17, A18, A19, and A20.

### Survival

**DC 20:** When combined with the Track feat, the PC discovers that the side tunnel in A18 that leads to A19 has been used recently.

**DC 20:** The PC learns that the toxic substance in A19 can cripple the district if it hits the waterways.

### Strength

**DC 20:** The PC can examine the fluids inside the cylinders in A19.

**DC 20:** The PC can activate the pumps in A20, but doing so shunts the water to A19, which rapidly increases the pressure on the overfilled waste containment located there.



# A6 NIGHTMARESCAPE

Encounter Level 12

## SETUP

Place each PC in front of one of the open graves on the map. After you read the text below, place the zombies and tsucora quori on the map as well.

### Once the PCs enter the nightmare, read:

*You are lying in an open grave. Something shifts against your back and moves into position beside you, and the smell of rot and grave dirt assaults your nose. You now see your own putrefying corpse staring at you. Strips of flesh hang from your decaying double's face, and one eye hangs by a rotting optic nerve.*

### When the PCs get to their feet, read:

*A gray sky looms above you, and churned dirt forms earthy clods below your feet. Around you, a lonesome graveyard begins to stir. Hands reach from the earth, and your friends and family, now dead, pull clear of the clinging embrace of the grave. Earth falls from their faces as they fix their eyes on you. In the distance between two tombstones writhes a horror of eyes, pincers, and claws. An ichor-dripping stinger tops its insectlike tail. Below the abomination, an old dwarf cowers and shrieks again and again.*

## TSUCORA QUORI

CR 7

ECS 296

hp 55 (6 HD); DR 5/good

LE Medium outsider (evil, extraplanar, lawful, psionic, quori)

Init +2; Senses see in darkness; Listen +4, Spot +17

Languages Common, Riedran, Quori

AC 18, touch 12, flat-footed 16  
(+2 Dex, +6 natural)

Immune outsider immunities

Resist acid, cold and fire 10; PR 17

Fort +9, Ref +9, Will +9

Speed 50 ft. (10 squares)

Melee 2 pincers +9 (1d8+3) and  
4 claws +7 each (1d3+1) and  
sting +7 touch (1d4+1 plus terrifying sting)

Base Atk +6; Grp +9

Atk Options Multiattack, possession, psi-like abilities,  
terrifying sting

### Psi-Like Abilities (ML 6th):

1/day—body adjustment, id insinuation (DC 15), mind-link, psionic charm (DC 14), recall agony (DC 15)

3/day—body equilibrium, far hand, inertial armor, psionic scent

Abilities Str 17, Dex 15, Con 18, Int 17, Wis 18, Cha 17

Feats Ability Focus (terrifying sting), Lightning Reflexes, Multiattack

Skills Autohypnosis +15, Bluff +12, Concentration +13, Diplomacy +16, Intimidate +14, Knowledge (psionics) +14, Knowledge (the planes) +12, Listen +4, Move Silently +11, Psicraft +14, Search +8, Sense Motive +13, Spot +17, Survival +4 (+6 on other planes)

**Terrifying Sting (Su)** A tsucora quori's stinger conjures up the worst fears of any creature it strikes. The effects of the stinger are identical to a phantasmal killer spell. On a successful sting attack, the victim must make a DC 18 Will save. If the save succeeds, the victim overcomes her fear and suffers no additional effect. If the Will save fails, the victim must succeed on a DC 18 Fortitude save or die of fright. Even if the Fortitude save succeeds, the victim still takes 3d6 points of damage. This is a mind-affecting fear effect. The saving throw DC is Charisma based. When it slays a victim with this attack, a tsucora immediately heals 3d6 points of damage as it draws energy from the terror of its slain opponents.

## 8 ZOMBIES

CR 1/2

MM 266

hp 16 each (2 HD); DR 5/slashing

Female and male human commoner zombies

NE Medium undead

Init -1; Senses darkvision 60 ft.; Listen +0, Spot +0

Languages None

AC 11, touch 9, flat-footed 11  
(-1 Dex, +2 natural)

Immune undead immunities

Fort +0, Ref -1, Will +3

Speed 30 ft. (6 squares; can't run)

Melee slam +2 (1d6+1)

Base Atk +1; Grp +2

Abilities Str 12, Dex 8, Con —, Int —, Wis 10, Cha 1

Feats Toughness

Skills —

**Single Actions Only (Ex)** Zombies have poor reflexes and can perform only a single move action or attack action each round.



## TACTICS

The four zombies in the graves look like the PCs' corpses (but use the statistics here). The other four are close friends and family (one for each PC). Each PC must succeed on a DC 15 Will save the first time he attacks his own decaying corpses or the corpses of their friends. If they fail, they are dazed for 1 round. The quori keeps its distance, where it hurls psi-like abilities at them as the zombies engage the party.

## OPTIONAL RULES

This encounter is a nightmare. It is not reality, and the rules of reality bend and twist toward horror and helplessness. Every round, each PC must roll a DC 15 Will save. If one of them fails, roll 1d6 and consult the following table to determine how the nightmare affects that PC this round.

**1: Own Worst Enemy:** Every attack or offensive action made this round turns back on the PC instead of affecting her chosen target. The PC must roll to hit her own Armor Class, or make saves against her own spells or abilities as if she was the target and take the damage or effects.

**2: Powerless in the Nightmare:** Every action the PC takes this turn has no effect whatsoever. Weapons bounce harmlessly off adversaries, spells fail, potions imbibed turn to brine, and moving results in the PC ending up in the same location somehow.

**3: Psychotic Hallucinations:** The PC believes he is attacking an enemy this turn, but the DM secretly resolves the PC's attacks as if made against the nearest ally. At the end of the PC's turn, he realizes what he has done as the enemy in his mind morphs into his comrade.

**4: Get Them Out of Me!:** Instead of taking her turn, the PC's body bulges and then rips open as a swarm of centipedes bursts from her body. The thrashing vermin tear through the PC's stomach, bursts out of her eyes, and burrows from her chest. The PC takes swarm damage from the swarm of centipedes as it emerges and is blinded for the remainder of the nightmare. The swarm attacks the closest ally, acting on the PC's initiative the following turn.

**5: Twins?:** An enemy attacked this turn immediately splits in two. The newly formed duplicate possesses the same stats, equipment, resources (spells and abilities), and number of hit points as the original.

**6: Attitude Adjustment:** The PC immediately suffers a radical alignment shift to an opposing alignment, as if

she had placed a *helm of opposite alignment* on and failed her save.

## CONCLUSION

If the PCs succeed in destroying the quori, they snap awake awash with cold sweat and find the wounds they took in the battle are only half as bad as they imagined in the dreamscape (they immediately heal half damage), and items used are not expended (though spells are still expended). If a PC dies in the nightmare, he must make a DC 15 Will save or die of shock in reality. Daragun Mroranon is cured of his condition and thanks the PCs profusely. He passes out in short order and enjoys his first nightmare-free sleep for over a year.

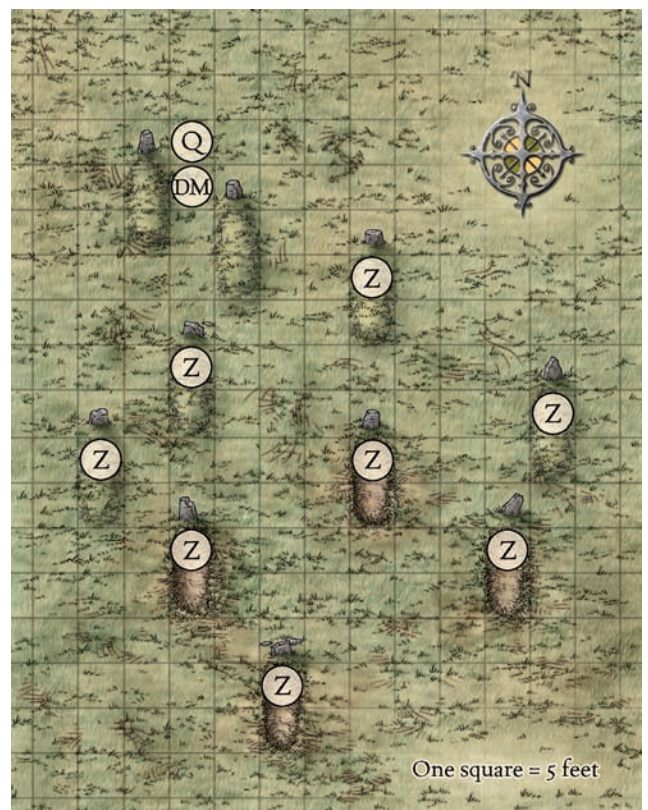
## FEATURES OF THE AREA

The area has the following features.

**Illumination:** Consider the area to be dimly lit.

**Open Graves:** These graves are 6 feet deep.

**Tombstones:** These grave markers provide cover for anyone behind them.



# A9 SCORN AND SCRIMSHAW

Encounter Level 12

## SETUP

Place the PCs at the entrance to the room. Do not place Scorn or Scrimshaw until they are detected.

When the PCs enter the room, read:

*Heat rolls out of this room in waves, and flames roar within a large kiln on the far left corner of the back wall. A red glow from the kiln illuminates the chamber, which is filled with life-size white pottery busts and statues. Some stand in the open, while others are covered in muslin cloth. Beyond them, row upon row of shelves display the inmates' crude attempts at pottery bowls, cups, and other trinkets.*

If the PCs succeed on a DC 20 Spot check but fail to reach 35, read:

*A thin trail of white flecks and chips of ivory-hued dust lead into the room right up to a large white sculpture of a gargoyle that stands against the center of the back wall. The sculpture trembles ever so slightly, and its eyes move.*

If the PCs succeed on a DC 35 Spot check, read them the above and then immediately read:

*The sculpted gargoyle is not alive, but rather someone appears to be trapped inside it. The trail of white dust also led away from the statue at one point, though someone has taken pains to clean it up. A too-clean pathway on the floor continues from this statue around and behind the rows of shelving. There a hulking gargoyle stands stock still among the pottery, an arrow notched in his longbow.*

If the PCs defeat Scorn's Hide check, read:

*One of the statues standing near the right corner of the room has a few fresh red stains seeping through the muslin covering it.*

## SCRIMSHAW

MM 113

hp 86 (12 HD); DR 10/magic

Male gargoyle rogue 7

CE Medium monstrous humanoid

Init +5; Senses Listen +18, Spot +18

Languages Common, Undercommon

CR 10

AC 23, touch 15, flat-footed 18; uncanny dodge (+5 Dex, +4 armor, +4 natural)

Resist evasion

Fort +7, Ref +14, Will +7

Speed 40 ft. (8 squares), fly 60 ft. (average)

Melee 2 claws +16 (1d4+5) and bite +15 (1d6+3)

Ranged +2 composite shortbow +16/+11 (1d8+5)

Base Atk +9; Grp +12

Atk Options sneak attack +4d6

Combat Gear *potion of haste*

Abilities Str 16, Dex 21, Con 19, Int 8, Wis 12, Cha 6

SQ freeze, trap sense +2, trapfinding

Feats Alertness, Multiattack, Stealthy, Weapon Finesse

Skills Hide +21 (+29 around white statues or stonework), Intimidate +6, Knowledge (local) +8, Listen +18, Move Silently +19, Spot +18

Possessions combat gear plus +2 composite shortbow (+5 Str bonus), *amulet of mighty fists* +2, *bracers of armor* +4, tattered inmate's outfit

Freeze (Ex) Scrimshaw can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice that Scrimshaw is really alive.

## SCORN

hp 77 (10 HD); DR 10/adamantine

Male personality warforged rogue 5/artificer 5

CE Medium humanoid (living construct)

Init +6; Senses Listen +8, Spot +9

Languages Common

AC 25, touch 18, flat-footed 19; Improved Fortification, light fortification, *shield of faith*, *toughen construct*, uncanny dodge

(+6 Dex, +7 armor, +2 natural)

Immune sneak attacks, extra damage from critical hits, warforged immunities

Resist evasion

Fort +6, Ref +11, Will +5

Speed 30 ft. (6 squares)

Melee +2 *bane* (race represented among the PCs) *scalpel* +14/+9 (1d4+3)

Ranged *wand of scorching ray* +12 (4d6 fire)

Base Atk +6; Grp +7

Atk Options infusions, sneak attack +3d6

Combat Gear *scroll of mirror image*, *wand sheath* (*wand of scorching ray* with 25 charges)

Infusions/Day (CL 5th): 3rd (2/day), 2nd (4/day), 1st (4/day)

CR 10

**Abilities** Str 12, Dex 22, Con 18, Int 16, Wis 10, Cha 11  
**SQ** artificer knowledge, artisan bonus, craft homunculus, disable trap, item creation, retain essence, trap sense +1, trapfinding

**Feats** Brew Potion<sup>B</sup>, Construct Magic Arms and Armor<sup>B</sup>, Craft Construct<sup>B</sup>, Craft Wondrous Item<sup>B</sup>, Improved Fortification, Mithril Body, Mithril Fluidity, Scribe Scroll<sup>B</sup>, Weapon Finesse

**Skills** Balance +13, Bluff +8, Climb +7, Concentration +12, Craft (pottery) +5, Escape Artist +14, Hide +17, Intimidate +10, Jump +8, Knowledge (arcana) +8, Knowledge (architecture and engineering) +5, Listen +8, Move Silently +17, Spot +9, Spellcraft +16, Tumble +16, Use Magic Device +13 (+15 scrolls)

**Possessions** combat gear plus scalpel (improved with effects mentioned in Tactics section), *improved essence of the scout*, a jumble of disembodied eyes, organs, and other gory tissue

**Warforged Immunities** Poison, sleep effects, paralysis, disease, nausea, fatigue, exhaustion, effects that cause the sickened condition, and energy drain.

**Artificer Knowledge (Ex)** Scorn can make a special artificer knowledge check with a +8 bonus to detect whether a specific item has a magical aura. Scorn must hold and examine the object for 1 minute. A successful DC 15 check determines that the object has magical qualities, but does not reveal the specific powers of the item.

**Artisan Bonus (Ex)** Scorn gains a +2 bonus on Use Magic Device checks to activate an item of a kind for which he has the prerequisite item creature feat.

**Craft Homunculus (Ex)** Scorn can create a homunculus as if he had the Craft Construct feat. He must emulate the spell requirements (arcane eye, mending, and mirror image) as normal for making a magic item, and he must pay all the usual gold and XP costs (though he can spend points from his craft reserve). Scorn can also upgrade an existing homunculus that he owns, adding 1 Hit Die at a cost of 2,000 gp and 160 XP. If Scorn gives his homunculus more than 6 Hit Dice, it becomes a Small creature and advances as described in the *Monster Manual* (+4 Str, -2 Dex, damage increases to 1d6). The homunculus also gains 10 extra hit points for being a Small construct. Scorn's homunculus can have as many Hit Dice as he has minus 2. No matter how many Hit Dice it has, a homunculus never grows larger than Small.

**Item Creation (Ex)** Scorn can create a magic item even if he does not have access to the spells that are prerequisites for the item. He must make a successful Use Magic Device check (DC 20 + caster level) to emulate each spell normally required to create the item.

**Retain Essence (Su)** Scorn has the ability to salvage the XP from a magic item and use those points to create another magic item. Scorn must spend a day with the item, and he must also have the appropriate item creation feat for the item he is salvaging. After one

day the item is destroyed and Scorn adds the XP it took to create the item to his craft reserve.

## TACTICS

Before combat begins, Scorn infuses himself with the following: *greater magic weapon* (on his scalpel), *personal weapon augmentation* (*bane* on scalpel—whichever race is represented among the PCs), *bear's endurance*, *cat's grace*, *stone construct*, *toughen construct*, *shield of faith* (these are already figured in above). If the PCs spring the trap, Scrimshaw begins pelting them with arrows and Scorn fires off a ray from his wand at any flat-footed PC (to apply his sneak attack). If PCs come within 10 feet of the shelves, Scrimshaw topples them on the PCs and then resorts to melee combat (sneak attacking pinned PCs) or flanking with Scorn when possible. They both fight to the death.

If a PC "recognizes" Terlaxin in Scorn (see A14 on page 18) and acknowledges this, the deranged warforged becomes confused (as per *confusion*) for as long as he believes them (opposed Bluff and Sense Motive checks every round).

## DEVELOPMENT

The House Medani sentry, Lagros, saw Viktor Saint-Demain drag Baron Trelib d'Medani into A15 and he tells the PCs so if he survives this encounter (use the statistics for the House Medani sentry on page 235 of the *Eberron Campaign Setting*). Scrimshaw snarls and spits at the PCs if taken alive. He cackles when they question him and promises "Viktor will see you brought low. You'll know exactly how it feels to be hated criminals. Do what you will to me; your lives are over." Scorn only stares wistfully at one PC's face and mutters the following: "You have my eyes . . ."

## CONCLUSION

Grant the PCs a 1,000 XP story reward if they save Lagros from death.

## FEATURES OF THE ROOM

The room has the following features.

**Illumination:** The fires of the kiln fill this area with shadowy illumination.

**Pottery Statues:** Hardness 3; hp 10; break DC 15. These statues offer cover to anyone hiding behind them, though they are not particularly sturdy and most likely shatter if targeted by an attack.

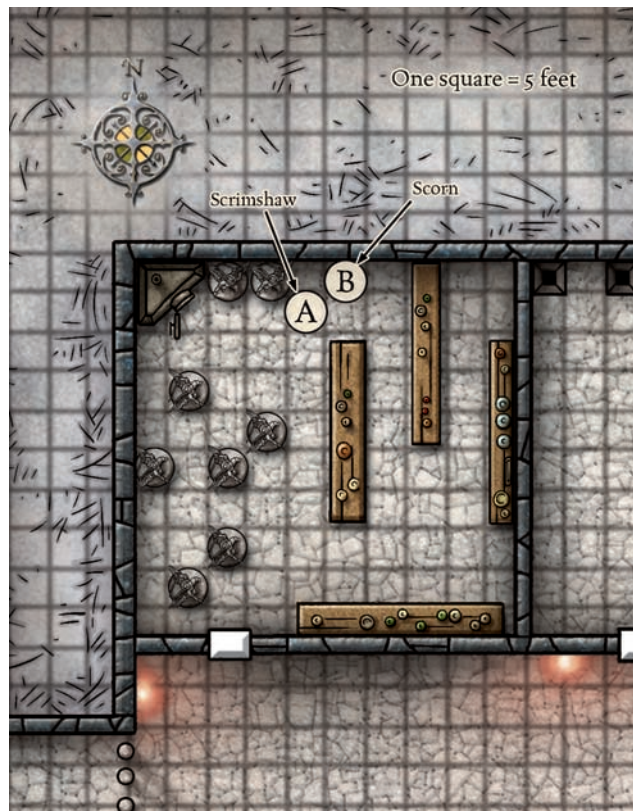
**False Gargoyle Statue:** This statue is a crude pottery representation of Scrimshaw. Trapped within the statue is a badly wounded House Medani sentry named Lagros. His muffled whimpers are barely audible (Listen DC 35) through his gag and the clay. Only his eyes are visible. Any attack on the statue kills him. If the statue is pulled into the kiln by the pulley spring trap, the clay bakes on round one, but on round two the heat permeates the statue and roasts the half-elf alive.

**Kiln:** This cast-iron kiln is where the inmates bake their poor attempts at pottery. The kiln's interior is usually fairly heated, but Scrimshaw has added alchemical fuels to it to make it flesh-searingly white hot. Anyone who comes within 5 feet of the kiln takes 1d6 points of fire damage. Anyone touching it takes 3d6 points of fire damage. Anyone pushed inside takes 5d6 points of fire damage per round (including the poor unfortunate House Medani sentry).

**Pulley Spring Trap:** CR 4; mechanical; proximity trigger; manual reset; bull rushes target into the kiln (Str 25) and drags the false gargoyle statue in as well; Search DC 30; Disable Device DC 25.

Two thin steel cables are laid neatly on the ground past the false gargoyle statue. When a creature steps within 5 feet of the statue, these cables pull taut and fling anyone within 5 feet of the statue and the statue itself into the kiln.

**Shelves:** These heavy wooden shelves are filled with pottery crockery and sculptures. They provide anyone behind them with cover. In addition, a DC 20 Strength check topples them and inflicts 3d6 points of damage on anyone within 10 feet of the side they are toppled toward. The shelves pin them (Reflex DC 20 negates).



# ALL ENTOMOLOGY

Encounter Level 12

## SETUP

Place the PCs at the entrance to the room. Do not place the swarms or Grimgraj until they are detected.

**When the PCs enter the room, read:**

*This room is quiet save for the scuttling of thousands of beetles, roaches, centipedes, and more exotic insects trapped behind thick glass cases mounted on the walls. A pedestal case in the center of the chamber also holds hordes of bugs, and examination tables are splayed with dead specimens.*

**When the PCs reach the center of the room, read:**

*Suddenly the glass cases explode in a hail of jagged shards. The centipedes, stinging ants, and other dangerous insects contained within spill free and surge toward you. One of the swarms of creeping things piles up on itself and forms into a humanoid shape before transforming into a jaundiced hobgoblin with overlong arms. His face, torso, and limbs are riddled with steel studs and pierced with steel rings. He cracks a malevolent grin and then launches himself at you in a flurry of punishing fists and feet.*

## GRIMGRAJ

CR 8

MM 153, LM 103 and 123  
hp 68 (7 HD)

Male hobgoblin gravetouched ghoul (swarm-shifter)  
ex-monk 2/fighter 3

CE Medium undead (augmented shapechanger)  
**Init** +10; **Senses** darkvision 60 ft.; Listen +10, Spot +8  
**Languages** Common, Goblin

**AC** 27, touch 21, flat-footed 21  
(+6 Dex, +4 armor, +2 natural, +5 Wis)

**Immune** undead immunities  
**Resist** evasion, turn resistance +2  
**Fort** +7, **Ref** +10, **Will** +9

**Speed** 30 ft. (6 squares)  
**Melee** unarmed strike +15/+10 (1d6+6) and  
bite +13 (1d6+1 plus ghoulish fever and paralysis) or  
**Melee** unarmed strike +13/+13/+8 (1d6+6) and  
bite +11 (1d6+1 plus ghoulish fever and paralysis)  
**Base Atk** +6; **Grp** +13  
**Atk Options** Combat Reflexes, flurry of blows, ghoul

fever (DC 15), paralysis (DC 15), Stunning Fist 2/day  
(DC 17), unarmed strike

**Special Actions** Snatch Arrows

**Combat Gear** *potion of false life*

**Abilities** Str 17, Dex 22, Con —, Int 12, Wis 20, Cha 14  
**SQ** hive mind, swarm form

**Feats** Acrobatic, Combat Reflexes<sup>B</sup>, Deflect Arrows<sup>B</sup>,  
Improved Grapple<sup>B</sup>, Improved Initiative, Improved  
Unarmed Strike<sup>B</sup>, Multiattack<sup>B</sup>, Snatch Arrows<sup>B</sup>, Stun-  
ning Fist<sup>B</sup>, Weapon Finesse

**Skills** Balance +13, Climb +8, Hide +8, Jump +12, Listen  
+10, Move Silently +11, Spot +8, Swim +8, Tumble  
+15

**Possessions** combat gear plus *bracers of armor* +4, *amu-  
let of mighty fists* +3, rotten inmate's uniform

**Ghoul Fever (Su)** Disease—bite, Fortitude save, incuba-  
tion period 1 day, damage 1d3 Con and 1d3 Dex. An  
afflicted humanoid who dies of ghoul fever rises as  
a ghoul at the next midnight. A humanoid who be-  
comes a ghoul in this way retains none of the abilities  
it possessed in life. It is not under the control of any  
other ghouls, but it hungers for the flesh of the liv-  
ing and behaves like a normal ghoul in all aspects. A  
humanoid of 4 HD or higher rises as a ghastr, rather  
than a ghoul.

**Paralysis (Ex)** Victims hit by a gravetouched ghoul's bite  
or claw attack must make a successful Fortitude save  
or be paralyzed for 1d4+1 rounds. Elves have immu-  
nity to this paralysis.

**Hive Mind (Ex)** While in swarm form, Grimgraj is im-  
mune to any spell or effect that targets a specific  
number of creatures (including single-target spells  
such as *disintegrate*), with the exception of effects  
that command, control, turn, rebuke, bolster, or de-  
stroy undead specifically.

**Swarm Form (Su)** Grimgraj can take the form of a swarm  
of undead centipedes at will. This is a standard ac-  
tion that infuses him with negative energy and heals  
5 hit points. He cannot change from this form back  
to normal form in an area where his body would not  
normally fit. His items are absorbed into the swarm  
form and provide no benefit. While in his undead  
centipede swarm form, he has a speed of 20 feet and  
a climb speed of 20 feet as well. He also gains a poi-  
son attack identical to the centipede swarms below,  
and he becomes immune to weapon damage.

## CENTIPEDE SWARMS

Monster Manual 238

hp 31 (9 HD)

N Diminutive vermin (swarm)

Init +4; Senses darkvision 60 ft., tremorsense 30 ft.

AC 18, touch 18, flat-footed 14

(+4 size, +4 Dex)

Immune mind-affecting spells and abilities, weapon damage

Fort +5, Ref +7, Will +3

Speed 20 ft. (4 squares), climb 20 ft.

Melee swarm (2d6 plus poison)

Base Atk +6; Grp —

Special Actions distraction

Abilities Str 1, Dex 19, Con 8, Int —, Wis 10, Cha 2

Feats Weapon Finesse<sup>B</sup>

Skills —

Poison (Ex) Injury, Fortitude DC 13, initial and secondary damage 1d4 Dex.

Distraction (Ex) Any creature that begins its turn with a centipede swarm in its space must succeed on a DC 13 Fortitude save or be nauseated for 1 round.

## TACTICS

Grimgraj attacks a PC, hoping to stun or paralyze her before moving on to another foe. If seriously threatened, Grimgraj turns into swarm form. Grimgraj moves through other swarms to confuse PCs as to his actual position before reforming to attack again. Anyone not succeeding on a DC 30 Spot check loses track of him among the bugs. They have a 50% miss chance to attack him (though missed attacks still hit the other swarm), and this attack allows Grimgraj to strike any foe who fails the check as if they were flat-footed. He and the swarms fight to the death.

## DEVELOPMENT

Several of the exotic insects on the specimen tables are quite rare and very valuable. One table has three gold-bellied Marshargar scarabs, which are delicate creatures whose carapaces are worth 150 gp each. Another table has two scrolls of *gentle repose* and a scroll of *giant vermin*.

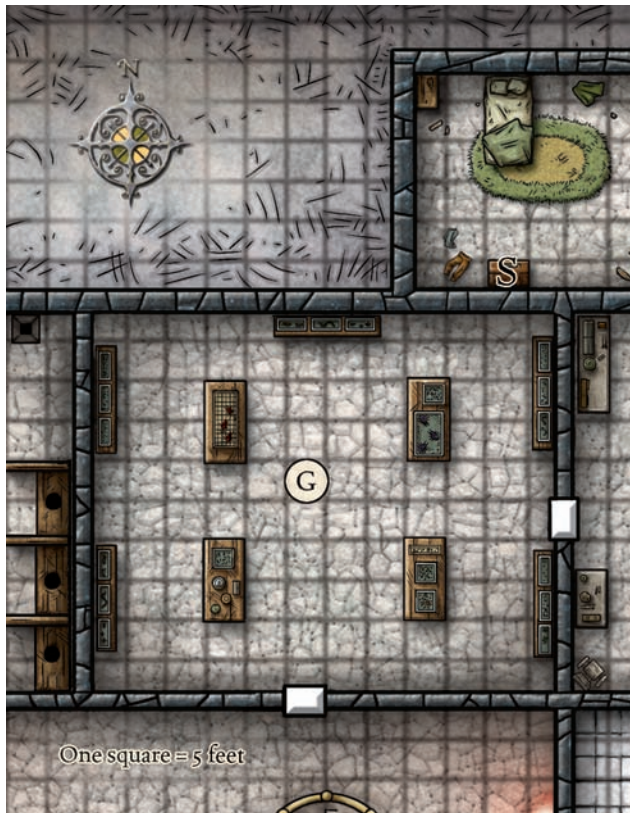
## CR 4 FEATURES OF THE ROOM

The room has the following features.

**Illumination:** There is no light in the room. Grimgraj and the swarms have darkvision out to 60 feet.

**Glass Cases:** When these cases shatter, anyone within 5 feet takes 1d6 points of slashing damage.

**Specimen Tables:** These tables are where Karvasi dissects specimens of rare or exotic insects.



# A17 ACID FOR BLOOD

Encounter Level 12

## SETUP

Place the PCs on the map as they enter the room, and place Gevard as well. Don't place the quth-maren or Razalind on the map until they attack.

### When the PCs enter the room, read:

*Emerald-hued everbright lanterns swing wildly on dozens of chains here, casting a sickening green pall. The room is littered with flayed corpses and implements of torture. In-ground baths filled with vile caustic fluid froth and spit choking fumes. Above one of these pits hangs a badly beaten half-elf, who is restrained in heavy steel bonds and whose eyes are locked on a portly walrus-man. The obese tusker wears the clothing of an inmate, but balances an absurd top hat on his gray, sloping brow. He swaggers and struts, twirling a silver-headed cane, as he casually approaches a heavy winch and cable system running to the bound warforged above.*

### When the PCs attempt to close toward Gevard, and as the quth-maren and the kyton attack, read:

*Suddenly the skinned corpse strung from a rack nearby spasms grotesquely against its bonds and reaches out for you with a greasy hand of exposed muscle and bone. Another corpse that appeared to be slowly dissolving in an acid tank suddenly slams its flayed limbs into glass, shattering it and sending acid washing over the floor as it lumbers toward you. The chains above begin to jangle and chime together, dancing with a life of their own and casting a maelstrom of green light about the room.*

## 2 QUTH-MAREN

FF 139

hp 65 each (10 HD); fast healing 4

CE Medium undead

Init +1; Senses darkvision 60 ft.; Listen +14, Spot +14

Languages Common

AC 14, touch 11, flat-footed 13  
(+1 Dex, +3 natural)

Immune acid, undead immunities

Resist electricity 15, fire 15, +2 turn resistance

Fort +3, Ref +4, Will +9

CR 7

Speed 30 ft. (6 squares)

Melee 2 slams +9 each (1d6+3 plus 1d6 acid)

Base Atk +5; Grp +8

Atk Options Blind-Fight, Improved Bull Rush, Power Attack, caustic blood, command undead, horrifying gaze, spit blood

Abilities Str 16, Dex 13, Con —, Int 13, Wis 14, Cha 15

Feats Blind-Fight, Improved Bull Rush, Power Attack, Weapon Focus (slam)

Skills Climb +16, Hide +14, Listen +14, Move Silently +18, Search +8, Spot +14

**Caustic Blood (Ex)** Any target hit by a quth-maren's slam attack takes 1d6 points of additional acid damage from the creature's caustic blood. Creatures that hit a quth-maren with natural weapons or unarmed attack also take 1d6 points of acid damage.

**Command Undead (Su)** A quth-maren commands undead as a 5th-level evil cleric. It cannot rebuke undead, but it can dispel turning or bolster other undead.

**Horrifying Gaze (Su)** A living creature within 30 feet that meets a quth-maren's deathless gaze must succeed on a DC 17 Will save or cower in fear. Cowering creatures lose their Dexterity bonus to Armor Class and can take no actions. Foes gain a +2 bonus on attack rolls to hit cowering creatures.

**Spit Blood (Ex)** Once every 1d4 rounds, as a standard action, a quth-maren can spit a glob of its acidic blood as a grenadelike weapon attack. The quth-maren must make a ranged touch attack to hit its target. This attack has a range increment of 10 feet, with a maximum range of five range increments. The glob deals 2d6 points of acid damage on a direct hit and 2 points of acid damage to all creatures within 5 feet of where it strikes.

## RAZALIND

MM 53

hp 81 (12 HD); DR 5/silver or good; regeneration 2

Female chain devil fighter 4

CE Medium outsider (evil, extraplanar, lawful)

Init +6; Senses darkvision 60 ft.; Listen +14, Spot +14

Languages Infernal

AC 20, touch 12, flat-footed 18; Dodge  
(+2 Dex, +8 natural)

Immune cold, fire, poison

Resist acid 10; SR 22

Fort +12, Ref +9, Will +8

Speed 30 ft. (6 squares)

CR 10

**Melee** 2 mwk adamantine chains +17 each (2d4+5/19–20)

**Base Atk** +12; **Grp** +15

**Atk Options** Improved Sunder, Power Attack, dancing chains, unnerving gaze

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**Abilities** Str 17, Dex 15, Con 15, Int 6, Wis 12, Cha 12

**Feats** Alertness, Dodge, Improved Critical (chains), Improved Initiative, Power Attack<sup>B</sup>, Improved Sunder<sup>B</sup>, Weapon Focus (chains)<sup>B</sup>, Weapon Specialization (chains)

**Skills** Climb +15, Craft (blacksmithing) +18, Escape Artist +13, Intimidate +14, Listen +14, Spot +14, Use Rope +2 (+4 bindings)

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**Regeneration (Su)** Chain devils take normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor. A chain devil that loses a piece of its body regrows it in 2d6×10 minutes. Holding the severed member against the stump enables it to reattach instantly.

**Dancing Chains (Su)** Razalind can control up to four chains within 20 feet as a standard action. She can increase the length of these chains up to 15 feet (easily long enough to attack creatures anywhere in the room) and cause them to sprout razor-edged barbs. These chains attack as effectively as she does with her spiked chains. If a chain is in another creature's possession, the creature can attempt a DC 17 Will save to break Razalind's power over the chain. If successful, the kyton cannot attempt to control that particular chain again for 24 hours or until it leaves the creature's possession.

**Unnerving Gaze (Su)** Range 30 ft., Will DC 17 negates. A chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies. Razalind chooses any NPC slain in "Quoth the Raven" or one of the PC's most hated foes from "Chimes at Midnight" (whichever would affect the group the most). Those who fail their saves take a –2 penalty on attack rolls for 1d3 rounds.

## JULIAN GEVARD II

hp 57 (10 HD)

CR 10

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Male human rogue 10

CE Medium humanoid

**Init** +6; **Senses** Listen +11, Spot +11

**Languages** Common

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**AC** 12, touch 12, flat-footed 10; Dodge, improved uncanny dodge (+2 Dex)

**Resist** evasion

**Fort** +7, **Ref** +9, **Will** +6

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**Speed** 30 ft. (6 squares)

**Melee** +2 *walking stick* +13/+8 (1d6+5)

**Base Atk** +7; **Grp** +10

**Atk Options** crippling strike, sneak attack +5d6

**Combat Gear** *potion of barkskin* +3

---

**Abilities** Str 16, Dex 14, Con 15, Int 10, Wis 13, Cha 6  
**SQ** trapfinding, trap sense +3

**Feats** Dodge<sup>B</sup>, Great Fortitude, Iron Will, Improved Initiative, Weapon Focus (walking stick)

**Skills** Balance +13, Bluff +5, Climb +8, Diplomacy +5, Escape Artist +15, Hide +12, Intimidate +11, Jump +12, Listen +11, Move Silently +14, Spot +11, Swim +8, Tumble +17

**Possessions** combat gear plus +2 *walking stick*, inmate's outfit and frayed oversized black top hat

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**Improved Uncanny Dodge (Ex)** Julian can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies another rogue the ability to sneak attack Julian by flanking him, unless the attacker has at least four more rogue levels than Julian does.

**Crippling Strike (Ex)** Julian can sneak attack opponents with such precision that his blows weaken and hamper them. An opponent damaged by one of Julian's sneak attacks also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

## TACTICS

Gevard flanks with the quth-maren, while the undead spit blood at distant foes and slam any who close to melee. Razalind barrages the PCs with her chains. If the opportunity presents itself, either Julian or the quth-maren bull rush a PC into one of the iron maidens and Razalind animates the chains attached to the lid to slam it shut, impaling anyone inside.

If Julian is disarmed of his stick, he single-mindedly tries to retrieve it (even if it is thrown in an acid pool in A17). If sundered, he starts weeping and blubbing. Treat him as paralyzed for 1 round, then he flies into a rage and fights to the death.

## DEVELOPMENT

The House Medani sentry suspended above the acid baths is named Kelndros. He is currently at 0 hp, but if healed he can help the PCs, and his testimony goes a long way to clear the party of any wrongdoing. If healed, he desperately seeks out his baron to rescue him from the maniacs of the asylum.

Julian Gevard reveals little useful information if captured, alternating between tea time conversational snippets and horrifying depictions of his gruesome murders with no variation in his whimsical tone.



## FEATURES OF THE ROOM

The room has the following features.

**Illumination:** Green-shrouded *everbright lanterns* provide light here, but consider it shadowy illumination until the shrouds are removed.

**Treatment Tables:** These badly stained wooden tables have seen atrocities best left unspoken. Rusty knives, pliers, barbed wire, and spikes lie strewn on top of them.

**Corpses:** The skinned corpses of several former inmates litter the floor of this area. Any square containing a sprawled skinless corpse is considered difficult terrain.

**Acid Baths:** These huge pits inset in the floor are filled with a diluted acid mixed perfectly to strip flesh slowly. The floors are slick with blood and other fluids, and anyone moving at full speed or fighting must make a DC 10 Balance check each round. If anyone fails this check within 5 feet of an acid bath, he must immediately make a DC 15 Reflex save or slide into one and be immersed in acid. Anyone immersed in an acid bath takes 6d6 points of acid damage as his flesh begins to burn and melt.

**Iron Maidens:** Hardness 5; hp 60; break DC 25. These are one of the many tools of the trade Lucard employs in his “treatments.” Any Medium or small creature slammed inside one takes 2d6 points of piercing damage. If the maiden is slammed shut with a PC inside, he takes an additional 5d6 points of piercing damage and must succeed on a DC 20 Strength or Escape Artist check to free herself. The hinged doors are attached to chains and pulleys, which allows Razalind to slam one of these shut as a standard action with her dancing chains ability.

**Acid Vat:** Hardness 2; hp 10; break DC 12. This hollow cylinder is made of a transparent glass that holds up to the organic acid contained within it. Floating in the acid here is one of the *guth-maren*. The undead pretends to be nothing more than another hapless victim until the PCs come within 30 feet of the vat. Once the vat is shattered, the acid within sprays in a 30-foot cone in any direction the person destroying it chooses. Anyone caught in the spray takes 5d6 points of acid damage (Reflex DC 15 half).

**Flesh-Stripping Racks:** Hardness 5; hp 100; if fully restrained—DC 30 Escape Artist or Strength check; break DC 25. These magic flaying harnesses are a very special gift from a priest of the Mockery named Kingrellos, entrusted to Dr. Karvasi in exchange for his loyal devotions. Each harness is a complex rack of leather straps, shackles, and manacles designed to hold a victim stock-still while the good doctor slowly skins her alive.

The harness is infused with necromantic energy and every time a victim is flayed to death while restrained in it there is a 10% chance the skinned corpse rises again as a horrid undead called a *guth-maren*. The corpse Karvasi has just finished with on the right-hand rack was one of the lucky ones (so to speak), though it is still half-restrained in the harness. (Kradar enjoyed watching the pitiful monstrosity flap about.) The undead pretends to be a corpse until a PC comes within 5 feet; then it attacks. If no PCs come near it in the first 2 rounds of combat, the *guth-maren* attempts to free itself (Strength DC 15) as a full-round action and join the fray.

**Heavy Chains:** Hardness 5; hp 40; break DC 25. These chains hang about the room with *everbright lanterns* hanging from them. Use the same stats for the chains holding Kelndros (which are padlocked [Open Lock DC 25]).



# A18 GHOSTS OF INMATES PAST

Encounter Level 12 or 14

## SETUP

Place the PCs on the map in the middle of the main tunnel. Don't place the mohrgs and zombies until after reading the text below.

If the PCs fail to Spot the mohrgs, read:

*A waist-high river of thick putrescence flows through the tunnels here. Indeterminate filth and sewage floats by on the vile surface of the flow. A long ropely strip wriggles through the water like a snake. Suddenly the ropelike thing rises toward you, filth dripping away to reveal a stinking, pulsating length of intestine. Then a skeleton emerges from the river of sewage, entrails slithering about it like so many snakes.*

On the second round of combat, when the mohrgs arise to join the slaughter, read:

*From the stinking river of brown and green filth, a skull crests the surface, its eyes burning with an unholy red gleam. Three other skeletons also rise from the swirling sewage poised to strike, with their bloated entrails flopping obscenely from their bony maws like oversized tongues.*

If a PC makes a successful DC 25 Spot check, read:

*Just cresting the river of filth, you see another figure hanging back and watching you. The creature has a smooth head topped by a short crest, reminiscent of a fin, and pale skin. Its black eyes watch dispassionately, but its fang-filled mouth acts almost of its own accord, opening once as if tasting the air, then closing with a snap.*

## 4 MOHRGS

MM 189

hp 91 each (14 HD)

CE Medium undead

Init +9; Senses darkvision 60 ft.; Listen +11, Spot +15

Languages Common

AC 23, touch 14, flat-footed 14  
(+4 Dex, +9 natural)

Immune undead immunities

CR 8

Fort +4, Ref +10, Will +9

Speed 30 ft. (6 squares)

Melee slam +13 (1d6+7) and  
tongue +12 (paralysis)

Base Atk +7; Grp +12

Atk Options improved grab, paralyzing touch

Abilities Str 21, Dex 19, Con —, Int 11, Wis 10, Cha 10  
SQ create spawn, undead traits

Feats Ability Focus (paralyzing touch), Alertness, Improved Initiative, Lightning Reflexes, Weapon Focus (slam)

Skills Climb +13, Hide +21, Listen +11, Move Silently +21,  
Spot +15, Swim +9

**Improved Grab (Ex)** To use this ability, a mohrg must hit a creature of its size or smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Paralyzing Touch (Su)** A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed on a DC 18 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma based.

**Create Spawn (Su)** Creatures killed by a mohrg rise after 1d4 days as zombies under the mohrg's control. They do not possess the abilities they had in life.

## 6 ZOMBIE GUARDS

CR 1/4

MM 266

hp 16 each (2 HD); DR 5/slashing

Female and male half-elf commoner zombies

NE Medium undead

Init +0; Senses darkvision 60 ft.; Listen +0, Spot +0

Languages None

AC 12, touch 10, flat-footed 12  
(+2 natural)

Immune undead immunities

Fort +0, Ref +0, Will +3

Speed 30 ft. (6 squares; can't run)

Melee mwk longsword +6 (1d8+4/19–20)

Base Atk +1; Grp +5

Abilities Str 18, Dex 10, Con —, Int —, Wis 10, Cha 1

Feats Toughness

Skills —

**Single Actions Only (Ex)** Zombies have poor reflexes and can perform only a single move action or attack action each round.

## TACTICS

The zombies play dead until the mohrgs spring their attack, then they mindlessly charge and fight until felled. The mohrgs use their zombie pawns to flank and attempt to paralyze foes, letting any who succumb sink below the surface of the sewage to drown horribly via refuse-infested water.

Mako (the figure mentioned in the third section of readaloud text) hangs back behind the mohrgs, watching the battle for only 1 round before submerging below the sewage and swimming quickly for A20. Mako's orders are to observe the ambush and report back to Viktor. However, if he is injured, he joins the battle with all his considerable fury. (If this occurs, see his stat block on page 35.) This makes the fight with the mohrgs considerably more difficult, but the subsequent battle against Viktor and Krader in A20 will be that much easier. It's up to the PCs whether to try and intercept Mako. He is not likely to join the fight here, but will be encountered later.

## CONCLUSION

A DC 25 Search check reveals an area of the water that is a few degrees colder than the surrounding. On the bottom of the canal here lies a +2 *icy burst kukri* discarded

by a fleeing explorer several months ago after she narrowly avoided death at the mohrgs' tongues.

## FEATURES OF THE AREA

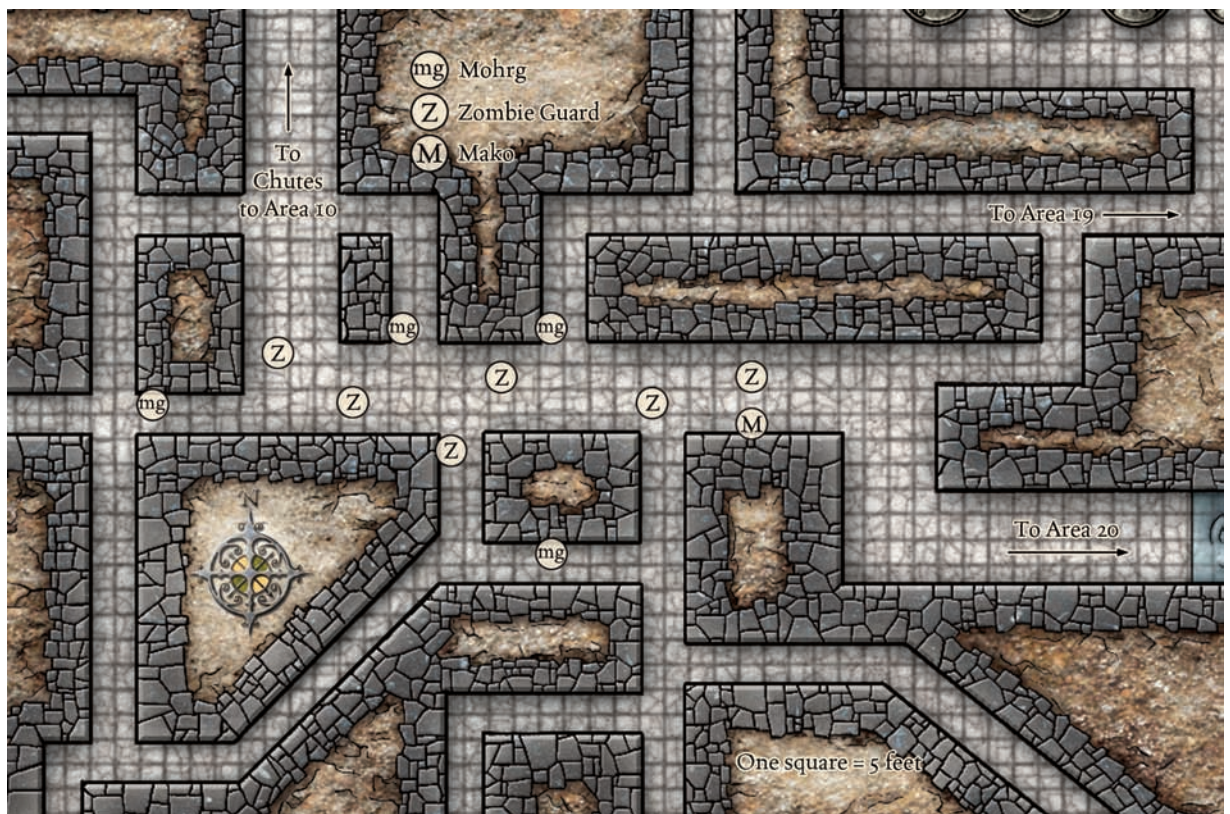
The area has the following features.

**Illumination:** There is no light in the room. The zombies and mohrgs have darkvision out to 60 feet. Mako has low-light vision.

**River of Sewage:** This flow of soupy foulness counts as difficult terrain. In addition, anyone wounded while in this area contracts filth fever.

**Corpses:** The corpses are the bodies of other guards sent to patrol the sewers. The mohrgs killed them, but the corpses have yet to animate. They do so in one day.

**Loose Ledges:** These ledges have been weakened by the mohrgs. Anyone stepping on one must make a DC 25 Reflex save or plummet into the river of sewage. A DC 25 Search check reveals this hazard.



# A20 THE DROWNING BARON

Encounter Level 12

## SETUP

Place the PCs on the map as they enter the room, and place Viktor, Karvasi, and Baron Trelib d'Medani as well. Don't place Mako until the sharklike shifter springs his attack.

When the PCs enter the reservoir, read:

*This tremendous circular steel chamber has several feet of water filling the bottom of the room, and a series of thick black iron circlets barely crest the surface of this brackish water. Chained to one circlet of iron is a haggard Baron Trelib d'Medani, and his daughter Zelina plus several of House Medani's soldiers are shackled to other nearby circlets. Wrought metal rungs stud the sloping sides of the room ascending to crisscrossing catwalks above, where a scarred and sneering Viktor Saint-Demain leans heavily on a diamond-studded silver cane. He snarls, "Let the floods surge and the unrighteous be washed away!"*

*On cue, a tall, wild-eyed man in a soiled lab coat leers as he pulls a heavy steel lever near his position on the catwalk. Eight hatches burst open as the water in the pipes on the other side spews forth. The chamber begins to fill, and Trelib and the other captives' heads disappear below the surface as they struggle to gasp for one last breath.*

When Mako attacks, read:

*A flash of foam in the water is the only thing presaging a horrid thing's emergence from the depths. Sickly white spongy flesh surrounds a gaping maw of shark's teeth that lunges toward you. Behind them gleams a set of black eyes that betray nothing but certain death.*

## MAKO

ECS 18

hp 81 (10 HD); DR 1/—

Male shifter barbarian 7/rogue 3

CE Medium humanoid (shapechanger)

Init +3; Senses low-light vision; Listen +5, Spot +6

Languages Common

CR 10

AC 17, touch 13, flat-footed 14; improved uncanny dodge

(+3 Dex, +4 natural)

Resist evasion

Fort +8, Ref +8, Will +4

Speed 40 ft. (8 squares)

Melee +2 adamantine punch dagger +12/+7 (1d4+5) and

+2 adamantine punch dagger +12 (1d4+5)

Base Atk +9; Grp +12

Atk Options longtooth, rage 2/day, sneak attack +2d6

Abilities Str 16, Dex 17, Con 14, Int 10, Wis 11, Cha 10

SQ longtooth, truedive\*, trap sense +1, trapfinding

Feats Extra Shifter Trait (longtooth), Healing Factor, Shifter Ferocity, Two-Weapon Fighting

Skills Balance +5, Climb +11, Escape Artist +10, Handle Animal +5, Hide +8, Intimidate +10, Jump +15, Listen +5, Move Silently +8, Spot +6, Swim +16

Possessions tattered inmate's outfit, amulet of natural armor +4, two +2 adamantine punch daggers

**Improved Uncanny Dodge (Ex)** Mako can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies another rogue the ability to sneak attack Mako by flanking him, unless the attacker has at least four more rogue levels than Mako does.

\*Truedive is found on page 26 of *Races of Eberron*.

When Mako is raging and shifting, the following changes apply to the above statistics.

AC 15, touch 11, flat-footed 12

hp 111

Fort +11, Will +6

Speed swim 30 ft. (6 squares)

Melee +2 adamantine punch dagger +15/+10 (1d4+8) and

+2 adamantine punch dagger +15 (1d4+8) and bite +10 (1d6+3) or

Melee bite +15 (1d6+6)

Grp +15

Abilities Str 22, Con 22

Skills Climb +14, Jump +18, Swim +27

## VIKTOR SAINT-DEMAIN

DMG 109 and 185, CW 12, ECS 82

hp 98 (15 HD)

Male human expert 2/swashbuckler 5/master inquisitive 4/duelist 5

CE Medium humanoid

CR 15

**Init** +6; **Senses** Listen +11, Spot +14  
**Languages** Common, Elven, Goblin, Undercommon

---

**AC** 23, touch 14, flat-footed 14; Dodge, Mobility, canny defense, enhanced mobility (+9 Dex, +4 natural)

**Fort** +7, **Ref** +16, **Will** +8

---

**Speed** 30 ft. (6 squares)

**Melee** +2 *speed wounding rapier* +20/+20/+15/+10 (1d6 plus 1 Con)

**Base Atk** +14; **Grp** +14

**Atk Options** Combat Expertise, Improved Feint, insightful strike, precise strike +1d6

**Combat Gear** *potion of displacement, potion of fly, water elemental gem, bead of force*

**Spell-Like Abilities\*** (CL 15th):

1/day—*discern lies* (DC 16), *true seeing*

---

**Abilities** Str 10, Dex 18, Con 12, Int 22, Wis 10, Cha 14

**SQ** canny defense, contacts (2), dodge bonus +1, enhanced mobility, grace, improved reaction +2

**Feats** Combat Expertise, Dodge, Education, Improved Feint, Investigate, Iron Will, Mobility, Urban Tracking, Weapon Finesse

**Skills** Balance +6, Bluff +19, Craft (alchemy) +12, Decipher Script +12, Diplomacy +9, Disable Device +12, Disguise +7 (+9 acting), Escape Artist +14, Gather Information +15, Heal +4, Jump +9, Knowledge (arcana) +14, Knowledge (architecture and engineering) +13, Knowledge (local) +18, Knowledge (religion) +15, Listen +11, Open Lock +9, Perform (oratory) +5, Search +18 (+20 secret compartments and doors), Sense Motive +13, Spot +14, Tumble +16

**Possessions** white silk shirt, jacket and pants, inquisitive's cap, basilisk leather boots (200 gp), diamond studded pocket watch (800 gp), +2 *speed wounding rapier, amulet of natural armor* +4, *headband of intellect* +4, *gloves of Dexterity* +4

---

**Canny Defense (Ex)** When not wearing armor or using a shield, Viktor adds 1 point of Intelligence bonus per duelist class level to his Dexterity bonus to modify Armor Class while wielding a melee weapon (included above). If Viktor is caught flat-footed or otherwise denied his Dexterity bonus, he also loses this bonus.

**Enhanced Mobility (Ex)** When wearing no armor and not using a shield, Viktor gains an additional +4 bonus to AC against attacks of opportunity caused when he moves out of a threatened square.

**Insightful Strike (Ex)** Viktor can place his finesse attacks where they deal greater damage. He applies his Intelligence bonus as a bonus on damage rolls (in addition to any Strength bonus he may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse. Targets immune to sneak attacks or critical hits are immune to Viktor's insightful strike. Viktor cannot use this ability when

wearing medium or heavy armor or when carrying a medium or heavy load.

**Precise Strike (Ex)** Viktor can strike precisely with a light or one-handed piercing weapon, gaining an extra 1d6 damage added to his normal damage roll. When making a precise strike, Viktor cannot attack with a weapon in his other hand or use a shield. Viktor's precise strike works only against living creatures with discernible anatomies. Any creature that is immune to critical hits (including undead, constructs, oozes, plants, and incorporeal creatures) is not vulnerable to a precise strike, and any item or ability that protects a creature from critical hits (such as armor with the fortification special ability) also protects a creature from a precise strike.

**Grace (Ex)** Viktor has a +3 competence bonus on all Reflex saving throws (included above). This ability functions only when he is wearing no armor and not using a shield or when he is not carrying a medium or heavy load.

**Improved Reaction (Ex)** Viktor has a +2 bonus on initiative checks (included above). This bonus stacks with the benefit provided by the Improved Initiative feat.

\*Viktor can spend 2 action points to gain one additional use of these abilities.

#### KRADER

**hp** 119 (12 HD); **DR** 2/—

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Male human barbarian 12

CE Medium humanoid

**Init** +6; **Senses** Listen +14, Spot -1

**Languages** Common

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**AC** 14, touch 14, flat-footed 12; improved uncanny dodge

(+2 Dex, +2 deflection)

**Resist** evasion

**Fort** +11, **Ref** +6, **Will** +3

---

**Speed** 40 ft. (8 squares)

**Melee** +2 *shocking burst kama* +15/+10/+5 (1d6+4/19-20 plus 1d6 electricity) and +3 *defending kama* +16/+11/+6 (1d6+4/19-20)

**Base Atk** +12; **Grp** +14

**Atk Options** Power Attack, greater rage 4/day

---

**Abilities** Str 14, Dex 14, Con 16, Int 8, Wis 8, Cha 6

**SQ** trap sense +4

**Feats** Improved Critical (kama), Improved Initiative, Power Attack, Two-Weapon Fighting, Weapon Focus (kama)

**Skills** Climb +12, Intimidate +13, Jump +7, Listen +14, Survival +9, Spot -1, Swim +7

**Possessions** +2 *shocking burst kama, +3 defending kama, ring of protection* +2, long white laboratory coat, spectacles, gray cotton pants and elbow length white gloves

---

**Improved Uncanny Dodge (Ex)** Krader can no longer

be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies another rogue the ability to sneak attack Krader by flanking him, unless the attacker has at least four more rogue levels than Krader does.

When Krader is raging, the following changes apply to the above statistics.

**AC** 12, touch 12, flat-footed 10

**hp** 155

**Fort** +14, **Will** +6

**Melee** +2 *shocking burst kama* +18/+13/+8 (1d6+7/19–20 plus 1d6 electricity) and

+3 *defending kama* +19/+14/+9 (1d6+5/19–20)

**Grp** +17

**Abilities** Str 20, Con 22

**Skills** Climb +15, Jump +10, Swim +10

#### DR. LUCARD KARVASI

CR 10

**hp** 80 (12 HD)

Male human artificer 12

LE Medium humanoid

**Init** +6; **Senses** Listen +2, Spot +2

**Languages** Common, Daan, Daelkyr, Goblin, Infernal

**AC** 14, touch 14, flat-footed 12

(+2 Dex, +2 deflection)

**Fort** +7, **Ref** +6, **Will** +10

**Speed** 30 ft. (6 squares)

**Melee** +2 *shocking burst kama* +13/+8 (1d6+3/19–20 plus 1d6 electricity) and

+3 *defending kama* +14/+9 (1d6+4/19–20) or

**Ranged** *wand of ray of enfeeblement* +11

**Base Atk** +9; **Grp** +9

**Atk Options** Attune Magic Weapon, infusions, metamagic spell completion (7/day), metamagic spell trigger

**Combat Gear** *wand of lightning bolt*, *wand of ray of enfeeblement*, *scroll of minor globe of invulnerability*

**Infusions/Day** (CL 12th): 5th (2/day), 4th (3/day), 3rd (4/day), 2nd (4/day), 1st (4/day)

**Abilities** Str 10, Dex 14, Con 16, Int 18, Wis 14, Cha 11

**SQ** artificer knowledge, artisan bonus, craft homunculus, disable trap, item creation, retain essence

**Feats** Attune Magic Weapon<sup>B</sup>, Brew Potion<sup>B</sup>, Craft Construct<sup>B</sup>, Craft Magic Arms and Armor<sup>B</sup>, Craft Rod<sup>B</sup>, Craft Staff<sup>B</sup>, Craft Wand<sup>B</sup>, Craft Wondrous Item<sup>B</sup>, Exceptional Artisan<sup>B</sup>, Improved Critical (kama), Improved Initiative, Scribe Scroll<sup>B</sup>, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (kama)

**Skills** Appraise +6, Concentration +18, Craft (alchemy) +19, Diplomacy +2, Heal +9, Knowledge (arcana) +19, Knowledge (architecture and engineering) +19, Listen +2, Open Lock +17, Search +19 (+21 secret compartments and doors), Sense Motive +9, Spellcraft +21 (+23 scrolls), Spot +2, Use Magic Device +15

**Possessions** combat gear plus +2 *shocking burst kama*,

+3 *defending kama*, long white laboratory coat, spectacles, gray cotton pants and elbow length white gloves

**Metamagic Spell Completion (Su)** Karvasi can apply a metamagic feat he knows to a spell completion item. He must have the appropriate item creation feat for the spell completion item he is using. The DC for the Use Magic Device check is equal to 20 + (3 × the modified level of the spell).

**Metamagic Spell Trigger (Su)** Karvasi can apply a metamagic feat he knows to a spell trigger item. He must have the appropriate item creation feat for the spell trigger item he is using. Using this ability expends additional charges from the item equal to the number of effective spell levels the metamagic feat would add to the spell. Karvasi cannot use this ability when using a spell trigger item that does not have charges.

**Artificer Knowledge (Ex)** Karvasi can make a special artificer knowledge check with a +8 bonus to detect whether a specific item has a magical aura. Karvasi must hold and examine the object for 1 minute. A successful check against DC 15 determines that the object has magical qualities, but does not reveal the specific powers of the item.

**Artisan Bonus (Ex)** Karvasi gains a +2 bonus on Use Magic Device checks to activate an item of a kind for which he has the prerequisite item creation feat.

**Craft Homunculus (Ex)** Karvasi can create a homunculus as if he had the Craft Construct feat. He must emulate the spell requirements (arcane eye, mending, and mirror image) as normal for making a magic item, and he must pay all the usual gold and XP costs (though he can spend points from his craft reserve). Karvasi can also upgrade an existing homunculus that he owns, adding 1 Hit Die at a cost of 2,000 gp and 160 XP. If Scorn gives his homunculus more than 6 Hit Dice, it becomes a Small creature and advances as described in the *Monster Manual* (+4 Str, –2 Dex, damage increases to 1d6). The homunculus also gains 10 extra hit points for being a Small construct. Karvasi's homunculus can have as many Hit Dice as he has minus 2. No matter how many Hit Dice it has, a homunculus never grows larger than Small.

**Item Creation (Ex)** Karvasi can create a magic item even if he does not have access to the spells that are prerequisites for the item. He must make a successful Use Magic Device check (DC 20 + caster level) to emulate each spell normally required to create the item.

**Retain Essence (Su)** Karvasi has the ability to salvage the XP from a magic item and use those points to create another magic item. Karvasi must spend a day with the item, and he must also have the appropriate item creation feat for the item he is salvaging. After one day the item is destroyed and Karvasi adds the XP it took to create the item to his craft reserve.

## TACTICS

Viktor activates the valves to fill the reservoir with brackish polluted water (beginning to drown the baron and his party) and then hurls his *water elemental gem* below to aid Mako in his fight against the party. He looks on while cackling madly with joy as the PCs struggle to fend off Mako and the elemental and save the baron. Viktor casually fires crossbow bolts at the party from above for the rest of the battle until someone reaches him. Krader drools and guffaws by Viktor's side. He flies into a greater rage if anyone reaches the catwalk, and he attacks until slain to protect his master. Mako does what he does best: He closes in to shred and bite anyone attempting to save the baron from drowning.

## DEVELOPMENT

If the PCs have garnered information on Lucard's split personality, they may make a Diplomacy check as a move action every round to attempt to draw the doctor's higher reasoning persona out and banish Krader into the dark recess of his psyche. The DC for the check is 30, and three must be made before Karvasi recovers his wits.

If Karvasi resurfaces, he seethes with rage at Viktor for turning him into a brutish puppet. Karvasi employs infusions on his kama and closes with the inquisitive to get bloody vengeance, serving as an excellent distraction for the party and allowing them to stop the pumping of alchemical poisons into the chamber below.

Baron Trelib d'Medani and his crew begin to hold their breath on the first round (after Viktor starts the cascade of poisons from the pipes), choking to death on the toxic water when their air runs out. If Trelib perishes, Viktor's goal of vengeance is met, but his greater goal is the incrimination of the PCs in the attempt to poison Sharn's waterways. The only way to drain the reservoir is to activate a series of pumps. A DC 20 Knowledge (architecture and engineering) or Disable Device check can activate them, but doing so shunts the water to A19, which increases the pressure on the waste containment located there. The pressure increases steadily over 5 rounds. On the fifth round, the waste cells explode and push the alchemical poisons upward into Black Arch district's waterways, which effectively poisons the wells of the entire Upper Dura (unless the PCs sealed off the pipes accessing these waterways in which case the water floods Hell's Heart above).

If the PCs free Trelib and get him above the waterline, he sputters and warns them of Viktor's true plan, in hopes the PCs can avert the poisoning of Lower Tavick's Landing (see Controls below for further details).

Viktor pulls out and activates his *image recorder* as soon as the PCs begin activating the valves to drain the reservoir, and if possible he also documents himself attacking the party and reversing the flow as they struggle to stop him.

## CONCLUSION

If the party saves Baron Trelib d'Medani, grant them additional XP as if they defeated a CR 10 encounter. If they save Zelina as well, increase this bonus XP by 1,000 and increase it by 200 for each bodyguard saved as well. If Viktor is slain, he snarls the following as he expires: "For hate's sake I spit my last breath at thee."

## FEATURES OF THE AREA

The area has the following features.

**Illumination:** *Everbright lanterns* brought in by Saint-Demain provide light here.

**Poisoned Water:** The chamber is filled with 5 feet of poisonous water when the PCs enter. This water increases by 2 feet every round thereafter until the pipes are shut down and the chamber vented (by using the controls above). Anyone drinking or choking on the water takes 1d6 points of Con damage (DC 20 Fortitude save negates). Anyone with an open wound in the water takes 1d6 points of Con damage (DC 15 Fortitude save negates).

**Hostages:** The baron and his party are each shackled to separate steel rings on the floor of the reservoir. Their shackles have hardness 10, hp 20, break DC 25, Open Lock DC 25.

**Pipes:** These pipes spray water into the room with surprising force: Anyone moving within 5 feet of their opening is bull rushed with a Strength of 25. Anyone able to approach one of these pipes may reseal the hatch on it with a DC 20 Strength check, halting the deluge of poisoned water.

**Ladders:** These sturdy steel ladders ascend to the catwalks above. Viktor has sabotaged the two closest to the door (only the one opposite the entrance to the reservoir is safe), so that once a climber reaches 50 feet the ladder buckles and gives way, which sends them crashing into the polluted water below. A DC 25 Search check allows a PC to note the danger.

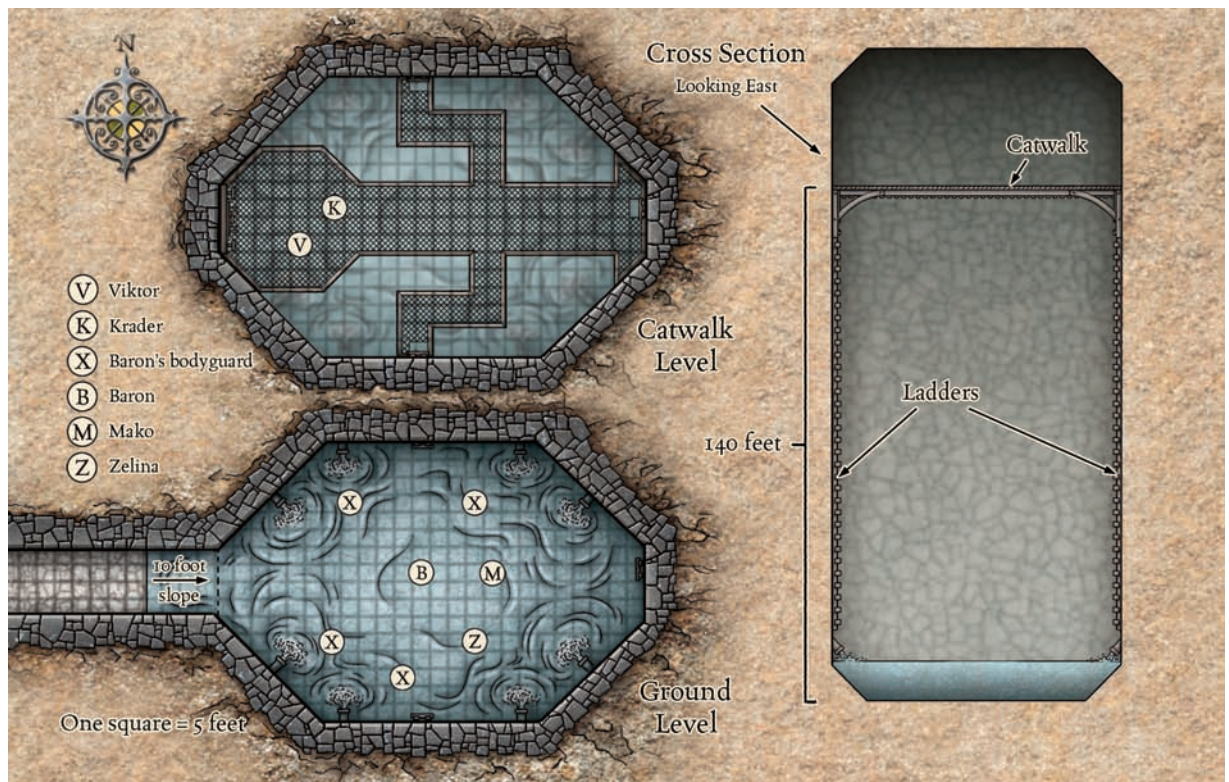
**Catwalks:** These iron catwalks have seen some rust and wear. Any 5-foot section may be damaged and destroyed (hardness 5, hp 10, break DC 15). If three squares are destroyed, the entire catwalk plummets to the floor below (anyone caught underneath it takes 6d6 points of damage (DC 15 Reflex save for half).

**Controls:** Anyone adjacent to these controls can make a DC 20 Knowledge (architecture and engineering) or Disable Device check to close the pipes and vent the water here into A19's containment cells instead. A DC 20 Strength check also does the trick, though forcing the valves in this manner requires 2 full rounds of activity. The venting of the water may not be reversed once the controls have been engaged, and it instantly becomes apparent that something horrid is happening in A19 thanks to the sound of water being pumped into the waterways (unless the PCs have disabled the containment cells). If the PCs have not disabled the containment cells in A19, they may still attempt to rush there and do so, but they have only 5 rounds to succeed in this task before the waterways are flooded with toxins. (Mako and Krader harry anyone who tries to accomplish this.)

## About the Author

Nicolas Logue lives in the City of Towers (he has a little one-bedroom place in Cassan Bridge) with the love of his life, Taurie. Nick is the author of over thirty adventures, articles, and sourcebooks for D&D, including the Gamemastery Modules Crown of the Kobold King and Carnival of Tears, as well as Paizo's Pathfinder #3 Hook Mountain Massacre. His Eberron credits include Voyage of the Golden Dragon, Eyes of the Lich Queen, Dragons of Eberron, and the upcoming City of Stormreach.

Nick is sad to see Viktor Saint-Demain go. He'd like to thank James Jacobs, Jeremy Walker, and James Sutter for taking a chance on the inquisitive in Dungeon #133, and he thanks Chris Thomasson for letting Viktor spit his last breath at the PCs.



Based on the original DUNGEONS & DRAGONS® game by E. Gary Gygax and Dave Arneson and on the new edition of the DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

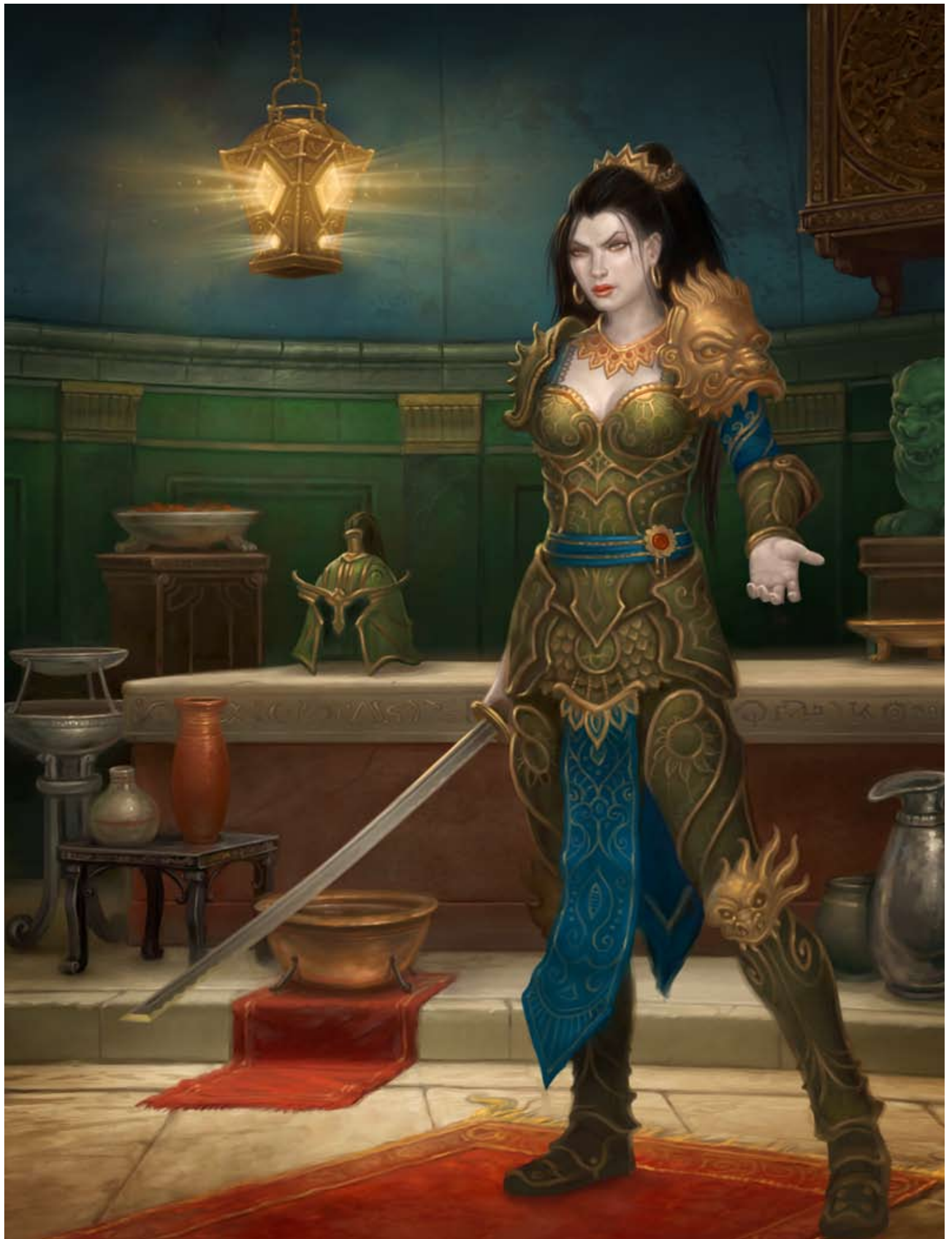
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# Iggwilv's Legacy: The Lost Caverns of Tsojcanth

by Ari Marmell and Edward Albert  
art by Howard Lyon and Francis Tsai  
cartography by Rob Lazzaretti

## Introduction

To the inhabitants of the war-torn world of Oerth, the spellcaster Iggwilv is a footnote to history, an advisor and facilitator to greater evils. They forget that Iggwilv—master of demons, mistress of Graz'zt, and mother of Iuz—is a mighty witch, was once greater still, and that she conquered an entire region with her potent spells and demonic minions. Even today, when so many have studied her writings, and all have heard of the so-called lost caverns where she hid her greatest of treasures, Iggwilv keeps a secret or two regarding her rise to power.

For centuries, the mountain called Iggwilv's Horn has been little more than a landmark, the guide by which explorers have sought out the nearby caverns of Tsojcanth. Its twisted and craggy peak has featured in numerous tales of mystery and horror, but always for what it represents and not for what it truly is. The time has come, at last, for the truth to be revealed. Iggwilv's Horn is no mere landmark, but a wellspring of evil that taints the surrounding lands. The Lost Caverns of Tsojcanth was only one of Iggwilv's homes, yet it was here that the conjurer learned her greatest powers, scribed her greatest works, and congressed with demons. And it is here that brave heroes must eventually come, if they are to forestall the rise of an even greater evil, for Iggwilv's Horn stabs not only into the heart of Oerth, but into the depths of the Abyss. . . .

## WHAT IS IGGWILV'S LEGACY?

*Iggwilv's Legacy* is a web-based adventure expanding the former lair and home of the dread archmage. The first part, "Iggwilv's Horn," details the history of the archmage's mountain, its outer slopes and caves, and the lands surrounding it. The second part revisits the classic adventure "The Lost Caverns of Tsojcanth," updated to use 3.5 DUNGEONS & DRAGONS rules. The third part, "The Hollow of the Horn," explores yet more of the chambers within the mountain's deadly interior.

"Iggwilv's Legacy" is designed for a party of four 11th-level characters, but any combination of 10th- to 12th-level characters should suffice. The group members should possess at least one magic weapon (if not more) and have a spellcaster among them. Given the story's focus on horror, play runs best with a party of

primarily good-aligned characters, but this is by no means a hard and fast requirement. Indeed, a party of all neutral (or even evil) characters might benefit just as much from exploring the halls and twisting passages of Iggwilv's Horn and its Lost Caverns.

## WHAT YOU NEED TO PLAY

This material makes use of information from various supplements, including *Heroes of Horror*, *Fiendish Codex I: Hordes of the Abyss*, *Dungeonscape*, and various *Monster Manuals* beyond the first. Essential details and simplified rules are presented here where appropriate; thus, although these supplements can add detail to the adventures, they are not required.

As written, the Caverns of Tsojcanth and Iggwilv's Horn exist in the World of Greyhawk, but they can easily be adapted to Eberron, the Forgotten Realms, or any other setting. A Dungeon Master (DM) need only find a location for the mountain in an appropriate borderland region, and room in the world's history for a demon-conjuring archmage.

## BACKGROUND

Some of the following originally introduced the 1st edition module *S4: The Lost Caverns of Tsojcanth*, concluding the famed S-series that included *Tomb of Horrors*, *White Plume Mountain*, and *Expedition to the Barrier Peaks*:

## REFERENCES

*Iggwilv's Legacy* makes substantial use of characters from the long history of the DUNGEONS & DRAGONS game. Although a comprehensive list of the sources that feature these characters would be prohibitively large, the following serves as a summary.

**Fraz-Urb'luu:** *Book of Vile Darkness*, *Fiendish Codex I: Hordes of the Abyss*, *Dragon* #333, *S4: The Lost Caverns of Tsojcanth*, *Monster Manual II* (1st Edition)

**Graz'zt:** *Book of Vile Darkness*, *Fiendish Codex I: Hordes of the Abyss*, *S4: The Lost Caverns of Tsojcanth*, *Monster Manual II* (1st Edition)


**Iggwilv:** *Dragon* #336, *S4: The Lost Caverns of Tsojcanth*

**Iuz:** *Complete Divine*, *Living Greyhawk Gazetteer*

**Tharizdun:** *Complete Divine*, *Lords of Madness*, *WG4: The Forgotten Temple of Tharizdun*

**Tsojcanth:** *S4: The Lost Caverns of Tsojcanth*

**Zagig Yragerne:** *Dragon* #336, *S4: The Lost Caverns of Tsojcanth*



Nearly a century ago, the archmage Iggwilv sent her evil minions to conquer the lands around her abode. So successful was she that the Marches of Perrenland were subjugated for a decade, and great indeed was the loot brought to answer her insatiable demand for treasure. Legend states that the archmage gained much of her prowess from discovering the Lost Caverns of Tsojcanth, wherein was hidden magic of unsurpassed might. It is certain that Iggwilv ruled her domain from these caverns. There she also conducted arcane experiments and rituals, trying to further increase her powers.

These experiments were her downfall, for she accidentally freed the demon Graz'zt, whom she had imprisoned and forced into servitude. A terrible battle followed, and although the demon was forced to flee to the Abyss, Iggwilv was so battered from the contest that her powers and strength were forever lost. With her diminished might, Iggwilv's realm was sundered. Her former henchmen and slaves stole her treasure and scattered to the four winds in the face of enemy armies.

The archmage, however, used the last of her power to prepare a hiding place in the caverns for her remaining wealth. Legends say that this treasure included several tomes of great power and the fabled lamp called *Daoud's Wondrous Lanthorn*. No one knows what else might be hidden, for no one has yet discovered Iggwilv's hoard.

None know whether Iggwilv still lives. Until recently, though, the stories of her secret cache of treasure in the Lost Caverns of Tsojcanth were regarded as another grandfathers' tale to amuse younglings. Tapestries, rugs, statues, and rare art have been recovered over the years, as well as chests of precious metals, sacks of coin, and coffers filled with gems and jewelry. It was believed that all her treasure had been looted and that no magic or wealth remained. However, recent investigations have indicated that the magic lanthorn did exist and that Iggwilv possessed it. Iggwilv's lair was definitely located somewhere along the gorge of the Volverdyva River in the mountains between Schwartzenbruin and Highfolk. The realms of Iuz, Perrenland, and Ket have sent expeditions into the Yatil Mountains seeking the location of the caverns; the few survivors have all failed.

## THE RUMORS OF THE HORN

Most who know of the lost caverns and their surroundings hold Iggwilv responsible for the evil that has occurred here. And why should they not? The vile archmage dwelt here for centuries, conjuring ever-

greater demons and experimenting with ever more foul horrors. The truth, however, is that the mountain was a font of power long before the archmage ever made her presence felt.

No one alive today can say with certainty why monsters have long been drawn to this mountainous region, why those who spend too long here grow diseased in body and mind, why the air weighs heavy with the presence of evil. A few scholars have suggested that, eons before recorded history, demonic creatures might have used the mountain as a prison. They refer to legends that claim the great demon lord Graz'zt once confined a hated foe here for millennia before finally tiring of the enemy and utterly destroying him. The presence of this great demon, and his struggles to escape, might indeed be the source of the taint that clings to the region like a ravenous leech, or this tale might just be another among the layers of misunderstanding and deception that cloak the Caverns and Horn.

## THE RISE OF TSOJCANTH

Years ago, but not beyond the reach of a historian's quill, an Oeridian archmage named Tsojcanth rose to power. The predecessor of more famous wizards, such as Mordenkainen and Otiluke, Tsojcanth was a student of great magic and a protector of the mortal realm. For many lifetimes, Tsojcanth defended Oerth from incursion and assault. He battled the minions of the demon princes, Orcus and Graz'zt, slew a wielder of the horrific *Hand of Vecna*, and even stood against the forces of the mad god Tharizdun. Yet these battles exhausted him, and the time soon came when even the great Tsojcanth knew he must pass on. Legend says that he made his crypt deep in the caverns beneath the mountains, where he, in his final rest, might serve to dampen the area's evil energy.

In truth, everything known of Tsojcanth—even his name—is myth and misdirection. The being who called himself Tsojcanth was no human wizard, however powerful, but the half-breed child of an Abyssal prince. A master of sorcery and deception, Tsojcanth learned many secrets from the orders of good. He steered them away from his own machinations, and aided them in fighting both his own rivals and those of his demonic sire. After Tharizdun's defeat, Tsojcanth determined that he had spent long enough masquerading as a mortal and allowed that identity to fade as he moved on to other diversions.

## THE COMING OF IGGWILV

For centuries, the region waited. Communities and nations sprang up around the mountain, but nobody claimed it for long. The taint of the Abyss was subtle yet omnipresent. This stretch of mountainous land became a magnet for conflict. Border skirmishes, far out of proportion to the land's worth, raged in its valleys. Monsters, from goblins to giants to dragons, made it their home, though the land had little to offer.

And then a young, depraved witch named Iggwilv found her way here.

Until this time, Iggwilv had dwelt in the city of Greyhawk, apprenticed to the mad wizard Zagig Yragerne. She learned much at his side, including the secrets of demon lore. Together, using their mightiest spells, they bound the demon prince Fraz-Urb'luu. Hungry for greater power and determined to repeat such a feat on her own, Iggwilv questioned the imprisoned archfiend outside the presence of her master, and she learned much, including the true nature and true name of Tsojcanth, Fraz-Urb'luu's own misbegotten son.

Absconding with many of Zagig's artifacts and writings—including the *Tome of Zyx*, which would one day form the foundation of the dread *Demonomicon*—Iggwilv traveled to what was thought to be the last resting place of Tsojcanth, the peak that would one day bear her name. Accompanied by an array of humanoid and fiendish minions, she made her way to the center of the inner complex, hungry for the knowledge she believed it would contain.

To her dismay, she found no books of spells and no ancient artifacts. She did, however, sense the Abyssal energy that flowed through the mountain like an unseen current, and the potential was not lost on her. She believed that with this energy and her knowledge of his true name, she might not only summon the fiend of whom she had recently learned, but bind him as well.

The battle of wills was fierce indeed. Planar boundaries ruptured like pustules, and the flow of the Abyss into the mortal realm increased from a trickle to a torrent. Yet in the end, Iggwilv's will prevailed. In this, her first summoning since emerging from the shadow of Zagig, she proved successful beyond her wildest dreams.

For generations, Tsojcanth was the greatest of Iggwilv's slaves. He became her advisor, her enforcer, her font of lore and demonic secrets. Although he hated her with intensity surprising even among demons, Tsojcanth had no power to escape the mystic shackles under which he labored.

As the decades passed, the witch's interaction with Tsojcanth became a twisted game. She could command his general obedience, but not acquiescence to her every demand. She baited him and challenged him with questions, and he tested the limits of her control.

One day, however, the witch's interest in her Abyssal slave suddenly waned, for she had unearthed a greater prize. Somehow, Iggwilv had learned the true name of the demon prince Graz'zt, and she summoned him forth.


If the archmage's struggle for dominance over Tsojcanth had been mighty, her war of wills with Graz'zt was titanic. Many of Iggwilv's minions were slain, much of her magic hoard and mystic writings destroyed. In the end, however, her depth of demonological knowledge and her arcane power were sufficient to defeat even so mighty a being as Graz'zt. The archfiend was humbled before her, a demon prince laid so low as to be slave to a mere mortal.

This, then, was the height of Iggwilv's reign, for she commanded a growing army of demons. She became undisputed master of the region surrounding what was now known as Iggwilv's Horn. Neighboring lands, such as Ket and Perrenland, sent forces against her, and she obliterated them. Iggwilv and Graz'zt became lovers, and the witch gave birth to a half-blooded son she dubbed Iuz.

To her slave Tsojcanth, Iggwilv assigned a less pleasant fate. Unwilling to risk dividing her attention between the two great demons, she confined Tsojcanth to the nearby caverns. There he was tasked with overseeing her lesser minions and forgotten experiments, allowed out only when she required him to perform a specific task.

Had circumstances remained thus, Iggwilv and her demons might well have conquered the entire region, perhaps even major portions of Oerth. Eventually, however, the witch and her demonic consort realized that the flow of Abyssal energy from the depths of the mountain was increasing, and formerly healthy areas had grown severely tainted. The darkness Iggwilv had released in her various summonings and experimentations had grown strong, and threatened to tear a rift between Oerth and the Abyss. Already, several uncontrolled demons had slipped through, riding the waves of chaotic magic.

Iggwilv knew she must plug the leak. She hardly cared for the well-being of the world around her, but the notion of an influx of demons over which she had no control disturbed her. None of her magic proved able to seal the gap, however. Finally, after discussion with Graz'zt, Iggwilv determined that the only way to



stem the Abyssal flow into Oerth was to trap a great source of power and magic in the rift, anchored to the Material Plane. She would have to sacrifice one of her demons, imprisoning him permanently as a plug between worlds, using his own magic and energy to block those coming from the other side.

In this, the great mistress of demons was deceived. Graz'zt, despite his carnal relations with his mistress, had never accepted his lot as a mortal's slave. Where he could have elucidated other ways to seal the rift, he instead fed to Iggwilv the one that might win him freedom. Graz'zt knew that only he and Tsojcanth, of all the archmage's demons, had the power to serve as a living barrier. He knew that Iggwilv would not sacrifice him. And he knew that Tsojcanth would never quietly accept such a fate.

And indeed, when Tsojcanth saw the symbols on the floor, around the growing rift to the Abyss, he realized what was to come. For the first time in decades, Tsojcanth battled his mistress.

Caught by surprise, Iggwilv was still able to defeat her errant slave, leaving Tsojcanth barely alive on the floor of the chamber. The battle left the witch drained, however, bereft of her mightiest spells. Graz'zt had anticipated this weakness, and he chose to strike in this moment.

Yet even the mighty Graz'zt, in his hubris, underestimated the sheer power the archmage had achieved.

For hours the lovers battled, and the mountain shook with magic beyond the ken of most mortals. Iuz attempted to interfere, but instead the chaotic energy mauled and deformed him, warping his handsome visage into the repulsive guise he must wear today. The last barriers between Oerth and the Abyss were torn asunder, and the taint of chaos and evil swept the region like a flood.

And still, Iggwilv emerged triumphant. She could not rebind Graz'zt, but she slew the prince's physical form, banishing him to the Abyss for a hundred years. She raised the still-living form of Tsojcanth and bound him permanently into the planar fabric.

But Iggwilv's victory cost her dearly. The battle had exhausted all she had and all she was. Her great artifacts now lacked power, burned out in the conflict. Her body and soul were broken and twisted, no longer capable of harnessing the mighty magic she once wielded.

Determined not to let her minions detect her weakness, Iggwilv moved all her treasure into Tsojcanth's former caverns, placing traps and monsters to defend her valued possessions. She left many guardians in the

caverns, but one in particular, her daughter Drelnza, she trusted above all others to keep her treasure safe. Then, when all was complete, Iggwilv departed the caverns and disappeared. Historians suggest Graz'zt's minions spirited her away to the Abyss for further tortures (and, some scholars maintain, an eventual if unlikely rekindling of their romance); others claim that she traveled Oerth and the planes, seeking a way to recover her power. Most presumed she had simply died. Her minions slowly departed the caverns and the Horn, and the world turned its attention to other evils.

## RECENT HISTORY

Specific knowledge of Iggwilv's reign slowly faded into the mists of time and legend. The precise location of Tsojcanth's caverns was forgotten. Iggwilv's Horn became a mere landmark, a symbol of a horror that once was. Civilization sputtered in its effort to claim the region. A gnome community appeared at the northern base of the mountain. The people of Ket and Perrenland discovered great quantities of ore in these mountains, and they established a mining camp on the western slopes of the Horn itself. Many humanoid tribes, some descended from Iggwilv's minions, took up residence in the surrounding hills and mountains.

But even with the Abyssal portal sealed, the leaked energy never totally dissipated. Several fiendish entities yet dwell in the vicinity of Iggwilv's Horn, and sporadic taint still infects the land. Worse still, in the past several years, monstrous activity has risen once more, echoing the days of Iggwilv's reign. Evil once more festers in and around Iggwilv's Horn, emerging from the depths of the Lost Caverns of Tsojcanth.

## CHOOSING AN ADVENTURE HOOK

Although the simple notion of exploring the infamous lost caverns, or of delving into Iggwilv's lore, might be enough for many adventurers, others could require additional motivation.

**Imprisoned Maiden:** Travelers passing by the horn Iggwilv's Horn, or those humans and gnomes living on the horn, tell of a common dream in which they see a beautiful maiden laid out on a stone bier, caught in everlasting sleep. The woman is in fact Drelnza, Iggwilv's vampire daughter.

**Mapping the Way:** A treasure hoard the party obtained in a prior adventure includes a rough map of

the region, including scribbles identifying the general locations of Iggwilv's Horn and the Lost Caverns of Tsojcanth.

**Arcane Temptation:** An arcane-oriented patron—preferably one for whom the characters have worked before—seeks access to the *Demonomicon* (see “The Hollow of the Horn”), offering the party a substantial reward for retrieving it.

**Lost Loved Ones:** Relatives of either the gnomes of the Vale of Sorrows, or the miners of Steddegar's Hole, have lost contact with their kin in the region. They have spread word that they are seeking someone, anyone, who can reestablish contact and find out what's going on in the area.

**The Lanthorn:** Divinations have revealed that a great artifact, *Daoud's Wondrous Lanthorn*, remains behind in either the Lost Caverns or Iggwilv's Horn, though it cannot be pinpointed more precisely. The player characters (PCs) might seek it for themselves, or on behalf of a patron.

## TAINT

These articles draw on the rules for taint, first introduced in *Unearthed Arcana* and greatly expanded in *Heroes of Horror*. The use of these rules substantially enhances any horror-oriented D&D campaign or adventure. For those without access to *Heroes of Horror*, the rules for taint are presented below in greatly abbreviated form.

“Taint” refers to evil so vile and pervasive that it corrupts any creature it touches. Objects, locations, and creatures bestow taint on those who come near them. Taint can manifest physically, as corruption, or mentally, as depravity. In most cases, a character can avoid taint through a successful save: Fortitude for corruption, Will for depravity.

When a character acquires more points of corruption at one time than her current Constitution modifier, she must attempt an additional Fortitude save (DC 15 + points of corruption acquired). Success indicates that she is sickened for 1d4 rounds, while failure means she is nauseated for 1d4 rounds. Similarly, gaining more points of depravity at one time than her Wisdom modifier requires a Will save (DC 15 + points of depravity acquired). Success indicates she is dazed for 1d4 rounds, while failure indicates she is stunned for 1d4 rounds.

To determine the severity of a character's taint, use the following table to compare her total corruption to her current Constitution, or her total depravity to her current Wisdom.

### TAINT THRESHOLDS

Con or Wis	No Taint	Mild Taint	Moderate Taint	Severe Taint	Dead/Insane
1–4	0	1	2–5	6–13	14+
5–8	0	1–3	4–11	12–27	28+
9–12	0	1–5	6–17	18–41	42+
13–16	0	1–7	8–23	24–55	56+
17–20	0	1–9	10–29	30–69	70+
21–24	0	1–11	12–35	36–83	84+
25–28	0	1–13	14–41	42–92	93+
29–32	0	1–15	16–47	48–111	112+
33–36	0	1–17	18–53	54–125	126+

Gaining taint causes damage to the body and mind, with one symptom per category for both corruption and depravity.

**Mild:** Mild corruption causes physical deformities, such as scabs over the ears (–2 on Listen checks), curled feet (speed reduced by 10 feet), palsy (–2 to ranged attack rolls), and similar effects. Mild depravity causes aggressiveness (–1 to AC), inability to deal with surprise (equal chance of charging or fleeing if surprised at the start of combat), neglectfulness (–2 on Charisma-based checks due to disregard of hygiene and cultural norms), or the like.

**Moderate:** Moderate corruption causes thickened bones (+2 Strength and –4 Dexterity), chronic illness (–3 on Fortitude saves), seizures (–4 to initiative), and the like. Moderate depravity can cause delusions (–2 on Wisdom-based checks), jitteriness (become panicked if struck while flat-footed), treacherousness (must make a DC 20 Will save or take attack of opportunity any time you can, even against allies), and similar symptoms.

**Severe:** Severe corruption causes internal rotting (–2 Constitution), shriveled flesh (–1 hit point per Hit Die, retroactive and in the future), deformed skull (–2 Intelligence and Wisdom, –3 on Will saves), and similar effects. Severe depravity causes apathy (–2 Wisdom and –2 Charisma), hubris (you see yourself as above the gods, and divine healing has no effect on you), murderousness (you must take the opportunity to administer a coup de grace if it is available, even against an ally), and the like.

**Dead/Insane:** If a character's corruption exceeds this level, he dies and returns in 1d6 hours as a tainted minion, an undead creature described in *Heroes of Horror*. He becomes a nonplayer character (NPC) under the control of the DM. If a character's depravity exceeds this level, he goes utterly mad, gaining the tainted raver template described in *Heroes of Horror*, and becoming an NPC under the control of the DM.

## REMOVING TAINT

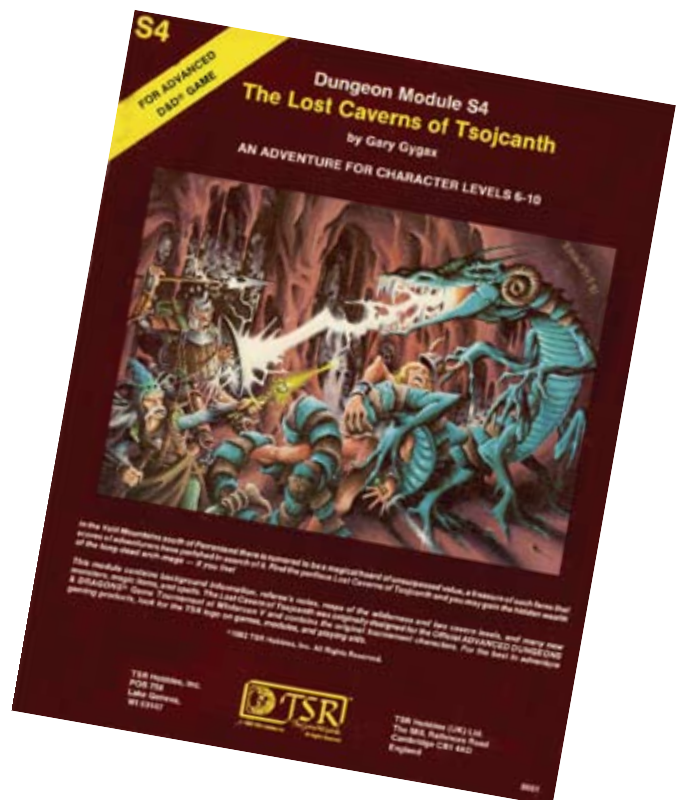
*Heal* removes 1 point of corruption and depravity per three caster levels. *Remove curse* reduces depravity by 1, while *remove disease* reduces corruption by 1. *Restoration* reduces corruption and depravity by 1 per four caster levels, while *greater restoration* reduces corruption and depravity by a number of points equal to the caster level. Note, however, that if a character's corruption or depravity rises to a new category—from mild to moderate, for instance—it can be reduced back to its previous category only if the appropriate spells are cast within 24 hours. Once that time has elapsed, these spells cannot reduce taint below the minimum level for its current category. *Wish* and *miracle*, however, can remove enough taint to place the target at the highest number of the next lower category, regardless of how much time has elapsed.

## TAINTED CAVERNS, TAINTED HOLLOW

The Abyssal rift that lies at the core of the mountain—the mystical prison of Tsojcanth—is like a swollen pustule of evil, oozing taint into every crack and corner of Iggwilv's Horn. The Lost Caverns of Tsojcanth, more distant from Tsojcanth himself, have a lesser level of taint, but they are not free from its touch. A save to avoid acquiring a point of corruption or depravity should be made every 24 hours, DC 15. From the moment the PCs step within the Hollow of the Horn, the omnipresent taint assaults them. The closer they get to Tsojcanth and the heart of the mountain, the more intense the onslaught becomes. Once inside the Hollow of the Horn, the PCs must instead attempt saves once every hour, and the save DC to resist acquiring taint rises to 20.

### NOTHING LIKE THE REAL THING

A true classic, *Lost Caverns* (then, “of Tsojcanth”) debuted at WinterCon V in 1976, later republished by TSR in 1982 as *S4: Lost Caverns of Tsojcanth*—and now in 2007 for 3rd Edition. While the adventure featured extensive dungeon crawling through the namesake caverns, it also offered wilderness exploration in search of the mountain housing them, Iggwilv's Horn, as well as an entire booklet of monsters new to the game; these included the demilich, multiple demon lords, and the fomorian giants. Erol Otus's cover showcased yet another of these new monsters, the behir—able to constrict prey within its coils, breathe lightning upon them, and finally swallow them whole!



# Chapter 1: Iggwilv's Horn

Iggwilv's Horn is a towering mountain, both wide and tall. A player character can make a DC 15 Knowledge (geography) check to learn the information about the mountain contained in the following paragraph.

Iggwilv's Horn stands roughly 11,700 feet in height, and is over 20 miles in diameter at the base. Some parties might attempt to scale the upper heights of the peak (see page 90 of the *Dungeon Master's Guide* for high altitude rules). The highest point of the peak, which leans 15 degrees to the east over sheer cliffs, hosts snow much of the year. The Horn stands in unclaimed mountainous territory between Ket and Perrenland. The peak sits on the bank of the Volverdyva River, along the trade road between Schwartzbruin and Highfolk.

When the characters reach the mountain itself, they discover that the terrain is rocky, treacherous, and difficult to travel. Except for the main road running along the Volverdyva and the section of road descending down from Steddegar's Hole (area D), most paths are merely game trails, overgrown by roots and lichen. Characters must move carefully, walking their mounts through all but the widest sections of road.

All roads and paths on Iggwilv's Horn are considered mountainous terrain, allowing for only 3/4 normal overland speed. Move Silently and Tumble check DCs increase by 2 due to small plants, loose rock, and shifting earth. For the purpose of battle, all terrain on the mountainsides should be considered difficult (for more information, see Mountain Terrain, page 89 of the *Dungeon Master's Guide*).

For the most part, the weather in the region is uncomfortable but not dangerous. It is abnormally warm and humid for this part of the continent, averaging 85°F during the day and dropping to 75°F at night. Slow, soaking rains are common, leaving the air wet and sticky. The area's taint and Abyssal energy has an effect on the weather, which can change in unpredictable ways with surprising swiftness. The DM should roll 1d20 each hour (see Weather, page 93 of the *Dungeon Master's Guide*).

## IGGWILV'S HORN WEATHER

Roll	Result
1–10	No change.
11–12	Temperature spikes upward 10 degrees in the span of an hour.
13–14	Temperature spikes downward 10 degrees in the span of an hour.
15	A storm blows in out of nowhere, lasting for 1 hour.

16	Winds abruptly increase by one category.
17	Winds abruptly decrease by one category.
18	A thick fog rolls in out of nowhere, lasting for 1 hour.
19	The sky clouds up so severely, it might as well be night; this lasts for 1 hour.
20	Roll twice, ignoring any further results of 20 or any contradictory results.

The weather is not the only unpredictable feature of the region. The strange creatures, Abyssal energy, and spreading taint conspire to cause all manner of bizarre effects. The DM should roll 1d20 every 2 hours and consult the following table.

## IGGWILV'S HORN UNUSUAL EFFECTS

Roll	Result
1–9	Nothing abnormal occurs.
10	The PCs have stumbled across a tainted area. The area might be tainted with corruption (75% chance) or depravity (25% chance). Characters must succeed on a DC 15 save, as appropriate, or gain 1 point of taint.
11	Thunder sounds in the distance; it is abnormally loud, and a Listen check (DC 12) detects screaming voices amid the thunder.
12	The PCs hear the sound of an avalanche from above them on the nearest mountain or hill, and they even see a dust cloud, but no rocks fall.
13	A child appears in the characters' path, beckoning them to follow and then fleeing around a bend or behind a rise. The PCs find no trace of her if they follow, and the child leaves no tracks.
14	A PC finds one of his possessions, perhaps by the side of the trail or on the body of a fallen foe. The item was in the PC's pack or pouch last he saw it.
15	Voices whisper to one of the PCs, begging for help and whimpering in pain and fear. No source of the whispers is apparent.
16	Voices whisper to one of the PCs, taunting her and recounting fears and past failures. No source of the whispers is apparent.
17	One of the PCs believes he sees his companions abruptly turn into hideous monsters. The effect ends almost immediately, before the character can complete any action he might begin.
18	A flute can be faintly heard with a DC 10 Listen check, playing a slow, melancholy tune somewhere in the distance. The PCs find no trace of a piper.
19	Gleaming eyes peer at the PCs from a nearby cave or ledge, but nothing is there if the party investigates.
20	The characters see a figure—perhaps a traveler, perhaps a wandering child, perhaps an old enemy—approaching them from far in the distance. Although it keeps coming, the figure never arrives and slowly vanishes if the PCs approach it.





To Schwarzenbrunn

N



2000 ft.

B

C

4000 ft.

D

8000 ft.

G

F

E

To Highfolk



# Iggwily's Horn

Finally, the region is home to hazards and horrific creatures. The ambient taint drew some, while others came by chance, and still others have dwelt here since before Iggwilv came to the mountain. For locations marked with an X, the DM should immediately roll on the random encounter table. In addition, the DM rolls 1d6 every 4 hours; on a result of 1, an encounter occurs. Roll d% and consult the following table, though common sense should overrule the dice. For instance, it's unlikely the party encounters a gnoll band at the top of the mountain.

#### IGGWILV'S HORN RANDOM ENCOUNTERS

Roll	Monster(s)	EL	Source
1–2	Arrow demons <sup>1</sup> (2)	9	MM3 34
3–6	Avalanche	7	DMG 90
7–16	Bears, brown (2)	6	MM 269
17–18	Blue dragon (adult) <sup>1</sup>	14	MM 72
19–21	Bulettes (1d2)	7 or 9	MM 30
22–23	Cauchimera <sup>1</sup>	13	See Additional Encounters
24–33	Cave trolls (1d2)	8 or 10	MM3 177
34–35	Dao <sup>1</sup> (1d4)	7 to 11	MP 173
36–41	Dire wolves (1d4+4)	8 or 9	MM 65
42–45	Dwarves <sup>1, 2</sup> (5)	9	DMG 109
46–48	Eagles, giant (2)	5	MM 93
49–58	Gnolls (12)	8	MM 130
59–60	Gnomes <sup>1, 3</sup> (2d2)	10 to 12	See area E
61–65	Goblins (1d4+8)	3 or 4	MM 133
66–73	Hell hounds (1d6+6)	9 or 10	MM 152
74–76	Hell hound, Nessian warhound	9	MM 152
77–80	Hippogriffs (2d4)	4 to 8	MM 152
81–82	Hill giants (1d4+1)	9 to 12	MM 123
83–85	Hobgoblins (1d4+8)	5 or 6	MM 153
86–89	Humans <sup>4</sup> (1d4+4)	7 or 8	DMG 117
90–91	Constrictor snake, giant	5	MM 280
92–93	Stone giant, elder <sup>1</sup>	9	MM 124
94–95	Vrock demons (1d2)	9 or 11	MM 48
96–100	Wyverns (1d6)	6 to 11	MM 259

1 Only one of these creatures (or one wandering group thereof) exists in the region. If the creature is slain and this result is rolled again, treat as no encounter.

2 These dwarves are all 4th-level fighters. They are not hostile, though they are suspicious. If the PCs convince the dwarves that they are not evil, the dwarves explain that they are attempting to discern why the presence of monsters in the area has increased recently. This worries them, because their home is not far from here. The dwarves warn the PCs that the gnomes of the nearby community (area E) have been behaving oddly and are not to be trusted.

3 These gnomes are from Thumbvale (area E) and are mad.

4 These patrols hail either from Perrenland (to the north) or Ket (to the south). Each consists of 2nd-level warriors, led by a 4th-level fighter. The patrols are initially indifferent, as they are suspicious of the increase in the region's monstrous population.

Abbreviations: MM = *Monster Manual*; DMG = *Dungeon Master's Guide*; MM3 = *Monster Manual III*; MP = *Manual of the Planes*

## SET ENCOUNTER AREAS

Rubble and mud has buried the road running between the east face of Iggwilv's Horn and the Volverdyva River, forcing travelers and merchants alike to take the long and dangerous road around the mountain. In addition to the random encounters, several encounters occur on the mountain itself, even before adventurers can begin their search for the inner caverns. These areas appear on the Iggwilv's Horn Map. One square on the map corresponds to 1 mile.

### A. COLLAPSED CLIFFSIDE

A landslide has blocked the road in this area. The sheer cliffs to the southwest have recently collapsed, cutting off all passage along the main road. The cascade of stones cannot be negotiated. The Volverdyva River's cold waters block passage on one side, and the sheer cliffs of Iggwilv's Horn on the other.

### B. THE VALE OF SORROWS

Once, this gnome community was a far more cheerful, friendly place. The gnomes who dwelt here kept largely to themselves, but were always willing to offer their hospitality to travelers and adventurers passing through.

No longer. An insidious evil crept through the village years ago, driving community members mad and turning them against their brothers and sisters. Although these evildoers were successfully driven from the vale, the community has never recovered.

Today, the various buildings that stand in this vale are abandoned and dilapidated. The surviving gnomes dwell in a complex of caves inside the mountain, and they offer precious little aid or comfort to those passing through.

That said, if the PCs can improve the attitude of the two unfriendly gnome sentries (fighter 6), they might gain valuable information or even a bit of assistance. The following benefits are cumulative.



**Indifferent:** The gnomes mention the colony at Thumbvale (area E) and make it clear that their fellow gnomes cannot be trusted and are no friends to the inhabitants of the Vale of Sorrows.

**Friendly:** The sentries explain that an ancient relic of Tharizdun corrupted the gnomes of Thumbvale. They also warn the PCs of the cauchimera—“a creature of multiple nightmares bred into one”—and tell the PCs on which peak to search for its lair (see Additional Encounters for more information). They add that the cauchimera sometimes flies with another beast, the dracolisk, although they do not know of its lair (the dracolisk resides in area 16 of the Greater Caverns).

**Helpful:** The gnomes allow the party into their home to rest and recuperate. Deep within, they host a shrine to Garl Glittergold. The characters can purchase one scroll each of *lesser restoration*, *restoration*, and *heal* from these

clerics for the standard cost. The PCs are automatically received in this way if they have slain the cauchimera, or if they pledge to hunt it down for the gnomes.

The gnomes also mention to anyone who has gained their trust that their legends suggest an ancient archmage once operated out of a hidden laboratory, deep within the mountain.

## C. LAIR OF THE CAUCHIMERA (EL 13)

This enormous, jagged opening angles sharply inward and downward. After roughly 30 feet (DC 15 Climb check), it opens into a circular cavern approximately 120 feet in diameter. The cavern has a peaked ceiling, ranging from 25 feet in height at the edges to 80 in the center.

This is the lair of the cauchimera, a nightmarish creature from the depths of the Lower Planes. Unless the PCs have already encountered and destroyed the cauchimera, they have a 50% chance of finding it within the lair. If it is absent, the DM should roll again every 10 rounds (1 minute) of game time until it appears or the PCs depart. If the PCs steal its treasure before they leave, the cauchimera relentlessly seeks them out so long as they remain anywhere in the area of the Iggwilv's Horn map.

The cauchimera regularly hunts the mountain's gnomes (areas D and E), and they greatly welcome its defeat. Additionally, the cauchimera maintains an uneasy alliance with the dracolisk (area 16 of the Greater Caverns), and 10% of the time, one arrives to aid the other. More likely, though, one will come to investigate the other's treasure trove if its counterpart is defeated.

### Cauchimera

*This beast could have come only from the depths of a fever dream. It has three heads, each possessed of unholy, gleaming eyes. The head on the right is that of a sharp-horned goat, on the left, a dragon with scales of shadow, and in the center, snorting bursts of dark smoke, a black horse with a mane of fire that trails down the creature's back. Its forequarters belong to the horse, with hooves of flame, while its hindquarters are those of a goat. It possesses draconic wings and a matching tail.*

#### CAUCHIMERA

NE Huge outsider (evil, extraplanar)  
**Init** +6; **Senses** darkvision 60 ft., scent; Listen +23, Spot +23  
**Languages** Abyssal, Common, Draconic, Infernal

**CR 13**

AC 32, touch 10, flat-footed 30; smoke  
hp 217 (15 HD)

**Immune** negative energy

**Fort** +18, **Ref** +11, **Will** +10

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**Speed** 40 ft. (8 squares), fly 90 ft. (good); Run

**Melee** 2 hooves +25 each (2d6+12 plus 1d4 fire) and  
2 bites +23 each (2d6+6) and  
gore +23 (1d8+6)

**Space** 15 ft.; **Reach** 10 ft.

**Base Atk** +15; **Crp** +35

**Atk Options** Cleave, Power Attack; flaming hooves

**Special Actions** astral projection, etherealness, negative  
energy breath weapon, smoke

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**Abilities** Str 35, Dex 15, Con 28, Int 18, Wis 12, Cha 12

**Feats** Alertness, Cleave, Improved Initiative, Multiat-  
tack<sup>R</sup>, Power Attack, Run, Track

**Skills** Bluff +19, Concentration +27, Diplomacy +5,  
Disguise +1 (+3 acting), Hide +12, Intimidate +21,  
Jump +16, Knowledge (arcana) +22, Knowledge (the  
planes) +22, Listen +23, Move Silently +20, Search  
+22, Sense Motive +19, Spot +23, Survival +19 (+21  
on other planes, +21 following tracks)

**Astral Projection and Etherealness (Su)** These abilities  
function just like the spells of the same names (cast-  
er level 20th); a cauchimera can use either at will.

**Breath Weapon (Su)** 20-foot cone, once every 1d4  
rounds, bestows 1 negative level (Reflex DC 26 ne-  
gates, Fortitude DC 26 to remove). The save DC is  
Constitution-based. This weapon comes from the  
cauchimera's shadow dragon head.

**Flaming Hooves (Su)** A blow from a cauchimera's hooves  
sets combustible materials alight.

**Smoke (Su)** During the excitement of battle, a cauchi-  
mera's nightmare head snorts and neighs with rage.  
This snorting fills a 15-foot cone with a hot, sulfurous  
smoke that chokes and blinds opponents. Anyone in  
the cone must succeed on a DC 26 Fortitude save  
or take a -2 penalty on attack rolls and damage rolls  
until 1d6 minutes after leaving the cone. The cone  
lasts for 1 round, and the cauchimera uses it once as  
a free action during its turn each round. The save DC  
is Constitution-based.

Because of the smoke the nightmare head gives  
off, a cauchimera has concealment against creatures  
5 feet away and total concealment against creatures  
10 feet or farther away. The smoke does not obscure  
the cauchimera's vision at all.

Native to the depths of the Lower Planes, the cau-  
chimera is a horrific mutation, a terrible nightmare.  
The creature is as haughty and cruel as a nightmare,  
as vicious as a chimera, and as avaricious as a shadow  
dragon (see *Draconomicon*).

The cauchimera is a solitary beast that stakes out a  
territory and viciously torments or slaughters weaker

beings who dwell there. Its first instinct is to attack  
anything it encounters, but it is more than intelligent  
enough to parlay, retreat, deceive, or even (on occasion)  
cooperate with others. It likes nothing better than to  
taste the flesh of sentient creatures, the more innocent  
the better. Although the cauchimera has wings, it does  
not require them for flight, possessing supernatural  
flight as nightmares do. It can use its wings to fly in  
areas of antimagic, but its speed drops to 50 feet and its  
maneuverability to poor.

Cauchimeras average 15 feet in length, stand roughly  
10 feet tall at the shoulder, and weigh approximately  
19,000 pounds.

**Tactics:** The cauchimera prefers to begin combat  
from the air, using its speed and maneuverability to  
confound opponents, and then land near enough to tear  
into its foes with all its natural weapons. Cauchimeras  
loathe defeat; they are smart enough to retreat if the  
battle turns against them, but they invariably hold  
grudges against anyone who humiliates them.

**Treasure:** A DC 22 Search check reveals a small  
opening on the northwest side of the cave, cleverly  
hidden behind a boulder. Inside is the cauchimera's  
treasure: 2,680 gp, 250 pp, 3 moonstones each worth 50  
gp, 2 red garnets each worth 100 gp, a large jade rock,  
incompletely carved into the image of a sailing ship,  
worth 200 gp; a crude but accurate map that shows an  
entrance (area G) to area 1 of the Lesser Caverns, a *glove  
of storing*, and a *pearl of power* (3rd) inside the glove. In  
addition, they might also find here (unless the DM  
places it in area K) a thin sheet of jacinth inside a moldy  
leather pouch. This is actually one of the missing lenses  
of *Daoud's Wondrous Lanthorn*.

## D. STEDDEGAR'S HOLE (EL 13 AND EL 8)

Roughly 2,000 feet up the west face of Iggwilv's Horn  
stands a small mining community. A miner named  
Steddegar, who was attracted by the rich veins of iron  
and other utilitarian metals, founded the town a few  
decades ago. Steddegar and those like him who were  
willing to ignore the legends and whispers of Iggwilv's  
lingering evil, turned Steddegar's Hole into a small but  
active community. Steddegar founded his community  
at so high an elevation because he found a cave already  
open and ready for working. The community includes  
a central structure that serves as a tavern, a nearby  
general store, and a dozen or so scattered shacks. The  
population consists of 25 miners and 15 others who

make their living serving the community's needs. Other than the specific NPCs described below, everyone present is a 2nd-level expert in his or her chosen field. The community's most important members are:

- **Brandis Corrich** (male human expert 4), the community's lead miner.
- **Erwin Weaver** (male human expert 3), the unofficial mayor, though he defers to Corrich on most issues; he handles record-keeping and the weighing of metals.
- **Lilas Redleaf** (female half-elf expert 3), a companion for hire, making her living off the lonely miners.
- **"Teeny" Tina Rills** (female human commoner 4), the owner of the community's tavern, where most of the miners spend at least an hour or two an evening.
- **Devlan Redleaf**; see below.

As a half-elf, Lilas Redleaf is longer-lived than most of the community's inhabitants, and has seen many miners come and go. It was one of her customers who, twenty-odd years ago, laid the foundation for the community's current troubles. For a few extra coins, he consummated his "transaction" with Lilas up on the slope of the mountain. Lilas conceived a child that night—a child corrupted by the mountain's innate taint—creating something called an unholy scion (described fully in *Heroes of Horror*, page 155).

Since before his birth, Devlan Redleaf has controlled his mother's every move. Now he has not only her, but also the town leaders, under his dominance. Those who would resist him must deal with his sorcerous powers and undead minions. Devlan forces the miners to dig for his own purpose. Devlan has recently become connected to one of the mountain's other unholy inhabitants, Iggwily's daughter, the vampire maiden Drelnza. In his sleep, Devlan has received visions of glory and riches, visions which Drelnza has employed to bend Devlan to her purpose. He intends to accumulate a vast supply of ore, enough to craft a quantity of weapons and armor to equip his undead and go into the mines to free his mistress of her endless slumber. Depending on how much a DM wants the PCs to know of Drelnza, he might reveal her as the mastermind behind Devlan, an innocent maiden who Iggwily entrapped, or he might simply not mention her at all.

The DM might choose to run this encounter in a variety of ways. He might play it up as a mystery, with miners acting either hostile or hopeful, depending on whether or not they have been *dominated*. Some might seek the aid of the PCs, but they must do so covertly, for

they and their friends are at risk if Devlan learns of the betrayal. A DC 10 Sense Motive check is sufficient for a PC to realize that these miners are behaving strangely, and a DC 20 Sense Motive check reveals that they are scared of something in their midst and unwilling to discuss it.

Alternatively, the DM could orchestrate a straightforward fight with Devlan, his zombies, and his unwilling miner servants attacking the party. Because the community is spread out, and most of the miners are reluctant to serve their fiendish tormentor, only two or three miners participate in the battle at any one time, though new ones might enter as the previous ones are defeated. The miners are not wicked people, but simple folk coerced by magic or force. Good-aligned PCs might elect to use nonlethal force against the men and women. (This challenge elevates the difficulty of the encounter to 13; if the PCs are evil, or otherwise willing to kill the innocents, the EL is reduced to 12.)

For more on the unholy scion template, see *Heroes of Horror*. The information presented here is sufficient to run this encounter.

#### DEVLAN REDLEAF

CR 11

Male unholy scion (half-elf) sorcerer 9  
CE Medium outsider (augmented humanoid, evil, native)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Listen +3, Spot +3

**Languages** Abyssal, Common, Gnome, Infernal

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**AC** 20, touch 17, flat-footed 17; **Dodge** hp 33 (9 HD); fast healing 4; **DR** 5/good or magic  
**Immune** mind-influencing effects, poison, *sleep*  
**Resist** acid 5, cold 5, electricity 5, fire 5; **SR** 19  
**Fort** +4, **Ref** +6, **Will** +8 (+2 against enchantments)

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**Speed** 30 ft. (6 squares)

**Melee** mwk rapier +5 (1d6/18–20 plus unholy strike) or

**Melee** 2 claws +4 each (1d4 plus unholy strike)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +4; **Grp** +4

**Atk Options** unholy strike

**Sorcerer Spells Known** (CL 9th):

4th (5/day)—*animate dead*, *dimension door*

3rd (7/day)—*fly*, *gaseous form*, *lightning bolt* (DC 17)

2nd (7/day)—*detect thoughts* (DC 16), *invisibility*, *knock*, *web* (DC 16)

1st (7/day)—*alarm*, *feather fall*, *magic missile*, *ray of enfeeblement* (+7 ranged touch), *Tenser's floating disk*

0 (6/day)—*dancing lights*, *detect magic*, *flare* (DC 14), *ghost sound*, *open/close*, *prestidigitation*, *resistance*, *touch of fatigue* (+4 melee touch, DC 14)

**Spell-Like Abilities** (CL 9th):

3/day—*charm person* (DC 15), *major image* (DC 17),

*poison* (DC 17), *protection from good* 1/day—*baleful polymorph* (DC 19), *desecrate*, *dominate person* (DC 19), *enervation* (+7 ranged touch)

**Abilities** Str 10, Dex 16, Con 13, Int 14, Wis 14, Cha 19  
**SQ** familial charm

**Feats** Combat Casting, Dodge, Silent Spell, Still Spell

**Skills** Bluff +16, Concentration +13 (+17 casting defensively), Diplomacy +8, Disguise +4 (+6 acting), Gather Information +6, Intimidate +6, Knowledge (arcana) +14, Listen +3, Search +3, Spellcraft +16, Spot +3

**Possessions** combat gear plus mwk rapier, *bracers of armor* +3, *metamagic rod of enlarge (lesser)*, spell component pouch

**Familial Charm (Su)** Devlan's mother is under a constant *charm person* effect, generated by the scion. The mother might be aware that her actions are inappropriate, even that her child is evil, but she cannot shake her emotional devotion to it. Further, the scion can switch between its own senses and its mother's at will as a free action. Finally, the scion can use any of its spell-like abilities with its mother as the "source," much as wizards can deliver touch attacks through their familiars.

**Unholy Strike (Su)** The unholy scion's natural attacks, and any melee weapon it wields, are considered *evil-aligned weapons for the purpose of overcoming damage reduction*. All such attacks also deal an extra 2d6 points of damage against good-aligned opponents.

**Zombies (12):** hp 23, 22, 20, 20, 18, 16, 16, 15, 13, 12, 11, 9; MM 266.

One hundred feet up the mountain's slope from Steddegar's Hole, the mine gapes open. The mine is a natural hollow that human hands and strong winds have expanded deep into the mountainside. The constant passage of wagon wheels has cut deep furrows into the floor, and wooden beams brace the ceiling at regular intervals.

A successful DC 24 Knowledge (architecture and engineering) check, DC 15 Profession (miner) check, or DC 15 Intelligence check made by a dwarf reveals that the original mine was enlarged by more than human hands. Barely visible on the stone are marks of older, smaller tools. These represent efforts made by a group of earth mephits long ago (for more information, see area 6 of the Lesser Caverns, "The Lost Caverns of Tsojcanth," and area 5, "The Hollow of the Horn").

The mine has a number of branching pathways, but all terminate in small chambers where the miners worked. In the deepest chamber of the mine, a DC 26 Search check reveals a weak wall, where the miners have all

but broken through to another chamber. It requires 2 points of damage (after accounting for hardness 8), or a DC 15 Strength check, to bring down the wall.

On the other side is a small natural hollow with no exits. However, a hellwasp swarm has made a home here and emerges from the depths of the hollow to attack anything in sight.

#### HELLWASP SWARM

CR 8

LE Diminutive magical beast (extraplanar, evil, swarm)  
**Init** +10; **Senses** darkvision 60 ft., low-light vision; Listen +10, Spot +10

**Languages** —; hive mind

**AC** 20, touch 20, flat-footed 14

**hp** 93 (12 HD); **DR** 10/magic

**Immune** weapon damage

**Resist** fire 10

**Fort** +10, **Ref** +14, **Will** +7

**Speed** 5 ft. (1 square), fly 40 ft. (good)

**Melee** swarm (3d6 plus poison)

**Space** 10 ft.; **Reach** 0 ft.

**Base Atk** +12; **Grp** —

**Special Actions** inhabit

**Abilities** Str 1, Dex 22, Con 14, Int 6, Wis 13, Cha 9

**SQ** swarm traits

**Feats** Ability Focus (poison), Alertness, Improved Initiative, Iron Will, Toughness

**Skills** Hide +19, Listen +10, Spot +10

**Distraction (Ex)** Any living creature that begins its turn with a hellwasp swarm in its space must succeed on a DC 18 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

**Hive Mind (Ex)** Any hellwasp swarm with at least 1 hit point per Hit Die (or 12 hit points, for a standard hellwasp swarm) forms a hive mind, giving it an Intelligence of 6. When a hellwasp swarm is reduced below this hit point threshold, it becomes mindless.

**Inhabit (Ex)** A hellwasp swarm can enter the body of a helpless or dead creature by crawling into its mouth and other orifices. Inhabiting requires 1 minute, and the victim must be Small, Medium, or Large (although four swarms working together can inhabit a Huge creature). The swarm can abandon the body at any time, although doing this takes 1 full round. Any attack against the host deals half damage to the hellwasp swarm as well, although the swarm's resistances and immunities may negate some or all of this damage.

A *remove disease* or *heal* spell cast on an inhabited victim forces the hellwasp swarm to abandon its host.

**Poison (Ex)** Injury, Fortitude DC 18, 1d6 Dex/1d6 Dex. The save DC is Constitution-based.

## E. THUMBVALE (SEVERAL ENCOUNTERS, EL 10 TO 13)

Ensnconced within a small plateau, 4000 feet up mountain's southeastern face, is a tiny gnome community. It carries the name of Thumbvale, presumably a reference to the shape of the hollow in which it stands.

The village initially appears peaceful enough. Numerous buildings of a perfect scale for human children are scattered across the fields. Crops grow beside gnome farms, smoke rises from the chimneys of various workshops, and if the PCs watch long enough, they see a tiny man or woman scurry across the village.

Closer inspection, however, reveals that all is not as it seems. The gnomes behave oddly: looking around as if in response to sounds the PCs cannot hear, shouting obscenities or meaningless sentences, arguing even to fisticuffs over trivial matters. The crops lie unharvested, and the barnyard animals are mistreated and malnourished.

In fact, Thumbvale is relatively young, having been built within the past few decades. Prior to this time, these gnomes dwelt in a larger community with many of their cousins, located on the north face of the mountain (area B). For many years, the gnomes dwelt there peacefully, battling back the occasional monster or goblinoid attack and offering aid and comfort to passing travelers. Some thirty years ago, however, a group of adventurers returned to their gnome allies bearing treasures from a long-forgotten temple to Tharizdun. One of the treasures they brought with them was a strange horn with metal handles on either side of the mouthpiece. Had the adventurers examined the horn with more potent magic, they would have seen invisible runes, sacred to the mad god, along the instrument's length, but they did not. When the adventurers departed, they left the horn with the gnomes as a symbol of their victory over evil.

Over the years, the taint inherent to the instrument filtered through the community, warping the minds of a sizable portion of the gnomes there. These souls, maddened and driven to an instinctive worship of Tharizdun, rose up against the lawful government. They slew many—including the community's ruler, Lord Gwaylar of Granite Hall—before superior numbers beat them back. The survivors were banished from their homes and made their way to the southeast. Here they have constructed a new village, greatly resembling their old home. They constructed a church that on the outside appears to revere Garl Glittergold, but is clearly a shrine to Tharizdun within.

The entire village is slightly tainted. Anyone who spends more than 24 hours within must make a DC 18 Will save or gain 1 point of depravity. They must repeat this save every 24 hours.

All of the gnomes here are mad, though that madness manifests in odd ways. The gnomes have divided themselves into five groups of 2 to 4 individuals. These groups have little to do with one another; they occasionally share prayers and rites to Tharizdun or squabble over possessions, but they never cause any real harm to one another. Each time the party encounters a group of gnomes, the DM should take careful note of which PC is the first to act. As soon as a PC takes any action, have that player (and no other) roll a Diplomacy check. Use the following table, in lieu of the one presented

### WAILER OF THARIZDUN

**Price:** Minor artifact

**Body Slot:** — (held)

**Caster Level:** 20th

**Aura:** Overwhelming; (DC 25) conjuration and transmutation

**Activation:** Standard (manipulation)

**Weight:** 8 lb.

*This abnormally large horn is crafted of iron. It is capped with a darker metal that feels uncomfortably cold to the touch.*

The horn is a minor artifact, created during an age of potent magic by casters loyal to the lord of entropy and madness. It no longer serves its main purpose (see Lore). When wielded by a chaotic individual, however, it functions as a *brass horn of Valhalla*. When wielded by an evil individual, it functions as a *horn of evil*. If the wielder is both chaotic and evil, it functions as a *silver horn of Valhalla*, and its *horn of evil* effect is usable three times per day, rather than once.

The *wailer* also has innate taint that cannot be cleansed. Anyone in contact with it gains 1d2 points of depravity every 24 hours, unless they succeed on a DC 21 Will save.

**Lore:** This great horn, called the *wailer of Tharizdun*, was once housed in a great forgotten temple to the mad god. Its primary purpose was to activate the magic chambers found in the lowest level of that shrine (DC 20 Knowledge (religion) or Knowledge (history) check). The *wailer of Tharizdun* can be destroyed only by a good-aligned weapon, and only after being soaked in the blood of a slain demon for 1 hour. The individual who delivers the shattering blow is instantly cleansed of all taint.

**Prerequisites:** Minor artifact.

**Cost to Create:** Minor artifact.

in the *Player's Handbook*, to determine the behavior of that particular group of gnomes.

### GNOME REACTIONS

Roll	Result
5 or lower	The gnomes immediately attack the party with intent to kill.
6–10	The gnomes feign friendship and offer to assist the party's endeavors. They immediately attack if their offer is rebuffed; if the party accepts them, they attack from behind the instant some other hazard threatens the PCs.
11–20	The gnomes feign friendship, offering their hospitality. They expound the virtues of their god and their faith, though they lie and claim to worship Garl Glittergold. They attempt to lure the PCs into the church, where they hope the power of the relic will taint them.
21 or higher	The gnomes attack to subdue, hoping to drag the PCs into the church and leave them there for as long as possible to be tainted.

The DM should roll again if the party ever leaves the gnomes' sight for more than 10 minutes and then rejoins them. If multiple groups of gnomes react to the PCs in different ways (as is likely), the party might find itself in a perplexing situation. Remember, however, that the gnomes do not fight each other (beyond minor squabbling), so a second group waits until the first has left the PCs alone before taking its own action.

The gnomes here were all experts before becoming worshipers of Tharizdun. They are now multiclass experts/favored souls, having gained the ability to cast divine spells spontaneously.

Medium characters must hunch over inside any gnome buildings, taking a –1 on attack rolls, Armor Class, and physical ability and skill checks.

The DM should roll 1d6 for every 10 minutes the PCs spend in the vale while outside any of the buildings. On a roll of 1, a group of gnomes (determine randomly) spots the PCs and approaches.

Most buildings here are private domiciles or farms. These are gnome-sized farms, and the PCs have a 25% chance of encountering a group of gnomes here. The buildings appear to have seen light use in recent years. Attached stables used to be the dwelling places for the

gnomes' ponies. Most are long dead, their bones littering the old, rotten hay.

In addition, the following buildings can be found within Thumbvale:

### Workshops

Several buildings here are workshops, such as a smithy or a leatherworker's shop. A 25% chance exists that the PCs encounter a group of gnomes here.

### Town Hall

This would have been the seat of government for the community, if the gnomes were sane enough to have one. They avoid the building now, associating it with

## TAINED FEATS

The following feats appear in *Heroes of Horror*.

### DEBILITATING SPELL [TAINED]

By calling upon your taint, you add a malign power to your offensive spells.

**Prerequisite:** Surge of Malevolence, moderate taint.

**Benefit:** A spell affected by this feat adds the evil descriptor to its effect. Furthermore, if the spell deals any physical damage to a subject, the target also takes either 2 points of Constitution damage (if your corruption is higher than your depravity) or 4 points of Wisdom damage (if your depravity is higher than your corruption). If you have an equal level of corruption and depravity, choose which sort of damage you wish to deal. The spell deals this ability damage to a single target, even if the spell affects an area or more than one subject (in which case, you choose the target affected by your taint).

You can use this ability twice per day if you have moderate taint and four times per day if you have severe taint.

**Special:** You must declare whether you are using this feat before casting the spell. If you use this feat on a creature immune to the ability damage, that daily use of the feat is still expended.

### SURGE OF MALEVOLENCE [TAINED]

You empower yourself by drawing on the taint within you.

**Prerequisite:** Mild corruption.

**Benefit:** Once per day, you can add a bonus on any single attack roll, saving throw, or check. You must make the decision to add the bonus before you roll the die. The amount that you add varies, based on your corruption. If you have mild corruption, then the bonus is +3. If you have moderate corruption, then the bonus is +6. If you have severe corruption, then the bonus is +9.



memories of their former lives. Because some were still partly sane when they arrived here, they kept written records. A DC 20 Search check reveals, among the many rooms covered in scattered parchments, a written account of their discovery of “the essence of the great Tharizdun” in the horn, the insurrection, and their subsequent retreat to this new vale. It is, of course, written to cast them in a positive light, implying that they left the other gnomes behind of their own volition because the others were “unworthy.” It also recounts occasional attacks on livestock by a “fire-spitting, multiheaded thing,” (the cauchimera; see Additional Encounters), and a “beautiful creature of spirit and flesh, fire and bone” (Zousha; see area 5 of “The Hollow of the Horn”).

## The Church

Although this long structure is decorated with symbols of Garl Glittergold on the outside, the inside is clearly devoted to Tharizdun. A four-faced idol stands in the center of the building; it holds in its arms the iron-banded horn, which the fugitive gnomes stole before departing their former home. The church and the horn are more strongly tainted than the rest of the village. Anyone entering must immediately make a DC 21 Will save or gain 1d2 points of depravity; they must repeat this save every 24 hours they remain in the church or gain an additional point of depravity. The same is true of anyone touching or possessing the horn.

At any given time, the PCs have a 75% chance of encountering a group of gnomes in the church.

## The Gnomes of the Vale

The favored soul class appears in *Complete Divine*, and the tainted raver template appears in *Heroes of Horror*. Sufficient information is provided here for those without access to these books.

### THUMBVALE GNOMES

CR 8

Male or female gnome tainted raver expert 5/favored soul 4

CE Small humanoid

**Init** +4; **Senses** low-light vision; Listen -2, Spot -2

**Languages** Common, Gnome

**AC** 14, touch 11, flat-footed 14

**hp** 65 (9 HD); fast healing 3

**Immune** *confusion*, *insanity*

**Fort** +8, **Ref** +5, **Will** +12 (+2 against illusions)

**Speed** 20 ft. (4 squares)

**Melee** +1 *dagger* +11 (1d3+3/19-20)

**Base Atk** +6; **Grp** +4

**Atk Options** Surge of Malevolence, perpetual rage, +1

on attack rolls against goblinoids and kobolds

**Special Actions** Surge of Malevolence

**Combat Gear** 4 *potions of cure moderate wounds*, scroll (with two of each spell the gnome can cast)

**Favored Soul Spells Known** (CL 4th):

2nd (4/day)—*cure moderate wounds*, *inflict moderate wounds* (+9 melee touch, DC 17), *sound burst* (DC 17)

1st (8/day)—*bane* (DC 16), *cause fear* (DC 16), *doom* (DC 16), *protection from good*

0 (6/day)—*cure minor wounds*, *detect magic*, *detect poison*, *inflict minor wounds* (DC 15), *resistance*, *virtue*

**Spell-Like Abilities** (CL 1st):

1/day—*dancing lights*, *ghost sound* (DC 16), *prestidigitiation*, *speak with animals* (burrowing only)

**Abilities** Str 14, Dex 10, Con 16, Int 13, Wis 6, Cha 21

**SQ** madness, depravity 11 (moderate), corruption 11 (moderate)

**Feats** Brew Potion or Craft Magic Arms and Armor or Scribe Scroll, Debilitating Spell<sup>B</sup>, Improved Initiative, Surge of Malevolence<sup>B</sup>, Weapon Focus (dagger)

**Skills** Appraise +1 (+3 Craft), Bluff +13, Concentration +15, Diplomacy +17, Disguise +5 (+7 acting), Intimidate +7, Search +1 (+3 secret doors), Sense Motive +6, Spellcraft +9; plus three additional Craft, Knowledge, or Profession skills with 9 ranks each, as appropriate to the gnome's original calling.

**Possessions** combat gear plus +1 *dagger*, +2 *chain shirt*, 3d20 gp worth of various coins

**Madness (Ex)** Tainted ravers are irrevocably mad. They use their Charisma modifier on Will saves and are immune to *confusion* and *insanity* effects. Anyone who targets a tainted raver with thought detection, mind control, or a telepathic ability gains 1d3 points of depravity.

**Perpetual Rage (Ex)** Tainted ravers are in a constant stage of rage, similar to that of a barbarian. This is already accounted for in the above statistics. Unlike a barbarian in rage, tainted ravers can still cast spells and utilize complex skills.

**Taint Symptoms (Ex)** Palsy (-2 on all ranged attacks), Aggressive (-1 to AC), Impaired Judgment (-2 Wisdom, already factored into stats above), Weak Will (-3 on Will saves, already factored into stats above).

## F. DEMON AND WEBS (EL 11)

Roughly 3,000 feet up the west slope is a cavern. Nothing marks it as different from the mountain's other caves, but anyone who spends more than 1 round looking inside feels a sudden chill.

The cavern is large, over 100 feet on a side, and many ledges and columns protrude from the walls. The cave is tainted, and anyone entering must succeed on a DC 22 Fortitude save or gain 1d2 points of corruption. The entire area radiates a sense of palpable unease, and sounds do not echo as they should. Any character who

looks up should attempt a DC 15 Spot check. Success indicates that the character sees a haze of something roughly 20 feet up, blocking view of the ceiling. If the party has a light source, its members might distinguish a mass of webbing that occupies the entire upper portion of the cave.

The bebilith has been bound to this cavern since the days of Iggwilv's dominance. It lurks on the ledges and in the webbing above, granting it cover until it decides to approach for melee. Although it is technically immune to taint, the inherent corruption and energy reminiscent of its Abyssal home have driven it partly mad. It fights to the death, and should be considered to have the Diehard feat.

If the PCs can battle past the demonic guardian, a search of the webbing above reveals nearly a dozen bodies, all in advanced stages of decay. Among the bodies (Search DC 15) is 1,000 gp, 50 pp, a pair of bracers studded with various semiprecious gems worth 300 gp, an *elixir of sneaking*, and a *robe of useful items*.

In addition, they might also find here (if the DM chooses not to place it with the cauchimera in the Additional Encounters section) a thin sheet of jacinth inside a moldy leather pouch. This is actually one of the missing lenses of *Daoud's Wondrous Lanthorn*.

## BEBILITH

CR 10

CE Huge outsider (chaotic, extraplanar, evil)

**Init** +5; **Senses** darkvision 60 ft., scent; **Listen** +16, **Spot** +16

**Languages** Abyssal (understands only); telepathy 100 ft.

**AC** 22, touch 9, flat-footed 21

**hp** 150 (12 HD); **DR** 10/good

**Fort** +16, **Ref** +9, **Will** +9

**Speed** 40 ft. (8 squares), climb 20 ft.

**Melee** bite +19 (2d6+9 plus poison) and  
2 claws +14 each (2d4+4)

**Ranged** web +11 touch (entangle)

**Space** 15 ft.; **Reach** 10 ft.

**Base Atk** +12; **Grp** +29

**Atk Options** Cleave, Improved Grapple, Power Attack, rend armor

**Special Actions** web, plane shift

**Abilities** Str 28, Dex 12, Con 26, Int 11, Wis 13, Cha 13

**Feats** Cleave, Improved Initiative, Improved Grapple, Power Attack, Track

**Skills** Climb +24, Diplomacy +3, Hide +16, Jump +28, Listen +16, Move Silently +16, Search +15, Sense Motive +16, Spot +16, Survival +1

**Plane Shift (Su)** This ability affects only the bebilith. It is otherwise similar to the spell (caster level 12th).

**Poison (Ex)** Injury, Fortitude DC 24, 1d6 Con/2d6 Con.



Bebilith venom is difficult to collect because it becomes inert almost as soon as it comes into contact with air.

**Rend Armor (Ex)** If a bebilith hits with both claw attacks, it pulls apart any armor worn by its foe. This attack deals 4d6+18 points of damage to the opponent's armor. Creatures not wearing armor are unaffected by this special attack. Armor reduced to 0 hit points is destroyed.

**Web (Ex)** A bebilith can throw a web up to four times per day. This is similar to an attack with a net but has a maximum range of 30 feet, with a range increment of 10 feet. This attack is effective against targets of up to Gargantuan size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 24 Escape Artist check or burst the web with a DC 24 Strength check. The check DCs are Constitution-based. The web has 14 hit points and hardness 0.

There is a 75% chance that the webbing does not burn if any sort of fire is applied to it (check each round).

## G. THE LOST CAVERNS

Hidden here, almost 8,000 feet up the eastern slope, in the shadow of Iggwilv's Horn, is the entrance (area 1) to the Lesser Caverns of the infamous *Lost Caverns of Tsojcanth*. A flat yet rocky outcropping (considered difficult terrain) extends outward in a 20-foot radius around the caverns' entrance. Roughly 20 feet above the cavern, a deadborn vulture has made its nest in the rocks. It attacks any creature that enters the outcropping.

### DEADBORN VULTURE CR 8

*Monster Manual V* 18  
NE Large magical beast  
**Init** +3; **Senses** darkvision 60 ft., low-light vision; Listen +11, Spot +15  
**Languages** understands Common; cannot speak

---

**AC** 18, touch 12, flat-footed 15  
**hp** 67 (9 HD); deadborn  
**Fort** +8, **Ref** +11, **Will** +4

---

**Speed** 10 ft. (2 squares), fly 70 ft. (poor); Flyby Attack  
**Melee** 2 claws +14 each (1d6+6 plus disease) and bite +12 (1d8+3)

**Space** 10 ft.; **Reach** 5 ft.  
**Base Atk** +9; **Grp** +19  
**Special Actions** foul breath

---

**Abilities** Str 22, Dex 17, Con 14, Int 10, Wis 12, Cha 10  
**Feats** Alertness, Flyby Attack, Lightning Reflexes, Multiattack  
**Skills** Intimidate +8, Listen +11, Spot +15

---

**Deadborn (Su)** When a deadborn vulture is reduced to 0 hit points, it immediately dies and becomes a deadborn vulture zombie that retains the vulture's disease ability. This transformation does not cause a flying deadborn vulture to fall.

**Disease (Ex)** Anyone hit by a deadborn vulture's claw must succeed on a DC 16 Fortitude save or contract a terrible wasting disease. Incubation one day, 1d4 points of Str damage. The save DC is Constitution-based.

**Foul Breath (Ex)** 1/day, 30-foot cone, nauseated 1d6 rounds (Fortitude DC 16 negates). The save DC is Constitution-based.

### DEADBORN VULTURE ZOMBIE CR —

NE Large undead  
**Init** +2, single actions only; **Senses** darkvision 60 ft.; Listen +0, Spot +0  
**Languages** —

---

**AC** 20, touch 11, flat-footed 18  
**hp** 120 (18 HD); **DR** 5/slashing

**Immune** undead immunities  
**Fort** +6, **Ref** +8, **Will** +11

---

**Speed** 10 ft. (2 squares), fly 70 ft. (clumsy)  
**Melee** claw +15 (1d6+7 plus disease) or bite +15 (1d8+7) or slam +15 (1d8+7)

**Space** 10 ft.; **Reach** 5 ft.  
**Base Atk** +9; **Grp** +20

---

**Abilities** Str 24, Dex 15, Con —, Int —, Wis 10, Cha 1  
**SQ** undead traits  
**Skills** Listen +0, Spot +0  
**Feats** Toughness

---

**Single Actions Only (Ex)** A deadborn vulture zombie can perform only a single move action or standard action each round. It can still charge.

**Disease (Ex)** Anyone hit by a deadborn vulture zombie's claw must succeed on a DC 19 Fortitude save or contract a terrible wasting disease. Incubation one day, 1d4 points of Str damage. The save DC is Constitution-based.

**Tactics:** The vulture uses airborne attacks against multiple PCs. Once it is killed and becomes a zombie, it concentrates its attacks on the PC who killed it.

**Treasure:** A successful DC 20 Climb check allows a PC to scale the edge of the cave and reach the above nest. Amid the litter of the nest is a silver tube containing a scroll of arcane spells (*slow, stone to flesh, and passwall*, all at caster level 17th), a large green emerald (value 2,000 gp), and a *lens of detection*.

## ADDITIONAL ENCOUNTERS ON IGGWILV'S HORN

The following encounters can occur at the base, or on the slope, of Iggwilv's Horn. The rolls for random events, weather, and encounters still apply.

### ROAD OF FIENDISH BETRAYAL (EL VARIES)

Here, where the road runs close to the dark heart of Iggwilv's Horn, a strange vile energy has accumulated. It is not taint, but rather an emanation from the chaotic, violent levels of the Abyss. These mystical forces have little effect on sentient beings, but wreak great changes in animals. Any normal animals traveling with the party, such as standard mounts or pack mules, are immediately infused with the essence of the Abyss. They acquire the fiendish template (see page 107 of the *Monster Manual*) and instantly turn on the PCs, fighting to the death. Animals empathically linked to

sentient beings, such as familiars or paladins' mounts, are unaffected. Additionally, animal companions, such as those of druids and rangers, are unaffected. A DM seeking to slow the PCs or provide more adversity on their ascent might consider employing this encounter early to eliminate the PCs' mounts.

## OLD HUT (EL 0 OR 8)

This old hut, now overgrown and beginning to fall apart due to neglect, was once the home of a strange hermit who dwelt in the region. The taint seeping into the region finally drove the hermit mad. The hut is still solid enough to provide shelter against the elements, if the party chooses to sleep here. However, the party has a 25% chance of encountering a patrol of gnolls that has already claimed the hut for the same purpose.

A search of the hut (DC 22) reveals a scrap of paper, worn and beginning to rot, beneath a straw mattress. This paper appears to be the surviving page of a journal once kept by an adventurer who dared to brave the Lost Caverns. Much of the text is damaged, either by water or bloodstains.

*"The small cave was the secret, for in back, hidden by [blurred] . . . and we descended. There was no certain path, so we [smudge] . . . and this is told of above, for it is where Yaim*

*and Brelid met their end. Our persistence paid. The right way was beyond and narrow, so [stain] . . . eam lies straight pas [more stains] . . . pe the span swiftly to plunge to doom where the wat [smudges and stains obliterate several lines] . . . They were right. It is more dismal here than above. Only the two of us su [blotch] . . . We pray that the lucky [smudge] is true, for we are now going to attempt entry fo [large rusty smears have wiped out the next words] . . . of no help. I managed to escape. Why did we [here the remaining few words are smeared and unreadable except for the last word] . . . beautiful."*

**Gnolls (12):** hp 18, 17, 15, 15, 13, 12, 11, 11, 11, 10, 9, 9; MM 130.

*Ari Marmell has been shirking homework in favor of playing D&D since he was nine years old. Thankfully, he now works in the industry, since shirking work for gaming tends to wreak havoc with the bills. He has written for quite a few of the industry's major companies, including White Wolf and, of course, Wizards of the Coast. "Iggwilv's Legacy" is his first opportunity to revisit one of the old classics (a few references he squeezed into Frostfell Rift notwithstanding), but he hopes it won't be his last.*

Based on the original DUNGEONS & DRAGONS® game by E. Gary Gygax and Dave Arneson and on the new edition of the DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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## Chapter 2: The Lost Caverns of Tsojcanth

The track into this area (from area D of Iggwilv's Horn) leads to a cavern with an entrance that appears like a fanged maw. The top is jagged, and cones of stone rise below. The cavern is 40 feet wide, 70 feet long, and over 20 feet high. Soot blackens the walls and ceiling, and bits of broken furniture and discarded gear lie scattered about. At the back is a smaller cave that is 20 feet wide, 30 feet long, and 15 feet high. At the northernmost end of the cave is a 10-foot-wide passage slanting steeply downward. Roughly hewn steps, carved into the floor, allow for easier passage. The tunnel leads down into the heart of the mountain. It is about 130 feet long and has about sixty broad stairs, each with a drop of 1 foot. At the end of the passage is the entrance to the lost caverns.

### THE CAVES

All of the passageways and chambers in both the Lesser Caverns (first level) and Greater Caverns (second level) are natural, with few signs of mining. The floor is mostly smooth and worn, although rugged places with fallen stone or stalagmites still exist. Ceiling height varies according to the following table:

Width	Height
0–0 feet	10–15 feet
11–20 feet	16–30 feet
30+ feet	Domed ceiling with apex equal to 2/3 width

The rock formations in these caverns are colorful. Stalactites descend from the ceilings. Drab grays and gray-browns dominate the walls and floor at the entryway, but farther along the stone is red, yellow, green, and blue. Some areas have sparkling mica, quartz, or low-value onyx deposits, or else contain minerals that reflect a prism of color under the torch or lantern light.

Within the caves are frequent shelves and ledges, and along these grow strange lichens and fungi. A few of these organisms give off a faint, pale gray luminescence. This glow is insufficient for sight except for characters who have low-light vision, who can spot movement within 10 feet of the radiance. Some areas also contain sand and compost, allowing for the growth of huge fungi of all types, some bearing a resemblance to shriekers and violet fungi. These areas of growth occur where plentiful water leaks in from the walls and ceiling.

Floors are slick, and characters running or charging must make a DC 15 Reflex save or fall prone in the square where their movement began. Small rivulets and pools of water have formed every 100 feet or so. The pools support small, pale life forms—crayfish and fish, as well as crickets, beetles, and other insects. Characters who listen closely hear small sounds, mostly those associated with the insects and other small organisms that inhabit the caverns.

A river flows through the caverns, though it appears motionless. The river can be used to negotiate the caverns, but entry or exit by the river is impossible. The entry point of the river is a narrow rivulet, about 6 inches wide, that wends its way through the mountain, feeding the river with a small but steady stream of rain and glacial water. The river flows deeper into the mountain, but its course takes the water through miniscule cracks that allows only a trickle and no visible flow.

### WANDERING MONSTERS

*The Lost Caverns of Tsojcanth* contain no true random encounters. A DM can conduct periodic checks, as if the possibility of random encounters existed. Bats, large- and regular-sized rats, nightcrawlers, slugs, and grubs are constantly present in the cavern, suggesting the presence of larger, predatory creatures.

## THE LESSER CAVERNS

### 1. ENTRY CAVERN

*Beyond the long flight of steps, the mouth of the passageway opens into a large natural chamber. To the left, a small fissure cuts through the rock, maybe 5 feet wide. Carved into the walls of the large chamber are weird faces sculpted in bas-relief. Seven such visages are hewn into the rock. Six faces are beside tunnels leading off into the unknown, and the seventh face is beside the entrance to the cavern.*

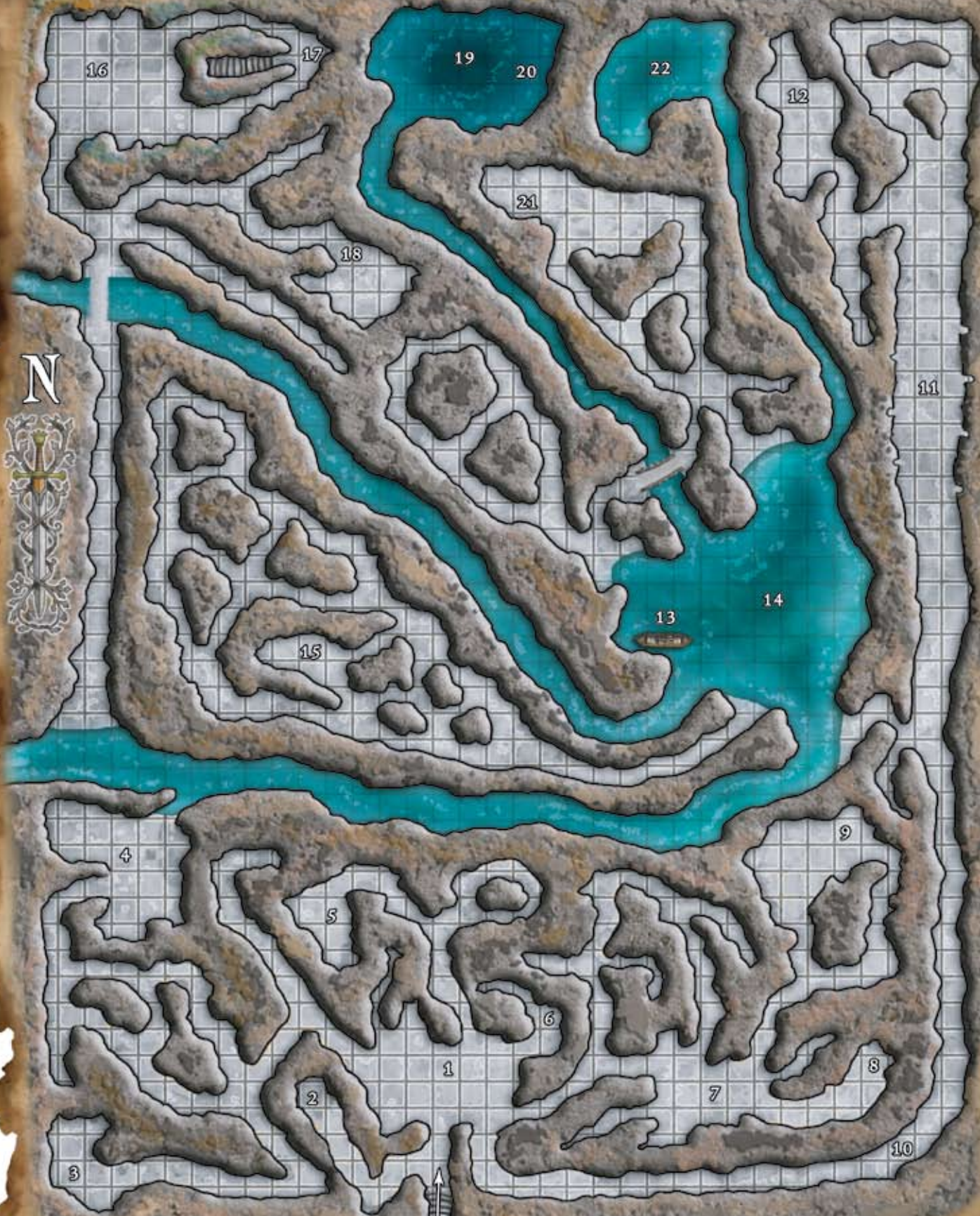
**Tactical Encounter:** L1: Entry Cavern (page 29).

### 2. STREAKED CAVE (EL 8)

*The passage is narrow, barely 5 feet across at its widest point. Beyond the confines of the corridor is a small cave. Its walls and floor are covered with streaks and blotches. There is no exit.*

This cave is the lair of twenty stirges. These monsters lurk in the nooks and crannies of the cave and take flight once a PC reaches the center of the room.

# Lesser Caverns



N

One Square = 10 feet

From Area G<sup>2</sup>

## 20 STIRGES

CR 1/2

N Tiny magical beast

**Init** +4; **Senses** darkvision 60 ft., low-light vision; Listen +4, Spot +4

**Languages** —

---

**AC** 16, touch 16, flat-footed 12

**hp** 5 (1 HD)

**Fort** +2, **Ref** +6, **Will** +1

---

**Speed** 10 ft. (2 squares), fly 40 ft. (average)

**Melee** touch +7 (attach)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Base Atk** +1; **Grp** -11 (+1 when attached)

**Atk Options** blood drain

---

**Abilities** Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6

**Feats** Alertness, Weapon Finesse<sup>B</sup>

**Skills** Hide +14, Listen +4, Spot +4

---

**Attach (Ex)** If a stirge hits with a touch attack, it uses its pincers to latch onto the opponent's body. An attached stirge is effectively grappling its prey. The stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity. Stirges have a +12 racial bonus on grapple checks.

An attached stirge can be struck with a weapon or grappled itself. To remove an attached stirge through grappling, the opponent must achieve a pin against the stirge.

**Blood Drain (Ex)** A stirge drains blood, dealing 1d4 points of Constitution damage in any round when it begins its turn attached to a victim. Once it has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, the stirge detaches and seeks a new target.

## 3. SLATE CHAMBERS (EL 10)

*This cave is in an area of slate and shale. The flat gray and blue-gray stones absorb the light. Several weapons lie scattered around the place: a spear, a battleaxe, a bastard sword, a short sword, and a pair of daggers.*

**Tactical Encounter:** L3: Slate Chambers (page 30).

## 4. GUANO-COVERED CAVE (EL 10)

*This large, high-domed cave is covered with bat guano. The desiccated, half-eaten forms of dozens of bats litter the floor. Dark onyx waters rise up to a bank at the north end of the chamber.*

**Tactical Encounter:** L4: Guano-Covered Cave (page 31).

## 5. LITTERED CAVE (EL 8)

*This small cave has bones scattered throughout. A low mound of dung sits in the middle, and what appears to be a crushed*



*minotaur skeleton lies at the south end of the cave. Beside the skeleton are two leather sacks.*

**Tactical Encounter:** L5: Littered Cave (page 32).

## 6. GROTTO (EL 7)

*The walls of this place are carved and chiseled into a running series of forms and figures that extend from the floor to the arched ceiling. The forms are unrecognizable except for the shapes of fungi, blindfish, and various insects common to the underground world. The work is bas-relief of a caliber superior to that of the stone faces. Stone chips litter the floor. A narrow shaft, 5 feet wide, runs northwest from the grotto's north end.*

If the PCs linger in the grotto for 3 or more rounds, they hear the scrape of rock from the shaft to the northwest.

If they shine light down the small tunnel, they alert and arouse four pechs. Upon the pechs arrival, read the following description of them.

These curious humanoids are about the size and build of a gnome, but with dusky grey skin and pale eyes. Their eyes are without pupils and reflect light like those of an owl. They are hairless and unadorned, but for ratty, dust-covered tunics and a mane of thick hair the color of wet brick. Its gangly arms seem weak at first glance, but they end in broad, powerful hands that clutch a massive pick with ease.

#### 4 PECHS

CR 3

hp 18 each (4 HD)  
N Small fey (earth)  
**Init** +1; **Senses** darkvision 60 ft.; Listen +8, Spot +8  
**Languages** Pech, Undercommon

---

**AC** 17, touch 12, flat-footed 15; Dodge  
**Immune** petrification  
**SR** 15  
**Fort** +2, **Ref** +5, **Will** +5

---

**Speed** 20 ft. (4 squares)  
**Melee** heavy pick +7 melee (1d4+6)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +2; **Grp** +2

**Atk Options** Power Attack; flesh to stone

**Spell-Like Abilities** (CL 11th):  
3/day—*stone shape*, *stone tell*  
1/day—*flesh to stone* (requires 8 pechs) (DC 17),  
*stone to flesh* (requires 8 pechs), *wall of stone* (re-  
quires 4 pechs)

---

**Abilities** Str 19, Dex 13, Con 13, Int 12, Wis 13, Cha 12

**SQ** earth mastery, light blindness

**Feats** Dodge, Power Attack

**Skills** Climb +11, Craft (stonemasonry) +12, Hide +8,  
Listen +8, Move Silently +8, Profession (miner) +12,  
Spot +8

---

**Earth Mastery (Ex)** A pech gains a +1 to attack rolls and damage rolls if both it and its opponent touch the ground. If an opponent is airborne or waterborne, the pech suffers a -4 penalty to attack rolls and damage rolls.

**Light Blindness (Ex)** Abrupt exposure to bright light, such as sunlight or a daylight spell, blinds a pech for 1 round. In addition, it suffers a -1 circumstance penalty to all attack rolls, saves and checks while operating in bright light.

**Skills** Pech receive a +4 racial bonus on all Craft (stonemasonry) and Profession (miner) checks.

Often believed to be natives of the Elemental Plane of Earth, pechs are actually fey. These strange humanoids

have an aptitude for stonework matched only by their desire to pursue their chosen craft. Although insular, pechs are rarely as territorial as other denizens of their subterranean homes. As such, pechs are as likely to ally with dwarves as they are with duergar or drow. Pechs have enmity toward only two races, the thoqqua and illithid, whom they enjoy turning to stone. Rumors tell of pech shrines where petrified illithid stand forever on display.

### Development

The pechs come to investigate the light, acting politely if the party takes no aggressive action. Consider their attitude indifferent. They ask that the PCs extinguish the “bright light,” regardless of the light’s intensity. If the PCs refuse, the pechs’ attitude shifts to unfriendly and the pechs ask them to leave. If the PCs refuse, the pechs’ attitude shifts to hostile and they attack. For every 2 gems worth a total of 250 gp or 1 piece of jewelry worth 200 gp, their attitude shifts upward a step. (See page 72 of the *Player’s Handbook* for more information). If the pechs reach an attitude of friendly, they inform the PCs about the clay golem in area 3. At an attitude of helpful, the pechs even offer their aid. The pechs have no treasure.

These pechs are related to the group in the area 5 of the “Hollow of the Horn.” Zousha, a fearsome undead, has recruited both groups to search for the *Demonomicon*. These pechs might ask if the PCs have met their brethren who dwell in the Hollow of the Horn. They inquire as to the progress of the other pechs, though they do not readily admit to searching for the *Demonomicon*.

### Tactics

Pechs are as straightforward about combat as they are about their work. When gathered in groups larger than pairs, they surround outnumbered opponents so as to gain flanking advantage, prevent escape, and demoralize. Should their enemy prove clearly superior, most pechs fall into an organized retreat, sealing their escape with a well-placed *wall of stone*.

## 7. FUNGI CAVERN (EL 6)

*From floor to walls, this cavern is filled with all sorts of small and medium-sized fungi. Several large, white forms can be seen among the fungi. It appears that several passageways lead from this cavern.*

**Tactical Encounter:** L7–8: Fungi Cavern (page 33).



## 8. STINKING CAVE (EL 7)

Rotting leaves, fragments of bones, pieces of chitinous material, dung, and the foul remains of vermin fill this cave. The smell of the mess is revolting. Several skeletons and skulls indicate that humans and elves have met their ends here. At least three larger heaps of rotting vegetation and sticks, possibly nests, sit among the refuse.

**Tactical Encounter:** L7–8: Fungi Cavern (page 33).

## 9. SECOND FUNGI CAVERN (EL 10)

This cavern is full of fungi, much like the chamber to the south. An alcove at the north of the cavern is noticeably clear of fungi. A mummified body appears to be wedged in the back of the alcove.

**Tactical Encounter:** L9: Second Fungi Cavern (page 34).

## 10. FUNGI-FILLED CORRIDOR (EL VARIES)

Several small fungi cover the sandy floor and walls of this passageway. The odd colored growths match the varicolored minerals of the walls. Bat guano covers some areas of the floor, but it's clearly old.

Thousands of bats used to roost on the ceiling of the passageway. A massive spell killed them abruptly, and they have since become ephemeral swarms. The swarms are located in the southeastern corner of the passage where the tunnel bends north. When the PCs move through this area, have each make a DC 15 Move Silently check. For each PC who fails, an ephemeral swarm attacks the party.

### EPHEMERAL SWARM

*Monster Manual III* 50

CE Tiny undead (incorporeal, swarm)

**Init** +4; **Senses** darkvision 60 ft.; Listen +9, Spot +10

**Languages** —

---

**AC** 20, touch 20, flat-footed 16

**Miss Chance** 50% (incorporeal)

**hp** 90 (12 HD)

**Immune** incorporeal immunities, swarm immunities, undead immunities

**Resist** half damage from piercing and slashing

**Fort** +4, **Ref** +8, **Will** +8

---

**Speed** fly 30 ft. (good) (6 squares)

**Melee** swarm (1d6 Str)

**CR** 5

**Space** 10 ft.; **Reach** 0 ft.

**Base Atk** +6; **Grp** —

**Atk Options** distraction

---

**Abilities** Str —, Dex 18, Con —, Int 2, Wis 11, Cha 18

**SQ** incorporeal traits, swarm traits, undead traits

**Feats** Alertness, Toughness (4)

**Skills** Listen +9, Spot +10

---

**Distraction (Ex)** Any living creature vulnerable to an ephemeral swarm's damage that begins its turn with a swarm in its square must make a DC 20 Fortitude save or be nauseated for 1 round. Even if the save is successful, spellcasting or concentrating on spells requires a Concentration check (DC 20 + spell level). Skills that require concentration or patience require a DC 20 Concentration check. The save DC is Constitution-based.

## 11. LONG GALLERY (EL 11)

The cavern widens into a long gallery with a height of well over 40 feet. Long stalactites extend like daggers from the ceiling, sending small droplets of water falling onto stalagmites below. Molds, mushrooms, and lichens grow around the base of the stalagmites, filling the corridor with an earthy smell. The tall walls on either side of the cavern host cracks and the occasional large alcove.

**Tactical Encounter:** L11: Long Gallery (page 35).

## 12. LARGE CAVE (EL 8)

This cave smells like a place where dirty monsters would live. The cave is irregularly shaped and has no apparent entrance other than the passage to the south. Bones and skulls lie strewn around. A flat rock, which appears to have been used as a table, still has the remains of a creature upon it, as if it were being carved for dinner. A great knife is stuck into the carcass. At the far end of the cave is a place where fires could be lit and cooking done. Piles of old hides and skins litter the chamber floor.

**Tactical Encounter:** L12: Large Cave (page 36).

## 13. LEDGE ON THE LAKE

A wooden boat, 15 feet long and about 5 feet wide, rests here on a shelf of stone. The craft has three oars inside. The boat appears unusual because it tapers to a point at either end. The side of the boat looks once to have had embossed letters running across it, but the cavern's dampness seems to have faded them beyond recognition. The lake fills the cavern like a sheet of black glass, reflecting the darkness above. The river, if it can be called that, carries the water slowly south through a 20-foot opening.

The water here is 40 feet deep.

### Magic Boat

This craft can be rowed normally, with the third oar used to scull and steer, if desired. Movement upstream is at 5 feet per round; the downstream speed is 5 feet drifting or 15 feet rowing. A DC 12 Search check reveals a small mast and rune-embroidered sail under the planks of the deck. If the mast is raised and the sails spread, the boat still moves normally until the command word “Go,” is spoken in Common. The boat then moves at 30 feet per round, with or against the current. Speaking the word “Stop” in Common causes the boat to stand motionless in even the swiftest of current. The boat is made from wood, exceptionally seasoned and crafted so as to be as hard as bronze. If *detect magic* is cast upon the boat, it reveals that the boat is affected by the school of alteration. With the proper command word, the boat shrinks to 10% of its size. (For details, see area 19 of the Greater Caverns.)

## 14. UNDERGROUND LAKE (EL 8)

*The river flows into this high-vaulted cavern at a sluggish pace. The magnitude of the cavern has created a miniature, ebon-hued lake, disturbed only by the occasional drop of water from above. The sound of water droplets and the wide ripples form a delicate symphony of sight and sound in the cavern’s gloom.*

**Tactical Encounter:** L14: Underground Lake (page 37).

## 15. CUL-DE-SAC (EL 8)

*This area appears to be a cul-de-sac or small cave where a creature dwells. A litter of twigs and odd bits of cloth lies at the back of the place.*

### 3 ADVANCED COCKATRICES

CR 5

hp 91 each (14 HD)

N Medium magical beast

Init + Senses darkvision 60 ft., low-light vision, Listen +11, Spot +12

Languages —

AC 12, touch 12, flat-footed 10; Dodge

Immune petrification from other cockatrices

Fort +10, Ref +11, Will +4

Speed 30 ft. (6 squares), fly 60 ft. (poor)



**Melee** bite +17/+12/+7 (1d8 plus petrification)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +14; **Grp** +14

---

**Abilities** Str 10, Dex 15, Con 13, Int 2, Wis 13, Cha 9  
**Feats** Ability Focus (petrification), Alertness, Dodge, Improved Natural Attack, Weapon Finesse, Weapon Focus (bite)  
**Skills** Listen +11, Spot +12

---

**Petrification (Su)** Creatures hit by a cockatrice's bite attack must succeed on a DC 20 Fortitude save or instantly turn to stone. The save DC is Constitution-based.

## 16. RAINBOW CAVERN (EL 9)

*This high-domed cavern displays a rainbow of colors on its walls and floor. Even the many stalactites above hang like colored icicles. Various mineral deposits in the rock have seeped into a spiked curtains. The floor has numbers of humps and stalagmites of varied hue and form. In the center of the chamber is a heap of coins and metal bars.*

**Tactical Encounter:** L16: Rainbow Cavern (page 39).

## 17. BOULDER HEAP

*The boulders here look as if some giant had stacked them for use in a time of need. They are all about the right size for a fire giant to hurl.*

The rocks look suspicious. Chossos has piled them here to block entry to the lower level so that anyone attacking from that direction does not take him by surprise. The rocks can be tumbled and rolled aside without difficulty. If this is done, the party sees stairs going down to the west. These stairs are the only entrance to the Greater Caverns from the Lesser Caverns. In moving the boulders, the party might notice (Spot DC 15) that one has an odd blue green cast to it, and is definitely lighter than the rest. The odd boulder can be smashed open with a hammer, mace, or similar instrument. It is hollow inside and contains a tablet. The tablet is "The Graven Glyphs," a magical warning to those bold enough to enter the lower caverns. With the tablet is a ring of protection +2. The Graven Glyphs read:

*In the center lies the gate  
but opening it is sure to vex  
many are the guards who lie in wait  
as you go to the middle hex*

*Randomly sent to find a way  
back to a different iron door  
a seventh time and you may stay*

*and seek the glowing prize no more*

*You have won old Iggwilv's prize  
her hoarded cache of magic  
and freed the one with yearning eyes  
whose lot was hunger tragic*

The DM should read the verses slowly, with pauses between each quatrain, then tell the party that the glyphs have faded into nothingness.

## 18. FURNISHED CAVE (EL 9)

*Within this cave, carpets lie on the floor, rugs hang from the walls, and beautiful furniture lies scattered about. Plump cushions sit piled on the floor, the air smells of orange blossoms, and the tinkling of bells and chimes can be heard. A pair of divans stands along the far wall, with a chest of rosewood between them. Gems glitter from within the chest. Gold dishes and silver bowls sit on stands, and malachite and lapis statuettes stand everywhere, resting upon stands inlaid with mother-of-pearl, ivory, and rare woods. Silken garments are scattered on stools and heaped in chests and wardrobes.*

**Tactical Encounter:** L18: Furnished Cave (page 40).

## 19. SMALL LAKE

*The water drifts forward, arriving in a cavern where tiny rivulets carry the liquid down into the world's dark places. The water has completely flooded the place except for an island in the center. Even from a distance, the shimmer and sparkle of the island's surface is visible.*

This is the Isle of Rebuke. If a PC sets foot on the island, a spell is triggered. A peal of loud laughter echoes in the cavern. As the gales of derisive mirth end, a great voice yells out: "Fools! You have come to a dead end! Leave now or stay and die."

The surface of the island has 3,000 gems of 1 gp value scattered about.

## 20. BLACK WATER (EL 7)

*The water surrounding the islet is particularly dark and contains particles that make the surface look inky.*

**Tactical Encounter:** L20: Black Water (page 41).

## 21. CAVE OF CRYSTALS (EL 11)

*This cavern is striated with veins of crystal, which reflect the light in a shower of multicolored rays. The cavern is oddly*

shaped, and what at first appears to be an open area, upon closer inspection, is in fact a section of solid rock that appears whittled away. Where once might have stood a wall of stone and crystal is now only rubble and shattered detritus.

**Tactical Encounter:** L21: Cave of Crystals (page 42).

## 22. POOL CAVERN (EL 9)

This cavern is filled with water, and the only exit appears to be to the southeast. The water trickles out through a low cut in the west wall, and can be heard falling some distance below. The ceiling has beautiful stalactites extending from it, and the walls are streaked with multicolored rock formations.

A marid named Kasdu'ul sleeps in the center of the pool under 15 feet of water. A successful *dispel magic* (DC 28) awakens him. To come within 10 feet of Kasdu'ul, a character must overcome an *antipathy* spell (Will DC 26).

### MARID

CR 9

*Manual of the Planes* 173

CN Large outsider (chaotic, water, extraplanar)

**Init** +3; **Senses** darkvision 60 ft.; Listen +16, Spot +16

**Languages** Aquan, Common

---

**AC** 19, touch 12, flat-footed 16

**hp** 71 (11 HD)

**Fort** +9, **Ref** +10, **Will** +9

---

**Speed** 20 ft. (4 squares), swim 60 ft. (good)

**Melee** 2 slams +16 each (1d8+9)

**Space** 10 ft.; **Reach** 10 ft.

**Base Atk** +10; **Grp** +20

**Atk Options** Cleave, Great Cleave, Power Attack, vortex

**Special Action** drench

**Spell-Like Abilities** (CL 11th):

At will—*create water*, *detect evil*, *detect good*, *detect magic*, *invisibility*, *polymorph*, *purify food and drink*, *see invisibility*

5/day—*control water*, *gaseous form*, *solid fog*, *water breathing*

1/year—*limited wish* (nongonies only)

---

**Abilities** Str 23, Dex 16, Con 14, Int 16, Wis 15, Cha 15

**SQ** water mastery

**Feats** Cleave, Great Cleave, Power Attack

**Skills** Craft (any two) +17, Escape Artist +12, Intimidate +16, Move Silently +17, Sense Motive +16, Spot +16, Spellcraft +17

---

**Drench (Ex)** A marid's touch puts out torches, campfires, exposed lanterns, and other open flames of a nonmagical origin. The marid can dispel magical fire it touches as if *dispel magic* had been cast by an 11th-level sorcerer.

**Vortex (Su)** The marid can transform itself into a whirlpool once every 10 minutes and remain in that form for up to 5 rounds. The vortex is 5 feet wide, 10 to 40 feet tall, and up to 30 feet wide at top. Medium or smaller creatures coming into contact with the vortex must succeed on a DC 19 Reflex save or take 2d6 points of damage and become trapped in the vortex. A creature trapped in the vortex takes another 2d6 points of damage at the beginning of its turn. A trapped creature can attempt to escape on its turn as a standard action, making another DC 19 Reflex save.

**Water Mastery (Ex)** A marid gains a +1 bonus on attack rolls and damage rolls if both it and its opponent touch water. (These modifiers are not included in the statistics block.)

### Tactics

The marid does not attack anyone who frees him, so long as no one irritates him. If the dao (area 18) are mentioned, he assists the party with a *limited wish* spell if the PCs defeated the creatures. If offered a large bribe (10 or more gems worth 500 gp each, or a magic item worth 7,500 gp), Kasdu'ul gives five party members *water breathing* and escorts them to any location along the underground river. He will not otherwise serve the party.

### Development

If the party frees Kasdu'ul from his slumber and is not hostile toward him, award them experience as if they had completed a CR 7 encounter. If they gain the assistance of Kasdu'ul, award experience for a CR 9 encounter.

# L1: ENTRY CAVERN

## Encounter Level 10

When the characters look around the cavern sufficiently to gain detailed information about the faces and the rest of the environment, read:

*Although each face is slightly different from its fellows, all are strange and doleful-looking: One has doglike ears, another protruding tusks, a third drooping skin, the fourth deepset eyes, the fifth a piglike snout, and the sixth ramlike horns. The face at the entrance appears human. There seems to be no relationship between the size of a passageway and the stony visage beside it. Nothing else in the chamber seems remarkable. A few stalactites hang from the ceiling above, though many lie fallen amid the stalagmites.*

Each of these bas-relief carvings has a permanent *magic mouth* spell cast upon it. When any party member comes within 3 feet of a face, the carving's mouth moves and says in a bass, mournfully dire tone: "Turn back, this is not the way." This is repeated endlessly each time an individual comes within 3 feet.

A DC 20 Spot check reveals a gem glittering within the mouth of each visage. Inside each mouth is a different gem. Clockwise, the gems are: amber, amethyst, aquamarine, garnet, peridot, and tourmaline.

Regardless of which gem is taken first, it is worth 1,000 gp. The others, although just as large, are flawed and worth 100 gp each. Attempts to take a gem trigger a trap. Attempts to break a face (hardness 8; hp 80; break DC 25) result in the destruction of the trap with a 50% chance of destroying the gem.

**Biting Mouth Trap:** CR 5; mechanical; location trigger; automatic reset; Atk +16 melee (1d12+8/×3); single target; Search DC 25; Disable Device DC 18.

A *command* spell or a demand for the gem will not avail. However, if a PC insults a face, it sticks out its tongue, granting access to a gem. If characters attempt to speak with a visage, it repeat its previous warning. However, if the word "truth" is used at any point while the PCs are in the room, then each face lies and state majestically: "My way is right." Only the visage beside the stairway says anything different. That mouth says: "I watch the only way."



# L3: SLATE CHAMBERS

## Encounter Level 10

A clay golem lurks in the alcove in the northeast. It blends with the walls and is camouflaged until it steps out. It does so as soon as anyone enters its lair. When this occurs, read:

*From around the corner to the north, a large hulking shape emerges from the darkness. The form is vaguely humanoid, but its lengthy arms, which hang to its knees, and broad chest, give an inhuman impression. The dark form lumbers forward without a word, or even so much as a growl or groan.*

### CLAY GOLEM

CR 10

hp 90 (11 HD); DR 10/adamantine and bludgeoning

N Large construct

Init -1; Senses darkvision 60 ft., low-light vision; Listen +0, Spot +0

Languages —

AC 22, touch 8, flat-footed 22

Immune magic

Fort +3, Ref +2, Will +3

Speed 20 ft. (4 squares)

Melee 2 slams +14 each (2d10+7 plus cursed wound)

Space 10 ft.; Reach 10 ft.

Base Atk +8; Grp +19

Special Actions haste

Abilities Str 25, Dex 9, Con —, Int —, Wis 11, Cha 1

SQ berserk, construct traits

Feats —

Skills —

**Berserk (Ex)** In combat, there is a cumulative 1% chance each round that the clay golem goes berserk.

**Cursed Wound (Ex)** The damage a clay golem deals doesn't heal naturally and resists healing spells. A character attempting to cast a conjuration (healing) spell on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the spell has no effect on injuries inflicted by the golem.

**Haste (Su)** After it has engaged in at least 1 round of combat, a clay golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

**Immunity to Magic (Ex)** A clay golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *move earth* spell drives the golem back 120 feet and deals 3d12 points of damage to it.

A *disintegrate* spell slows the golem (as the *slow* spell) for 1d6 rounds and deals 1d12 points of damage.

An *earthquake* spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of damage. The golem gets no saving throw against any of these effects.

Any magical attack against a clay golem that deals acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal.

## TACTICS

The golem is mindless in combat, attacking the closest enemy with all its power. Once it detects intruders in area 3, it attacks the nearest enemy and pursue its foes with mindless determination.

## TREASURE

The mundane weapons that litter the floor are rusted and damaged. Close examination (Search DC 15) reveals that the short sword appears untouched by the cavern's damp conditions. This is a +2 *keen short sword*.

## TACTICAL MAP DETAILS

The alcove in the north part of the cave is just large enough to contain the clay golem. The corridors leading up to area 3 are 10 feet wide, allowing the golem to move without penalty through them.



# L4: GUANO-COVERED CAVE

## Encounter Level 10

A sporebat has been feasting on the bats that live here. It lurks on the northern part of the ceiling, watching as its prey approaches. When a character comes within 10 feet of the creature, read:

*The wind stirs faintly from some unseen source. Then, without a noise, a dark form, like the shadow of a shadow, flies from the darkness, claws poised. The creature is nearly impossible to spot for more than a second, yet a bright orange eye in the center of its body is clearly visible, gazing hungrily for the briefest moment before disappearing again.*

## SPOREBAT

Fiend Folio 161

hp 97 (15 HD)

N Medium plant

Init +9; Senses darkvision 60 ft., low-light vision; Listen +2, Spot +20

Languages Sporebat

AC 15, touch 15, flat-footed 10

Miss Chance 50% (camouflage)

Immune fire, plant immunities

Fort +11, Ref +10, Will +5

Speed 5 ft. (1 square), fly 60 ft. (good); Flyby Attack, Hover

Melee 2 claws +13 each (1d4+2) and tail rake +8 (1d4+1)

Ranged ray +16 touch (enervation)

Base Atk +11; Grp +13

Atk Options Cleave, Power Attack

Abilities Str 14, Dex 21, Con 15, Int 8, Wis 11, Cha 4

SQ camouflage, plant traits, silent

Feats Alertness, Cleave, Flyby Attack, Hover, Improved Initiative, Power Attack

Skills Listen +2, Spot +20

**Camouflage (Ex)** During any condition of illumination other than daylight, a sporebat can disappear into the shadows, giving it total concealment (50% miss chance). Artificial illumination, or any light spell, negates this ability.

**Enervation Ray (Su)** A sporebat can fire a brown enervation ray every other round at any target within 150 feet. As the *enervation* spell, CL 12th (DC 10).

**Silent (Ex)** Sporebats move in absolute silence.

## TACTICS

The sporebat drops from the ceiling and silently swoops to attack foes using Flyby Attack while attempting to keep itself concealed. If necessary, the sporebat utilizes Hover in between rounds or to directly engage in combat.

## TREASURE

With a DC 28 Spot check, a character notices that on the north wall of the cave, 30 feet up, is a broad, projecting ledge. A character can reach the ledge with a DC 25 Climb check. On the ledge area is a scattering of 10 cp, 8 sp, 6 gp, 5 pp, 3 onyx gems worth 200 gp each, and 2 elaborate matching rings carved in interlocking dragons worth 500 gp each.

## TACTICAL MAP DETAILS

The north tunnel leads to the underground river. The surface of the water is about 40 feet below this opening. The water does not appear to be flowing. A ledge, 30 feet up, protrudes out a couple feet from the north wall.



# L5: LITTERED CAVE

## Encounter Level 8

Attached to the ceiling in the middle of the room are two fiendish cloakers. A DC 20 Spot check is required to notice gems in the “ceiling.” A fiendish cloaker attacks if anyone moves below it, or if its partner is engaged in combat. When this occurs, read:

*The ceiling seems to come alive as a cloak of darkness falls away from the stone. In the midst of this inky form, two red eyes gleam and a spinal tail whips about.*

## 2 FIENDISH CLOAKERS

CR 6

**hp** 45 each (6 HD); **DR** 5/magic  
**CE** Large aberration (extraplanar)  
**Init** +7; **Senses** darkvision 60 ft.; Listen +13, Spot +13  
**Languages** Undercommon

**AC** 19, touch 12, flat-footed 16; shadow shift  
**Resist** cold 5, fire 5; **SR** 11  
**Fort** +5, **Ref** +5, **Will** +7

**Speed** 10 ft. (2 squares), fly 40 ft. (average)  
**Melee** tail slap +8 (1d6+5) and  
bite +3 (1d4+2)

**Space** 10 ft.; **Reach** 10 ft. (5 ft. with bite)  
**Base Atk** +4; **Grp** +13

**Atk Options** Combat Reflexes, smite good 1/day (damage +6), engulf, moan  
**Special Actions** shadow shift

**Abilities** Str 21, Dex 16, Con 17, Int 14, Wis 15, Cha 15  
**Feats** Alertness, Combat Reflexes, Improved Initiative  
**Skills** Hide +8, Listen +13, Move Silently +12, Spot +13

**Engulf (Ex)** A fiendish cloaker can try to wrap up a Medium or smaller creature as a standard action. The fiendish cloaker attempts a grapple that does not provoke attacks of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can still use its tail to strike at other targets.

Attacks that hit an engulfing fiendish cloaker deal half the damage to the monster and half to the trapped victim.

**Moan (Ex)** A fiendish cloaker can emit a dangerous subsonic moan as a standard action. It can cause one of four sonic, mind-affecting effects. The fiendish cloaker is immune to these attacks. Unless otherwise noted, a creature that makes a successful save cannot be affected by the same moan effect from the same fiendish cloaker for 24 hours.

**Unnerve:** 60-foot spread, –2 penalty on attack rolls and damage rolls. Hearing the moan for more than 6 consecutive rounds requires a DC 15 Will save or creature enters a trance, unable to attack or defend itself until the moaning stops.

**Fear:** 30 feet, DC 15 Will save or become panicked for 2 rounds.

**Nausea:** 30-foot cone, DC 15 Fortitude save or fall prone and become nauseated for 1d4+1 rounds.

**Stupor:** Single creature within 30 feet, DC 15 Fortitude save or be affected as though by *hold monster* for 5 rounds. Even after successful save, creature must save again if the cloaker uses this effect again.

**Shadow Shift (Su)** This ability is effective in shadowy areas and has three possible effects.

**Obscure Vision:** The fiendish cloaker gains concealment (20% miss chance) for 1d4 rounds.

**Dancing Images:** This effect duplicates a *mirror image* spell (caster level 6th).

**Silent Image:** This effect duplicates a *silent image* spell (DC 15, caster level 6th).

## TACTICS

A cloaker uses shadow shift to gain concealment before dropping to engulf its prey.

## TREASURE

A sack at the south end of the cave holds 102 sp and 167 pp, and a second sack contains 281 gp. Five gems worth 250 gp can be found in the belly of each cloaker.

## TACTICAL MAP DETAILS

The cave is littered with bones, so each square is treated as difficult terrain, and the DC of Tumble and Move Silently checks is increased by 2.





# L7-8: FUNGI CAVERN

## Encounter Level 6

This cavern is the favorite feeding ground of two giant cockroaches. As soon as the PCs leave the corridors and enter the cavern, read:

*From the center of the chamber, amid small piles of fungi, two large forms rise. Antennae twitch attentively in the darkness, followed immediately by the sound of clicking feet.*

The sound of combat has a chance (Listen DC 15) of attracting the attention of the trolls in area 8.

## 2 ADVANCED GIANT COCKROACHES CR 4

*Underdark 87*

**hp** 114 each (12 HD)

N Large vermin

**Init** +3; **Senses** darkvision 60 ft., scent, tremorsense; Listen +0, Spot +0

**Aura** stench 30 ft.

**Languages** —

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**AC** 20, touch 13, flat-footed 17

**Immune** vermin immunities

**Fort** +13, **Ref** +7, **Will** +4

---

**Speed** 50 ft. (10 squares), climb 50 ft.

**Melee** bite +17 (1d8+13)

**Space** 10 ft.; **Reach** 5 ft.

**Base Atk** +9; **Grp** +22

---

**Abilities** Str 29, Dex 16, Con 20, Int —, Wis 10, Cha 2

**Feats** —

**Skills** Climb +21, Hide +13, Jump +18, Listen +0, Move Silently +9, Spot +0

---

**Scent (Ex)** Every noncockroach within 30 feet of a giant cockroach must make a DC 17 Fortitude save or be nauseated for 1d4 rounds. Whether or not the save is successful, the creature cannot be affected again by any giant cockroach's stench for 1 hour. The save DC is Constitution-based.

**Skills** A giant cockroach has a +12 racial bonus on Climb checks. It can choose to take 10 on Climb checks even when rushed or threatened. A giant cockroach also has a +10 racial bonus on Hide checks and a +6 racial bonus on Move Silently checks.

## LOCATION 8

This cavern reeks with such intensity that a DC 13 Fortitude save is necessary to avoid being sickened.

This cave is the lair of two trolls. These two monsters maintain fungi to guarantee regular meals of giant cockroaches.

## 2 TROLLS CR 5

**hp** 63 each (6 HD); regeneration 5

CE Large giant

**Init** +2; **Senses** darkvision 90 ft., low-light vision, scent; Listen +5, Spot +6

**Languages** Giant

---

**AC** 16, touch 11, flat-footed 14

**Fort** +11, **Ref** +4, **Will** +3

---

**Speed** 30 ft. (6 squares)

**Melee** 2 claws +9 each (1d6+6) and bite +4 (1d6+3)

**Space** 10 ft.; **Reach** 10 ft.

**Base Atk** +4; **Grp** +14

**Atk Options** rend 2d6+9

---

**Abilities** Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6

**Feats** Alertness, Iron Will, Track

**Skills** Listen +5, Spot +6

---

**Regeneration (Ex)** Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

**Rend (Ex)** If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

## TREASURE

Amid the troll den's litter can be found 22 pp, 47 gp, 28 sp, 19 cp, 1d4 gems, 1 piece of jewelry, 2 *potions of cure serious wounds*, 1 *potion of aid*, and a quiver with 9 arrows (3 broken, 2 normal, 4 +1 arrows).

## TACTICAL MAP DETAILS

Both area 7 and area 8 are covered in lichen and fungi; they have no effect on movement.



# L9: SECOND FUNGI CAVERN

## Encounter Level 10

Hanging from the ceiling are four spawn of jublex. They are hiding (Spot DC 21) and if the PCs do not see them, wait until a party member is fully in the room before appearing. When this happens, read:

*The ceiling along the walls to the north and south appears to liquefy and then swell into great swathes of green ooze. Gleaming dark-slitted eyes of crimson float amid the slime, glaring hatefully as the mass of slime oozes down and flows forward.*

### 4 LESSER SPAWN OF JUBLEX

CR 6

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hp 68 each (8 HD); DR 5/—

CE Large elemental (extraplanar, water)

Init +1; Senses blindsense 60 ft., darkvision 60 ft.; Listen +7, Spot +6

Languages Aquan

AC 18, touch 10, flat-footed 17

Immune elemental immunities

Fort +10, Ref +3, Will +3

Speed 40 ft. (8 squares), climb 30 ft.; sludge form

Melee 2 slams +12 each (2d8+7 plus slimy infestation)

Space 10 ft.; Reach 10 ft.

Base Atk +6; Grp +17

Atk Options Cleave, Power Attack

Abilities Str 25, Dex 12, Con 19, Int 4, Wis 13, Cha 10

SA slimy infestation, sludge form

SQ elemental traits

Feats Cleave, Improved Natural Attack (slam), Power Attack

Skills Climb +15, Jump +11, Listen +7, Spot +6

**Sludge Form (Ex)** A spawn of Jublex flows like thick, muddy water as it moves. Its movement never provokes attacks of opportunity. It ignores difficult terrain and can freely pass through other creatures' spaces, though it cannot end its movement in such a place.

If a lesser spawn of Jublex enters a living creature's space, that creature must attempt a DC 18 Fortitude save. On a failed save, the creature takes 2d6 points of damage and is sickened for 1 round. On a successful save, the creature takes half damage and is not sickened.

This ability is effective against a given creature once per round. The save DC is Constitution-based.

**Slimy Infestation (Su)** When a spawn of Jublex deals

damage to a creature with its slam attack, it covers the target with a thick coat of slime. At the start of the spawn's turn, it can animate the slime covering all foes within 100 feet as a free action. The slime sprouts tentacles and attacks any creature within 10 feet, including the target if no other creatures are in reach. The slime makes a slam attack with an attack bonus equal to the spawn's (normally +12), dealing 1d8+7.

A creature afflicted by slimy infestation can remove the slime as a full-round action. The slime is also destroyed if the creature it covers is dealt 10 points of cold or fire damage. If that creature has resistance to cold or fire, the slime could be destroyed without harm to the affected creature.

## TACTICS

Although unintelligent, the spawn are cunning and wait until a PC or party is fully in the room before emerging to attack. Once engaged, a spawn uses its slimy infestation ability to keep one target occupied while it moves to attack others.

## TREASURE

The elf is wearing *bracers of armor +4* and a gold necklace set with a gem, value 600 gp. On the floor, under bits of the rotting cloak, is a leather bag containing 13 gems worth 50 gp each.

## TACTICAL MAP DETAILS

The calcified remains in the alcove are those of an elf, who apparently expired in the niche in an upright position. Watery mineral deposits slowly turned him into a stalagmite. The grisly formation gives the impression of an undead monster.



# LII: LONG GALLERY

## Encounter Level 11

Within the alcoves lining the walls live ambush drakes. True to their name, the creatures ambush any prey who come within near. Once a PC has moved 30 feet beyond the first alcove, the ambush drakes spring into action. When that happens, read:

*The walls fill with the sound of claw on rock before reptilian forms suddenly explode out of the dark alcoves. They act with coordination, behaving as one. Teeth gnashing, spikes rippling along their sinewy bodies, the creatures move with predatory intent.*

The sound of combat has a chance (Listen DC 20) of attracting the attention of the ettins in area 12; they arrive in 6 rounds following a successful check.

### 7 AMBUSH DRAKES

CR 5

*Monster Manual III 8*

hp 73 each (7 HD)

NE Medium dragon

**Init** +6; **Senses** darkvision 60 ft., low-light vision, scent; Listen +12, Spot +12

**Languages** Common, Draconic; telepathic link 30 ft.

**AC** 18, touch 12, flat-footed 16

**Immune** magic sleep effects, paralysis

**SR** 16

**Fort** +9, **Ref** +7, **Will** + 5

**Speed** 40 ft. (8 squares), fly 30 ft. (poor)

**Melee** bite +10 (1d8+3 plus poison) and 2 claws +8 each (1d6+1)

**Base Atk** +7; **Grp** +10

**Atk Options** poison (DC 17, 1d6 Dex/1d6 Dex)

**Special Actions** *slow* breath weapon

**Abilities** Str 16, Dex 15, Con 18, Int 7, Wis 10, Cha 9

**Feats** Alertness, Improved Initiative, Multiattack

**Skills** Hide +16, Listen +12, Move Silently +12, Spot +12

**Breath Weapon (Su)** 30-foot cone, once every 1d4 rounds, *slow* 7 rounds (Will DC 17 negates). Ambush drakes are immune to the breath weapons of other ambush drakes. The save DC is Constitution-based.

**Telepathic Link (Ex)** Ambush drakes within 30 feet of each other are in constant contact. If one is aware of a particular danger, they all are. If one of the group is not flat-footed, none of them are. No ambush drake in the group is considered flanked unless they all are.

## TACTICS

The ambush drakes are adept at their craft, waiting until prey moves deep within their passageway before attacking. They coordinate their attack by using their telepathic link, relying on their breath weapon to initially slow their adversaries before teeth, claw, and poison bring the prey down. If the ambush drakes are unable to use their typical strategy, such as if a PC pokes around in one of the alcoves, the ambush drakes nonetheless launch a unified attack against the intruder.

## TACTICAL MAP DETAILS

Alcoves line the walls, three on the west side and four on the east.



# L12: LARGE CAVE

## Encounter Level 8

Two ettins inhabit this lair. Each of these two-headed giants carries two morningstars. If the ettins have not yet heard the party, when the PCs enter, read:

*Dark shadows wash across the room as two creatures step forward into the firelight. The huge form of each blankets the room with shadows of its bulky legs, broad torso, huge arms, and two heads. Each long, muscular arm has a sinewy knot of knuckles and fingers clenched tightly around a large morningstar. With an enraged scream, the creatures charge forward.*

## 2 ETTINS

hp 65 each (10 HD)

CE Large giant

Init +3; **Senses** low-light vision; Listen +10, Spot +10

**Languages** Orc, Goblin, Giant; pidgin only

## CR 6

AC 18, touch 8, flat-footed 18

Fort +9, Ref +2, Will +5

Speed 30 ft. (6 squares)

**Melee** 2 morningstars +12/+7 each (2d6+6)

**Ranged** 2 javelins +5 each (1d8+6)

Space 10 ft.; **Reach** 10 ft.

**Base Atk** +7; **Grp** +17

**Atk Options** Power Attack

**Abilities** Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11

**SQ** superior two-weapon fighting

**Feats** Alertness, Improved Initiative, Iron Will, Power Attack

**Skills** Listen +10, Search +1, Spot +10

**Superior Two-Weapon Fighting (Ex)** An ettin fights with a morningstar or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

**Pidgin Speaker** Ettins have no language of their own but speak a pidgin of Orc, Goblin, and Giant. Creatures that can speak any of these languages must succeed on a DC 15 Intelligence check to communicate with an ettin. Check once for each bit of information: If the other creature speaks two of these languages, the DC is 10, and for someone who speaks all three, the DC is 5.

**Skills** An ettin's two heads give it a +2 racial bonus on Listen, Spot, and Search checks.

## TACTICS

Unless the PCs choose to try and approach the lair in silence, the ettins hear their approach and get their weapons from beside the fire. If the ettins succeeded on Listen check to hear the PCs' fight with the ambush drakes, then they are somewhere between area 11 and area 12, either waiting in ambush if the fight has concluded or hurrying to join the fray.

The ettins focus their attacks on the smaller, weak-looking opponents. If they gain the advantage, the ettins try to corner prey in the northeastern dead end. If the battle turns against them, such as if one dies and the other is badly injured, the survivor might attempt to flee into the northeastern area. The ettins often venture into the cavern in search of prey to add variety to their diet. The giants always pursue intruders, particularly tasty-looking ones.

## TREASURE

Under the ettins' piled bedding are two ivory tusks (value 600 gp each, weight 60 lb. each), a *cloak of poisonousness*, a pair of *boots of levitation*, and 1,357 gp. In the room is also a beaten copper bowl with lapis lazuli handles, worth 750 gp.

## TACTICAL MAP DETAILS

A flat stone sits in the center of the chamber with a carcass atop it. North of the makeshift table is a fire, beside which, to the north and east, is the giants' bedding.



# L14: UNDERGROUND LAKE

## Encounter Level 10

Four streams of water enter or exit the lake, and it appears that four dry passages connect as well. If the party moves out into the center of the underground the ceiling drop down and attack the PCs. If this occurs, read:

*From high above comes the whisper of movement, followed in short order by what appears at first glance to be living darkness. Spheres of inky blackness sweep through the chamber, descending down toward the lake's surface.*

Also, a dragon turtle sleeps at the bottom of the lake. It remains slumbering unless there is considerable noise directly above it (Listen DC 25), such as a fight between the PCs and darkmantles. If the dragon turtle is awakened, read:

*The surface of the lake gives a slight shimmer and then, from beneath its black depths, a huge scaled form emerges. Its hard shell breaches the surface of the water like a living island come to rend boats asunder. Also from the surface, however, rises a mighty reptilian head with a jagged, spiked beak.*

## 4 STONE HALF-GOLEM ADVANCED DARKMANTLES CR 4

hp 29 each (3 HD); DR 15/magic  
NE Small construct (augmented magical beast)  
Init +3; Senses blindsight 90 ft., darkvision 60 ft., low-light vision; Listen +5, Spot +5  
Languages —

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AC 19, touch 10, flat-footed 20

Immune construct immunities

Fort +5, Ref +1, Will +0

---

Speed 20 ft. (4 squares), fly 30 ft. (poor)

Melee slam +12 (1d4+12)

Base Atk +3; Grp +8

Atk Options constrict (1d4+12), improved grab

Special Actions *slow*

Spell-Like Abilities (CL 5th):

1/day—*darkness*

---

Abilities Str 26, Dex 8, Con —, Int 1, Wis 10, Cha 4

SQ construct traits

Feats Improved Initiative, Toughness

Skills Hide +10, Listen +5 (+1 if blindsight negated), Spot +5 (+1 if blindsight negated)

---

**Blindsight (Ex)** A stone half-golem darkmantle can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allows it to ascertain objects and creatures within 90 feet. A *silence* spell negates this ability and effectively blinds a stone half-golem darkmantle.

**Constrict (Ex)** A stone half-golem darkmantle deals 1d4+12 points of damage with a successful grapple check.

**Improved Grab (Ex)** To use this ability, a stone half-golem darkmantle must hit a Large or smaller creature with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it attaches to the opponent's head and can constrict.

**Immunity to Magic (Ex)** A stone half-golem darkmantle is immune to any spell or spell-like ability that allows spell resistance and any effects requiring a Fortitude save (unless it is harmless or affects objects). A *transmute rock to mud* spell slows a stone half-golem darkmantle (as the *slow* spell) for 2d6 rounds with no saving throw, while *transmute mud to rock* heals all of its lost hit points. A *stone to flesh* spell negates its damage reduction and immunity to magic for 1 round.

**Slow (Su)** A stone half-golem darkmantle can use *slow* (Will DC 11 negates) as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds.

## DRAGON TURTLE

CR 9

hp 138 (12 HD)

N Huge dragon (aquatic)

Init +0; Senses darkvision 60 ft., low-light vision, scent; Listen +16, Spot +16

Languages Aquan, Draconic, Common

---

AC 25, touch 8, flat-footed 25

Immune fire, *sleep*, paralysis

Fort +13, Ref +8, Will +9

---

Speed 20 ft. (4 squares), swim 30 ft.

Melee bite +18 (4d6+8) and

2 claws +13 each (2d8+4)

Space 15 ft.; Reach 10 ft.

Base Atk +12; Grp +28

Atk Options Blind-Fight, Cleave, Improved Bull Rush, Power Attack

---

Abilities Str 27, Dex 10, Con 21, Int 12, Wis 13, Cha 12

Feats Blind-Fight, Cleave, Improved Bull Rush, Power Attack, Snatch

Skills Diplomacy +3, Hide +7\*, Intimidate +16, Listen

+16, Search +16, Sense Motive +16, Spot +16, Survival +16, Swim +21

**Breath Weapon (Su)** Cloud of superheated steam 20 feet high, 25 feet wide, and 50 feet long, once every 1d4 rounds, damage 12d6 fire, Reflex DC 21 half; effective both on the surface and underwater. The save DC is Constitution-based.

**Capsize (Ex)** A submerged dragon turtle that surfaces under a boat or ship less than 20 feet long capsizes the vessel 95% of the time.

**Skills** A dragon turtle has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. Dragon turtles also have a +8 racial bonus on Hide checks when submerged.

## TACTICS

If awakened, the dragon turtle swims slowly up to the surface to investigate the noise, hoping for a snack. A DC 5 Spot check allows characters to notice the creature approaching. Once on the surface, the creature attempts to kill and eat the PCs. The dragon turtle's

thrashes increase Swim checks within 15 feet of it to DC 15.

## TREASURE

In a small hollow at the base of the lake (Search DC 25), the dragon turtle keeps the treasures it has taken from prior victims. This includes 5,000 gp worth of various coins, a size Medium finely wrought silver statuette of a dolphin worth 3,000 gp, an *elixir of vision*, and a +2 *heavy steel shield* with a blue dragon blazon across the front.

## TACTICAL MAP DETAILS

The lake is 60 feet deep in its center. Beside the shore, the water is shallow for a few feet before dropping off abruptly. A boat is moored on a shelf that lies a couple feet below the water's surface. The water appears motionless and requires a DC 10 Swim check to negotiate.



# L16: RAINBOW CAVERN

## Encounter Level 9

This is the lair of the gorgimera, Chossos. This monster is likely to be mistaken for a chimera, which it strongly resembles. This monster has goat, blue dragon, and gorgon heads. When the PCs enter into the chamber, read:

*The furious roar of a dragon, mingled with the angry bleat of a goat and grunt of a bull, fills the chamber, echoing loudly. The form of a three headed monstrosity rises in the darkness, the twisted verisimilitude of once natural creatures.*

### GORGIMERA

hp 112 (9 HD)

LE Large magical beast

**Init** +4 **Senses** darkvision 60 ft., low-light vision, scent, Listen +9, Spot +8

**Languages** Common, Dwarven, Draconic, Giant

**AC** 20, touch 9, flat-footed 26

**Immune** electricity, petrification

**Fort** +13, **Ref** +6, **Will** +5

**Speed** 30 ft. (6 squares), fly 50 ft. (poor)

**Melee** bite +14 (2d6+7) and gore +14 (1d8+7) and gore +14 (1d8+7)

**Space** 10 ft.; **Reach** 5 ft.

**Base Atk** +8; **Grp** +17

**Atk Options** trample 1d8+9 (DC 21)

**Special Actions** electricity breath weapon, petrification breath weapon

**Abilities** Str 25, Dex 11, Con 25, Int 8, Wis 12, Cha 9

**Feats** Alertness, Improved Initiative, Iron Will, Multiattack

**Skills** Listen +9, Spot +8, Hide +8

**Breath Weapon (electricity) (Su)** 40-foot line, once every 1d4 rounds, 3d8 points of electricity damage (Reflex DC 21 half).

**Breath Weapon (petrification) (Su)** 60-foot cone, once every 1d4 rounds (but no more than five times per day), turn to stone permanently (Fortitude DC 21 negates). The save DC is Constitution-based.

## TACTICS

Chossos is more intelligent than most gorgimerae and attempts to lure its prey into the range of its breath weapons. When it fights, Chossos uses its electricity breath

weapon first, damaging opponents as much as possible before employing its petrification breath weapon. It then enters melee, biting and goring. If Chossos takes considerable damage, it uses its petrification breath again, followed by a blast of its electricity breath.

## TREASURE

The gorgimera's heap of treasure includes 7,000 sp, 9,000 gp, 800 pp, 21 gems of various price, 2 pieces of jewelry, a *potion of displacement*, a scroll of *magic circle against elementals* (see below), a *bag of holding* (type III), and a *horn of fog*.

## TACTICAL MAP DETAILS

Mineral deposits layer the floor and ceiling, and stalactites hang from the ceiling, but this terrain does not affect movement or DCs.

## MAGIC CIRCLE AGAINST ELEMENTALS

Abjuration

**Level:** Cleric 3, paladin 3, sorcerer/wizard 3

This spell functions like *magic circle against evil*, except that it has an effect against elementals similar to what a *protection from evil* spell has against evil beings.



# L18: FURNISHED CAVE

## Encounter Level 9

This room is all part of an elaborate trap that a pair of daos have set up. When the PCs enter, read:

*From behind a curtain of beads to the west comes a giggle. On the other side of the room, from the shadows, emerges a halfling dressed in silk pantaloons, an embroidered vest, slippers with curled toes, and a large turban, set with a deep-hued purple gem. He waves a toy scimitar, bows, and declares, "Welcome to the Antechamber of the Garden of One Thousand Earthly Delights."*

*The halfling bows and waddles to the beaded curtain. He pushes it out of the way. In the room beyond are two comely girls accompanied by a fat man who might be a eunuch. He is trying to prevent the women from coming out in greeting. All three are dressed in a fashion similar to the halfling, who beckons the party to follow.*

The four are actually two daos (one the eunuch and one the halfling) using *alter self* and *persistent image* spells. In their centuries of service guarding the cave, they have grown cruel and sadistic.

## 2 DAOS

*Manual of the Planes* 173

**hp** 52 each (8 HD)

NE Large outsider (evil, extraplanar earth)

**Init** +0; **Senses** darkvision 60 ft.; Listen +2, Spot +13

**Languages** Terran, Aquan, Common; telepathy 100 ft.

**AC** 17, touch 9, flat-footed 18

**Fort** +8, **Ref** +6, **Will** +8

**Speed** 20 ft. (4 squares)

**Melee** 2 slams +13 each (2d4+6) or  
+1 *falchion* +14/+9 (1d8+9)

**Space** 10 ft.; **Reach** 10 ft.

**Base Atk** +8; **Grp** +18

**Atk Options** Cleave, Improved Sunder, Power Attack; push

**Spell-Like Abilities** (CL 19th):

At will—*alter self*, *detect good*, *detect magic*, *gaseous form*, *invisibility*, *misdirection*, *passwall*, *persistent image* (DC 15), *wall of stone*

3/day—*move earth*, *transmute rock to mud*

1/day—*limited wish* (up to 3, nongenies only)

**Abilities** Str 22, Dex 11, Con 14, Int 11, Wis 15, Cha 15

## CR 7

**SQ** earth mastery, *plane shift*

**Feats** Cleave, Improved Sunder, Power Attack

**Skills** Appraise +11, Craft (gem cutting) +11, Sense Motive +13, Spellcraft +9, Spot +12

**Possessions** +1 *falchion*

**Earth Mastery (Ex)** +1 bonus on attack rolls and damage rolls if both it and its opponent touch the ground. If an opponent is airborne or waterborne, the dao takes a –4 penalty to attack rolls and damage rolls.

**Plane Shift (Sp)** A dao can enter any of the Elemental Planes, the Astral Plane, or the Material Plane.

**Push (Ex)** A dao can start a bull rush maneuver without provoking an attack of opportunity.

## TACTICS

When a PC enters the alcove, the eunuch uses *wall of stone* to seal off the area. If the party resists the halfling's call, the halfling uses *wall of stone* to seal off the whole chamber. If the fighting goes poorly, the daos cast *invisibility* and *plane shift* away.

## TREASURE

A dao forced to surrender might grant a *limited wish* to a PC, if only to try to twist the meaning and escape. The "treasure" in the place is of little value. The jewelry is brass and the gems glass, worth 1 gp each, although there are 2,168 of them. Amid the decor is a bottle with a captured djinni (MM 45), who cannot grant wishes but does tell how Iggwilv summoned him to her laboratory deep. When the djinni could not grant her a wish, she bound him in a bottle.

## TACTICAL MAP DETAILS

A curtain of beads blocks off the alcove to the west. Through the illusion, the area to the west appears much larger than it is. The main chamber is lined in furniture and decor.





# L20: BLACK WATER

## Encounter Level 9

Six lacedon ghosts dwell in a shallow cave under 20 feet of water at the northern edge of the cavern. The ghosts hear the magical voice (see area 19) speak if anyone sets foot on the islet, and they swim out and surround the isle in 3 rounds. Once this happens, read:

*From out of the dark waters, hands of rotting flesh reach up. A head and body, the skin bloated and decayed, then arise from the surface, filling the area with the fetid stench of death. The creatures' eyes gleam with cruelty, and their sharp teeth gnash together hungrily.*

### 6 LACEDON GHOSTS

hp 29 each (4 HD)  
CE Medium undead (aquatic)  
Init +3; Senses darkvision 60 ft.; Spot +8  
Aura stench  
Languages —

AC 17, touch 13, flat-footed 14  
Resist +2 turn resistance  
Fort +1, Ref +4, Will +6

Speed 30 ft. (6 squares), swim 30 ft.  
Melee bite +5 (1d8+3 plus paralysis) and  
2 claws +3 each (1d4+1 plus paralysis)  
Space 5 ft.; Reach 5 ft.  
Base Atk +2; Grp +5

Abilities Str 17, Dex 17, Con —, Int 13, Wis 14, Cha 16  
SQ undead traits  
Feats Multiattack, Toughness  
Skills Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8

**Ghoul Fever (Su)** On bite, disease, Fortitude DC 15, incubation 1 day, 1d3 Con/1d3 Dex.

An afflicted humanoid who dies of ghoulish fever rises as a ghoul at the next midnight. A humanoid of 4 Hit Dice or more rises as a ghoul, not a ghoul.

**Paralysis (Ex)** Those hit by a ghost's bite or claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds.

**Stench (Ex)** The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghost's stench for 24 hours. A *delay poison*

or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

## TACTICS

They then clamber up onto the rocks and attack, attempting to surprise their quarry and bring them down into the water, where they can employ their paralysis ability to drown their prey. If the PCs are in a boat, the ghosts climb into the boat and attempt to capsize it or else knock the PCs overboard.

## TREASURE

The lacedon ghosts' lair has 2,000 gp, 100 pp, 6 gems worth 100 gp each, 2 *potions of water breathing*, and a +2 *undead bane battleaxe*.

## TACTICAL MAP DETAILS

The water in this chamber is 30 feet deep and has no visibility. Due to the ghosts' stench effect permeating the water, any character whose face comes into contact with the water must make a saving throw as if he had been exposed to the ghosts' stench ability. PCs swimming down the corridor first notice the fetid quality of the water 20 feet south of area 20, and it is not until they arrive into the area depicted on the tactical map that a save is necessary. The small island is covered in gems (see area 19), but these do not affect movement or DCs.



# L21: CAVE OF CRYSTALS

## Encounter Level 11

Three elder xorns are in the cavern, doing a bit of gourmet dining. They detect the PCs approach with their tremorsense and patiently await their arrival. When the PCs enter the chamber, read:

*Three bizarre creatures skulk in the western alcove of the chamber, almost motionless except for strange protrusions from their bodies that appear to be eyes. Their forms look tough and stony, like a large glob of clay. Each of the creatures has three long, clawed talons and a powerful-looking mouth that gapes open. The eyes gaze warily at all around them.*

### 3 ELDER XORNS

### CR 8

**hp** 130 each (15 HD); **DR** 5/bludgeoning  
N Large outsider (extraplanar, earth)  
**Init** +0; **Senses** all-around vision, darkvision 60 ft., tremorsense 60 ft.; **Listen** +18, **Spot** +22

**Languages** Common, Terran  
**AC** 25, touch 9, flat-footed 25  
**Immune** cold, fire  
**Resist** electricity 10  
**Fort** +13, **Ref** +9, **Will** +9

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**Speed** 20 ft. (4 squares), burrow 20 ft.

**Melee** bite +21 (4d8+7) and  
3 claws +19 each (1d6+3)

**Space** 10 ft.; **Reach** 10 ft.

**Base Atk** +15; **Grp** +26

**Atk Options** Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Power Attack

---

**Abilities** Str 25, Dex 10, Con 19, Int 10, Wis 11, Cha 10  
**SQ** earth glide

**Feats** Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Multiattack, Power Attack, Toughness

**Skills** Hide +14, Intimidate +18, Knowledge (dungeoneering) +18, Listen +18, Move Silently +18, Search +22, Spot +22, Survival +18

---

**All-Around Vision (Ex)** A xorn's symmetrically placed eyes allow it to look in any direction, providing a +4 racial bonus on Spot and Search checks. A xorn can't be flanked.

**Earth Glide (Ex)** A xorn can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing a burrowing xorn flings the

xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

## TACTICS

The xorns enjoy chewing on the crystals and demand some metals from the party, especially platinum or gold. Each settles for a combination of coins and metals with a total value of 100 gp. If nothing is offered, or an insufficient quantity is offered, the xorns attack to get the metal.

The xorns take advantage of their earth glide ability, moving through stone and dirt to gain a better position and surprise adversaries. They each makes full use of Power Attack.

If the xorns are offered a meal, they have information to offer that might interest the PCs. As one of the few creatures of Iggwilv's Horn able to move about without having to navigate the circuitous caverns, the xorns know that beneath the Lesser Caverns lie the Greater Caverns, and beneath those are wide chambers carved from the mountain. This is the Hollow of the Horn, though the xorns can only offer a mediocre description of the area. Lastly, they know of a terrible place even below that, deep in the mountain where the rock is dead and tasteless—it is a place they dare not go.

## TREASURE

If the xorns are killed or forced to flee, the party discovers that the monsters have stacked up a pile of 18 uncut gems, worth 500 gp each, along the north wall.

## TACTICAL MAP DETAILS

The xorns have chewed up much of the cavern, widening it from what was once a small chamber. Claw and tooth marks are visible along the floor and walls, but otherwise the chamber is featureless.



# Chapter 3: The Greater Caverns

## CLUES IN THE GREATER CAVERNS

When confronted with the teleportation corridors in area 19, players might become disheartened if they have not faced similar challenges. If the players cannot overcome the situation, a DM might consider placing clues with monsters that have other treasure. Each clue should include one of the following lines, written on a piece of parchment and found in a scroll case:

Going south takes you southwest  
Going north takes you southeast  
Travel southeast and you are south  
Northwest brings you north  
Travel southwest reverse that  
From northeast you go northwest

The PCs descend the stairs from area 17 of the Lesser Caverns. They traverse a long flight of 600 steps, each about 3 feet broad and 1 foot high. The Greater Caverns are no larger than the ones above, though the ceilings are higher.

## 1. TROGLODYTE TUNNELS (EL VARIES)

Water steadily drips from the stalactites of this low-domed chamber. Three large tunnels lead into and out of this cave, as well as several smaller passageways. The still air reeks with a mixture of odors: rotting refuse, pungent fungi, and some even more unpleasant stench. The thick fungi appear deliberately cultivated, for a compost of manure and other substances is spread over the floor.

**Tactical Encounter:** G1: Troglodyte Tunnels (page 53).

## 2. CAVERN OF CORPSES (EL 8)

One look around this gruesome cavern and it is clear that this place is either a crypt or some kind of trophy room. The walls of this vaulted chamber are lined with corpses. A whole circle of barely distinguishable forms creates a lower tier. A fresher ring of corpses seems to stand upon the heads and shoulders of those below. The bodies are evidently similar, and were once dwarves, gnomes, humans, halflings, and elves. Then they were slain by the bodak, rose as new bodaks, but were

slain again in their new form by the original denizen so it could avoid any competition in the caves (and so it could decorate its lair as it wished). The steady drip of water from the ceiling flows over the corpses and creates a pool of water in the northeastern portion of the cavern, where it flows out a small hole.

**Tactical Encounter:** G2: Cavern of Corpses (page 55).

## 3. GREAT GALLERY CAVERN (EL 8)

This cavern varies from about 20 to 50 feet in width, with a ceiling height of between 25 and 50 feet. Many shelves and ledges run along the walls, and the roof is iced with many stalactites. Many stalagmites rise beneath them. A large number of fungi grow here. Many bones lie scattered about.

A behir named Lludd lives in this cave. For its kind, Lludd is smart. It has lived for scores of years and has slowly gained knowledge and wisdom. Lludd can speak a smattering of several languages.

### BEHIR

CR 8

NE Huge magical beast

**Init** +1; **Senses** darkvision 60 ft., low-light vision, scent; Listen +4, Spot +4

**Languages** Common

**AC** 20, touch 9, flat-footed 19; can't be tripped

**hp** 94 (9 HD)

**Immune** electricity

**Fort** +11, **Ref** +7, **Will** +5

**Speed** 40 ft. (8 squares), climb 15 ft.

**Melee** bite +15 (2d4+12)

**Space** 15 ft.; **Reach** 10 ft.

**Base Atk** +9; **Grp** +25

**Atk Options** Cleave, Power Attack, constrict 2d8+8, improved grab, rake 1d4+4, swallow whole

**Special Actions** breath weapon

**Abilities** Str 26, Dex 13, Con 21, Int 7, Wis 14, Cha 12

**Feats** Alertness, Cleave, Power Attack, Track

**Skills** Climb +16, Hide +5, Listen +4, Spot +4, Survival +2

**Breath Weapon (Su)** 20-foot line, once every 10 rounds, damage 7d6 electricity, Reflex DC 19 half. The save DC is Constitution-based.

**Constrict (Ex)** A behir deals 2d8+8 points of damage with a successful grapple check. It can make six rake attacks against a grappled foe as well.

**Improved Grab (Ex)** To use this ability, a behir must hit a creature of any size with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it establishes a hold and can attempt to constrict the opponent or swallow the opponent in the following round.

**Rake (Ex)** Six claws, attack bonus +15 melee, damage 1d4+4.

**Swallow Whole (Ex)** A behir can try to swallow a grabbed Medium or smaller opponent by making a successful grapple check.

A behir that swallows an opponent can use its Cleave feat to bite and grab another opponent.

A swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the behir's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A behir's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

### Tactics

The behir lies in wait on a ledge near the entrance to the chamber, about 15 feet up the south wall. He waits there for some morsel to enter before cutting off the exit. Lludd has no treasure hoard (although a *peripart of proof against poison* is caught in his teeth). The sly monster directs powerful characters to the "vast treasure" to the west (area 4) in order to save itself.

## 4. GALLERY CAVERN (EL 9)

A large gallery with many ledges and shelves stretches far to the east and west and about 60 feet north and south. The arched ceiling is roughly 30 feet high at either end with a domed middle that is double that height. Colorful rock formations decorate the area. The many forms of fungus growing here compete with mineral deposits for the eye's attention.. Not far away, something metallic glints on the floor.

Five gargoyles lurk along the walls, their stony bodies appearing to be part of the cavern itself.

### 5 GARGOYLES

CR 4

**hp** 37 each (4 HD); **DR** 10/magic  
CE Medium monstrous humanoid (earth)  
**Init** +2; **Senses** darkvision 60 ft.; Listen +4, Spot +4  
**Languages** Common, Terran

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**AC** 16, touch 12, flat-footed 14  
**Fort** +5, **Ref** +6, **Will** +4

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**Speed** 40 ft. (8 squares), fly 60 ft. (average)  
**Melee** 2 claws +6 each (1d4+2) and  
bite +4 (1d6+1) and  
gore +4 (1d6+1)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +4; **Grp** +6

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**Abilities** Str 15, Dex 14, Con 18, Int 6, Wis 11, Cha 7

**SQ** freeze

**Feats** Multiattack, Toughness

**Skills** Hide +15, Listen +4, Spot +4

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**Freeze (Ex)** A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

### Tactics

If the party fails to see the monsters—and the coins are likely to distract—the gargoyles attempt to surprise the adventurers.

### Treasure

On the floor of the lair are 107 cp, 89 sp, 284 gp, 59 pp, 10 gems of 10 gp value each, and 3 pieces of jewelry: a simple ivory bracelet worth 500 gp, a single gem-encrusted earring sized for a Large or Huge creature worth 1,000 gp, and a platinum and gold braided ring embedded with a rainbow of precious stones worth 4,000 gp. On a ledge 20 feet above the cavern's floor, in the bulge in the southwestern part of the chamber, is a set of *wings of flying* and a +1 *frost light pick*.

## 5. UNEVEN CAVERN

*This large cavern is terraced, and the floors are moist and slick. The floor rises and drops in a manner that makes it impossible to move across the place without using great care. The walls are striated with bands of color, and a vast number of stalactites hang on the curved ceiling.*

**Tactical Encounter:** G5: Uneven Cavern (page 56).

## 6. WARM CAVERN (EL 7)

*An orange glow illuminates this cavern, and the area is filled with an unnatural heat. Piles of rock fill the alcoves to the north and south, and in the southern section of the room is an anvil and small forge. The large form of an orange reptile stands beside the forge.*

One of Iggywilv's bound servants, a noble salamander, guards this room. Once the personal smith of Iggywilv, the salamander has remained bound here even centuries after Iggywilv's departure. The salamander has since grown insane.

### NOBLE SALAMANDER

**hp** 112 (15 HD); **DR** 15/magic

CR 10

CE Large outsider (extraplanar, fire)  
**Init** +1; Senses darkvision 60 ft.; Listen +13, Spot +13  
**Languages** Common, Ignan

**AC** 18, touch 10, flat-footed 17

**Immune** fire

**Fort** +12, **Ref** +10, **Will** +11

**Weakness** vulnerability to cold

**Speed** 20 ft. (4 squares)

**Melee** +3 *longspear* +23/+18/+13 (1d8+9/×3 plus 1d8 fire) and tail slap +18 (2d8+3 plus 1d8 fire)

**Space** 10 ft.; **Reach** 10 ft. (20 ft. with tail, 20 ft. with longspear)

**Base Atk** +15; **Grp** +25

**Atk Options** Cleave, Great Cleave, Power Attack, constrict 2d8+3 plus 1d8 fire, improved grab

**Spell-like Abilities** (CL 15th):

3/day—*burning hands* (DC 13), *fireball* (DC 15), *flaming sphere* (DC 14), *wall of fire* (DC 16)

1/day—*dispel magic*, *summon monster VII* (Huge fire elemental)

**Abilities** Str 22, Dex 13, Con 16, Int 16, Wis 15, Cha 15

**Feats** Alertness, Cleave, Great Cleave, Multiattack, Power Attack, Skill Focus (Profession [blacksmithing])

**Skills** Bluff +19, Diplomacy +4, Hide +15, Intimidate +4, Listen +13, Move Silently +17, Profession (blacksmithing) +25, Spot +13

**Possessions** +3 *longspear*

**Constrict (Ex)** A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check. A noble salamander can constrict multiple creatures simultaneously, provided they are all at least two sizes smaller than it.

**Heat (Ex)** A salamander generates so much heat that its mere touch deals extra fire damage. Salamanders' metallic weapons also conduct this heat.

**Improved Grab (Ex)** To use this ability, a salamander must hit a creature of up to one size larger than itself with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

## Tactics

The salamander takes advantage of the cavern's elongated shape, using his exceptional reach to skewer the PCs with his spear or seize them with his tail, while he remains out of their reach. Once he has drawn a PC closer, he uses a *wall of fire* to separate the party.

## 7. SMOOTH CAVERN (EL 9)

The notable feature of this room, other than the smooth walls and ceiling, is the large, round boulders scattered around. In

the center of the room is a drainlike slope to a sinkhole. It might be that at one time a flow of water filled this place but later drained away with the opening of the sinkhole. Light reveals that the 8-foot shaft goes down over 50 feet.

**Tactical Encounter:** G7: Smooth Cavern (page 57).

## 8. CAVERN OF STALAGMITES (EL 9)

This large chamber is over 60 feet high and has many shelves and irregularities along its walls. Many stalactites hang from the stony roof far above, and some are of great size and exceptional beauty. The floor is littered with occasional stalagmites, including several central formations of massive dimension, each well over 20 feet high.

**Tactical Encounter:** G8: Cavern of Stalagmites (page 59).

## 9. GLOWING GROTTO

The cavern glows faintly blue, as if under the light of a fey moon. The radiance appears to emanate from the fungi and lichen that coat the rock walls. Thin rivulets of water trickle down the side of the cavern, helping give form to large crys-



talline growths that protrude from the walls. These crystals, anywhere from a few inches to a few feet, refract the blue glow, providing light by which to see. In the center of the cavern stands a flawless column of white marble that extends 20 feet from floor to ceiling.

This cavern and its associated rooms are a remnant of one of Iggwilv's forgotten experiments. Upon entering the grotto, the PCs feel an odd tingle on their skin, as if from the mist of some unseen waterfall. Nothing happens in area 9 unless all members of the party enter. Once all the PCs are in the room, if any one of them touches the column, they are all be transported to another location. The transportation function does not work unless all members of the party are in area 9.

Each PC is transported to one of four locations. This teleportation is random, and it is possible to have members of the party in each of the four possible locations. Use a four-sided die to determine to which area a PC is sent. Upon the party's teleportation, read:

*Intense blue light suddenly bathes the room, growing in luminosity until it blocks vision. The radiance reaches a blinding climactic moment in which sight is impossible. When the light fades, the grotto is gone.*

The means of returning to the caverns is given in the descriptions of the areas. Characters who successfully return appear back in area 9, and to anyone watching, appear to coalesce out of the blue light, which brightens and intensifies at a person's arrival.

If a character dies in one of the rooms, his or her body remains where it fell, undisturbed. The body does not decay, nor is sleep, food, or drink necessary to survive within any of the area 9 chambers; the blue glow has a stasislike effect. The rooms can be revisited by touching the column after all party members, not including any of those slain, return to the grotto. Any slain creatures remains dead upon the PCs return to their chamber, and any of the room's contingent conditions for return, such as the killing of the room's creature, will remain satisfied.

### 9.1. Hall of the Minotaur (EL 10)

The walls of this room are white marble, though they glow blue under an unseen light source. The blue light illuminates the area uniformly such that there are no shadows. The area is more like a corridor than a room. It is 10 feet wide and 10 feet high, and down the length of the hall, the area ends and appears to turn left and right. The walls and floor are without

seams, as if the corridor had been carved of one enormous piece of marble.

**Tactical Encounter:** G9.1: Hall of the Minotaur (page 60).

### 9.2. Hall of the Centaur (EL 10)

This chamber is enormous, spanning 200 feet wide and long. White marble comprises the chamber's 200-foot walls, which are sheer and polished. The ground is flat and covered with thick grass of about ankle length. The open sky is visible overhead, and in it hangs an azure moon, which floods the area with blue light. In the middle of the chamber rise three levels of terraces, each about 5 feet high. At the top of these marble steps is a white marble column that rises up about 20 feet.

**Tactical Encounter:** G9.2: Hall of the Centaur (page 61).

### 9.3. Hall of the Sphinx (EL 10)

The initial chamber is 10 feet by 10 feet. A 5-foot-wide hallway of 5-foot-square tiles and seamless white marble walls leads 20 feet away and then bends to the right. Blue light uniformly floods the area from some unseen source.

**Tactical Encounter:** G9.3: Hall of the Sphinx (page 62).

### 9.4. Hall of the Medusa (EL 10)

This wide circular chamber is ringed in statues of various humanoids and monstrous humanoids. The walls and floor consist of seamless white marble, and the domed ceiling is unbroken except for a translucent azure orb, about 5 feet across, which fills the room with blue light. The chamber is about 60 feet in diameter, and the statues form a circle about 10 feet from the wall. In the chamber's center is a column of white marble, roughly 20 feet tall.

**Tactical Encounter:** G9.4: Hall of the Medusa (page 63).

## 10. JAGGED CAVERN

This small cavern is unremarkable except for the splintered bones and broken skulls scattered about. One complete skeleton still wears a cloak and appears to have its backpack on—evidently a slain adventurer.

**Tactical Encounter:** G10: Jagged Cavern (page 64).

## 11. CAVE OF THE SKULL

This small, nondescript area has an enormous stone box in its center. Atop the box is a skull—probably that of a human or elf.

**Tactical Encounter:** G11: Cave of the Skull (page 65).

## 12. PILLARED CAVERN

The stalactites and stalagmites here have grown together to form columns extending from floor to ceiling. The colors here are particularly bright.

**Tactical Encounter:** G12: Pillared Cavern (page 66).

## 13. CAVERN OF ROT

The dank stench of rotting fungi assails your nose. A few scattered mushrooms and molds actively grow here, but generally the whole chamber is strewn with parts and pieces of every sort of fungus imaginable.

**Tactical Encounter:** G13: Cavern of Rot (page 67).

## 14. IRREGULAR CAVERN

This place is obviously the lair of some monster, for bones and fecal waste from some creature litters the chamber, mixed with the rotting remains of past meals. A large black rock rests in the middle of the area.

**Tactical Encounter:** G14: Irregular Cavern (page 68).

## 15. FUNGI CAVE

This cave is filled with large mushrooms and other fungi. From the compost on the floor, it is likely that the fungi are deliberately cultivated.

Eight shriekers grow among the other fungi.

**Shriekers (8):** hp 11; MM 112 (noncombatant)

The hill giant in area 14 cultivates fungi, especially shriekers, which warn him of approaching danger. The giant and beetle arrive 6 rounds after the shriekers' initial warning noise (Listen DC 15).

## 16. GREAT CAVERN

This cavern has a high-domed ceiling of about 70 feet at its peak. Heaped along the western wall in an alcove is a mound of coins and other treasure.

**Tactical Encounter:** G16: Great Cavern (page 69).

## 17. CAVE CHAMBER

This smooth-sided passageway leads to a large cave. The low ceiling is pleasantly colored, as are the many-hued walls. The place emanates a sense of peace. A small trickle of water splashes into a basinlike pool about 2 feet off the floor. Somehow, this seems like a safe place.

This cavern is a special *antipathy* area created long ago by one of Iggwilv's enemies. It served as a haven for those seeking to overcome her evil. It has an *antipathy* effect set for evil creatures, which affects any party member who is evil. The area also has a *sympathy* effect for those of good alignment. Monsters do not enter the area. Party members of good alignment are attracted to this place, and they can rest and recuperate here. No Will save is required to leave the area, as per the *sympathy* spell. The party might notice some unusual mushrooms (Spot DC 10) near the fountain pool. There are twelve reddish fungi that cure 1d4+1 points of damage each, seven purplish specimens that bestow darkvision with a range of 90 feet for 1d4+4 rounds, nine yellowish-gray mushrooms that grant immunity to poison for 1d6+6 rounds, and many brown ones that are as wholesome and satisfying as any food.

## 18. GROTTO OF THE IDOL

This crooked, curving room has one peculiar feature—a huge stone idol 10 feet tall in the northern alcove. It is roughly chiseled into the shape of a balor. Its eyes glitter a fiery color due to inset gems.

**Tactical Encounter:** G18: Grotto of the Idol (page 70).

## 19. BEFORE GREAT IRON DOORS

Ahead is a pair of riveted iron doors. From the look of the hinges set into the stone, each of these great doors must be at least 1 foot thick. On each door are many leering demon visages in bronze. Weird symbols form a crabbed tracery around the border of the great iron portal. In the center is a plaque with the following message in Common:

*Iggwilv's treasure rests within  
Her curse on any who disturb it  
Seek no further to steal it, nor  
To free she who is imprisoned here  
For a fate worse than death is  
Sure to come to those fools who  
Violate this circumscribed place.*

The metal gates open outward, but only if three or more characters pull and each makes a successful DC 20 Strength check. Characters may attempt to retry on a failed check.

### Beyond the Great Iron Doors

*Beyond the iron doors is a corridor with walls of red marble. A thick black carpet runs from the entry to an ebony door some 80 feet away. The arched ceiling consists of black marble shot through with bands of scarlet. An eerie red glow from the ceiling pervades the entire passageway.*

A painting on the wall shows a 15-foot wooden boat with a lovely, black-haired lady at the tiller. She smiles under a stormy night sky. This painting portrays the boat from area 13 of the Lesser Cavern. The boat in the painting has the name, "Shrimpkin," on the prow, which is also the command word that shrinks the magic boat. (Note: The painting appears only in the first corridor of area 19 that the PCs enter.)

As the adventurers move down the corridor to the black wooden door, they feel the tingle of perceptible magic in the air. They also see the gleam from silver hinges, studs, and a door ring, which is visible on the door. The ebony portal's silver hinges are kept magically bright and oiled, so the slightest tug on the ring will swing it open. As this is done, the iron doors inexorably close. Upon opening the wooden doors, the party sees a brief flash of gold light, and then they are transported to the 30-foot square area with a letter corresponding to the door they opened. Each such area is lettered, and the door opened has a corresponding letter. Thus each time an ebony door is opened, the PCs, including all in the marble corridor, disappear from where they stand and appear elsewhere in the caverns, after which the black door closes. This teleportation cannot be avoided. To enter area 20, the PCs must open all six of the inner doors once and then return and open any one of the six doors; the doors need not be opened in sequence.

The nexus beyond the ebony doors prevents any magical scrying, or entry by spell such as *teleport*, *passwall*, or even *wish*. No sight or hearing can penetrate the area.

## 20. THE INNER SPHERE

*The room beyond the door is brightly lit, and the door opens onto a ledge of green serpentine. A decorative screen stands at the end of the ledge. The other doors open onto similar ledges, and each has its own screen. The chamber is spherical, and the doors and ledges are symmetrically arranged along the room's perimeter. The upper hemisphere forms a dome of lapis lazuli, as dark as the night sky. The dark color lightens as it runs to the base of the upper hemisphere. The lower hemisphere is pale green at the top, darkening to a deep green at the bottom. The sides of the sphere are perfectly smooth.*

**Tactical Encounter:** G20: The Inner Sphere (page 71).

### Encounter Aftermath

With the defeat of Drelnza, the party has achieved its goal and obtained the fabled trove of Iggwilv. The monetary treasures, magnificent as they are, are trivial in comparison to the mighty artifacts. These items—*Daoud's Wondrous Lanthorn*, the *Demonomicon*, and the *prison of Zagig*—are described below.

Iggwilv's trove contains the following nonmagical items: 6 folding screens worth 1,000 gp each; 2 carpets worth 750 gp each; 2 inlaid stands worth 2,000 gp each; 4 porcelain vessels worth 1,500 gp each; 1 table worth 800 gp; and 1 crystal bowl worth 3,250 gp.

The crystal bowl contains gems of the following quantity and value: 400 × 1 gp, 300 × 5 gp, 200 × 10 gp, 100 × 50 gp, 10 × 100 gp, 1 × 500 gp.

Above Drelnza's stone bed hangs the artifact known as *Daoud's Wondrous Lanthorn*. The gold chain on which it hangs is worth 1,000 gp. The chain is nonmagical and can be broken or separated by force or a *knock* spell.

The characters can remove the alabaster slab, but its weight is 3,000 pounds. Beneath it, the marble is hollowed out to form a cavity 2 feet wide, 4 feet long, and 2 feet deep. This space holds a small brass cage. Inside this cage are several pieces of platinum jewelry studded with diamonds and rubies: a tiara worth 8,500 gp, a necklace worth 5,000 gp, a bracelet worth 3,000 gp, earrings worth 4,500 gp, and a ring worth 2,000 gp. The cage is magical, and its bars cannot be bent. This item is the *prison of Zagig*; see page 51.

The *prison of Zagig* contains a 3-inch-tall creature with the vague form of a female human made of a dark claylike substance. Although its features are indistinct, a DC 20 Intelligence check will allow a character to realize the creature's resemblance to the woman in the painting in area 19.



# Greater Caverns



One Square = 10 feet

This creature is the homunculus of Iggwilv, which Iggwilv vainly crafted in her own image. The homunculus paces in the cage, as if frustrated. With a DC 22 Knowledge (arcana) check, a character can identify the creature as a homunculus and know that a homunculus cannot speak, normally carries a telepathic link when within range (1500 feet) of its creator, does not die unless slain or unless its master is slain, and will always try to find its master unless physically unable to do so. Refer to page 154 of the *Monster Manual* for more information on the homunculus and see page 51 for details on the prison of Zagig.

Careful examination (Search DC 15) of the upper rim of the marble block reveals a hairline crack. A small lip runs around the inner edge of the cavity, and if grasped, a traylike portion of the marble block can be lifted out to reveal yet another cavity; the inner block weighs 1,000 pounds. Beneath it is the coffin of Drelnza, and there she is found (if escaping in *gaseous form*.) She is reforming her corporeal body and is effectively helpless. This cavity also contains the *Demonomicon* and one of the following six tomes (the DM should roll a 1d6 to determine which): a *manual of bodily health*, a *manual of gainful exercise*, a *manual of quickness of action*, a *tome of clear thought*, a *tome of leadership and influence*, and a *tome of understanding*.

The *Demonomicon* is bound and sealed, and no spell or force—short of placing it on the lectern located in area 14 of “The Hollow of the Horn”—causes the clasps to unlock or the book to open. Anyone attempting to force the issue physically (such as a rogue trying to make an Open Lock check) must succeed on a DC 22 Fortitude save or acquire 1d2 points of corruption. Anyone attempting to open the book mystically (such as through a *knock* spell) must succeed on a DC 22 Will save or acquire 1d2 points of depravity taint. A new save must be rolled each time a new attempt is made. Successful saves do not result in the book opening.

The bier resting atop the dais can be removed to reveal a stairway leading to the Hollow of the Horn. A DC 15 Search check uncovers scuff marks along the base of the dais where the bier has been moved. With a DC 20 Strength check, the bier slides just enough to allow passage down the narrow winding stairs, which descend almost 500 steps before arriving at area 1 of “The Hollow of the Horn.”

### Daoud's Wondrous Lanthorn

This artifact is wrought from the finest yellow gold. Its beautifully crafted framework is set with huge jewels

and crystal lenses. An unwavering pure flame burns within. The faces are normally fitted with crystal lenses. The lanthorn's magical powers change, depending upon which of the gem lenses is fitted to it. The lenses and their powers are described below.

The flame of *Daoud's Wondrous Lanthorn* cannot be extinguished except by exhausting its supply of fuel. Crushed gems, contained in a small compartment at the base of the lanthorn, fuel the lamp. The lanthorn can be refueled with the following amounts of gems:

1. Crushed diamonds, total worth 10,000 gp.
2. Crushed oriental topazes, rubies, and sapphires, total worth 4,000 gp for each gem type.
3. Miscellaneous crushed gems of seven different colors, total worth 15,000 gp. Each gem must be worth 500 gp or more.

The lanthorn is always burning and fully fueled when found. If fuel is placed in the extinguished lanthorn, it lights itself. If used as a normal lantern, it burns for 100 years. The use of its powers burns the fuel faster. If the flame goes out for any reason, the possessor of the lanthorn instantly dies.

The four faces of the lanthorn can be shuttered so that no light shines through. If all four openings are fitted with crystal lenses, anyone exposed to the lanthorn's glow for 4 consecutive hours does not need food, drink, or sleep for a further 12 hours. Exposure to the light for 24 consecutive hours heals 1d4+4 points of damage and temporarily halt the effects of disease or poison. Seven continuous days of exposure destroys all disease or poison ailing a creature.

*Note:* The lanthorn has seven gem lenses, as listed on the table below. When the lanthorn is found it has the following lenses with it: ruby, topaz, emerald, diamond, and the four crystal lenses. The three remaining lenses are located elsewhere. The jacinth lens is located in either areas C or F of Iggwilv's Horn. The amethyst lens can be found in area 12 of The Hollow of the Horn. The sapphire lens is to be placed wherever the DM wishes—either within the context of these adventures, or as the object of a future quest.

If a lens is broken, it can be replaced. This requires a single huge gemstone worth at least 10,000 gp of the same type as the lens that was broken. A DC 30 Profession (gemcutter) check is required to prepare the lens, including use of another existing lens as a guide. A spellcaster must then cast the spell that matches the original lens' power with the new lens as the target or in the spell's area of effect. This must be immediately followed by a *permanency* spell. Only lenses that dupli-

cate the existing specimens will function; no original lenses can be made.

The magical effects of the lanthorn have a range of 30 feet. The power of the artifact is such that, at ranges of 10 or lower, a creature receives no saving throw against the lanthorn's magic, and its effects automatically overcome spell resistance.

When three openings of the lanthorn are shuttered, and a lens is inserted in the remaining opening, a beam of colored light shines forth 30 feet. However, the magical power of the lens does not take effect until the possessor of the lanthorn commands it. The magical power of a single prism affects only a single target. Gem lenses can be combined to produce different effects. The gem lenses, their effects, and their fuel costs, are as follows:

Type of Prism	Effect	Fuel	DC
Ruby	<i>hold person</i>	5 years	15
Ruby	<i>hold monster</i>	5 years	17
Oriental emerald	<i>haste</i>	5 years	15
Diamond	<i>color spray</i>	5 years	13
Sapphire	<i>fear</i>	5 years	16
Oriental amethyst	<i>rage</i>	5 years	15
Jacinth	<i>flame strike</i>	5 years	17
Topaz	<i>slow</i>	5 years	15
Special	<i>confusion</i>	10 years	16
Special	<i>prismatic spray</i>	50 years	19
Special	<i>prismatic sphere</i>	50 years	21

The effect of each single prism is equivalent to its namesake spell. The magical power of a single prism affects only one target per use. The listed fuel is burned each time the given spell effect is used. An effect cannot be used if insufficient fuel remains. The *confusion*, *prismatic spray*, and *prismatic sphere* effects require combinations of several prisms. For spells with a duration, the caster level is equivalent to the minimum level necessary to cast the spell.

If a gem lens is placed in each opening of the lanthorn, and the lanthorn is then spun, all within 30 feet of the lanthorn, except its possessor, are *confused*, as the spell. Victims within 10 of the lanthorn receive no saving throw. This effect operates at the command of the lanthorn's possessor, as do all other effects. Any combination of four gem lenses produces this effect.

If all seven prisms are possessed, and the owner of the lanthorn mounts all seven, one behind another regardless of order, a *prismatic spray* can be produced. Each use of the prismatic spray has a 10% chance of shattering 1d4 prisms.

If the seven prisms are arranged so as to have two lenses in three of the openings and the diamond lens in the fourth, a *prismatic sphere* is created. The proper sequence is: ruby and jacinth; topaz and emerald; sapphire and amethyst; diamond.

One round is needed to open or close all the shutters of the lanthorn. Placing or removing a lens from one of the openings requires 1 round. Thus, 2 rounds are necessary to exchange 1 gem lens for a different one. In distracting or threatening situations, the lanthorn's user has a 10% chance (rolled secretly by the DM) of inserting the wrong prism.

*Daoud's Wondrous Lanthorn* is an artifact of great power and worth a vast sum if sold. It's widely known that an offer of 160,000 gp was made for the device, with but four of the seven prisms. One can only speculate what the price would be if all seven gem lenses were included.

## Prison of Zagig

Only five of these brass devices are believed to exist. Each is nearly identical, appearing to be nothing more than a small, well-made birdcage. Normal handling or examination does not reveal it to be magical. If a detect magic spell is cast on the *prison of Zagig*, a character discerns magic of an uncertain nature—either no particular type of magic or a false type of magic.

Each cage has permanent antimagic and antidection spells that protect the exterior and interior of the cage.

Only a spellcaster can use the *prison of Zagig*, and the device attunes itself to the possessor when he or she learns the spell word that activates it. Activation has two effects. First, the cage is sealed by an *arcane lock*, caster level 20th. The second effect is that the possessor is able to imprison a creature in the cage by speaking a trigger word and uttering a special command spell with a casting time of 1 round.

The command must contain the personal name of the creature to be imprisoned. If the creature does not have a personal name, its personal history must be recited in detail. The creature being commanded into imprisonment receives a DC 35 Will save to resist this compulsion.

If a creature fails its save, it is reduced to a height of 3 inches and instantly teleported into the cage. Since magic does not function within the cage, imprisoned creatures cannot free themselves with spells or magical items. An imprisoned creature does not need food or

water while imprisoned and is instantly restored to its former size and abilities once freed.

A *prison of Zagig* cannot be damaged by force or magic. Only the owner of the cage, or a person capable of dispelling the *arcane lock*, can free an imprisoned creature. A *knock* spell or similar does not work on this lock. A *wish* spell or similar reality-altering magic can also be used to open the cage. Only normal sight and hearing can locate a creature inside a *prison of Zagig*; spells and magic items cannot locate the creature.

The spell words necessary to operate the *prison of Zagig* can be found in Iggwilv's *Demonomicon*. Four words are necessary to operate a *prison of Zagig*: the activation word, trigger word, command word, and freedom word.

### The Demonomicon

Iggwilv amassed an impressive collection of power and lore concerning the various denizens of the Abyss. She transferred a substantial amount of that power and lore into the ichor-stained pages of this massive leather-bound tome.

This brass-bound book contains a treatise on the powerful evil creatures of the Lower Planes. The DM can include descriptive material and personal names—that is, names otherwise kept secret and used for magical purposes—as appropriate.

Study of the work requires one week, but upon completion, a spellcaster gains the ability to prepare and cast any spell found within, regardless of class-based limitations or the class spell list on which a spell would ordinarily be found.

Among the *Demonomicon*'s more unusual spells are *abyssal army* (SC 7), all *magic circle* spells (PH 249–250), *anticipate teleportation* (SC 13), *banishment* (PH 203), *binding* (PH 204), *dimensional lock* (PH 221), *dismissal* (PH 222), *gate* (PH 234), *greater anticipate teleportation* (SC 13), *greater planar binding* (PH 261), *hellish horde* (SC 113), *lesser planar binding* (PH 261), *planar binding* (PH 261), *planar bubble* (SC 158), *planar exchange* (SC 159), and *refusal* (SC 171).

In addition, this version of the *Demonomicon* contains universal transliterations of all the following spells:

1st—*comprehend languages*, *detect chaos/evil/good/law*, *magic weapon*, *protection from chaos/evil/good/law*, *summon monster I*

2nd—*align weapon*, *see invisibility*, *silence*, *summon monster II*, *zone of truth*

3rd—*dispel magic*, *glyph of warding*, *greater magic weapon*, *summon monster III*, *tongues*

4th—*charm monster*, *dimensional anchor*, *dismissal*, *locate creature*, *planar ally (lesser)*, *summon monster IV*

5th—*break enchantment*, *plane shift*, *summon monster V*, *true seeing*

6th—*antimagic field*, *dispel magic (greater)*, *repulsion*, *summon monster VI*

7th—*dictum*, *ethereal jaunt*, *forcecage*, *summon monster VII*

8th—*summon monster VIII*

9th—*summon monster IX*

Finally, use of the *Demonomicon* grants the user a +15 circumstance bonus on all Knowledge checks referencing anything demonic.

# G1: TROGLODYTE TUNNELS

## Encounter Level varies

A tribe of eighteen troglodytes inhabits the tunnels that radiate from this cave. When the party enters the area, read:

*Stepping into the chamber illicitly loud hissing from the surrounding alcoves. In the shadows of the chamber, scaled humanoid stare with beady eyes, watching warily. Abruptly, the hissing grows silent and the lizard creatures spring forward.*

### 9 MALE TROGLODYTES

CR 1

hp 13 each (2 HD)  
CE Medium humanoid (reptilian)  
**Init** -1; **Senses** darkvision 90 ft.; Listen +3, Spot +0  
**Languages** Draconic

**AC** 15, touch 9, flat-footed 15  
**Fort** +5, **Ref** -1, **Will** +0

**Speed** 30 ft.,  
**Melee** club +1 (1d6) and  
claw -1 (1d4) and  
bite -1 (1d4) or  
**Melee** 2 claws +1 each (1d4) and  
bite -1 (1d4)  
**Ranged** javelin +1 (1d6)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +1; **Grp** +1  
**Special Actions** stench

**Abilities** Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10  
**Feats** Weapon Focus (javelin), Multiattack  
**Skills** Hide +8, Listen +3

**Stench (Ex)** When a troglodyte is angry or frightened, it secretes an oily, musklike chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet must succeed on a DC 13 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

### TROGLODYTE LEADER

CR 9

hp 89 (10 HD); **DR** 1/—  
Male troglodyte barbarian 8

CE Medium humanoid (reptilian)  
**Init** +4; **Senses** darkvision 90 ft.; Listen +11, Spot +5  
**Language** Draconic

**AC** 20, touch 10, flat-footed 20; improved uncanny dodge

**Fort** +12, **Ref** +2, **Will** +2

**Speed** 30 ft. (6 squares) in hide armor, base speed 40 ft.

**Melee** +1 *greatclub* +13 (1d10+3) and  
claw +9 (1d4+1) and  
bite +11 (1d4+1)

**Ranged** javelin +9 (1d6+2)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +9; **Grp** +11

**Atk Options** Cleave, Power Attack, rage 3/day (8 rounds)

**Abilities** Str 15, Dex 10, Con 16, Int 8, Wis 10, Cha 10

**SQ** stench, trap sense +2

**Feats** Cleave, Improved Initiative, Power Attack, Multiattack, Weapon Focus (*greatclub*)

**Skills** Climb +10, Hide +8, Intimidate +12, Jump +5, Listen +11, Spot +5, Swim +8

**Possessions** +1 *greatclub*, +1 *hide armor*

**Stench (Ex)** See male troglodytes

7 **Female Troglodytes:** hp 13 each; MM 246 (non-combatant, unless forced to fight; see male troglodytes for statistics)

## TACTICS

Half of this group of troglodytes is armed with only their claws and teeth; the rest carry one or two javelins and clubs. They normally conceal themselves, launching javelins before closing to attack. If the battle goes against them, they retreat and hide. Unless the characters are exceptionally quiet and show no light, the troglodytes lurk in ambush for them. Three male troglodytes live in each of the three smaller alcoves on the west side of the cavern, and eight (including the leader and all non-combatant females) are in the larger dead-end tunnel to the north. If they gain surprise, the males hurl javelins and then close. In a situation without the element of surprise, circumstances dictate their actions. On the third round of combat, a special troglodyte appears from the short northeastern corridor:

## TROGLODYTE CHAMPION

CR 13

hp 127 (14 HD); DR 1/—

Male troglodyte barbarian 8/frenzied berserker 4

CE Medium humanoid (reptilian)

Init +0; Senses darkvision 90 ft.; Listen +11, Spot +8

Language Draconic

AC 21, touch 10, flat-footed 16; improved uncanny dodge

Fort +16, Ref +3, Will +3

Speed 30 ft. (6 squares) in hide armor, base speed 40 ft.

Melee +2 *greatsword* +19/+14/+9 (2d6+6) and bite +14 (1d4+1) or

Melee 2 claws +16 each (1d4+3) and bite +14 (1d4+1)

Ranged javelin +13 (1d6+2)

Space 5 ft.; Reach 5 ft.

Base Atk +13; Grp +16

Atk Options Cleave, frenzy 2/day (8 rounds), Great Cleave, Power Attack, rage 3/day (8 rounds), Supreme Cleave

Special Actions stench

Abilities Str 17, Dex 10, Con 16, Int 8, Wis 10, Cha 10

SQ deathless frenzy, trap sense +2

Feats Cleave, Multiattack, Destructive Rage, Diehard, Great Cleave, Intimidating Rage, Power Attack, Weapon Focus (*greatsword*)

Skills Climb +14, Hide +8, Intimidate +16, Jump +6, Listen +11, Spot +8, Swim +12

Possessions +2 *intelligent greatsword*, +2 *hide armor*

**Stench (Ex)** See male troglodytes.

**Frenzy (Ex)** When the champion enters combat, he goes into a frenzy and gains a +6 bonus to Strength and, if he makes a full attack action, gains a single extra attack each round at his highest bonus. He takes a -4 penalty to Armor Class and takes 2 points of non-lethal damage per round.

While frenzied, the character cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Intimidate), the Concentration skill, or any abilities that require patience or concentration.

During a frenzy, a frenzied berserker must attack those he perceives as foes to the best of his ability. If he runs out of enemies before the frenzy expires, he must then attack the nearest creature and fight that opponent without regard to friendship.

**Supreme Cleave (Ex)** A frenzied berserker can take a 5-foot step between attacks when using the Cleave or Great Cleave feat. He is still limited to one such adjustment per round, so he cannot use this ability during a round in which he has already taken a 5-foot step.

**Deathless Frenzy (Ex)** A frenzied berserker can scorn death and unconsciousness while in a frenzy. As long as his frenzy continues, he is not treated as disabled

at 0 hit points, nor is he treated as dying at -1 to -9 hit points. Even if reduced to -10 hit points or lower, he continues to fight normally until his frenzy ends. At that point, the effects of his wounds apply normally if they have not been healed. This ability does not prevent death from massive damage or from spell effects such as *slay living* or *disintegrate*.

## TACTICS

When the champion appears from its den along the north passage from the area, the other troglodytes pause for 1 round while their hero steps out, croaks its challenge, and wades into the fray. Immediately upon so doing, he rages and frenzies for a +10 Str bonus and +4 Con bonus. He then uses Power Attack to cut through any foes before him.

## TREASURE

This tribe of troglodytes is primitive and lacks a shaman so is thus limited in their magical possessions. The lairs hold no treasure except for the of the troglodyte champion. The largest lair to the north holds four unhatched troglodyte eggs. Each is worth 1d4x100 gp if sold on the open market in a city. The champion has a golden necklace worth 250 gp and a crystal flask that contains a *potion of cure critical wounds*; the flask alone is worth 250 gp.

## TACTICAL MAP DETAILS

The narrow alcoves are home to the troglodytes and as such, are littered with waste and detritus. This does not hamper movement, though.



# G2: CAVERN OF CORPSES

## Encounter Level 8

This gruesome place is the home of a bodak, which dwells in the small northeastern cave. This grotesque creature has long dwelt here, and has spent years decorating its “parlor” with the grim remains of adventurers (which then rose as more bodaks) it has slain in a macabre dance motif.

The bodak stands amid its “art,” nearly indistinguishable from the corpses of the dead bodaks due to its gray skin (giving it a +10 circumstance bonus on Hide checks). It attempts to slay as many PCs as possible while undetected. Once seen, read:

*Silent as death, a vaguely humanoid creature emerges from the shadows of the cavern, as if materializing from the walls. Its body is covered in gray skin and barren of any hair. The creature's oblong face has no nose and only white lifeless eyes. With grim intent, the creature stalks forward.*

### BODAK

CR 8

**hp** 58 (9 HD); **DR** 10/cold iron  
CE Medium undead (extraplanar)  
**Init** +6; **Senses** darkvision 60 ft.; Listen +11, Spot +11  
**Languages** Common

**AC** 20, touch 12, flat-footed 18; **Dodge**  
**Immune** electricity  
**Resist** acid 10, fire 10  
**Fort** +3, **Ref** +5, **Will** +7  
**Weakness** vulnerability to sunlight

**Speed** 20 ft. (4 squares)  
**Melee** slam +6 (1d8+1)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +4; **Grp** +5  
**Special Actions** death gaze

**Abilities** Str 13, Dex 15, Con —, Int 6, Wis 12, Cha 12  
**SQ** undead traits  
**Feats** Alertness, Dodge, Improved Initiative, Weapon Focus (slam)  
**Skills** Listen +11, Move Silently +10, Spot +11

**Death Gaze (Su)** Death, range 30 feet, Fortitude DC 15 negates. Humanoids who die from this attack are transformed into bodaks 24 hours later. The save DC is Charisma-based.

**Vulnerability to Sunlight (Ex)** The bodak takes 1 point of damage each round of direct exposure.

## TACTICS

The bodak emerges quietly from the northeastern alcove and tries to move around its chamber, using the benefit of its Hide bonus to remain hidden. While moving, the creature targets PCs separated from the rest of the group or who appear to have weak Fortitude saves first. Once detected, it tries to avoid direct confrontation, employing its death gaze while trying to keep behind cover.

## TREASURE

The troglodytes (encounter G1) are on good terms with the bodak. It occasionally slays one of them, and to propitiate the bodak, the troglodytes sacrifice treasure to it. Consequently, the northeastern alcove of the creature's lair is full of valuables.

The alcove contains 187 cp, 3,440 sp, 4,196 gp, 289 pp, 20 gems of 50 gp value, 14 gems of 100 gp value, a *potion of reduce person*, a *potion of poison*, a *potion of polymorph*, a *divine scroll of four spells (resist fire, remove curse, raise dead, heal, CL 12th)*, an *arcane scroll of six spells (identify, silent image, magic mouth, dispel magic, confusion, statue, CL 15th)*, a *scroll of protection from spells*, a *ring of blinking*, *bracers of armor +4*, a *candle of invocation (chaotic good)*, a *+3 defending short sword*, *+2 scale mail*, and a *+2 shortspear*.

## TACTICAL MAP DETAILS

Puddles have pooled throughout the main chamber, and they run slowly together to form a small pool in the northeastern alcove.



# G5: UNEVEN CAVERN

## Encounter Level 10

Two umber hulks lurk in this room. These monsters have recently burrowed up through a shaft of clay located in the northern alcove of the cavern. As soon as a PC enters, read:

*Two large forms appear out of the shadows, raising huge chitinous arms and clawed hands. They rush forward in ambush, snapping a vicious set of pincers.*

## 2 ADVANCED UMBER HULKS

CR 10

hp 93 each (12 HD)

CE Large aberration

**Init** +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Listen +11, Spot +0

**Languages** Terran

**AC** 19, touch 10, flat-footed 18

**Fort** +10, **Ref** +5, **Will** +8

**Speed** 20 ft. (4 squares); burrow 20 ft.

**Melee** 2 claws +13 each (2d4+6) and bite +11 (2d8+3)

**Space** 10 ft.; **Reach** 10 ft.

**Base Atk** +8; **Grp** +18

**Atk Options** confusing gaze

**Abilities** Str 23, Dex 13, Con 19, Int 11, Wis 11, Cha 13

**Feats** Ability Focus (confusing gaze), Great Fortitude, Improved Natural Armor, Multiattack, Toughness

**Skills** Climb +14, Jump +9, Listen +13

**Confusing Gaze (Su)** *Confusion* as the spell, 30 feet, caster level 12th, Will DC 19 negates. The save DC is Charisma-based.

of this pile (Search DC 20) yields a rough diamond worth 5,000 gp.

## TACTICAL MAP DETAILS

A deep shaft, 10 feet wide, fills the northern alcove and leads downward. The shaft slants steeply downward for about 100 feet, levels off, and then gradually rises for about 1 mile, eventually emerging on the north face of the mountain (not shown on the map). A pile of wet clay sits beside the shaft.



## TACTICS

The monsters are hungry and furiously attack the party. One creature stands along the western wall, while the other lurks in the southern alcove. They use their tremorsense to detect the presence of any nearby quarry and then attempt to ambush the prey as it approaches, using their confusing gaze to cause disarray while focusing on the most dangerous threat.

## TREASURE

If the PCs examine the alcove in the north, they note a large pile of wet clay beside the shaft. An examination



# G7: SMOOTH CAVERN

## Encounter Level 9

Two gauths dwell among a trio of gas spores in this cavern. Once the PCs enter the chamber, read:

*Five spherical bodies rise from the floor and begin to float forward. Each has an unblinking eye and enormous teeth that fill a gaping maw. Smaller eyes attached to wriggling stalks sprout from the top of the creatures' orblike bodies. Three of the creatures are larger than the others.*

## 2 GAUTHS

**hp** 45 each (6 HD)  
LE Medium aberration  
**Init** +6; **Senses** all-around vision, darkvision 60 ft., scent; Listen +4, Spot +17  
**Languages** Beholder, Common

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**AC** 19, touch 12, flat-footed 17  
**Fort** +5, **Ref** +4, **Will** +9

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**Speed** 5 ft. (1 square), fly 20 ft. (good); Flyby Attack  
**Melee** bite -2 (1d6-1)  
**Ranged** 6 eye rays +14 touch  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +4; **Grp** +3  
**Atk Options** Flyby Attack, stunning gaze

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**Abilities:** Str 8, Dex 14, Con 16, Int 15, Wis 15, Cha 13  
**Feats** Alertness<sup>B</sup>, Flyby Attack, Improved Initiative, Iron Will  
**Skills** Hide +11, Knowledge (arcana) +11, Listen +4, Search +15, Spot +17, Survival +2

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**All-Around Vision (Ex)** A gauth can't be flanked.

**Eye Rays (Su)** Each of a gauth's six eye rays resembles a spell cast by an 8th-level caster. Each eye ray has a range of 100 feet and a save DC of 14. The save DCs are Charisma-based. The six eye rays include:

**Sleep:** This works like the spell, except that it affects one creature with any number of Hit Dice (Will negates).

**Inflct Moderate Wounds:** This works like the spell causing 2d8+8 points of damage (Will half).

**Dispel Magic:** This works like the targeted dispel function of the spell. The gauth's dispel check is 1d20+8.

**Scotching Ray:** This works like the spell, dealing 4d6 points of fire damage (no save). A gauth creates only one fiery ray per use of this ability.

**Paralysis:** The target must succeed on a Fortitude save or be paralyzed for 2d10 minutes.

## CR 6

**Exhaustion:** This works like the spell *ray of exhaustion* (no save).

**Stunning Gaze (Su)** Stun for 1 round, 30 feet, Will DC 14 negates. The save DC is Charisma-based. Any creature meeting the gaze of the gauth's central eye is subject to its stun gaze attack. Since a gauth can use its eye rays as a free action, it uses a standard action to focus its stunning gaze on an opponent and attack with all eye rays against that opponent as well.

## 3 GAS SPORES

## CR 3

*Lords of Madness* 148

**hp** 15 each (10 HD); death throes

N Large plant

**Init** -3; **Senses** all-around vision, low-light vision; Listen +0, Spot +4

**Languages** —

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**AC** 6, touch 6, flat-footed 6

**Fort** +4, **Ref** +0, **Will** +3

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**Speed** 5 ft. (1 square), fly 20 ft. (poor); flight

**Melee** slam +9 (1d6+4 plus infestation)

**Space** 10 ft.; **Reach** 5 ft.

**Base Atk** +7; **Grp** +14

**SQ** beholder camouflage

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**Abilities** Str 16, Dex 4, Con 4, Int —, Wis 10, Cha 1

**Skills** Disguise -5 (+15 imitating beholders), Listen +0, Search +4, Spot +4

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**Death Throes (Ex)** A gas spore reduced to 0 or fewer hit points immediately explodes in a powerful burst of spores and foul-smelling gas. This blast affects all creatures in a 10-foot radius, dealing 6d6 points of sonic damage and exposing them to the spores (see *Infestation*, below). A DC 12 Reflex save halves damage. The save DC is Constitution-based. The spores are dispersed in this explosion and cannot be harvested thereafter.

**Flight (Ex)** A gas spore's body is naturally buoyant. This buoyancy allows it to fly at a speed of 20 feet. This buoyancy also grants it a permanent *feather fall* effect.

**Infestation (Ex)** Any living nonplant creature that is damaged by a gas spore's slam attack or its death throes must immediately succeed on a DC 12 Fortitude save or become infested with spores. An infested creature takes 1d4 points of Constitution damage upon becoming infested and an additional 1d4 points of Constitution damage every hour that follows as the spores rapidly grow and consume flesh. The save DC is Constitution-based.

These spores are similar to poison, and anything

that delays, neutralizes, or prevents poisoning has a similar effect on the spores. Creatures immune to poison are immune to a gas spore's infestation. When the victim's Constitution is reduced to 0, it dies. Its body immediately dissolves into a formless mush that transforms into 1d4 Small gas spores over the course of 1 minute. Each Small gas spore has 1 Hit Die. These gas spores grow rapidly, gaining 1 Hit Die per minute until they reach their maximum size (10 HD). Beholders, beholderkin, and creatures that have beholder grafts are immune to gas spore infestation, and gas spores know to ignore such creatures.

**All-Around Vision (Ex)** A gas spore can see in all directions at once. Because of this, it gains a +4 racial bonus on Search and Spot checks, and it cannot be flanked.

**Beholder Camouflage (Ex)** A gas spore's appearance is so clever that it gains a +20 racial bonus on Disguise checks to appear as a beholder.

### HARVESTING GAS SPORES

A typical gas spore yields 1d4 doses of usable gas spore powder with a DC 20 Craft (alchemy) check; failure by 5 or more results in the gas spore's explosion and the

destruction of its supply of spores (and possible infestation of the harvester). Gas spore powder is a dangerous poison that costs 500 gp per dose. Anyone who dies of this poison quickly deteriorates into 1d4 Small gas spores as detailed under the creature's infestation attack.

**Poison:** Contact, Fortitude DC 12, 1d4 Con/1d4 Con.

### TACTICS

The gauths deliver *paralysis* and *sleep* eye rays to neutralize enemies. If the gas spores are low on hit points and are within 10 feet of several PCs, the gauths fire *inflict moderate wounds* and *scorching ray* eye rays at the gas spores to explode them in the midst of their foes.

### TACTICAL MAP DETAILS

The sinkhole goes straight down 75 feet, heads northeast at an angle of about 45 degrees downward for another 35 feet, and then narrows to about 4 feet in diameter before plunging straight down another 100 feet into an underground stream.



# G8: CAVERN OF STALAGMITES

## Encounter Level 9

Crouching atop four tall rock formations are four bar-iguras. A DC 25 Spot check allows a character to see them perched 20 feet up. The bar-iguras wait until the PCs have come to the base of the rock formations or have started to leave, at which point read:

*A growl from overhead is the only warning as several forms descend from the rocks above. All teeth and muscle and fur, the creatures swing down with agility, weight carrying their bodies with frightening speed.*

### 4 BAR-LGURAS

CR 5

Fiendish Codex I 29

hp 51 each (6 HD)

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +4; **Senses** darkvision 60 ft.; Listen +11, Spot +11

**Languages** Abyssal, Celestial, Common, Draconic; telepathy 100 ft.

AC 22, touch 14, flat-footed 17; Dodge, Mobility  
Fort +9, Ref +9, Will +7

**Speed** 40 ft. (8 squares), climb 20 ft.; Run

**Melee** 2 claws +12 each (1d6+6) and bite +7 (1d6+3)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +6; **Grp** +12

**Atk Options** pounce

**Special Actions** abduction, *summon tanar'ri*

**Spell-Like Abilities** (CL 6th):

At will—*darkness*, *cause fear* (DC 12), *dispel magic*, *greater teleport* (DC 18), *see invisibility*, *telekinesis* (DC 16)

2/day—*disguise self* (DC 12), *invisibility*, *major image* (DC 14)

**Abilities** Str 22, Dex 19, Con 19, Int 13, Wis 14, Cha 12

**SQ** tanar'ri traits

**Feats** Dodge, Mobility, Run

**Skills** Balance +15, Climb +23, Hide +19, Intimidate +10, Jump +27, Listen +11, Move Silently +13, Spot +11, Tumble +15

**Pounce (Ex)** If a bar-igura charges a foe, it can make a full attack.

**Abduction (Su)** Unlike most tanar'ri, a bar-igura can use *greater teleport* to transport other creatures. It can bring up to one Large or two Medium or smaller creatures with it each time it teleports. It can teleport

unwilling targets as well, (DC 18 Will save negates). The save DC is Charisma-based.

**Summon Tanar'ri (Sp)** 1/day, summon another bar-igura with a 35% chance of success. This ability is the equivalent of a 2nd-level spell (CL 6th).

## TACTICS

As the party enters the chamber, all four bar-iguras attempt to summon an additional bar-igura. The creatures then become invisible and spread out across the room. Some remain on the rocks while others gather around the PCs where they can pounce. Bar-iguras in combat will repeatedly attempt to grapple and abduct foes using *greater teleport* to move to one of the ledges near the ceiling. From there, they drop their opponent to the cavern floor.

If the combat turns against them, the bar-iguras use *darkness*, and then *major image* to create dozens of rocks flying into the cavern. Once the PCs are distracted, the bar-iguras resume the attack.

## TREASURE

The first demon wears a bracelet of gold and rubies (4,500 gp). The second has a platinum neck chain (600 gp). The third wears an electrum necklace with a gold pendant (a *necklace of fireballs* with a single missile equal to a 9d6 *fireball*, worth 1,250 gp). The fourth has a jade ring (550 gp).

## TACTICAL MAP DETAILS

Five rock formations rise in the center of the chamber. A rock shelf also rises up 40 feet in the western section of the cavern.



# G9.1: HALL OF THE MINOTAUR

## Encounter Level 10

This corridor is the beginning of a labyrinth. The center of the labyrinth holds a minotaur and another white marble column. Touching the column transports a PC back to area 9 only after the minotaur is dead. When a PC reaches the center room, read:

*A tall, broad-shouldered creature with a horned head and thick fur stands confidently with a greataxe slung over its shoulder. At seeing its prey, the creature gives an eager snort, brings about the axe, and charges forward.*

### MINOTAUR OF LEGEND

CR 10

*Monster Manual II* 214

hp 119 (10 HD); fast healing 5; DR 10/magic

Male minotaur fighter 4

CE Large outsider

Init +7; Senses darkvision 60 ft, scent; Listen +13, Spot +13

Languages Giant

AC 22, touch 12, flat-footed 22

Immune maze

Fort +18, Ref +12, Will +10

Speed 20 ft. (4 squares), spider climb

Melee +2 greataxe +21/+16 (3d6+17) and gore +16 (1d8+4)

Base Atk +10; Grp +23

Atk Options Power Attack, Cleave, powerful charge

Special Actions breath weapon

Abilities Str 29, Dex 16, Con 25, Int 9, Wis 12, Cha 10

SQ natural cunning, outsider traits

Feats Alertness, Cleave, Great Fortitude, Improved Initiative<sup>B</sup>, Multiattack<sup>B</sup>, Power Attack, Track, Weapon Focus (greataxe), Weapon Specialization (greataxe)

Skills Intimidate +10, Jump +13, Listen +13, Search +7, Spot +13

Possessions +2 greataxe

**Natural Cunning (Ex)** Minotaurs never become lost and are never caught flat-footed.

**Powerful Charge (Ex)** A minotaur can lower its head and charge with its horns, making a single gore attack with a +16 attack bonus that deals 4d6+13 points of damage.

**Breath Weapon (Su)** Every 1d4 rounds, 15-foot cone of fire, 3d6, Reflex DC 20 half.

## TACTICS

The minotaur waits at the center of the labyrinth for a challenger. The room is 30 feet across, and it uses this to its advantage. The 10-foot-diameter column in the center of the room limits the direction from which an attack can come and makes flanking the creature difficult. The minotaur is confident and charges into battle, using Power Attack to deal grievous wounds. The minotaur relies on its breath weapon only if close combat proves difficult or if it must contend with multiple adversaries.

## TACTICAL MAP DETAILS

The corridors of the maze are featureless. The room in which the minotaur resides contains only the white marble column.



# G9.2: HALL OF THE CENTAUR

## Encounter Level 10

The PC or PCs appear in the southwest corner of this vast chamber. To return to area 9, a character must touch the column at the top of the terraces in the center of the room. Each of the three terrace levels requires a DC 10 Climb check to reach the top. The bottom terrace is a 40-foot square, the middle, 30-foot, and the top, 10-foot.

The white marble walls enclosing the area are flat and featureless, making them unclimbeable. If a PC should reach the top of the cliff, she finds herself standing before an endless expanse of white stone, which glows blue under the moonlight. The landscape is featureless and without end.

Between the PCs and the terraces, a fiendish centaur guardian prowls the fields. At the arrival of the PC or PCs, read:

*Under the blue moonlight in the grassy field stands a creature that has the legs and body of a horse and the torso and head of a man. He stops suddenly and looks around, keen eyes searching and coming to bear on the southwestern corner of the area. His appearance seems somehow sinister—his skin is dark and his muscles bulge unnatural power. He remains motionless only a moment before galloping forward.*

### FIENDISH CENTAUR

**hp** 81 (10 HD); **DR** 5/magic  
Male centaur fighter 6  
CE Large monstrous humanoid (extraplanar)  
**Init** +2; **Senses** darkvision 60 ft.; Listen +3, Spot +3  
**Languages** Infernal, Common

---

**AC** 14, touch 11, flat-footed 12; Dodge, Mobility, Shot on the Run  
**Resist** cold 10, fire 10; **SR** 15  
**Fort** +9, **Ref** +8, **Will** +7  
**Speed** 50 ft. (10 squares)

---

**Melee** 2 hooves +9 each (1d6+2)  
**Ranged** +2 *composite longbow* (+4 Str bonus) +15/+10 (2d6+8)  
**Space** 10 ft.; **Reach** 5 ft.  
**Base Atk** +10; **Grp** +18

### CR 10

**Atk Options** Point Blank Shot, Shot on the Run, smite good

**Abilities** Str 18, Dex 14, Con 16, Int 8, Wis 13, Cha 11

**Feats** Dodge, Mobility, Point Blank Shot, Shot on the Run, Weapon Focus (hoof), Weapon Focus (composite longbow), Weapon Specialization (composite longbow)

**Skills** Jump +18, Listen +3, Move Silently +4, Spot +3, Survival +2

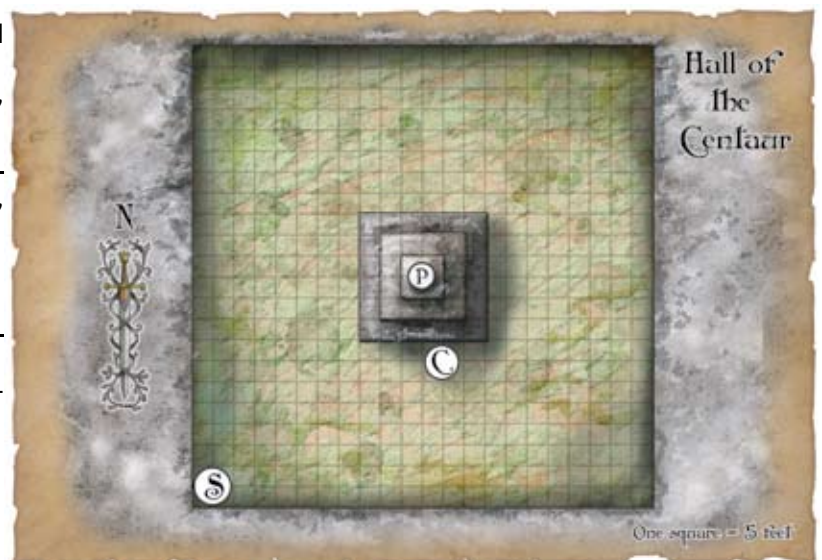
**Smite Good (Su)** Once per day the centaur can make a normal melee attack and deal an extra 10 points of damage against a good foe.

## TACTICS

The centaur gallops toward the PC or PCs, taking advantage of his speed to close the distance, take a shot with his bow, and then peel away beyond melee range. He continues this strategy, employing Shot on the Run and making use of his bow's 110-foot range. If faced with an adversary that can use ranged attacks, he takes advantage of the terraces to gain cover.

## TACTICAL MAP DETAILS

The 40-foot base of the terraces fills a vast portion of the area. The ground is otherwise flat and unbroken. A column with a 10-foot diameter stands at the top terrace.



# G9.3: HALL OF THE SPHINX

## Encounter Level 10

The hall is 100 feet long and rigged with a series of traps. The PCs begin in the space marked S.

Not including the 10 foot by 10 foot chamber in which the PCs appear, the traps fall on prime numbered tiles: 1, 3, 5, 7, 11, 13, 17, and 19. Further description of the traps is available on page 71 of the *Dungeon Master's Guide*. The traps are all CR2 and spring as follows: Pit Trap, Large Net Trap, Bricks from Ceiling, Spiked Pit Trap, Burning Hands Trap, Bricks from Ceiling, Pit Trap, Burning Hands Trap.

In the final chamber is a white marble pillar (P), 20 feet tall, which reaches to the ceiling. Guarding the entrance to the chamber, however, is a gynosphinx (G). The sphinx allows the PCs to pass if her riddle is answered. When the PCs approach, read:

*Blocking the exit from the corridor is creature with the tawny body of a lion, the wings of a great falcon, and the head of a female. Her eyes shine with intelligence and curiosity. She takes no action except to study her new visitor. Her body blocks the exit from the corridor. After a moment, she speaks in a soft whispery voice: "Did you pay attention to where you stepped? If you saw the pattern, then you know what monkeys and numbers share."*

The answer is "Prime," for the traps fall on prime numbered tiles, and monkeys are a kind of primate. Characters who cannot answer the riddle may still pass if they can offer a challenging riddle. Touching the column transports a character back to area 9, but only if the sphinx has allowed the characters to pass or if she is dead.

### GYNOSPHERIX

hp 52 (8 HD)

N Large magical beast

Init +5; Senses darkvision 60 ft., low-light vision; Listen +17, Spot +17

Languages —

AC 21, touch 10, flat-footed 20

Fort +7, Ref +7, Will +8

Speed 40 ft. (8 squares), fly 60 ft. (poor)

Melee 2 claws +11 each (1d6+4)

Space 10 ft.; Reach 5 ft.

### CR 8

Base Atk +8; Grp +16

Atk Options pounce, rake 1d6+2

Spell-Like Abilities (CL 14th):

3/day—clairaudience/clairvoyance, detect magic, read magic, see invisibility

1/day—comprehend languages, locate object, dispel magic, remove curse (DC 18), legend lore

Abilities Str 19, Dex 12, Con 13, Int 18, Wis 19, Cha 19

Feats Combat Casting, Improved Initiative, Iron Will

Skills Bluff +15, Concentration +12, Diplomacy +8, Disguise +4 (+6 acting), Intimidate +13, Listen +17, Sense Motive +15, Spot +17

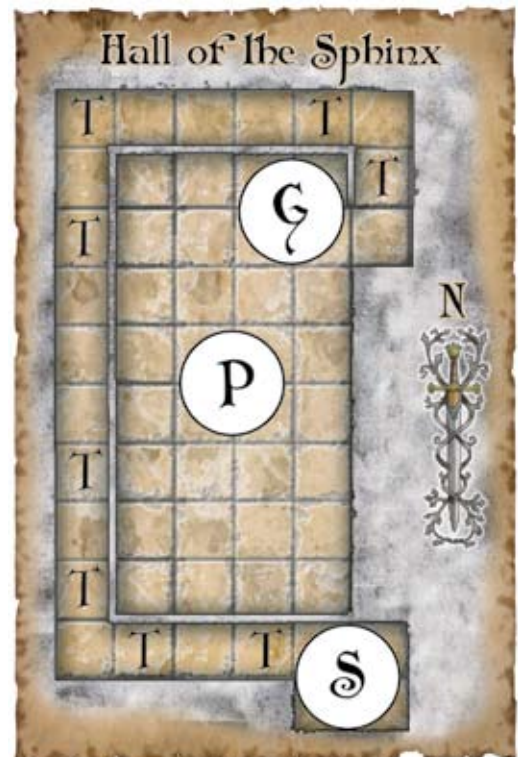
Rake (Ex) Attack bonus +11 melee, damage 1d6+2.

## TACTICS

In a fight, the sphinx tries to continue blocking the corridor, limiting her foes' mobility.

## TACTICAL MAP DETAILS

The walls are featureless. A white marble column with a 10-foot diameter stands in the center of the chamber at the end of the hallway.



# G9.4: HALL OF THE MEDUSA

## Encounter Level 10

Hiding among the statues is a medusa. The statues are those of her previous victims. The PC or PCs appear on the southern side of the chamber between two statues. The marble column in the center of the chamber transports the PC or PCs back only after the medusa is dead. The medusa has disguised herself as a statue and hides on the northern side, waiting to strike until a character comes within 30 feet (DC 25 Spot check to identify her as a creature and not a statue). When that happens, read:

*One of the statues seems to come alive as suddenly the form of a woman twists around, raising a bow. Her skin is scaled and brown, making it appear as though she were crafted of clay. It is not her skin, however, that suggests her sinister purpose, but instead it is her writhing hair of snakes, which viciously bite and snap.*

### MEDUSA

**hp** 46 (9 HD)  
Female medusa rogue 3  
LE Medium monstrous humanoid  
**Init** +2; **Senses** darkvision 60 ft.; Listen +1, Spot +8; evasion  
**Languages** Common

**AC** 15, touch 12, flat-footed 13  
**Fort** +4, **Ref** +10, **Will** +7  
**Speed** 30 ft. (6 squares)

**Melee** rapier +10/+5 (1d6) and snakes +5 (1d4 plus poison)  
**Ranged** +2 *shortbow* +12/+7 (1d6+2)  
**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +8; **Grp** +8  
**Atk Options** Point Blank Shot, Precise Shot, Rapid Shot, sneak attack +2d6

**Abilities** Str 10, Dex 15, Con 12, Int 12, Wis 13, Cha 15

**SA** petrifying gaze

**SQ** trapfinding, trap sense +1, evasion

**Feats** Point Blank Shot, Precise Shot, Rapid Shot, Weapon Finesse

**Skills** Bluff +9, Diplomacy +4, Disguise +16, Intimidate +4, Move Silently +8, Spot +8

**Possessions** +2 *shortbow* with 20 arrows

[rule]

**Petrifying Gaze (Su)** Turn to stone permanently, 30 feet, Fortitude DC 15 negates. The save DC is Charisma-based.

**Poison (Ex)** Injury, Fortitude DC 14, 1d6 Str/2d6 Str. The save DC is Constitution-based.

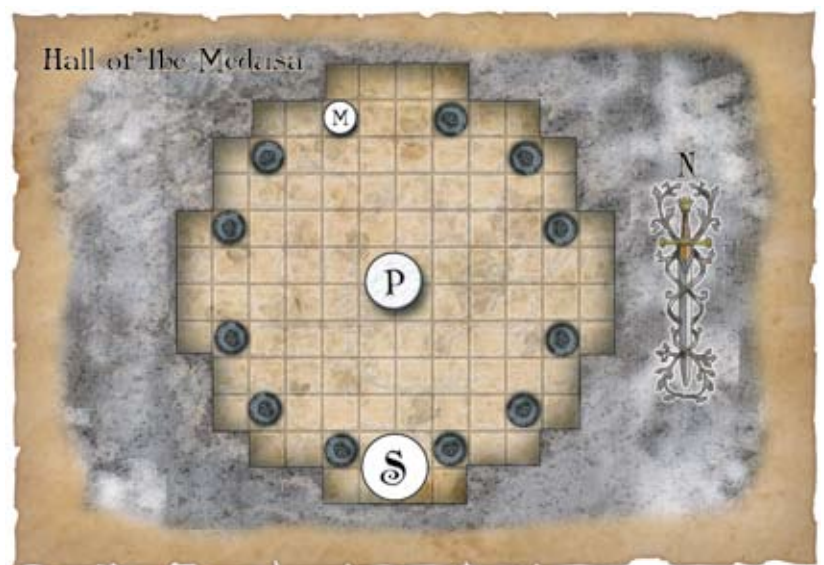
## TACTICS

The medusa knows her chamber well and takes full advantage of that knowledge. By hiding as a statue, she tries to allow the PC or PCs to come close enough to use her gaze attack. She also wants the PC close so she can employ Point Blank Shot and sneak attack for extra damage. If her gaze attack doesn't work in the first round, she falls back to using the statues for cover while she tries to gain sneak attacks.

## CR 10

### TACTICAL MAP DETAILS

The column in the center of the chamber has a diameter of 10 feet. The statues of humanoids circling the chamber stand on 5-foot-wide, 3-foot-tall bases. Each weighs approximately 500 pounds.



# G10: JAGGED CAVERN

## Encounter Level 9

Resting in the alcove to the west is a chasme. The creature waits until the PCs are fully in area 10 before striking. When this happens, read:

*The beat of insect wings, gradual at first, rises swiftly in volume, filling the whole chamber with its buzz. Only brief is the glimpse of the form of a giant insect to the west before the creature disappears into the shadows and the buzzing abruptly stop.*

### CHASME

*Fiendish Codex I 34*

**hp** 76 (9 HD)

**CE** Large outsider (chaotic, evil, extraplanar, tanar'ri)

**Init** +3; **Senses** darkvision 60 ft.; Listen +14, Spot +14

**Aura** fear (5-ft. radius, Will DC 16)

**Languages** Abyssal, Celestial, Common; telepathy 100 ft.

**AC** 26, touch 12, flat-footed 23

**Immune** electricity, poison

**Resist** acid 10, cold 10, fire 10; **SR** 21

**Fort** +10, **Ref** +9, **Will** +8

**Speed** 30 ft. (6 squares), fly 50 ft. (perfect); Flyby Attack

**Melee** 2 claws +17 each (1d6+4 plus wounding) and bite +15 (1d6+2 plus wounding) and gore +15 (1d6+2 plus wounding)

**Space** 10 ft.; **Reach** 5 ft.

**Base Atk** +9; **Grp** +17

**Atk Options** Flyby Attack, Power Attack

**Special Actions** drone, *summon tanar'ri*

**Spell-Like Abilities** (CL 9th):

At will—*contagion* (DC varies), *darkness*, *desecrate*, *detect good*, *dispel magic*, *fly*, *greater teleport*, *insect plague*, *ray of enfeeblement* (+11 ranged touch), *protection from good* (DC 13), *see invisibility*, *telekinesis* (DC 17)

3/day—quicken *ray of enfeeblement* (+11 ranged touch)

1/day—*unholy aura* (DC 20)

**Abilities** Str 19, Dex 16, Con 18, Int 14, Wis 14, Cha 14

**SQ** tanar'ri traits

**Feats** Flyby Attack, Multiattack, Power Attack, Quicken Spell-Like Ability (*ray of enfeeblement*)

**Skills** Bluff +14, Climb +24, Concentration +16, Diplomacy +6, Hide +11, Intimidate +16, Listen +14, Move Silently +15, Search +14, Sense Motive +14, Spot +14

**Drone (Su)** As a full-round action, a chasme can beat its wings to create a droning buzz in a 60-foot-radius

spread. Each creature in this area must succeed on a DC 16 Will save or fall asleep for 2d10 rounds.

**Fear Aura (Su)** Swift action, chasme creates an aura of fear in a 5-foot radius around it. This effect is identical to a *fear* spell (CL 12th; Will DC 16 negates). If this save is successful, that creature cannot be affected again by that chasme's fear aura for 24 hours.

**Summon Tanar'ri (Sp)** 1/day, summon 1d4 rutterkins (FCI 34) or 1 chasme with a 40% chance of success. This ability is the equivalent of a 4th-level spell (CL 9th).

**Wounding (Ex)** A wound resulting from a chasme's attack bleeds for an additional 1 point of damage per round thereafter. Multiple wounds from such attacks result in a cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of any form of magical healing.

### CR 10

## TACTICS

The chasme waits hidden in the west alcove as the PCs enter. Once several are in range, the chasme uses drone. It then turns to its other abilities, including *insect plague*, *darkness*, *telekinesis*, and *ray of enfeeblement*. Once the party is suitably incapacitated, the chasme engages in melee, making use of its fear aura and wounding abilities.

## TREASURE

The skeleton wears a *cloak and boots of elvenkind*. Its dagger is broken, but the backpack holds 4 vials of holy water, 203 pp, and an arcane scroll of *color spray*, *nondetection*, and *maze* (CL 11th).

## TACTICAL MAP DETAILS

Other than the small alcove, the room is featureless.





# GII: CAVE OF THE SKULL

## Encounter Level 6

Lurking in this cave is a large mimic disguised as the stone coffer and part of the floor. The creature occupies most of the small room, and it takes advantage of that to snatch the first PC to come within reach. When that happens, read:

*What a moment before was a coffer offering the promise of treasure, is now the enormous maw of a creature with arms sprouting from the sides. The arms reach out eagerly, searching for flesh to draw into its grip.*

### MIMIC

CR 6

hp 118 (15 HD)

N Huge aberration (shapechanger)

Init +4; Senses darkvision 60 ft.; Listen +10, Spot +10

Languages Common

AC 17, touch 9, flat-footed 16

Immune acid

Fort +10, Ref +8, Will +10

Speed 10 ft. (2 squares)

Melee 2 slams +18 each (3d6+8 plus adhesive)

Space 15 ft.; Reach 10 ft.

Base Atk +11; Grp +27

Atk Options Combat Reflexes, adhesive, crush (3d6+8)

Abilities Str 27, Dex 10, Con 21, Int 10, Wis 13, Cha 10

SQ mimic shape

Feats Alertness, Combat Reflexes, Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes, Weapon Focus (slam)

Skills Climb +21, Disguise +17, Listen +10, Spot +10

**Adhesive (Su)** A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 18 Reflex save. A DC 18 Strength check is needed to pry it off. Strong alcohol dissolves the adhesive, but the mimic still can grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies.

**Crush (Ex)** A mimic deals 2d6+8 points of damage with a successful grapple check.

**Mimic Shape (Ex)** A mimic can assume the general

shape of any object that fills roughly 150 cubic feet (5 feet by 5 feet by 6 feet), such as a massive chest, a stout bed, or a wide doorframe. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. Anyone who examines the mimic can detect the ruse with a successful Spot check opposed by the mimic's Disguise check.

## TACTICS

This creature poses as a segment of the floor with a large stone coffer at its center. It refrains from secreting its adhesive until a creature has tread upon it and approached the "chest." This monster attacks and attempts to crush any creature that comes within 10 feet. If brought below 20 hit points, the mimic scuttles to one side after releasing its trapped prey, seemingly offering its treasure in return for sparing its life.

## TREASURE

There is a silver box, value 750 gp, inside of which are nine 100 gp value gems, a *potion of speak with plants*, and 2 jars of *Keoghtom's ointment*.

## TACTICAL MAP DETAILS

An enormous coffer occupies most of this room.



# G12: PILLARED CAVERN

## Encounter Level 14

Hiding among the calcite deposits south of the entry are two ropers. As soon as the characters enter the room and are within the 50 foot range of their strands, the ropers attack. When this occurs, read:

*Whiplike strands launch out from a pair of what a moment ago appeared to be only calcium deposits. The strands shimmer with some kind of secretion. The source of the strands, now obviously a creature, looks much like a stalagmite except for a wide mouth with a set of sharp crystalline teeth.*

### 2 ROPERS

**hp** 85 each (10 HD)  
**CE** Large magical beast  
**Init** +5; **Senses** darkvision 60 ft., low-light vision; Listen +13, Spot +13  
**Languages** Terran, Undercommon

**AC** 24, touch 10, flat-footed 23

**Immune** electricity

**Resist** cold 10; **SR** 30

**Fort** +10, **Ref** +8, **Will** +8

**Weakness** vulnerability to fire

**Speed** 10 ft. (2 squares)

**Melee** bite +13 (2d6+6)

**Ranged** 6 strands +11 touch each (drag)

**Space** 10 ft.; **Reach** 10 ft. (50 ft. with strand)

**Base Atk** +10; **Grp** +18

**Abilities** Str 19, Dex 13, Con 17, Int 12, Wis 16, Cha 12

**Feats** Alertness, Improved Initiative, Iron Will, Weapon Focus (strand)

**Skills** Climb +12, Hide +10, Listen +13, Spot +13

**Drag (Ex)** If a roper hits with a strand attack, the strand latches onto the opponent's body. This deals no damage but drags the stuck opponent 10 feet closer each subsequent round (provoking no attack of opportunity) unless that creature breaks free, which requires a DC 23 Escape Artist check or a DC 19 Strength check. The check DCs are Strength-based. A roper can draw in a creature within 10 feet of itself and bite with a +4 attack bonus in the same round. A strand has 10 hit points and can be attacked by making a successful sunder attempt. However, attacking a roper's strand does not provoke an attack of opportunity. If the strand is currently attached to a target, the roper takes a -4 penalty on its opposed attack roll to resist the sunder attempt. Severing a

strand deals no damage to a roper.

**Strands (Ex)** Most encounters with a roper begin when it fires strong, sticky strands. The creature can have up to six strands at once, and they can strike up to 50 feet away (no range increment). If a strand is severed, the roper can extrude a new one on its next turn as a free action.

**Weakness (Ex)** A roper's strands can sap an opponent's strength. Anyone grabbed by a strand must succeed on a DC 18 Fortitude save or take 2d8 points of Strength damage. The save DC is Constitution-based.

## TACTICS

The ropers wait for creatures to pass between the eastern and southern corridors. Once a creature enters the room, they launch all their strands at the target. They rely on their poison to do most of the work, weakening the creature and making it impossible for the target to escape.

## TACTICAL MAP DETAILS

A series of large calcium deposits that look like stalagmites run through this room in two rows.



# G13: CAVERN OF ROT

## Encounter Level 8

Two shambling mounds have a lair at the far end of the cavern. When the PCs enter into the chamber, read:

*Tendrils of plant life rise from the back of the cavern and begin whipping about. The plant matter stumbles forward, with one apparent purpose—food. The form appears to be without head, though its vinelike appendages do bear a resemblance to humanoid limbs.*

## 2 SHAMBLING MOUNDS

hp 60 each (8 HD)

N Large plant

Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +8, Spot +0

**Languages** —

AC 20, touch 9, flat-footed 20

**Immune** electricity

**Resist** fire 10

**Fort** +9, **Ref** +2, **Will** +4

**Speed** 20 ft. (4 squares), swim 20 ft.

**Melee** 2 slams +11 each (2d6+5)

**Space** 10 ft.; **Reach** 10 ft.

**Base Atk** +6; **Grp** +15

**Atk Options** Power Attack, improved grab, constrict 2d6+7

**Abilities** Str 21, Dex 10, Con 17, Int 7, Wis 10, Cha 9

**SQ** plant traits

**Feats** Iron Will, Power Attack, Weapon Focus (slam)

**Skills** Hide +3, Listen +8, Move Silently +8

**Constrict (Ex)** A shambler deals 2d6+7 points of damage with a successful grapple check.

**Immunity to Electricity (Ex)** Shamblers take no damage from electricity. Instead, any electricity attack used against a shambler temporarily grants it 1d4 points of Constitution. The shambler loses these points at the rate of 1 per hour.

**Improved Grab (Ex)** To use this ability, a shambler must hit with both slam attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

## TACTICS

If they hear noise or detect light, the mounds shamble out and attack because they are always seeking food.

They emerge from the back of the cavern and stalk toward the PCs, attacking with reach and attempting to use improved grab to draw its opponents into a grapple where they can constrict.

## TREASURE

In their den is a heap of shiny objects they have collected, including 75 cp, 397 gp, a silver tube worth 125 gp with a scroll of five arcane spells (*darkness*, *fox's cunning*, *fly*, *enlarge person*, *cloudkill*, all at caster level 9th), as well as a *potion of displacement*, and a *brooch of shielding*.

## TACTICAL MAP DETAILS

The floor is littered with fungi and rotting plant matter, but this terrain does not affect movement or DCs.



# G14: IRREGULAR CAVERN

## Encounter Level 8

The rock is actually a stag beetle (Spot DC 15). A thick, 15-foot iron chain holds the monster in place. It is a guard for the cavern's inhabitant, a hill giant, who is located in the northwest corner of the room. When the PCs come within 15 feet of the beetle, read:

*The rocky form lifts from the ground, revealing a creature with a chitinous shell and a pair of horns that jut from its head. The creature doesn't hesitate before charging forward. Beyond the insect, a large form stands and gives an angry grunt.*

### GIANT STAG BEETLE

CR 4

hp 52 (7 HD)  
N Large vermin  
Init +0; **Senses** darkvision 60 ft.; Listen +0, Spot +0  
**Languages** —

AC 19, touch 9, flat-footed 19  
**Immune** vermin immunities  
**Fort** +8, **Ref** +2, **Will** +2

**Speed** 20 ft. (4 squares)  
**Melee** bite +10 (4d6+9)  
**Space** 10 ft.; **Reach** 5 ft.  
**Base Atk** +5; **Grp** +15  
**Special Actions** trample 2d8+3

**Abilities** Str 23, Dex 10, Con 17, Int -, Wis 10, Cha 9  
**Feats** —  
**Skills** —

**Trample (Ex)** Reflex half DC 19. The save DC is Strength-based.

### HILL GIANT

CR 7

hp 102 (12 HD)  
CE Large giant  
Init -1; **Senses** low-light vision; Listen +3, Spot +6  
**Languages** Giant

AC 20, touch 8, flat-footed 20  
**Fort** +12, **Ref** +3, **Will** +4

**Speed** 30 ft. (6 squares)  
**Melee** +1 *greatclub* +17/+12 (2d8+11); or  
**Melee** 2 slams +15 each (1d4+7)  
**Ranged** rock +8 (2d6+7)  
**Space** 10 ft.; **Reach** 10 ft.  
**Base Atk** +9; **Grp** +20

**Atk Options** Cleave, Improved Bull Rush, Power Attack,

Improved Sunder

**Special Actions** rock catching

**Abilities** Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7

**Feats** Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (*greatclub*)

**Skills** Climb +7, Jump +7, Listen +3, Spot +6

**Possessions** +1 *greatclub*, hide armor

**Rock Catching (Ex)** A giant can catch Small, Medium, and Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.)

**Rock Throwing (Ex)** Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. The range increment is 120 feet for a hill giant's thrown rocks and they weigh between 40 and 50 pounds (Small objects).

## TACTICS

The giant becomes aware of intruders when the beetle stands. He immediately releases the beetle, grabs a boulder, and attacks. The insect attacks any creatures that enters. The giant hurls 1–4 boulders and then attacks with his club.

## TREASURE

The hill giant has a sack containing 1,276 gp. He wears an ivory necklace (500 gp), and the belt he wears is fashioned from a giant weasel pelt (875 gp).

## TACTICAL MAP DETAILS

A few boulders are piled in the western section of the cavern for the giant.



# G16: GREAT CAVERN

## Encounter Level 14

The dracolisk, an offspring of a greater abyssal basilisk and a black dragon, dwells here. A dracolisk is a reptilian monster that petrifies living creatures with a mere gaze. This monster is resting but not asleep. It makes its lair here and uses the southeastern passage to raid the countryside (including areas A and B of “Iggwily’s Horn”). It also maintains an uneasy alliance with the cauchimera (area D), and 10% of the time, one will come to the other’s aid. More likely, though, one will come to investigate the other’s treasure trove if its counterpart is defeated. When the PCs enter the chamber, read:

*A forbidding silence covers this chamber, but only for a moment. With a ferocious snarl, a large onyx form rises up, directing its steely gaze toward its intruders. The reptilian creature has eight legs and a black body with a brown-yellow underbelly. Its dark horns spiral at the side of its head like the withered husk of a laurel crown.*

### DRACOLISK

CR 14

hp 243 (18 HD); DR 10/magic  
CE Large outsider (extraplanar)  
Init -1 Senses darkvision 60 ft., low-light vision; Listen +21, Spot +22

Language Draconic

AC 21, touch 8, flat-footed 21

Immune acid

Resist cold 10, fire 10; SR 23

Fort +19, Ref +12, Will +9

Speed: 20 ft. (4 squares), fly 40 ft. (average)

Melee bite +29 (2d8+10) and  
2 claws +26 each (1d6+10)

Space 10 ft.; Reach 10 ft.

Base Atk +18; Grp +33

Atk Options Blind-Fight, smite good

Special Actions acid breath weapon, petrifying gaze

Abilities Str 32, Dex 8, Con 23, Int 5, Wis 10, Cha 17

Feats Alertness, Great Fortitude, Iron Will, Improved Natural Attack (bite), Lightning Reflexes, Multiattack, Weapon Focus (bite)

Skills Hide +20 (+0 if not in the cavern), Listen +10, Spot +10

**Petrifying Gaze (Su)** Range 30 feet, Fortitude DC 22 negates, turn to stone. The save DC is Charisma-based.

**Smite Good (Su)** Once per day a dracolisk can make a normal melee attack and deal an extra 18 points of damage against a good foe.

**Breath Weapon (Su)** 60-foot line of acid, once per day for 6d8 points of damage (Reflex DC 25 half). The save DC is Constitution-based.

## TACTICS

A dracolisk relies on its gaze and breath weapon attacks, biting and clawing only when opponents come within reach. Though it has eight legs, its slow metabolism renders it relatively sluggish, so it does not expend energy unnecessarily. Intruders who flee a dracolisk rather than fight can expect, at best, a halfhearted pursuit. These creatures spend their time lying in wait for prey, which includes small mammals, birds, reptiles, and similar creatures.

## TREASURE

Its treasure includes 1,106 cp, 5,018 sp, 111 gp, 988 pp, 7 100 gp value gems, an ornately carved wooden box containing 5 pieces of matching jewelry with a leaf motif (necklace worth 100 gp, two bracelets worth 500 gp each, and two earrings worth 250 gp each), a jeweled sword scabbard, value 1,850 gp, and an ivory case worth 300 gp containing a *wand of magic missiles (5th)* with 50 charges.

## TACTICAL MAP DETAILS

The passage to the south slopes upward, running for about one-quarter mile to another large cavern that has an opening in its east side. The opening rests thousands of feet above the gorge where the Volverdyva flows. The cliffs are sheer and without any means of access.



# G18: GROTTO OF THE IDOL

## Encounter Level 11

The demon idol is actually a stone golem. This creation of Iggwilv is made in the guise of an idol to lure adventurers to their doom. As soon as one or more humanoids enter the cavern, a *magic mouth* appears on the idol's face and speaks in Common:

*"Leave one magic item before me and you may choose one of those previously left."*

As this is uttered, a chest appears magically in the hands of the statue, and the idol grinds stonily as it places the huge iron box at its feet. The lid opens, and inside are swords, daggers, maces, axes, javelins, boots, cloaks, scarabs, brooches, amulets, tubes, small boxes and coffers, bags, helms, arrows, bows, rods, wand cases, rings, flasks, bottles, jugs, gauntlets, bracers, gems, any jewelry—nearly everything imaginable! It is all, in fact, an illusion, programmed to begin as soon as the magic mouth speaks. The illusion has all components necessary to make it appear real, drawing all eyes to it. Unless members of the party state immediately that they are attempting to disbelieve the illusion (Will DC 19), their minds are affected by the desire for the trove. Each takes a –4 penalty on further attempts to disbelieve the illusion. Once a PC comes close to the chest, read:

*In a sudden burst of motion, the idol lurches forward, swinging its arms in an attack.*

### STONE GOLEM

CR 11

hp 107 (14 HD); DR 10/adamantine  
N Large construct  
Init –1; Senses darkvision 60 ft., low-light vision; Listen +0, Spot +0  
Languages —

AC 26, touch 8, flat-footed 26

Immune magic

Fort +4, Ref +3, Will +4

Speed 20 ft. (4 squares)

Melee 2 slams +18 each (2d10+9)

Space 10 ft.; Reach 10 ft.

Base Atk +10; Grp +23

Special Actions slow

Abilities Str 29, Dex 9, Con —, Int —, Wis 11, Cha 1

SQ construct traits

Feats —

Skills —

**Immunity to Magic (Ex)** A stone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *transmute rock to mud* spell slows a stone golem (as the slow spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.

A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

**Slow (Su)** A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a DC 17 Will save to negate.

## TACTICS

The golem waits for the characters to come forward and then attacks. The golem pursues characters through the cavern if they attempt to flee.

## TREASURE

All the treasure is illusory. The golem's jacinth eyes are the only valuables and are worth 5,000 gp each.

## TACTICAL MAP DETAILS

The demon idol fills the cavern's northern alcove.



# G20: THE INNER SPHERE

## Encounter Level 14

The screen is carved from rare wood and inlaid with ivory and mother-of-pearl. When the PCs look beyond the screen, read:

*Looking through the intricately carved openings reveals a jeweled lantern on a golden chain, hanging from the top of the chamber. Within the lantern burns a steady amber flame. The crystal lenses set in the lantern's framework magnify its light. The warm and comforting light from this lantern makes the air seem to dance with a fusion of sunlight and moonlight.*

*The lantern hangs above a broad stone dais, which rises from the bottom of the spherical chamber. Atop the dais is a wide block of rose-colored marble. On the dais surrounding the marble block are small carpets and a pair of beautifully fashioned stands upon which rest porcelain vessels. At the foot of the marble block is a low table with a bowl filled to the brim with various gems. Atop the marble block is a slab of white alabaster, inlaid with gold sigils. A woman lies on the alabaster stone with her eyes shut.*

The sleeping warrior-maid is Drelnza, Iggwily's daughter. She is part of Iggwily's treasure and the guardian of the dead archmage's wealth; she is also a vampire.

She rests in a form of stasis until a black door is opened a seventh time. Drelnza then awakens and becomes fully aware, though she remains still until someone enters the chamber. She then sits up slowly, pass a hand across her brow as if coming out of a strange coma, and then blink her eyes open. When this happens, read:

*The maiden is armored from neck to toe in gold-chased full plate. A katana lies atop her body, its hilt below her breasts. The woman's gauntleted hands are crossed over the sword's pommel. A wakizashi lies beside her. Her pale face seems composed. Her lips are bright red and her raven-hued tresses are lustrous. A black-plumed helmet rests on the slab just above her head. She sits up slowly, grasping the sword in one mailed fist. She rubs her eyes with the other. Looking around, she asks:*

*"Who has rescued me from this dreadful sleep?"*

The walls are perfectly smooth and require a DC 30 Climb check to navigate. However, it is possible to slide down the wall to the bottom of the lower hemisphere.

## DRELNZA

CR 15

**hp** 90 (13 HD); fast healing 5; **DR** 10/silver and magic  
Female vampire (augmented human) samurai 13  
LE Medium undead  
**Init** +6; **Senses** darkvision 60 ft.; Listen +12, Spot +20  
**Languages** Common, Abyssal, Infernal

**AC** 27, touch 11, flat-footed 26; Dodge, Combat Expertise, Two-Weapon Defense

**Immune** undead immunities

**Resist** cold 10, electricity 10, +4 turn resistance

**Fort** +8, **Ref** +8, **Will** +6

**Weakness** garlic, holy symbols, running water, sunlight (MM 253)

**Speed** 20 ft. (4 squares), spider climb

**Melee** slam +20/+15/+10 (1d6+7 plus energy drain) or  
**Melee** +4 *intelligent katana* +23/+18/+13 (1d10+11) and  
+2 *flaming wakizashi* +20/+15 (1d6+5 plus 1d6 fire)

**Base Attack** +13/+8/+3; **Grp** +20

**Atk Options** Power Attack, Cleave, Improved Trip

**Special Actions** kiai smite, staredown, mass staredown, blood drain, children of the night, create spawn, dominate

**Combat Gear** *boots of speed*

**Abilities** Str 25, Dex 15, Con —, Int 15, Wis 14, Cha 19  
**SQ** alternate form, gaseous form, undead traits

**Feats** Alertness, Cleave, Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon (katana), Improved Initiative, Improved Trip, Improved Two-Weapon Fighting (katana and wakizashi), Lightning Reflexes, Power Attack, Quick Draw (katana and wakizashi), Two-Weapon Defense, Two-Weapon Fighting (katana and wakizashi), Weapon Focus (katana)

**Skills** Bluff +17, Concentration +14, Diplomacy +13, Hide +4, Intimidate +20, Listen +17, Move Silently +4, Ride +4, Search +10, Sense Motive +20, Spot +17

**Possessions** combat gear plus Heretic (+4 *intelligent katana*), +2 *flaming wakizashi*, +2 *full plate*

**Kiai Smite (Ex)** Three times per day, Drelnza can give a great cry during combat that will invigorate her. When she shouts (a free action), her next attack gains a bonus on the attack roll and damage roll equal to her Charisma modifier.

**Staredown (Ex)** At 6th level, a samurai becomes able to strike fear into her foes by her mere presence.

She gains a +4 bonus on Intimidate checks and can demoralize an opponent.

**Mass Staredown (Ex)** Using an Intimidate check, Drelnza can demoralize all opponents within 30 feet as a standard action.

See MM 252 for a full description of vampire supernatural and extraordinary abilities.

## HERETIC

**Price (Item Level):** 105,300 gp (21st)

**Body Slot:** — (held)

**Caster Level:** 15th

**Aura:** Strong; (DC 18) conjuration

**Activation:** Standard (mental)

**Weight:** 6 lb.

+4 *katana*; AL LE; Int 17, Wis 17, Cha 10; Speech, telepathy, 120 ft darkvision, and hearing, *read magic*; Ego score 22.

*Lesser Powers:* *detect good* 3/day, *detect law* 3/day, *detect invisibility* 3/day

*Greater Power:* *fly* 1/day

*Special Purpose:* Slay lawful good clerics

*Dedicated Power:* *Hold monster*

*Personality:* Heretic is snobby and condescending, especially to lawful good clerics who it considers hypocrites. Since teaming up with Drelnza, it has had fair opportunity to slake its thirst on those hated clerics. On a successful activation of its dedicated power, it yells, “Where is your faith in your god now?”

## TACTICS

When she sees the party, she smiles sweetly and welcome her “rescuers.” She uses *dominate* to gain allies among the party members, attempting to coerce them into the lower portion of the sphere. She uses her boots of speed and then as soon as a good-aligned cleric comes within 10 feet of her, Drelnza draws her swords and kiai smite before assaulting the cleric.

In a melee situation, Drelnza either uses her boots to maneuver and *spider climb* to run along the curved walls of the chamber in order to fight the party members one at a time, or else she uses the flying power of her sword and attack. She does not assume *gaseous form* unless she is reduced to 0 hit points.

Party members are unable to stand anywhere except on the ledges before the six inner doors or on the 5-foot wide dais at the base of the marble block. In the latter case, two characters can stand on either of the long sides, or one at either end of the short sides.

If Drelnza is reduced to 0 hp, she is forced to assume *gaseous form*. This gaseous cloud drains into the top of the marble block through a small hole in the alabaster slab.

## TREASURE

In melee, damage to the various treasure items could occur. Make certain that you note this. The hoard includes the mundane and magic items described in “Encounter Aftermath” on page 48:

## TACTICAL MAP DETAILS

A ledge, 5 feet wide, encircles the chamber, though view of the lower chamber is blocked by a set of screens. The chamber is spherical, and at its base contains a dais with a bier atop it. The bier is the size of a human body with enough space around the sides for one person to stand.



Edward Albert lives in Norman, Oklahoma, with his lovely wife, two beautiful children, and four dumb cats. He has been playing, and mostly DMing, D&D since 1980. He holds a fondness for the classic 1st and 2nd Edition adventures and a true enjoyment of the 3.5 rules. While he has playtested many adventures for authors Wolfgang Baur and Greg Vaughan, this is his first published adventure and he is excited to merge old and new D&D.



## Chapter 4: The Hollow of the Horn

If the area around Iggwilv's Horn is inhospitable, then the hollow within is downright horrific. For years, the hollows of this rotten mountain were used to host all manner of foul acts, all at the behest of the infamous Iggwilv, the Witch Queen. The mountain is a birthplace to sin, a crucible of madness, and a home to beings not of this earth. Add to this the fact that the Heart of the Horn is seething with taint, and the end result is a yawning hollow of depravity.

### BACKGROUND

Most who know of the Lost Caverns and their surroundings hold Iggwilv responsible for all the evil that has come here. As indicated in "Iggwilv's Horn," the mountain is the site of not one, but two epic struggles between the Witch Queen and a powerful demon. When the smoke from the two conflicts cleared, both Iggwilv and her infamous paramour, Graz'zt, had abandoned the Horn for starrier climes. The unknown epilogue to their story, however, is that when Iggwilv departed the Horn, she left behind her first great demonic servitor, the demon prince known as Tsojcanth. And there, for in the years since, he has remained, doomed to act as the living stopper in a massive planar rift.

In the time since Iggwilv's departure, a number of foul creatures have come to the Horn. The evil energy pouring down from the mountain drew many, while others came seeking something more specific. Trespassers were usually destroyed in the attempt to reach the hollow or else consumed by the taint after tarrying too long within the mountain. Some persevered, however, and two major groups of inhabitants remain within the Horn today, each in search of a different piece of the mountain's treasures.

The first of these remaining inhabitants is an undead wizard named Zousha. In life, Zousha was a foul human being who delighted in forcing members of his own race to choose between multiple evils, and then gleefully destroying them as a result of those choices. When Zousha was slain by a human paladin, he arose as an undead abomination of the evil he once was. An unforeseen complication ruined the newly risen Zousha's dreams of vengeance and terror, however. As an eye of fear and flame, he was powerful to be sure, but he was no longer a wizard. When the undead Zousha tried to call upon his former mastery of magic, he

was unable to evoke even minor cantrips. Believing himself cursed, Zousha swore to recover his mystical might by means of an artifact—a book known as the *Demonomicon*. Having grown convinced that the book lay buried within the Horn, Zousha and his stoneworking minions, a group of pechs, moved into Iggwilv's old complex and began to dig.

Meanwhile, a group of genies from the Elemental Plane of Earth has set its sights on the untapped veins of precious metals that lie within the mountain's bosom. These genies, known as dao, arrived through a different part of the mountain and began a mining operation of their own—one they hoped would yield a trove of riches so that they could return to their plane as the envy of their kind. Before long, however, the mountain's evil began to creep into their minds, and even their leader, a powerful hetman named Outhmann, now walks a fine line between sanity and madness.

Add to this the presence of Iggwilv's former servitors, as well as Tsojcanth himself—still trapped within the mountain's necrotic heart—and the result is the Hollow of the Horn.

### HOLLOW OF THE HORN

#### 1. AUDIENCE CHAMBER

*The stairs from above end at a 10-foot-wide entry hall, the ceiling of which arches about 12 feet overhead. The rough cavern wall transitions to smooth, worked stone. At the end of the hall, a set of stone stairs ascends into a larger chamber with a high, vaulted ceiling. The floor is covered in an irregular array of what appears to be slate tiles covered in odd pictograms and distracting shades of color. The chamber is about 40 feet wide, stretching at least as far in, and in the dim light, a door is visible on the eastern wall.*

During Iggwilv's period of habitation in the Horn, this room was the official entrance to her domain. At one time, a number of magical effects operated within the chamber. In the time since her departure, however, some of those charms have either faded or been subtly warped by the mountain's energy. Of those that once existed in this room, two effects remain, both of which activate whenever a creature steps beyond the first row of tiles at the top of the stairs.

The first effect is a magical "sound track" that begins to echo quietly throughout the chamber. Originally, it was a soothing instrumental melody, intended to put Iggwilv's visitors at ease or keep them distracted. Over time, however, the magic has lost its focus, and

the music now plays a haunting harmony. The volume swells and ebbs, and both the music's pitch and speed fluctuate randomly, giving the tune an eerie quality.

Meanwhile, a programmed illusion of a raven-haired woman appears in the air above the tiles. After appearing to "survey" the party, the translucent form opens its mouth to speak. What the PCs hear is a pleasant feminine voice that says in Common:

*"Welcome, visitors. I apologize that you cannot attend me at this time. You may wait in my ready room."*

When the last word is spoken, the door to area 1B swings ajar with a low creak. Observant characters (those who make a DC 20 Spot check) notice that the words they hear do not match the words being formed by the woman's lips.

### 1A. Throne Dais (EL Varies)

*About 40 feet into the chamber is another set of stairs, again leading up. This time, they rise only 10 feet before opening onto a raised dais that comprises the northernmost section of the chamber. Against the far wall is an extravagant throne, gilt in gold and set against what appears to be the bright blue-green splay of peacock feathers. On either side of the throne stands a black statue, each depicting a steely-eyed human female. At each statue's feet sits what looks to be a short, winged creature with a clasp around its neck.*

This is where Iggwilv granted audience to those rare visitors she deemed worthy of entertaining. Although expertly crafted, the dais itself is of no particular interest. The throne, however, is magically imbued. Anyone who examines the peacock feathers on the wall behind the throne (Search DC 15) notices that the "eye" of the centermost feather is, in fact, a hole that reaches through the wall and into the room beyond.

If a creature who has levels in any spellcasting class touches the painted stone with any part of his or her body, the section of wall bearing the feathers rolls quietly up into the ceiling, revealing a 10-foot-wide passageway. About 20 feet beyond, the PCs can make out three doors, one for each wall in sight.

**Trap:** If anyone other than Iggwilv actually sits on the throne, that creature is immediately hit with a *feblemind* spell effect.

*Feblemind* Trap: CR 6; magic device; touch trigger (sitting on the throne); automatic reset; spell effect (*feblemind*, 20th-level wizard, Will DC 18 negates); Search DC 30; Disable Device DC 30.

### 1B. Waiting Room

*Through the doorway lies a smaller chamber, measuring some 15 feet in either direction. Against the northern and southern walls rests a pair of high-backed couches covered in stained red leather. An elegant, gold-framed mirror reflects the scene from high upon the east wall. The floor is tiled with the same colorful slate, and a faint floral aroma hangs in the air. Disrupting the room's pleasant flow is a gaping hole with jagged edges where the two walls meet in the northeast corner.*

This is where Iggwilv directed her visitors to wait while she readied elsewhere in the complex. Anyone stepping into the room activates the area's remaining magic. An ambient light douses the room in a pleasant, reddish glow. An examination of the room (Search DC 15) reveals that a table of some sort once sat in the center of the room, between the two opposing couches. Those who have the Track feat can make a DC 18 Survival check to learn that someone or something recently came in from the hole in the northeastern corner, and left in the way it came.

Characters might be curious as to why someone would put a 2-foot-wide mirror so high up on a wall, where only a giant could make any practical use of it. The mirror is actually a recent addition to the room, and was put up on the orders of the dao hetman in area 7. He instructed his ignorant workmen, a pair of daos by the names of Agdo and Zadhim, to come and hang the mirror in this room. The mirror is magical, and allows Outhmann to scry on this area through the mirror's companion piece. The mirror was poorly hung, and if someone so much as touches it, the mirror comes toppling off the wall. A DC 15 Reflex save is necessary to catch it before it falls, and if the save is failed, the mirror must succeed on a DC 18 Fortitude save (with a +4 bonus) or shatter.

Anyone succeeding in a DC 15 Knowledge (nature) check can discern that the faintly floral scent is reminiscent of jasmine, though the smell is clearly unnatural in origin. The hole in the northeast corner opens into a shaft that twists out of sight as it ascends upward. The tunnel eventually arrives at the entrance to area 6.

## 2. SUPPLY CLOSET

*The wooden door to this room is already ajar, and doesn't appear to see much use. The room beyond is narrow, measuring 10 feet across but stretching back to the south over 25 feet. Piled in the northwest corner are numerous boxes, most of which are torn open, as though in haste. Two rows of four cots line the east and west walls, and the pungent stench of poor hygiene fills the room.*

At one time, Iggwilv used this room as a supply closet for her operation. When Zousha moved in, he turned the area into living quarters for his eight pech stonemasons. (Their leader-priest resides across the hall in area 3.) When the PCs arrive, the Zousha and the pechs are off in area 5, toiling away at their purpose. Aside from a few scattered coins (totaling 23 gp) hidden under and inside the cots, this room contains only trash.

### 3. ARCANE LIBRARY

The door to this room appears to have no lock, nor even a discernible handle. In truth, it operates in the same way as the secret door in area 1A. If a character who has levels in a spellcasting class touches the door, it opens instantly and silently. Otherwise, the only way is to destroy the door.

**Strong Wooden Door:** 2 in. thick; hardness 5; hp 20; break DC 25.

*The door opens into the northwest corner of a pleasant-smelling chamber, some 15 feet deep and 25 feet wide. The east and west walls are lined with empty bookshelves. The wall in the southeast corner is slanted, and an oaken work desk sits there. Beside the desk, pushed against the southern wall, is a small cot surrounded by refuse.*

Before she outgrew it, this was Iggwilv's personal arcane library. The bookshelves are bare now, and the room has been reclaimed as a living space and prayer room for Nourvego, the pech priest. Anyone inspecting the desk in the corner finds two items of interest.

The first is a talisman, composed of a piece of obsidian wrapped in the hide of some creature. Anyone succeeding on a DC 20 Knowledge (religion) check recognizes it as an ancient type of shamanistic fetish used to garner favor from the mad god Tharizdun. The second item is a scrap of paper with a few hastily scrawled notes on it. The writing is in Terran and difficult to fathom, requiring a DC 20 Decipher Script check. Anyone who can read it discerns a reference to "the book" not being in "the first quadrant searched."

This room was Iggwilv's private means of access to the lair of her guardian and pet, a retriever. Built into the stone of one of the bookshelves against the eastern wall is a secret latch (DC 20 Search check). When this latch is tripped, the bookshelf silently swings open, revealing the entryway to a tunnel that ascends to the retriever's lair at area 9.

### 4. THE WITCH QUEEN'S QUARTERS

*The door swings wide to reveal a spacious cavern, some 30 feet wide and nearly twice that long. The stone floor is decorated with numerous multicolored murals, some depicting otherworldly beings engaged in various disturbing acts, others depicting images so abstract that they defy definition. Cutting through the middle of the room like a giant scar is a crevasse, across which stretches a makeshift bridge. A door in the stone wall on the other side of the chasm can just be made out.*

When she was still in residence, this area was Iggwilv's favorite part of the Horn. It was her personal space, and she relished its simultaneous openness and isolation. At one time, the room was decorated with elegant antiques and colorful wall hangings. Since her departure, however, the room has fallen into ruin. A series of shifts in the mountain's internal stability has made a subterranean mess of both the western and eastern walls. The tunnel that is now area 5 used to be longer, and it once led into another series of chambers, including the Witch Queen's sleeping quarters. A cave-in closed off the remainder of her underground suite, and subsequent minor quakes have brought the western wall ever closer, squeezing the room like a vice.

The chasm in the middle of the room is not particularly wide (15 feet at the bridge), but it is deep. In fact, if one follows it down far enough, it opens into the lower level of Iggwilv's mountain complex (see "The Heart of the Horn"). If and when the PCs should think to head down into the crevasse, they'll find an easy time of it (Climb DC 10). All told, it's about a 100-foot climb down to the lower level.

The obvious means of getting to the area beyond the crevasse is the makeshift bridge. The construction is solid, but the wood can support only so much weight. Safe passage is assured as long as the wood bears fewer than 250 pounds at one time. Over 250 pounds, the wood begins to groan, giving those standing on it ample warning. At 300 pounds, the wood splinters, sending anyone failing a DC 15 Reflex save tumbling into the crevasse. A creature that falls takes 2d6 points of damage upon initial impact with the chasm's side, and must make a DC 20 Reflex save to hang on. Failure sends characters tumbling down the wall of the crevasse, which deals an additional 10d6 points of damage (Tumble DC 20 half) before depositing them on the bottom floor of Iggwilv's complex (see "The Heart of the Horn").

On the other side of the cavern in the northwest corner is area 5, where Zousha and his pech cohort Nourvego are currently located. On a DC 20 Listen

check (Listen bonuses +15 and +9 respectively), they become aware of the PCs, though they remain waiting for them in area 5, even if the PCs continue on into area 4A. If the PCs attempted to enter area 4 quietly, make opposing checks as normal

#### 4A. A Grim Collection

*This irregularly shaped room is smooth on its southern and eastern walls, but jagged and rough to the west and north. At its longest, the room is 25 feet deep and 15 feet wide. The south and east walls are lined with shelving units, while the shelves to the north and west have toppled forward into the room. Opening the door causes a red glow to brighten overhead and a floral scent to emerge. A quick scan of the shelves along the eastern wall reveals a collection of strange curios, from stuffed lizards to gnarled, severed hands floating in jars of milky liquid.*

Since his arrival, Zousha has been using this area as his private quarters, though as one of the undead, he has little need of sleep or other mortal comforts. He uses the room mainly for meditation and reading.

As this room's appearance would suggest, this was a place of storage for the Witch Queen. It was here that she deposited many of the nonmagical curios she came across in her studies.

#### Treasure

The gathered curios might fetch a fair price as art, or as a collection. If the PCs take any of the other curios, roll once on Table 3–7: Art Objects, page 55 of the *Dungeon Master's Guide*. The result is the amount of monetary compensation each PC receives for sale of the collection. If the PCs take only a few of the curios, reduce each character's amount by half.

### 5. QUARRY OF UNREST

*Around the corner, the tunnel opens up into a wider passage, but one that is halted abruptly by a massive wall of loose rock and stone. Standing beside the rock wall, glaring around with pupilless eyes, are nine small humanoids with dark brown skin and wiry hair, wielding picks.*

**Tactical Encounter:** H5: Quarry of Unrest (page 85).

### 6. HALL OF THE DAO (EL VARIES)

*The long, winding tunnel culminates in a rounded archway filled with an elegant beaded curtain. The sound of two deep voices in heated discussion rises above the silence.*

When the PCs come up the tunnel, two of the dao are sitting in the center of the room, bickering across a table (the one taken from area 1B, in fact). Their hetman has ordered them to assume the shape of ordinary mountain gnomes for the duration of their operation on this plane, and so that is how they appear when the characters first arrive. Although they look like gnomes, they are both speaking in Terran, so any PCs who speak gnome are likely to be both confused or curious. The DM should have the "gnomes" and PCs make opposed Listen checks. If the dao hear something in the tunnel, they immediately step away from the table and pick up their warhammers; they switch back to their normal forms if they find need to use the hammers. In either case, read or paraphrase the following once the PCs reach the beaded curtain.

*Beyond the beaded curtain lies a massive stone chamber with a domed ceiling that comes to a rounded point high above the center of the floor. The room is almost circular, measuring well over 50 feet in both depth and width. A wall of tall, red drapes curtains off the northwest quadrant of the room, and another curtain-door is visible on the east side of the chamber. Sitting at a comparatively small table in the center of the room are two gnomes, both of whom appear puzzled.*

The two dao, Agdo and Zadhim, are busy arguing over which can claim ownership of the magic table they found in area 1B when the PCs arrive. If the characters simply charge in, swords waving, the dao pick up their warhammers, change to their natural forms, and defend themselves.

#### Tactics

The dao adjust the battlefield to suit their purposes. If the creatures have time to prepare, they use *move earth*, *transmute rock to mud*, and *wall of stone* to divide opponents, create or seal off escape routes, and otherwise manipulate the combat environment to its own ends. Once such tactics are employed, however, they enjoy wading into the fray.



### Treasure

In addition to the two adamantite warhammers, an iron bucket rests in the curtained area to the northwest. This bucket is filled nearly to the top with raw gold, valued 2,000 gp, but it's all melted together into a single piece, weighing 40 pounds. Also, the table in the middle of the room (identified as the one taken from area 1B) is

able to produce the equivalent of finger foods—bread rolls, sliced meats, cheeses—upon command, up to three times per day.

### Development

If the PCs choose to speak with the dao, they are more than willing to talk. If asked, the “gnomes” lie and claim to be a splinter group from Thumbvale. They explain honestly, though, that they are here on a mining operation. If asked who their leader is, they nod to the room beyond the eastern curtain-door and gladly summon Outhmann to speak with the PCs.

Once Outhmann (in gnome form) arrives from area 7, he greets the PCs, acting pleasant and cordial. If they ask him for information, he tells them that he knows everything that goes on in this mountain, which is basically true, and he gladly provides them with any information they seek—for a price.

If they ask his terms, he points to the northern wall of area 6. If the PCs scrutinize it, they notice that a 10-foot section in the middle appears to be a different color. Outhmann explains that he erected a temporary wall there, because beyond it is the entrance to the tunnel that leads to his mining operation. He relates how his workers encountered a blasphemous shrine that nearly killed them with its energy. Due to his nature and beliefs, he says that he and his men are susceptible to the shrine's energy. If the PCs ask why, and/or refuse to cooperate until they have an answer, Outhmann sighs and shows them his true form. In either case, if the PCs agree to venture into the tunnel, find the shrine, and destroy it, Outhmann promises to tell them what they wish to know.

The truth, of course, is different. In point of fact, the dao are sharing their mine shaft with a fiendish aberration that thinks the tunnels are its home. With the help of Outhmann's would-be oracle consort, Nijhaz, the dao have brokered an “arrangement” with this being. If the dao provide the creature with food now and again, the creature allows them to work the veins of precious metals found within its tunnel. Thus, Outhmann's request that the PCs venture into the tunnel is little more than his attempt to make good on his offer to provide the foul creature with food.

It is important to note, however, that as a genie, Outhmann is bound to his word. This is an important fact if someone in the party is familiar with dao (Knowledge [arcana] DC 21). If the PCs do venture forth into the tunnel and return, Outhmann is honor-bound to hold up his end of the bargain. And true to his word, he tells

them whatever they wish to know, particularly about the other inhabitants with whom he shares the Horn. If the PCs ask a question that Outhmann is unlikely to know, the brings out Nijhaz (area 7) who knows more of the mountain's secrets. If the PCs missed the Demonomicon in Drelzna's chamber, this is an opportunity for the DM to interject hints about its whereabouts.

If the characters ask the right questions (Outhmann will answer only three), the PCs can learn information about the adventure short of the whereabouts of true nature of Tsojcanth. Outhmann knows nothing of his presence here, although he does know about Igwilv's laboratory and how best to reach it. Or, the party might persuade Outhmann for a limited wish, instead. If the genie promised them a limited wish, he'll make good on his offer, but the characters had best choose their words carefully.

If the party manages to avoid combat with the dao and come to a nonviolent solution (such as the PCs agreeing to venture into area 8 on the dao hetman's behalf), give the characters full XP as if they defeated the dao. If the party returns from area 8 determined to slay the dao who "set them up," award only half XP for the defeat of the dao.

<b>2 DAOS</b>	<b>CR 7</b>
<b>hp</b> 52 each (8 HD) NE Large outsider (evil, extraplanar, earth) <i>Manual of the Planes</i> 173 <b>Init</b> +0; <b>Senses</b> darkvision 60 ft.; Listen +2, Spot +13 <b>Languages</b> Terran, Aquan, Common; telepathy 100 ft.	
<hr/> <b>AC</b> 17, touch 9, flat-footed 18 <b>Fort</b> +8, <b>Ref</b> +6, <b>Will</b> +8	
<hr/> <b>Speed</b> 20 ft. (4 squares) <b>Melee</b> 2 slams +13 each (1d8+6) or <b>Melee</b> adamantine warhammer +14/+9 (1d8+9) <b>Space</b> 10 ft.; <b>Reach</b> 10 ft. <b>Base Atk</b> +8; <b>Grp</b> +18 <b>Atk Options</b> Cleave, Improved Sunder, Power Attack; push <b>Spell-Like Abilities</b> (CL 19th): At will— <i>alter self, detect good, detect magic, gaseous form, invisibility, misdirection, passwall, persistent image, wall of stone</i> 3/day— <i>move earth, transmute rock to mud</i> 1/day— <i>limited wish</i> (up to 3 wishes, affects only nongenies)	
<hr/> <b>Abilities</b> Str 22, Dex 11, Con 14, Int 11, Wis 15, Cha 15 <b>SQ</b> earth mastery, <i>plane shift</i> <b>Feats</b> Cleave, Improved Sunder, Power Attack <b>Skills</b> Appraise +11, Craft (gemcutting) +11, Sense Motive +13, Spellcraft +9, Spot +12 <b>Possessions</b> adamantine warhammer	

**Earth Mastery (Ex)** A dao gains a +1 bonus on attack rolls and damage rolls if both it and its opponent touch the ground. If an opponent is airborne or waterborne, the dao takes a -4 penalty to attack rolls and damage rolls.

**Plane Shift (Sp)** A dao can enter any of the Elemental Planes, the Astral Plane, or the Material Plane. This ability transports the genie and up to six other creatures, provided they all link hands with the dao. It is otherwise similar to the spell of the same name.

**Push (Ex)** A dao can start a bull rush maneuver without provoking attacks of opportunity. The combat modifiers presented in Earth Mastery also apply to the dao's bull rush checks.

## 7. DEN OF THE DAO HETMAN (ELVARIES)

Beyond a 9-foot curtain of multicolored veils is an oval-shaped chamber, measuring some 30 feet across. The room's true dimensions are concealed by another curtain of veils on the southern end, which bisects the room from west to east. This room feels more like an opulent tent than an underground cavern. Numerous fine cushions of varying sizes are scattered throughout, some on either of the two oversized divans dominating the center of the room. A vast, incredibly ornate rug covers every inch of the cavern floor. It is surprisingly warm in here, and the entire chamber smells of a rich, heady smoke.

This is the private living space of the dao mining operation's leader, a noble hetman named Outhmann. He shares the chamber with his advisor and consort, a female dao named Nijhaz, who rarely leaves the confines of their bedchamber (the curtained-off area in the southern half of the room).

Although the mountain's taint has affected each of the dao to some extent, it has affected none so deeply as Nijhaz, who is now mad. Ever since her arrival in the Horn, Nijhaz has been receiving what she believes to be visions—sent to her in the depths of drug-induced stupors—from the Horn itself. As such, she has grown steadily convinced that the mountain has chosen to "speak" through her, and that she has become an oracle for all the mountain's mysteries. Mad though she is, Nijhaz does possess an acute understanding of her environment, and it is primarily through her visions that Outhmann came to understand the nature of the creature lairing in the mine shaft.

When the characters arrive, both Outhmann and Nijhaz are in this chamber. If the PCs dispatched Agdo and Zadhim quickly, then Outhmann telepathically instructs his consort to wait, both invisible and in

gaseous form, while he stands in the center of the room, sword drawn and at the ready. For all his bluster, the mighty dao hetman does care for Nijhaz, and realizes that she'd likely pose little threat to any group of intruders strong enough to reach her. His last request is that she *plane shift* to safety in the event that he proves too weak to defend her.

If the PCs opted to negotiate, then they have already met Outhmann. In this event, they probably won't even have cause to enter this chamber, unless they return from area 8 feeling deceived and in search of revenge. In this event, they find him as above, standing at proud attention and awaiting their first move. If he hears sounds of combat in area 6 (Listen DC 15), he readies to cast a *wall of stone* between his first opponent and the rest of that opponent's party. In this way, he hopes to gain the benefit of one-on-one combat.

Outhmann is aware of the dao located in the Lost Caverns (area 18). He might attempt to bargain with this information, directing the PCs to this area, claiming that those dao have an even greater treasure than he does.

#### OUTHMANN

CR 10

hp 74 (11 HD)

Male dao (genie) fighter 3

NE Large outsider (evil, extraplanar, earth)

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**Init** +0; **Senses** darkvision 60 ft.; Listen +5, Spot +12

**Languages** Terran, Aquan, Common; telepathy 100 ft.

**AC** 23, touch 10, flat-footed 22

**Fort** +11, **Ref** +8, **Will** +9

**Speed** 20 ft. (4 squares)

**Melee** +2 *falchion* +19/+14/+9 (2d6+11/15–20)

**Space** 10 ft.; **Reach** 10 ft.

**Base Atk** +11; **Gp** +21

**Atk Options** Cleave, Improved Sunder, Power Attack, push

**Spell-Like Abilities** (CL 19th):

At will—*alter self*, *detect good*, *detect magic*, *gaseous form*, *invisibility*, *misdirection*, *passwall*, *persistent image*, *wall of stone*

3/day—*move earth*, *transmute rock to mud*

1/day—*limited wish* (up to 3 wishes, affects only nongenies)

**Abilities** Str 22, Dex 12, Con 14, Int 11, Wis 15, Cha 15

**SQ** earth mastery, *plane shift*

**Feats** Cleave, Improved Critical (falchion), Improved Sunder, Power Attack, Power Critical (falchion)\*, Weapon Focus (falchion)

**Skills** Appraise +11, Craft (gem cutting) +11, Listen +5, Sense Motive +13, Spellcraft +9, Spot +12

**Possessions** combat gear plus +2 *falchion*, +2 *studded leather*, onyx amulet (500 gp value)

**Earth Mastery (Ex)** A dao gains a +1 bonus on attack rolls and damage rolls if both it and its opponent touch the ground. If an opponent is airborne or waterborne, the dao takes a –4 penalty to attack rolls and damage rolls.

**Plane Shift (Sp)** A dao can enter any of the Elemental Planes, the Astral Plane, or the Material Plane. This ability transports the genie and up to six other creatures, provided they all link hands with the dao. It is otherwise similar to the spell of the same name.

**Push (Ex)** A dao can start a bull rush maneuver without provoking attacks of opportunity. The combat modifiers presented in Earth Mastery also apply to the dao's bull rush checks.

\***Power Critical** This feat grants Outhmann a +4 bonus on rolls made to confirm critical hits with his falchion.

**Nijhaz, female dao:** hp 52 (noncombatant unless forced to fight); see page 78 for statistics.

#### Treasure

In addition to the magic items carried by Outhmann, the PCs can find a small iron chest beneath the bed behind the curtain. The chest is trapped (Flesh to Stone Trap: CR 7; spell; touch trigger; no reset; spell effect [*flesh to stone*, 11th-level wizard, Fortitude DC 19 resists]; Search DC 31; Disable Device DC 31), and the only key is in Nijhaz's possession. Inside the chest are three gold ingots worth 400 gp each and a *figurine of wondrous power* (onyx dog).

In addition, on the nightstand by the bed rests a small hand mirror with a pearl-inlaid handle. Anyone looking into this hand mirror for more than 1 round sees his or her image blur, replaced by the scene from area 1B. If the companion mirror in area 1B has been shattered, the hand mirror displays only the holder's reflection.

## 8. MINE SHAFT OF MADNESS

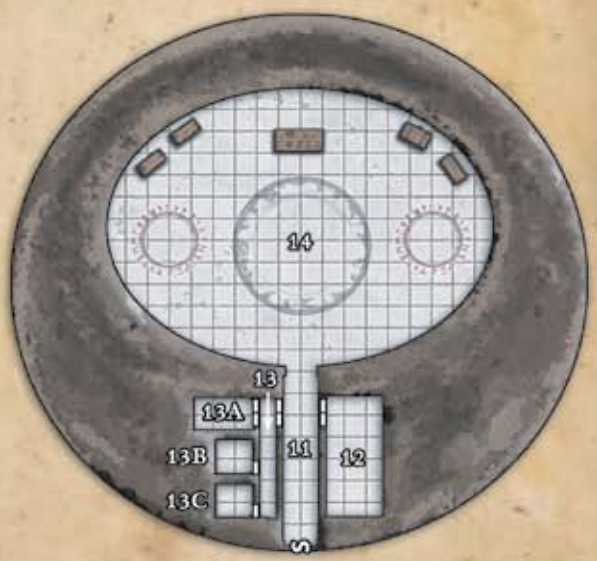
The tunnel beyond the makeshift wall is utterly lightless, and it feels substantially colder than anywhere else in the mountain. Further along, the tunnel begins to slope gently downward. The passageway seems to go on forever, deeper and deep into the mountain. Then abruptly it widens into a full-fledged chamber with a three-wheeled cart and several dirt-caked picks resting against the north wall.

Even if the party has sufficient lighting to make the journey brighter, the DM should take care to make the party's travel into the heart of the shaft as disturbing as possible. This area is the second most tainted region of the mountain, just behind the prison of Tsojcanth.

# Hollow of the Horn



Mini Mountain Detail



One Square = 10 feet



Regardless of when the PCs last made a roll to save against gaining taint, they should do so again during their trek to the vein. Any character who fails this Will save gradually takes a point of Wisdom damage along the way, and worse yet, begins to feel moderately disoriented and even a little paranoid. If the character was already suffering from taint, a failed save also results in the character becoming shaken for as long as he remains in the tunnel. By the time such a character reaches the end of the tunnel, he appears noticeably distressed. Time also distorts in the tunnel, making the journey toward the cavern seem longer than it is.

**Tactical Encounter:** H8: Mine Shaft of Madness (page 87).

## 9. LAIR OF THE RETRIEVER

The wall slides away to reveal an enormous, pitch-black cave. With the door open, a shrill wind whistles through the cavern air, echoing below in the darkness. A ledge, some 10 feet wide, stretches along the eastern wall. Beyond the ledge, in the inky blackness, the “floor” of the cave is open space, and nearly every inch of solid ground in the room consists of rocky ledges. These terraces descend downward in the yawning abyss below.

**Tactical Encounter:** H9: Lair of the Retriever (page 88).

## 10. NESTING ROOM

Some 20 feet off the north wall of the main cave is an oval-shaped side cavern, roughly 40 feet wide and 30 feet deep. Dominating the center of the area is a large circle of debris, piled 2 or 3 feet high, composed of numerous branches, small rocks, and other miscellaneous materials. The stench of decay hangs in the air.

Iggwilv’s pet spends little of its time here, despite the fact that this is its nest. As a demonic construct, it has little need for mortal comforts and prefers the safety and tactical superiority of spending its time on the ledges in area 9. Assuming the PCs have already dealt with the retriever, they face no immediate threat, and indeed, this chamber might provide a reasonably safe place to rest.

### Treasure

If the PCs take the time to search the nest, they find a small collection of valuables buried at the bottom in the center of the pile. They’ll have to wade through a considerable amount of rotten refuse to find the hoard,

however, for the retriever buries the bodies along with the valuables. Among the offal, strong-stomached PCs uncover the following: 9 gemstones (3 rubies, 3 diamonds, 1 emeralds, and 1 black pearl) totaling 1,800 gp in value; two ivory scroll tubes, one containing the spells *giant vermin* and *repel vermin*, each at caster level 12th, and the other containing the spells *bestow curse*, *blight*, and *enervation*, each at caster level 12th. Also in the trove are a *wand of cure moderate wounds* (17 charges) and a +2 *short sword of bloodfeeding*.

### +2 Short Sword of Bloodfeeding

**Price (Item Level):** 18,000 gp (14th)

**Body Slot:** — (held)

**Caster Level:** 7th

**Aura:** Moderate; (DC 18) necromancy

**Activation:** — and free (command)

*This weapon shines with a blood-red tint.*

Every time a bloodfeeding weapon deals damage to a living creature, it gains 1 “blood point,” which it can store for up to 1 hour. The weapon can store a maximum of 10 blood points. When a bloodfeeding weapon deals damage to a creature, the wielder can activate the weapon and spend up to 5 stored blood points. Each spent blood point deals an extra 2 points of damage. The weapon gains no blood points on that hit.

## THE HEART OF THE HORN

The PCs likely access the Heart of the Horn by means of the chasm in area 4, but they could also find their way by descending to the bottom of the retriever’s lair in area 9.

The lowest level of Iggwilv’s mountain complex is actually one massive cavern, carpeted with fungi of all varieties and spanning hundreds of feet in every direction. The Heart of the Horn is filled with taint and evil energy. Once the PCs arrive here, they must now make saves on an hourly basis to avoid acquiring taint, and the DC of all such saves rises to 20.

What the characters seek is Iggwilv’s arcane laboratory. It is located in the center of the cavern and is difficult to miss, as it is essentially a giant stalagmite that resembles a miniature version of Iggwilv’s Horn. The base of the stalagmite is 300 feet in diameter, making it large enough to encompass several chambers. The chambers can only be opened by a spellcaster, however. Like the one leading to area 3, this door opens for a

creature that has levels in a spellcasting class. Laying a hand on the surface of the stalagmite causes part of the stone to peel away, revealing the entrance door.

## 11. LABORATORY ENTRANCE

*A 10-foot section of the rock face slides back, revealing the entrance to a hallway of smooth, worked stone. The area beyond is dark, and no sound at all can be heard coming from within. Dim red light pervades the area.*

The red-tinged illumination shines down from the ceiling, though it is weaker than in previous appearances.

### Development

As soon as the PCs enter the laboratory, two rule changes go into effect. First, no transportation magic of any kind (such as *dimension door* or *teleport*) operates within the confines of the laboratory. Second, every square inch of the laboratory radiates a strong aura of various magic types, so spells such as *detect magic* are an exercise in futility.

## 12. COMPONENTS VAULT

*As the door swings wide, the room, a long, rectangular area filled with rows of silver basins and wooden shelving units, becomes visible. Numerous bottles and jars of colored glass sit on the shelves. By the looks of the silver basin nearest the door, which appears filled with teeth of varying shapes and sizes, the containers are home to materials of a corporal and grisly nature. A familiar floral odor can be detected from somewhere within the room.*

**Tactical Encounter:** H12: Components Vault (page 89).

## 13. HOLDING CELLS

*The door opens into a hallway, which stretches south. Staggered along the opposite wall at regular intervals are three iron doors, each with a circular plate of black ore embedded at roughly head height. The doors clearly open into the hall, but appear to have no locks or handles.*

This is where the Witch Queen kept captives of various kinds, be they stubborn demons or the occasional intruder. All three of the holding cells in this hall were designed to keep magically puissant outsiders under reliable lock and key, and as a result, no teleportation or

dimensional travel, such as *teleport without error* or *plane shift*, is possible either into or out of any of the cells.

Each cell door, while bereft of both handle and lock, does possess a circular sheet of opaque black stone that is embedded in the dead center, about 5-1/2 feet off the floor. If a creature possessing levels in any spellcasting class touches one of the sheets of black stone with any part of its body, the opaqueness of the stone grows transparent and permits the spellcaster an unobstructed view into the cell beyond.

In addition, any spellcaster who expends spell energy equal to at least a single 0-level spell can cause the touched door to swing open soundlessly into the hall, simply by willing the door to do so. Any spellcaster who uses the stone to scry into the cell can intuit this method of opening by succeeding on a DC 16 Spellcraft check. Characters who perform this action to open the door feel the magic well up within them before being siphoned out of their bodies, as if into the door itself.

In the days when the lab was still in use, the Witch Queen designed these cell doors to serve a double purpose; first, to prevent prisoners from escaping her prison, and second, to turn magical energy into fuel for the rest of her operation. Any magic siphoned into the lab by means of a cell door goes toward maintaining the Horn's various permanent and semipermanent magical effects. The lack of these infusions is partly responsible for the decay of Iggwilv's less resilient magical effects.

### 13A. Oversized Cell

*Beyond the cell door is a stone chamber roughly 15 feet deep and 10 feet wide, with what appears to be a long, black mattress pressed up against a far wall. The room is dark, with only the scant light from the hall to illuminate the crumpled figure lying atop the mattress. It appears humanoid, but covered as it is with a thick, moth-eaten blanket, it is difficult to make out any further details. The figure lies perfectly still, and no sound whatsoever can be heard from within the chamber.*

Back when the laboratory was still in use, Iggwilv used this cell to hold captives of larger than Medium size, such as demons. When she abandoned the Horn, she left a parting gift to any would-be intruders. The figure huddled atop the mattress is merely a lifeless vessel for one of Iggwilv's disturbing tricks. The "creature" is but a mannequin; an 8-foot collection of stitched leather and scales, stuffed with stones and other less savory materials. Clutched in its hands, however, away from the sight of those coming from the hall, is another of Iggwilv's



quasi-narcissistic idols: an obsidian statue of Iggwilv. Whenever any creature comes within 6 feet of the idol without first speaking aloud the name of “Iggwilv,” the magic of the idol activates. Until activation, the idol’s magic is latent and untraceable.

The effects of this activation are twofold: First, it sends an undetectable pulse of magic across the lab and into area 12, instantly awakening the tooth golem and summoning it to area 13. Second, its magical pulse causes the door to the cell to slam shut, trapping the offending intruder(s) inside. Once the door has shut by means of the idol’s activation, it cannot be opened again by just touching the door’s stone.

Before Iggwilv’s abandonment of the Horn, the interior of this cell was a swath of antimagic. In addition, any physical blows dealt to the cell door from the inside would result in the aggressor taking an identical amount of damage. Over time, however, the magical energy has decayed. Now, any magic of a nontransportational nature might function. The DM should roll d%; on a roll of 01–50, the spell goes off as normal, while on a roll of 51–100, the spell sputters and dies. In addition, the door can now be broken down without harm to oneself.

**Iron Door:** 3 in. thick; hardness 10; hp 90; break DC 28. The door has an equivalent Strength score of 30 when slamming shut. Anyone actively trying to keep the door open can attempt an opposed Strength check. Success allows the victor to keep the door from slamming shut for 1 round, though another opposed check is required every round thereafter. Anyone standing in the door’s way must make a DC 20 Reflex save when it shuts or else take 2d6+10 points of damage and be tossed into the room. A successful save negates the damage and allows the character to choose which side of the door to be on.

### Treasure

The cells hold nothing of real value aside from the idol of the Witch Queen. Once it has delivered its pulse alarm, it is without magic. A successful DC 15 Appraise check values the obsidian statue at 250 gp, though it could easily go for thrice that amount to a collector who specializes in antiques related to the Lower Planes or Iggwilv.

### 13B. and 13C. Empty Cells

These two cells, each measuring 10 feet by 10 feet, have no inhabitants and hold only a small cot along the west wall. They are otherwise similar to the room in area 13A.

## 14. ARCAN E LABORATORY

*The hallway opens into a massive, oval-shaped chamber measuring some 60 feet deep, and close to 90 feet wide. The ceiling, too, expands in this area, rising domelike over the chamber to a height of some 30 feet at its apex. On the floor, radiating outward from the center of the room, is a 25-foot diameter circle, etched into the worked stone. Various arcane sigils are visible along the circle’s perimeter and burned into the circle itself. Two smaller circles, 10 feet in diameter, rest on either side of the middle circle, the edges of which begin about 20 feet from the perimeter of the central circle. A few scattered tables sit pressed against the chamber walls, and a long oaken altar stands north of the central summoning circle.*

Iggwilv conducted the bulk of her experiments here. The massive workspace is largely bare now except



for a few tables and empty basins, and of course, the three summoning circles etched permanently into the worked stone floor. Iggwilv cleaned the area of any residual impurities, magical or mundane, so the chamber gives off a strangely sterile feel.

From the altar, Iggwilv conducted the laboratory's affairs, whether chanting before the circles or commanding her servitors. Rising from the top of the altar is an onyx lectern, where one might place a book.

**Tactical Encounter:** H14: Arcane Laboratory (page 91).

## CONCLUDING THE ADVENTURE

To escape Iggwilv's Horn, the PCs might climb back up the chasm, returning to the surface through the way they entered. However, to expediate play, a DM can also elect to offer alternative means of exit, either providing a hidden tunnel leading out of the Heart of the Horn, or perhaps placing an underground stream that the PCs can follow back to the Volverdyva.

Technically, the adventure ends after the PCs have explored Iggwilv's laboratory, but depending on how they handled the final encounter, the end to "The Hollow

of the Horn" could well be no end at all. If they released Tsojcanth from his prison, but failed to stop him from escaping the Horn, then they are responsible for letting loose a power the likes of which hasn't been seen in the region for decades. If the PCs released the demon but made no attempt at destroying his body, he might well feel indebted to them—or at least feel as indebted as a chaotic evil demon prince can. Either way, it's entirely possible the PCs haven't seen the last of Tsojcanth.

The PCs must also consider how to deal with Iggwilv's *Demonomicon* and her homunculus.

The book, while not inherently evil, has absorbed its share of taint during its time in Iggwilv's Horn. If one of the PCs chooses to keep the book as his personal property, it could spell unforeseen consequences down the line. As for the homunculus, unless a wizard specifically researches the object, it's possible that the PCs never realize that what they've taken is the personal homunculus of Iggwilv. Those who do discover the idol's true nature are no doubt fascinated by it. Ask any wizard, and she'll tell you: Every homunculus dissolves upon the death of its master. . . .

# H5: QUARRY OF UNREST

## Encounter Level 11

Awaiting the PCs in the tunnel beyond are eight pechs; Nourvego, the pech priest; and Zousha, an eye of fear and flame. If either Nourvego or Zousha succeed on a DC 20 Listen check when the PCs enter area 4, they are ready and waiting. If the characters have already investigated area 4A, read:

*The creatures glower as one in their midst steps forward. He looks around curiously, as if searching for something unseen. Then, flames erupt in your midst.*

The irritated Zousha acts immediately by launching a *fireball* at the PCs. If the party has not entered area 4A, read:

*The creatures glower menacingly as one in their midst steps a little forward. He looks around curiously, as if searching for something unseen. Apparently not finding what he was looking for, the pech turns back ahead and extends a hand expectantly.*

### NOURVEGO

**hp** 52 (10 HD)  
Male pech cleric 6  
NE Small fey (earth)  
**Init** +1; **Senses** darkvision 60 ft., Listen +9, Spot +9  
**Languages** Common, Pech, Undercommon

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**AC** 21, touch 16, flat-footed 19; **Combat Casting**, Dodge, Mobility  
**Immune** petrification  
**SR** 21  
**Fort** +7, **Ref** +8, **Will** +11

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**Speed** 20 ft. (4 squares)  
**Melee** +1 *heavy pick* +11/+6 (1d4+6)  
**Base Atk** +6; **Grp** +6  
**Atk Options** Power Attack; *flesh to stone*  
**Combat Gear** scroll of *enervation* (CL 8th)  
**Cleric Spells Known** (CL 6th):  
3rd—*dispel magic*<sup>D</sup>, *meld into stone*, *prayer*  
2nd—*detect thoughts*<sup>D</sup> (DC 14), *hold person* (DC 14), *resist energy* (*fire*), *shatter* (DC 14), *silence* (DC 14)  
1st—*bane* (DC 13), *bless*, *doom* (DC 13), *Nystul's magic aura*<sup>D</sup>, *protection from good*  
0—*detect magic* (2), *mending*, *purify food and drink*, *read magic*  
D: Domain spell. Domains: Knowledge and Magic  
**Spell-Like Abilities** (CL 11th):

### CR 8

### ZOUSHA

**hp** 78 (12 HD)  
Male eye of fear and flame  
NE Medium undead  
*Book of Vile Darkness* 177  
**Init** +6; **Senses** darkvision 60 ft.; Listen +15, Spot +14  
**Languages** Abyssal, Common, Draconic, Terran, Undercommon

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**AC** 22, touch 12, flat-footed 20; **Combat Casting**, Dodge, Mobility  
**Immune** cold, fire, undead immunities  
**Resist** half damage from piercing and slashing weapons, turn resistance +4  
**Fort** +4, **Ref** +6, **Will** +11

---

**Speed** 30 ft. (6 squares)  
**Melee** 2 claws +9 each (1d4+3)  
**Base Atk** +5; **Grp** +9  
**Atk Options** eye of flame  
**Spell-Like Abilities** (CL 15th):  
At will—*detect good*, *detect law*, *detect thoughts*, *true seeing* (divine spell)  
2/day—*ethereal jaunt*

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**Abilities** Str 19, Dex 14, Con —, Int 18, Wis 17, Cha 19  
**SQ** spell deflection, undead traits  
**Feats** Combat Casting, Corrupt Spell-Like Ability\* (Eye

### CR 8

of Flame), Dodge, Empower Spell-Like Ability, Expertise, Improved Initiative, Mobility

**Skills** Climb +6, Concentration +14, Decipher Script +8, Hide +10, Knowledge (arcana) +14, Knowledge (history) +10, Listen +15, Move Silently +10, Spot +14

**Eye of Fear (Su)** Once per round, as a free action, an eye of fear and flame can produce an effect identical to that of a *fear* spell out of its black gem-eye. The caster level is 15th, and a DC 17 Will save negates. The save DC is Charisma-based.

**Eye of Flame (Su)** Once every 3 rounds, as a standard action, an eye of fear and flame can produce a *fireball* (Reflex DC 13 half) from its red gem-eye at caster level 15th. The save DC is Charisma-based. The *fireball* deals 10d6 points of fire damage, plus half again as much if empowered. If the *fireball* is corrupted, one-half of the total damage is unholy damage that affects even those immune to fire.

**Spell Deflection (Su)** If any sort of vision-affecting spell, such as *blindness* or *power word blind*, is cast on an eye of fear and flame, it is reflected back upon the caster (as the *spell turning* spell), who must save against the effect of his own spell.

**\*Corrupt Spell-Like Ability** This feat appears in *Book of Vile Darkness*, and allows the eye of fear and flame to add the evil descriptor to a spell-like ability, allowing that ability to transform half of any damage it deals into unholy damage. Thus, any nonevil target immune to the standard damage type associated with the attack still takes half damage. The feat allows the associated spell-like ability to be corrupted a maximum of three times per day.

## 8 PECHS

hp 18 each (4 HD)

N Small fey (earth)

**Init** +1; **Senses** darkvision 60 ft.; Listen +8, Spot +8

**Languages** Pech, Undercommon

**AC** 17, touch 12, flat-footed 15; **Dodge**

**Immune** petrification

**SR** 15

**Fort** +2, **Ref** +5, **Will** +5

**Speed** 20 ft. (4 squares)

**Melee** heavy pick +7 (1d4+6)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +2; **Grp** +2

**Atk Options** Power Attack; flesh to stone

**Spell-Like Abilities** (CL 11th):

3/day—*stone shape*, *stone tell*

1/day—*wall of stone* (requires 3 pechs), *flesh to stone* (requires 7 pechs; DC 17), *stone to flesh* (requires 7 pechs)

**Abilities** Str 19, Dex 13, Con 13, Int 12, Wis 13, Cha 12

**SQ** earth mastery, light blindness

**Feats** Dodge, Power Attack

## CR 3

**Skills** Climb +11, Craft (stonemasonry) +12, Hide +8, Listen +8, Move Silently +8, Profession (miner) +12, Spot +8

**Earth Mastery (Ex)** See Nourvego.

**Light Blindness (Ex)** See Nourvego.

**Skills** See Nourvego.

## DEVELOPMENT

If they have not disturbed his operation before rounding the corner, Zousha uses *ethereal jaunt*, remaining nearby while Nourvego discourses with the intruders. Nourvego has been instructed to tell nobody of Zousha's search for the *Demonomicon*, and if the PCs press the matter, he demands that they leave. If the PCs threaten Nourvego, or refuse to do as he demands, Zousha responds by materializing and launching a *fireball*. At the same time, the eight pechs charge.

If the PCs are nonthreatening, and offer to compensate the mining troupe for the loss of productivity (an offering of at least 100 gp per party member), they hold off attacking long enough to parlay.

## TACTICS

Nourvego unleashes spells while the rest of the pechs engage in melee. Zousha uses his eye of flame every time it is available, trying to incinerate the enemy. He uses his eye of fear every round. He uses *fireballs* without regard for the pechs' health if it means eliminating an adversary.

## TREASURE

Among a pile of rock and debris against the southern wall, the PCs can find enough raw platinum to smelt down into a large brick valued at roughly 14,000 gp. The problem is that the gold is still in raw form, and refining it would take a rather substantial amount of work to refine. Hauling the rock out is an option, but the unrefined pile weighs nearly 2 tons.

The ore is not the only valuable item, however, for the eye of fear and flame's twin gem-eyes are worth 2,000 gp each.



# H8: MINESHAFT

## Encounter Level 10

Waiting at the end of the tunnel is an enormous gibbering moulder, fattened by its arrangement with the dao, drunk on the energy of the Horn, and driven to zealous territoriality of its home. The fiendish creature detects the PCs' approach and tries to remain undetected before lurching forward, beginning its maddening assault. When this happens, read:

*From behind comes the maddening din of many babbling voices, all screeching over one another. The source of the voices is a large fleshy form covered in mouths and eyes, like the liquefied fusion of many human faces. The nightmarish creature oozes forward eagerly.*

### THE VOICE OF MADNESS

CR 10

hp 150 (12 HD); DR 5/bludgeoning and 10/magic

Fiendish gibbering moulder

NE Large aberration (extraplanar)

Lords of Madness 150

Init +0; Senses darkvision 60 ft.; Listen +9, Spot +12

Languages Common, Gibberish

AC 20, touch 11, flat-footed 20

Immune critical hits, flanking

Resist cold 10, fire 10; SR 17

Fort +14, Ref +6, Will +9

Speed 20 ft. (4 squares); swim 20 ft.

Melee 6 bites +12 each (1) and  
spittle +9 (1d4 acid plus blindness)

Space 10 ft.; Reach 10 ft.

Base Atk +9; Grp +17

Atk Options Power Attack, blood drain, gibbering, improved grab, smite good, swallow whole

Special Actions ground manipulation

Abilities Str 18, Dex 11, Con 26, Int 4, Wis 15, Cha 13

SQ amorphous

Feats Ability Focus (gibbering) Great Fortitude, Lightning Reflexes, Power Attack, Weapon Finesse

Skills Listen +9, Spot +12, Swim +8

**Blood Drain (Ex)** A swallowed opponent automatically takes 1d4 points of Constitution damage each round.

**Gibbering (Su)** As soon as a moulder spots something edible, it begins a constant gibbering as a free action. All creatures within a 60-foot spread must succeed on a DC 15 Will save or be affected as though by a *confusion* spell for 1d2 rounds. This is a sonic mind-

affecting compulsion effect. A creature that successfully saves cannot be affected by the same gibbering moulder's gibbering for 24 hours. The save DC is Charisma-based.

**Ground Manipulation (Su)** At will, as a standard action, a gibbering moulder can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, dirt, or the like takes 1 round, while softening stone takes 2 rounds. Anyone other than the moulder in that area must take a move action to avoid being mired (treat as being pinned).

**Improved Grab (Ex)** To use this ability, the gibbering moulder must hit with a bite attack. It can then attempt to start a grapple as a free action, without provoking attacks of opportunity.

**Smite Good (Su)** Once per day, the creature can deal an extra 12 points of damage with a normal melee attack against a good-aligned foe.

**Swallow Whole (Ex)** A gibbering moulder can attempt to engulf a grappled opponent of Medium or smaller size by making a successful grapple check. Once the victim is inside, the gibbering moulder can use its blood drain ability. A swallowed creature can cut its way out by dealing 5 points of damage to the gibbering moulder (AC 19). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A gibbering moulder's body can hold 2 Medium, 4 Small, 16 Tiny, 64 Diminutive, or 248 Fine creatures.

## TACTICS

The creature uses its size to block the cavern's entrance while using ground manipulation to make the terrain more difficult for the PCs to negotiate. It tries to swallow foes unaffected by the gibbering. The creature fights to the death.

## TREASURE

Scattered around the edge of the cave are the remains of the aberration's previous offerings, including several rotting gnomes. Someone who searches through the stinking detritus can collect a total of 19 gp, 21 sp, and 62 cp.



# H9: LAIR OF THE RETRIEVER

## Encounter Level 11

This is the lair of Iggwilv's pet retriever, still waiting here and acting on its final instructions: Kill any intruders who enter. When the PCs arrive, the retriever is on one of the highest ledges in the cave, 50 feet above the characters' heads. It attacks when they're about halfway across the room. When that happens, read:

*A few falling rocks and the sound of grating stone are all that warn of the threat from above. A dark creature with eight serrated legs scurries downward. The spiderlike creature has four bulging eyes that home in purposefully on its prey.*

### RETRIEVER

### CR 11

**hp** 135 (10 HD); fast healing 5  
**CE** Huge construct (extraplanar)  
**Init** +3; **Senses** find target, darkvision 60 ft., low-light vision; Listen +0, Spot +0

**Languages** —

**AC** 21, touch 11, flat-footed 18

**Fort** +3, **Ref** +6, **Will** +3

**Speed** 50 ft. (10 squares)

**Melee** 4 claws +15 each (2d6+10) and bite +10 (1d8+5)

**Ranged** eye ray +8 touch

**Space** 15 ft.; **Reach** 10 ft.

**Base Atk** +7; **Grp** +25

**Atk Options** improved grab

**Special Actions** eye ray

**Abilities** Str 31, Dex 17, Con —, Int —, Wis 11, Cha 1

**SQ** construct traits

**Feats** —

**Skills** —

**Eye Rays (Su)** A retriever's eyes can produce four different magical rays with a range of 100 feet. Each round, it can fire one ray as a free action. A particular ray is usable only once every 4 rounds. The save DC for all rays is 18. The four eye effects are:

*Fire* Deals 12d6 points of fire damage to the target (Reflex half).

*Cold* Deals 12d6 points of cold damage to the target (Reflex half).

*Electricity* Deals 12d6 points of electricity damage to the target (Reflex half).

*Petrification* The target must succeed on a Fortitude save or turn to stone permanently.

**Improved Grab (Ex)** To use this ability, a retriever must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and grips the opponent fast in its mouth.

## TACTICS

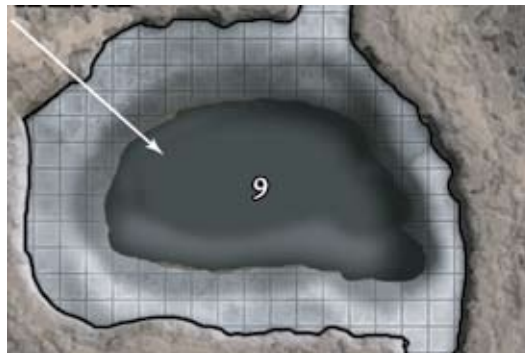
Once the PCs have moved 30 feet onto the ledges, the retriever strikes. It fires an eye ray each round at the target who appears to pose the greatest threat. The retriever uses improved grab to grapple an opponent. Once it has an adversary pinned in its mouth, it moves to the edge of the ledge where it attempts to drop the character. A dropped character tumbles down the terraces at a rate of 20 feet per round, taking 2d6 points of damage. A successful DC 15 Tumble or Climb check allows a character to come to a stop. A DC 10 Climb check is necessary to ascend back up the steps. Failure means the character makes no progress that round.

## TREASURE

The treasure the retriever collects is placed in its nest in area 10.

## DEVELOPMENT

If any intrepid PCs opt to climb (no check required) or fly the 100 feet to the bottom of this cavern, they find the ancient remains of several unfortunate individuals who fell or were tossed down into its depths by the retriever. Among those remains is 137 gp in assorted coins, some of which might be even more valuable on account of their age, at the DM's discretion. At the bottom of the cavern is a small 5-foot tunnel leading to the southwest. After about 200 feet, the tunnel connects to a large cavern (not on map; see "The Heart of the Horn").





# H12: COMPONENTS VAULT

## Encounter Level 10

This rectangular room was used to contain the raw materials of Iggwyl's lab experiments. It measures 15 feet by 30 feet, arrayed neatly with five different rows of various basins and shelves along the walls. Like the adjacent hallway, this area is lit by a red glow that activates upon entering the room.

Despite what one might expect, this room smells pleasant, though not without a noticeably unsettling undercurrent. The vault remains under a permanent magical effect that causes its contents to radiate a combined bouquet of airy sterility and fresh jasmine.

If the party has not yet tripped the alarm trap in area 13, then the large basin of teeth against the west wall still contains its apparently benign contents. However, one of the Witch Queen's most fiendish creations, the tooth golem, lurks formless in the basin of teeth, awaiting the day when intruders might rouse it from idleness by activating the trap in area 13 or disturbing the components themselves. The entire laboratory radiates magic, so the party has no reliable way of discerning the golem's presence. Simply walking through the room isn't enough to activate the golem's reformation, but making use of the Search skill is sure to set off the creature. If that happens, read:

*The bowls along the western wall containing teeth begin to rattle and stir, as if resonating with some unheard noise. Then, in a sudden cyclone of motion, the teeth and fangs rise and swirl together, forming a roughly humanoid form. Its silhouette blurs and shifts as it shambles forward. It grinds as it walks, producing ear-splitting shrieks. And no wonder, for its entire form consists of nothing but thousands upon thousands of teeth, each tumbling and scraping together as it moves.*

If the tooth golem is awakened by means of the trap in area 13, it rises from its basin at once and bursts through the door to the hall, potentially taking the PCs by surprise.

*An ear-splitting shriek is all that forewarns the sudden arrival of a toothy monstrosity. Its silhouette blurs and shifts as it shambles through the doorway. It grinds as it walks, and no wonder, for its entire form consists of nothing but thousands upon*

*thousands of teeth, each tumbling and scraping together as it moves.*

## TOOTH GOLEM

CR 10

hp 56 (8 HD)

N Medium construct

Init +6; Senses darkvision 60 ft., low-light vision

Languages none

AC 20, touch 16, flat-footed 14

Immune construct immunities; DR 5/adamantine and bludgeoning

Fort +2, Ref +8, Will +2

Speed 40 ft. (8 squares)

Melee 2 slams +12 each (2d6+4/19–20/[ts]3)

Space 5 ft.; Reach 5 ft.

Base Atk +6; Grp +10

Atk Options barrage of teeth, debilitating screech

Abilities Str 18, Dex 22, Con —, Int —, Wis 11, Cha 1

SQ absorb teeth, construct traits, death throes, immunity to magic, retaliatory strike, body teeth

Feats Weapon Finesse

Skills Climb +15

**Absorb Teeth (Su)** A tooth golem can harvest teeth from downed foes or other adjacent sources, and use those teeth to repair its own wounds. It regains 1 hit point for every 20 teeth harvested, and can make use of teeth from Small, Medium, or Large creatures. The tooth golem can harvest up to 100 teeth as a single move action, up to 200 teeth as a standard action, and up to 300 teeth as a full-round action.

**Barrage of Teeth (Ex)** As a full-round action, a tooth golem can fire a roiling swarm of teeth at its foes. This takes the form of a 50-foot cone, and deals 6d6 points of piercing damage to anyone in the area (DC 14 Reflex half). The save DC is Wisdom-based.

**Body Teeth (Ex)** The tooth golem has sharp protrusions all over its body. Anyone grappling the golem takes 2d4 points of damage each round. A creature striking the golem with an unarmed or natural attack also takes 2d4 points of damage with each attack.

**Debilitating Screech (Su)** As a free action, the golem can increase the pitch of its screeching sounds. Anyone within 60 feet must succeed on a DC 14 Will save or be stunned for 1 round, and then sickened for 2d6 rounds. A character who successfully saves is immune to the debilitating screech of the tooth golem for 24 hours. The save DC is Wisdom-based.

**Death Throes (Ex)** When a tooth golem is reduced to 0 hit points, it immediately explodes in a shower of

teeth. Everyone within 50 feet takes 12d6 points of piercing damage (Reflex DC 14 half). The save DC is Wisdom-based.

**Immunity to Magic (Ex)** A tooth golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature. Magical attacks that deal acid damage still harm the golem, but deal only half normal damage. Attacks that deal sonic damage cause the golem to be sickened for 2d6 rounds (no save).

**Retaliatory Strike (Ex)** Any attack that deals physical damage to a tooth golem causes a burst of teeth to shoot from the injury in the direction of the attacker. This takes the form of a 25-foot cone of teeth, which deals 3d6 points of damage to anyone in the area (Reflex DC 14 half). The save DC is Wisdom-based.

**Ecology:** Recently created tooth golems are white in hue, but they begin to yellow after a few months, eventually becoming a stained yellow-brown color. No natural animal willingly tracks a tooth golem. They have no possessions, and use no weapons but their own bodies. The tooth golem stands roughly 7 feet in height, and weighs around 350 pounds.

A tooth golem cannot speak, and emits only grinding and screeching noises as its component parts rub together. When it moves, the golem appears to be collapsing in the direction it steps, only to instantly regain its solidity.

**Construction:** A tooth golem's body is formed of thousands upon thousands of teeth, harvested from all manner of Small, Medium, and Large creatures. Humanoid teeth make up the majority of the golem. Additionally, the process requires numerous special unguents and alchemical materials, worth 1,000 gp, to bond the teeth together. Assembling the body requires a DC 15 Heal check.

CL 10th; Craft Construct, *bull's strength*, *animate dead*, *geas/quest*, *limited wish*, *telekinesis*, caster must be at least 10th level; Price 37,000 gp; Cost 20,250 gp + 1,440 XP.

## TACTICS

The golem endeavors to remain more or less in the doorway; not merely to gain tactical benefit, but to stay within 1 square of its basin of teeth as well. By doing so, it takes advantage of its ability to heal itself by means of absorbing loose teeth and adding them to its own body mass. Beyond its own corpus of teeth, the tooth golem has access to about 1,000 additional teeth in the basin, thereby allowing it to heal as many as 50 hit points over the course of the encounter.

Like most constructs, tooth golems are unintelligent and therefore lack any real sense of tactics. They follow orders, attempting to shred their foes in a fast, direct manner. They use their debilitating screech and barrage of teeth abilities when closing, but once engaged in melee rarely do anything other than hammer at foes.

## TREASURE

The contents of this room are perhaps most valuable to wizards, who can find here the material components necessary to cast just about any spell they know (though not necessarily multiple times each). The vault holds multiple specimens of the common components, as well as many rare specimens. An exhaustive search of the room, followed by careful appraisal and inventory of all its valuable contents, yields 2,500 gp in small gems (50 gems total) and powdered diamond and opal dust worth 5,000 gp. In addition, spellcasters can find the components necessary to cast any spell they know, as long as it's described in the *Player's Handbook*. Although the vault did indeed contain smaller, living components at one point in time, they all died not long after the stasis that preserved them began to wane. Finally, among these material components can be found a thin sheet of amethyst inside a leather pouch. This is actually one of the missing lenses of *Daoud's Wondrous Lanthorn*; see area 20 of the Greater Caverns.



# H14: ARCANES LABORATORY

## Encounter Level 11 and 14

The only significant events that occur in this room happen if the *Demonomicon* is placed on the lectern. If this occurs, all three of the golden clasps on the book instantly pop free, thereby allowing the book to be opened.

However, once the seal of the book is broken, its undead guardian awakens. When that happens, read:

*Spectral tendrils rise from the floor, reaching for mortal flesh. Following their motion comes a dark ephemeral form in robes, featureless except for a pair of crimson eyes, which give off a sinister glow.*

### DREAD WRAITH

CR 11

hp 104 (16 HD)

LE Large undead (incorporeal)

Init +13; Senses darkvision 60 ft., lifesense 60 ft.; Listen +25, Spot +25

Aura unnatural

Languages Common, Infernal

AC 25, touch 25, flat-footed 16; Dodge, Mobility

Weakness daylight powerlessness

Fort +5, Ref +14, Will +14

Speed fly 60 ft. (good) (12 squares)

Melee incorporeal touch +16 (2d6 plus 1d8 Constitution drain)

Space 10 ft.; Reach 10 ft.

Base Atk +8; Grp —

Atk Options Blind-Fight, Combat Reflexes, Spring Attack

Special Actions create spawn

Abilities Str —, Dex 28, Con —, Int 17, Wis 18, Cha 24

SQ daylight powerlessness, incorporeal traits, undead traits

Feats Blind-Fight, Combat Reflexes, Dodge, Improved Natural Attack (incorporeal touch), Mobility, Spring Attack, Alertness, Improved Initiative

Skills Diplomacy +9, Hide +24, Intimidate +26, Knowledge (religion) +22, Listen +25, Search +22, Sense Motive +23, Spot +25, Survival +4

**Constitution Drain (Su)** Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 25 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

**Create Spawn (Su)** Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. These spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

**Daylight Powerlessness (Ex)** Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

**Lifesense (Su)** A dread wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast *deathwatch*.

**Unnatural Aura (Su)** Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

## TACTICS

This large wraith is one of Iggwilv's gifts left behind to anyone who might trespass upon her chamber. Incorporeal and unseen, the wraith takes a moment to evaluate the party and then attacks from the floor, attempting to use surprise and cover to its advantage. It continues attacking from cover, striking with Spring Attack and then retreating.

## DEVELOPMENT

If the PCs open the cover of the book, they find a single phrase scrawled in faintly glowing ink on the inside cover. The phrase is written in an arcane form of Abyssal, thereby allowing those who can read magic to parse out its sound, if not its meaning, even if they do not speak or understand Abyssal. Those who do speak Abyssal, of course, need no magical expertise to understand the phrase, which translates roughly to "little deceiver." Anyone who speaks the Abyssal phrase aloud—whether or not they understand it—while standing at the podium causes the runes of central summoning circle to illuminate and a figure to materialize in the center. When that happens, refer to the next page and read aloud the indicated text.

## THE PRINCE OF DECEPTION

*A bubble of force glistens over the central summoning circle. Then, materializing from somewhere unseen, an elderly human male clad in plain white robes appears. He sits lotus-style, and although his face is haggard and his beard long and unkempt, his expression is nonetheless serene. He opens his eyes, revealing sparkling blue irises. With a warm smile and calm voice, he says, "Hello, I am Tsojcanth."*

This is Tsojcanth, the demon prince of deception, in his favored guise—the mortal wizard who aided in the thwarting Tharizdun so long ago.

As one might expect, the demon's primary goal is to be free of his mountain prison, and he does whatever is necessary to ensure this result. He cannot cast spells or use spell-like abilities while he remains bound to Iggwilv's purpose, and the only way for him to break free of both the curse and the bubble that contains him is for the PCs to use the *Demonomicon* to free him. And for this to happen, he must convince them that this is something they would want. Until the bubble is eliminated, he is powerless to affect the PCs in any way, and vice versa.

If the PCs take time to peruse the book, they eventually uncover a section discussing a mystical means of plugging a "rift between worlds" by anchoring the essence of a "powerful outsider" to the rift's source. If asked to explain this reference, Tsojcanth admits that this was the purpose behind his imprisonment, but claims that he is not an outsider and that Iggwilv "settled" for him because he was a powerful wizard of whom she wanted to dispose. Whether or not they believe him, when all is said and done, the PCs find themselves facing some choices:

Using the incantations found within the *Demonomicon*, the PCs could free Tsojcanth of his prison. These incantations are specific passages of text, not actual spells. Reciting the text frees the demon prince on the world. Any practiced spellcaster can use the book to bind the demon to his word, however, and if the characters suspect that he'll cause trouble upon his release, they can try to make him swear an oath that he'll return to the Abyss (or anywhere else) as soon as he is freed. Deceptive as he is, Tsojcanth cannot outwit the power that binds him to his word, though he can subvert its spirit, depending on how the characters word the oath.

Careful inspection of the verses found within the book reveal that the rift in question is likely to repair itself over time, especially if it is plugged in the interim,

which it has been. If the book is right, then sending the living plug back through the rift—after sufficient time has passed—should be enough to reduce the rift to a negligible leak. To do this, however, they must destroy the outsider's physical form on this plane. And to do that, they must invoke a separate, self-contained incantation to remove just the bubble in which he is contained. The room is still proofed against transportation magic, but this does not prevent Tsojcanth from using the rest of his abilities if he is freed.

The characters can always leave Tsojcanth there, just as they found him. Doing so is risky, however, for the magic that holds him could break down, just as the Horn's other magic has. If the PCs seriously consider leaving Tsojcanth, the demon grows panicked. He claims that his imprisonment is killing him, and that leaving him here would be tantamount to murder. In the event that they don't care, he eventually volunteers the information provided above: that if they make him swear an oath as a condition of his release, he must abide by it. What he won't reveal is that they have to use the incantation in the book to enforce the bond. Similarly, he also offers to reward them, though he has no treasure at the moment. Tsojcanth will not exchange one form of slavery for another, however, and would rather take his chances in the bubble than be under the heel of a mortal again.

As noted under his statistics below, Tsojcanth is largely immune to divination magic of any kind. Even innate powers, such as a paladin's detect evil ability, are ineffective. If asked to explain this, Tsojcanth blames the magic holding him prisoner.

The following statistics for Tsojcanth present the demon prince in his weakened state, but also reveal just how powerful Tsojcanth can become if he is freed from his imprisonment and allowed to regain his full strength.

*The image of the kindly old man shimmers briefly, like desert heat, and then winks out of existence, revealing a creature that resembles something out of a nightmare. The form is human in aspect but stands over 9 feet tall, with leathery skin the color of mottled ash. A serpentine tail extends from a knot of muscle at the base of the creature's spine, tipped with a two-pronged barb that drips a faintly glowing ichor. The form's wiry limbs gradually darken in hue, ending in spindly talons that appear as though covered in slick pitch. Its eyes, which have no discernible irises, are equally black, as is the steaming tongue that snakes out from between its teeth.*

**Tsojcanth****CR 14****hp** 150 (12 HD); **DR** 10/good

CE Large outsider (chaotic, evil, extraplanar, tanar'ri)

**Init** +4; **Senses** darkvision 60 ft., scent; Listen +18, Spot +18**Languages** Abyssal, Celestial, Common, Draconic, Dwarven, Elven, Infernal, Undercommon; telepathy 100 ft.**AC** 26, touch 13, flat-footed 21; Dodge**Immune** electricity, poison**Resist** acid 10, cold 10, fire 10; **SR** 24**Fort** +16, **Ref** +12, **Will** +14**Speed** 30 ft. (6 squares), fly 60 ft. (good)**Melee** tail sting +18 (1d8+7 plus poison) and

2 claws +16 each (1d8+3) and

tongue lash +16 touch (1d4 acid plus *bestow curse*) or**Melee** tail slap +18 (2d8+7) and

2 claws +16 each (1d8+3) and

tongue lash +16 touch (1d4 acid plus *bestow curse*)**Space** 10 ft.; **Reach** 10 ft.**Base Atk** +12; **Grp** +23**Atk Options** Cleave, Power Attack; constrict, improved grab, tongue lash**Spell-Like Abilities** (CL 18th):At will—*bestow curse* (DC 21), *detect good*, *detect law*, *detect magic*, *glibness*, *greater teleport* (self plus 50 lb. of objects only; not active), *persistent image*, *polymorph*, *suggestion* (DC 20), *tongues*, *true seeing*, *unholy aura* (DC 25)3/day—*charm monster* (DC 21), *slow* (DC 20)**Abilities** Str 24, Dex 18, Con 26, Int 25, Wis 22, Cha 25**SQ** inscrutable aura, mask of lies**Feats** Cleave, Dodge, Multiattack, Power Attack, Quickened Spell-Like Ability (*persistent image*)**Skills** Appraise +16, Balance +15, Bluff +27, Concentration +22, Diplomacy +19, Hide +16, Knowledge (arcana) +20, Knowledge (dungeoneering) +16, Knowledge (history) +20, Knowledge (nature) +18, Knowledge (the planes) +20, Knowledge (religion) +20, Listen +18, Move Silently +16, Sense Motive +26, Spellcraft +19, Spot +18, Survival +18, Tumble +15**Advancement** 13–24 HD (Large)\*

\*This statistics block represents Tsojcanth's statistics in his current, weakened state. Were he to regain his full strength, he would be substantially more challenging (CR 28). Even though he is a unique creature, an advancement range is given to allow the DM to advance Tsojcanth as appropriate. Tsojcanth is a skilled illusionist (18th level) in his normal state, and should gain wizard levels in addition to Hit Dice over the course of the advancement.

**Constrict (Ex)** Tsojcanth deals 2d8+10 points of damage on a successful grapple check. The constricted creature must succeed on a DC 23 Fortitude save or lose consciousness for as long as it remains in his

grip and for 1d3 rounds thereafter. The save DC is Strength-based.

**Improved Grab (Ex)** To use this ability, Tsojcanth must hit with his tail slap attack. He can then attempt to start a grapple as a free action without provoking attacks of opportunity. If he succeeds on the grapple check, he can either constrict or sting (but not both in the same round).**Poison (Ex)** If Tsojcanth hits with his tail sting attack, the target must succeed on a DC 24 Fortitude save or else take 1d4 points of ability damage. The poison has no secondary damage, but Tsojcanth can elect which ability will be affected by the poison at the time of each attack, and can choose to damage any of the six standard abilities. The save DC is Constitution-based.**Tongue Lash (Ex/Su)** Once per round, as a free action, Tsojcanth can whip his long, black tongue at any opponent within melee range. If he succeeds on a melee touch attack, the tongue deals 1d4 points of acid damage and the target must succeed on a DC 23 Will save or be affected as if by a *bestow curse* spell. Regardless of whether this save is made, creatures cannot be targeted by this ability more than once in any 24-hour period, though they can still take the acid damage from subsequent tongue lashings. The save DC is Charisma-based.**Inscrutable Aura (Ex)** Divination magic (such as *detect evil* or *discern lies*) is ineffective against Tsojcanth. Whenever such magic is employed upon him, the results always prove inconclusive, as though he were himself a magical "dead zone."**Mask of Lies (Ex)** Tsojcanth is gifted with the extraordinary ability to appear as any humanoid creature he's ever seen with his own eyes. Once he has seen an example of a particular race, he needn't emulate that exact individual when subsequently assuming the appearance of that race. Even the mystical containment bubble in which Tsojcanth is trapped does not prevent him from using this ability. However, Tsojcanth cannot attack with his claw or tail attacks unless those body parts are also manifested. He can alter himself as a free action, but he cannot make himself appear smaller than half or larger than twice his actual size.**Skills** Tsojcanth has a +8 bonus on Bluff and Sense Motive checks.

Many mortals know the name of Tsojcanth, but few know the true nature of the entity to whom that name belongs. If the legends hold true, Tsojcanth is the product of the unholy union between the demon lord Fraz-Urb'luu and the witch, Vilhara, the first to ever uncover Fraz-Urb'luu's True Name. According to the story, Fraz-Urb'luu was so smitten by the witch's wiles and arcane competence that he returned with her to the Abyss, where she bore him a

son. Although the boy's father gave him his demon name, it was his mother who first referred to him as "tsoj-canth," meaning "little deceiver" in her people's tongue. This was due to the fact that even as an infant, the demon-child demonstrated his father's boundless love of and innate aptitude for deceit.

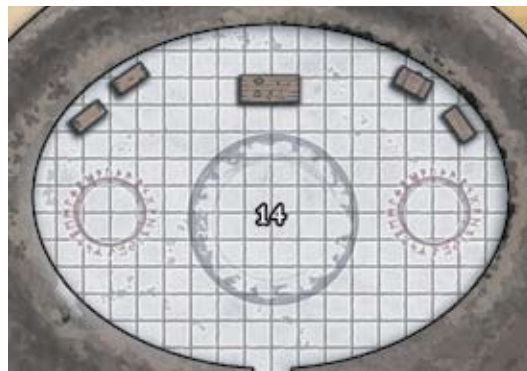
Before long, however, the little deceiver would reveal how much he had also inherited from his mother. From his cradle, the child would evoke phantasms so real that even other demons were fooled. When the boy reached adulthood, he left the Abyss bound for the Material Plane, planning to explore the other half of his heritage. In an ironic twist of fate, Tsojcanth would ultimately be undone by another wily witch with an aptitude for uncovering True Names—Iggwilv, the Witch Queen.

Tsojcanth feels more at home in the guise of others than in his natural form, which makes him feel exposed. And yet he readily switches back to his natural form to gain any advantage.

Tsojcanth can communicate telepathically with any creature that has a language, but he prefers to speak and show off his command of the languages he has mastered.

## TACTICS

If given freedom, Tsojcanth makes the best of use of his native abilities, particularly his poison tail and spell-like abilities. He flies in the air to avoid being flanked. If the battle goes against him, he attempts to fly down the shaft and into the massive cavern, where he polymorphs into a bat and makes his getaway.



*C.A. Suleiman started playing DUNGEONS & DRAGONS well before the age of 10 (despite the warnings on all those 1st Edition books), and has authored, coauthored, and developed scores of roleplaying supplements for various systems and companies in the years since. He founded Lion's Den Press ([www.lionsdenpress.com](http://www.lionsdenpress.com)) with his Heroes of Horror coauthor Ari Marmell, and is the creator of the Hamunaptra campaign setting. This is his first adventure for Wizards of the Coast, and he's delighted to be answering the age-old question, "Tsojcanth who?"*

# We Get By with a Little Help from Our Fans

by Chris Thomasson

As you've likely noticed, there's a lot of information flying around right now about everything **D&D** related, whether it's about **Dragon**, **Dungeon**, that little thing we're calling 4th Edition, **Gleemax**, or any number of other smaller issues. The truth of the matter is that in the nearly ten years I've been at or associated with Wizards of the Coast, I've never seen so much change happening at the same time.

The cool thing is that change is fun. It's exciting. It's like the first day of school every day. But like the first day of school, it's also terrifying. We know what we want to do. We know how to go about doing it, but as is true of all change in life, nothing ever works as smoothly as you hope. The trick is to plan for the bumps in the road the best you can.

What does this mean for **Dungeon** (and to the same extent, **Dragon**)? Well, it means that while we know where we want to go, we know the type of content we want to bring you, and we're doing what's necessary to reach that point, we're going to hit some speed bumps along the way. As I mentioned recently on one of our message boards, it would be great if we could snap our fingers and magically and instantly transition to this new format. But that just ain't gonna happen.

## Issues in the Coming Months

In the intervening months between now and the release of 4th Edition, we're going to be collecting our issues a little differently from you've come to expect.

At the beginning of November, we'll be releasing a pdf version of **Dragon** #360 and **Dungeon** #151. Future issues will be collected into a single issue every two months until the release of 4th Edition. So you'll see a collected issue at the beginning of January, 2008 (**Dragon** #361 and **Dungeon** #152), the beginning of March (**Dragon** #362 and **Dungeon** #153), and the beginning of May (**Dragon** #363 and **Dungeon** #154).

**Dragon** #364 and **Dungeon** #155 are currently scheduled to be our first all 4th Edition issues, with new layouts, more content, and all fully integrated with the new **D&D Insider** toolset. After those first 4th Edition issues, we'll resume a monthly schedule for both magazines.

Our focus in the coming months will be to find these speed bumps, squish 'em flat, and figure these things out. We've always viewed this time between the announcement at Gen Con and the launch of 4th Edition as a period of transition for the magazines. We're learning what we can and can't do with a digital magazine (and the list of "can't dos" is pretty dang short). We're trying to get a better grasp on the content that really brings you, our fans, back to us every month. And we're also trying to prepare you for a brand new edition of **D&D** while simultaneously help you close out your existing 3rd Edition campaigns.

We're going to be relying on you heavily to give us your feedback on everything from the specific types of content you want to see (specific being the operative word here) to the layout of our pdfs. We're going to be changing things on a monthly, if not weekly, basis. It's not often that a magazine gets to completely re-envision itself like this, but that's what we're looking to do with both **Dungeon** and **Dragon**. Heck, that's one of the main reasons why the magazines are free during this period.

As for **Dungeon**, we're still going to be giving you new adventures every month, because, after all, you're still playing the game. That said, our focus in the coming months will be on giving you adventures that will help you either transition your game to the new edition, or end your 3E campaign with a magnificent flourish just in time for the new core books to hit the shelves.

In both cases, we're looking to the future, just as we were from August, 1999 through July, 2000 when the magazines were prepping everyone for 3E. So give us your thoughts, send us your constructive ideas, and let's talk it out. You tell us about your character, your campaign, and what you really want from us, and we'll do our best to give it to you. These magazines have always been about the fans. The readers have always been the best part of **Dragon** and **Dungeon**, and we're not going anywhere without you.



# Welcome to Dungeon

by Bart Carroll and Chris Thomasson

For the past few years I've had the extreme privilege to serve as the **D&D** website producer. In fact, back in 1999 (after a stint teaching abroad) I moved to Seattle with the specific intention of one day working for Wizards of the Coast, the company producing both games I slavishly followed: **Magic: the Gathering** and **Dungeons & Dragons**. For several years, however, I first toiled in the salt mines of Microsoft, producing websites and online content for their game studios... well, actually it was a pretty copasetic environment there: soda was free, and at the time I thought it the height of good fortune to be paid to play video games on the clock. That is, until I finally landed a gig within WotC's Online Media department in 2004, and have come to realize the true height of good fortune is playtesting **D&D** on the clock.

When I first took over as producer for the **D&D** website, the directives were clear—online content should help support and promote the product releases. This was, after all, a marketing site first and foremost (though I did try to sneak in whatever “extra” content I could, taking pride in shepherding through the revised *Tomb of Horrors* and *White Plume Mountain*, among others).

I say “was” a marketing website in the past tense. We've come to a new edition of the game, and thus to a new iteration of the website. Some things will remain the same. There will still be a marketing component, including the characters sheets, art galleries, *Sage Advice* answers, *In the Works* previews... and on, and on. In one sense, we're not losing the tools or online content you've come to know and expect.

## A Brief Look Back...

A little trip in the Wayback Machine shows just how far the **D&D** website has grown since its inception [back in 2000](#), when it offered (appropriately enough) 3rd Edition previews. And for a look back at Wizards of the Coast's website, check out the even earlier [1996 version](#). Gotta love those spinning, spinning coins...

Past producers of the website have included Sue Cook, Julia Martin, and industry vet Steve Winter on the **D&D** Minis side, and I'd like to thank them for the work they've put into the online foundation that we've now built into the current website. Before I sign off, I'd also like to point out one more individual; through all of **D&D**'s producers, the site itself has always been in the hands of a single developer: Mark Jindra, who continues to grumble and rant, and always come up the best solutions for the website in the end.

At the same time, we're also quite pleased to be expanding—greatly—our online content beyond a robust marketing site. The website team itself has grown. *Dragon* and *Dungeon* magazines have arrived at their new online venue, with columns and features to start rolling out in October. And while **D&D Insider**—the name we've now given to the subscription part of the **D&D** website—will encompass the marketing and magazine content, there's another online face as well, so to speak.

In the coming months, look for the Gleemax.com/DnD site to serve as a kind of hub for community content. This will include not just the message boards, but also blogs from individual members of R&D (as well as for columns, serving as their talk-back and commentary pages), **D&D** wikis, and even a repository for fan-generated content. Plus, we're quite excited about some of the **D&D Insider** features that will live on the Gleemax side, including expansive new options for storing character and campaign information. For more on what's in the works, check out part two of our inaugural editorial.

The website is dead! Long live the website!

--Bart Carroll

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## So What's Next?

If you read Bart's editorial, you'll know where we've been. As for what's next, you'll just have to come back from time to time and see what's going on for yourself. But we would be poor hosts if we didn't at least offer a taste of what's to come.

Bart already told you about the Gleemax/DnD site. We're really excited about putting Gleemax's functionality to the test. “But what,” you ask, “is this log-in thing? Why am I doing it? What does it mean?” Here's the plan:

Sometime in the spring, when all of **D&D Insider**'s digital components go live, we'll begin charging a monthly subscription fee to access some of our online content. We don't have final pricing details ready to share, but one subscription fee will cover all aspects of **D&D Insider**, including more than two print issues' worth of editorial content each month. You'll get access to the amazing set of tools **D&D Insider** will provide—the **D&D Game**





**Table**, the **D&D Character Creator**, and the **Dungeon Master's Toolkit**, all of which will be unveiled in the coming months. You'll also get more of the great content you've come to expect from *Dragon* and *Dungeon* over the past umpteens-dozen years.

In the meantime, we want to start showing you the type of editorial content you'll get for your money, and help you understand what constitutes subscription-level content (that is, something you need an account to access). And that's where the current log-in system fits in.

Over these next few months, we'll be keeping an eye on the things you like and don't like, making adjustments based on your feedback. Feel free to drop us a line at [dndinsider@wizards.com](mailto:dndinsider@wizards.com) or post on the new *Dragon* and *Dungeon* forum. Your voice will help shape future content.

*Dungeon* and *Dragon* magazines are industry titans, with storied histories. As the **D&D** game has evolved, so too have the magazines. Our goal going forward is to provide you with great content plus much more utility than print magazines can allow. Don't believe me? Heck, both Chris Perkins and I started our careers in the industry on these magazines. And speaking for myself, I wouldn't be walking this path again if I didn't think it was worth it, or if I didn't think we couldn't do an even better job this time around. But I'm about as giddy as [this kid](#) when I think about what's coming.

Which leads me to the next few months. From now to the 4th Edition launch, *Dragon* is going to give you the latest 4th Edition developments. We've revamped the *Design & Development* column, which has run on the site now for some time, and we're using it to show you now not only what is coming, but why and how. Several times each week, we'll give a detailed look at one specific part of the new system, with commentary by the folks doing the design and development of the game. At the same time, *Dragon* will continue to bring you favorites such as *Ecology* articles, campaign setting support, and other great content written, as always, by members of the **D&D** community. You'll see this in *Dragon* #360, which, among other things, includes a spectacular 360-degree panoramic view of the **D&D** game.

Need adventures? Check out the new *Dungeon* pages for a sneak peek at issue #151, which also comes out in October. This issue heralds the return of *Dungeons & Dragons*. James Wyatt—**D&D** game designer, co-author of the *Eberron Campaign Setting*, and *Eberron* novelist—takes over as the new master of *Dungeons & Dragons*, and I can't wait to show what he's up to.

Then there's the comics, the free maps, *Sage Advice*, and all the stuff Bart already talked about. Every Monday we'll have a weekly update to tell you what's in store for **D&D Insider** in the coming week, as well as new editorial content every Monday, Wednesday, and Friday. We'll also use these newfangled tubes we call the "Interweb" to bring a new spin to classic **D&D** content. We're looking at more innovative ways to leverage the technology at our disposal and bring your game to new heights of cool.

So stick around. We're just getting started here, and I can't wait to show you what we're gonna do next.

--Chris Thomasson

A handwritten signature in black ink that reads "Chris". The letters are stylized and cursive, with a large, looping 'C' and a long, sweeping tail on the 's'.

# Episode 1

## It's Never Too Early

by James Wyatt

The announcement has come and gone, the tempest of emotion it brought is beginning to fade, and the excitement is starting to set in. Seven months from now, you and your players will be sitting down with your shiny new *Player's Handbooks*, taking a look at all the new rules, and trying to figure out what to do next.

You don't have to wait until May to start planning your first 4th Edition campaign. The launch of a new edition is a great time to imagine what new directions you might want to explore, and figure out what new adventures and new worlds might lie before you. Keep playing for now, but it's never too early to have your eye on what you might be playing when May rolls around.

That's what this column is all about. For the next few months, I'll be sharing my thoughts about creating a new campaign for 4th Edition, and I'll actually sketch out my own campaign as I go. I invite you to follow along with me to collect what insights we can find about the job of world-building and campaign design.

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### Room to Adventure

Imagine a world shrouded in darkness -- vast stretches of wilderness untouched by the civilizing hands of humans and dwarves, dotted with crumbling ruins left by the ancient empire of the tieflings or the last great elf kingdom.

Scattered far and wide amid that darkness, like faint stars in the night sky, are the enclaves of civilization; here and there one finds a great city-state or strong barony, but mostly you encounter frontier towns or close-knit villages of farmers and artisans who cling close together for protection against the dark.

Your players' characters will start in one of those points of light.

This idea of the world as a vast sea of darkness, with only feeble, flickering points of light keeping civilization alive, is a core idea of 4th Edition **D&D**. It's not intended to turn every campaign into a horror game or something laden with dark angst. Instead, it gives space for adventure.

It's tempting for me to design a campaign setting as a world, or at least a continent, filling in every square mile with swamps and forests and nations divided by borders. And sure, I can look at a map like that and say monsters are in the swamp and elves in the forest, and this nation doesn't get along with that nation. That's the sort of thing I've been doing since I was in middle school, inspired by the *World of Greyhawk* and early *Forgotten Realms* products. TSR put out hefty campaign worlds -- just as Wizards of the Coast still does -- and my natural inclination was to develop my worlds in as much rich detail.

The trick is, when you work with such a large scale, all of those details are far away from the PCs.

If I were to drop the PCs down right on one of those borders where two nations are simmering at the edge of all-out war, there'd be room for adventure there. That could be a pretty cool campaign. Maybe a city is right on the border. Maybe its people don't really consider themselves members of either nation, and they resent being fought over, but there are also plenty of immigrants from both nations living within its walls. That could be a lot of fun.

But that only works because I've switched from the big map to a very small spot on it. Once I start running that campaign, the forest with the elves and the swamp with the monsters don't matter, at least not until the campaign grows and expands to include them. In the short term, I'm better off putting time into fleshing out the city on the border and the adventure possibilities there, rather than putting another thought into what lies half a continent away.

When you start with the small view, you're creating space for adventure even on that micro level. It's not just



about the monsters that live in the swamp a hundred miles distant, it's about the dangers that threaten you where you live. In 4th Edition, the danger is large and the safe zones are small. Adventure is never far away.

### Start Small!

The starting place of your campaign might be the place the characters grew up. It might be a city that has attracted them from all the surrounding countryside. Or it might be the evil baron's castle where each of them, hailing from across the barony, is locked up in the dungeon at the start of the campaign, throwing them right into the midst of the adventure. Whatever you choose, the key thing is that it provides a common starting location for the characters -- a place they have all gathered, met, and decided to put their lives in each other's hands.

For my campaign, I want the players to have the sense that they've known each other for a long time and have some past connections. For that reason, I'm going with the first option: the place all the characters grew up. I'll call it the village of Greenbrier.

### Space for Races

Besides creating room for adventure, the notion of points of light gives me an excuse to bring a bunch of different races together in what might otherwise be a stereotypical human farming village. As a starting point, I'm going to flip through the races chapter of the *Player's Handbook* so that, no matter what race a player chooses for his character, there will be some story ideas in his background.

The populace is mostly human. The *Player's Handbook* suggests that the last powerful empire before the fall of the present darkness was a human one, and I have no reason yet to change that. I'll make a lot of settlements human-dominated, though none of them will be human-only. The humans of Greenbrier are mostly farmers, which means that the lands of the village spread far out from the palisades. So some residents of the village don't have the protection of the walls -- those farms are vulnerable to attack. That's useful for providing adventure hooks.

I don't want to stick elves off in some distant forest. Let's say there was such a forest where the elves lived, but some enemy burned the forest down several years ago -- long enough ago to explain any half-elves in town. The elves moved into the smaller, tame forests closer to Greenbrier, and their camps and roving bands are as much a part of the village as the scattered farmsteads. I don't know yet who burned the forest down. I'll come back to that.

Eladrins are a new race in the *Player's Handbook*.

They're akin to the elves, but they more often make their homes in the Feywild. I'm not positive what I want to do with them yet. My placeholder idea is that the forest where the elves lived was a "thin place" where

passage between the world and the Feywild was easy, and an eladrin town stood near the elven community. The Feywild is unharmed, but some of the eladrins lived among the elves and have relocated with the elves.

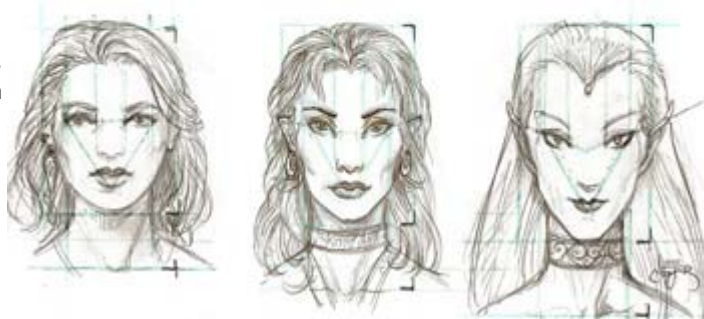
Hmmm... I'm not sure I like that. Maybe the Feywild isn't unharmed. I could say that whatever enemy burned the forest also invaded the Feywild and drove the eladrins out. Or maybe that enemy came from the Feywild, driving the eladrins into the world before them. I'll come back to that when I'm ready to give more thought to the nature of this enemy. Some dwarf merchants and artisans are settled in the village, and others come through in caravans from time to time. Dwarf caravans link Greenbrier to the big city and a few other nearby towns. Caravans on the roads are another easy target for bandits and monsters -- more adventure hooks!

**Side Note:** Greenbrier is a name that popped into my head maybe a year ago, and I jotted it down. Now I finally have a chance to use it! That's a useful habit to get into: When a cool idea comes to mind, write it down someplace where you'll be able to find it when it matters.

Greenbrier is one of those tiny points of light amid the surrounding darkness, but it's more like a flickering candle than a burning beacon. As the darkness grows, the little village draws people from the surrounding area to its sheltering walls, offering what little promise of safety might come from numbers and the fragile wooden palisades surrounding the center of town.



### *Humans, Half-Elves & Elves* *distinguishing female traits*



A group of halflings, like the elves, has moved in close to Greenbrier in response to danger -- some threat up the river drove them to move. They live on a raft of small boats lashed together, ready to pick up and float away if danger draws too near.

I like the tiefling race presented in the new *Player's Handbook*, but I don't see them fitting in to Greenbrier. I think I'll tell my players not to make a tiefling right out of the gate -- as the campaign goes on, perhaps they'll have the opportunity to bring in a tiefling to replace a dead character, once they've moved into more cosmopolitan areas.

Humans, elves, eladrins, dwarves, and halflings make Greenbrier a fine melting pot. But it needs one more ingredient race-wise. What about shifters? They're my favorite race from the *Eberron* setting, and I want to use them in my game. They're not in the *Player's Handbook*, but they are in the *Monster Manual*, so my players could make shifter characters if they want to. I'm going to say that these shifters used to wander the plains where Greenbrier is now, and in the early days of the village there was a lot of conflict between the shifters and the humans with their expanding farms. At this point, some shifters still live in the wild, but they're evil. The ones in the village have been pretty well assimilated.

All I've done so far is to flip through the Races chapter of the *Player's Handbook* and think about the role I want each race to play in my new campaign. Shifters aren't in there and tieflings are, but I'm using a little creative freedom to put in a race I like and leave one out that's not working for me just now.

That simple start sparked a lot of story ideas, and I'm getting a pretty clear idea of the village in my mind. The plight of the elves emphasizes the danger of the world beyond this little point of light, but I haven't decided yet what force of evil destroyed their home.

### Heart of the Village

I don't really need a map of Greenbrier -- the simple idea of a village grown up around a crossroads will do fine for now. A wooden palisade stands around the center of town, offering feeble protection against the encroaching wild.

There's a common house in the middle of town -- it serves as the classic **D&D** tavern, sure, but it's also where the villagers gather for meetings to handle the sorts of things a town council would handle in a larger settlement.

The temple is the other main gathering place, where people come together to celebrate and mourn the many passages of life. I'll need to give some thought to the temple and the religious life of the village.

Turning to another chapter in the *Player's Handbook*, I run down the list of gods. I don't get very far before Bahamut's portfolio jumps out at me: He's the god of justice, protection, and honor. These people fear the encroaching darkness, so it seems natural to me that they would pray to Bahamut for protection. I'll say that Bahamut's altar occupies center stage, as it were, in the temple.

That needn't be the end of it, though. In any polytheistic religion, people offer prayers and make sacrifices to different gods for different occasions. As the sun god, Pelor is an important god of agriculture. He'll get a shrine in one wing of the temple. In better days, he was more important than Bahamut in Greenbrier. In fact, there might still be townsfolk who resent the priests of Bahamut for usurping Pelor's place in the center of the temple.

That story has some interesting possibilities -- but I'm not sure where I'm going with it just yet. It might be a seed I plant that doesn't flower until later in the campaign -- maybe much later.

Bahamut is often closely associated with Moradin and Kord -- they say that the three gods share an Astral Dominion, called Mount Celestia. So those gods will also have shrines within the temple. That ought to be enough for now -- four important deities, with some room for stories in the relationships among their most devoted followers.

### Drawing the First Circle

From the starting point of the village, I need to fill in a circle around it -- just enough to give me and my players about as much knowledge of the surrounding world as the characters and the other people in town would have. These aren't world travelers -- they know their village, the road that links it to other towns, the river the halflings



came down, and the burned forest. And that's all I need to know right now.

So I sketch out a map with Greenbrier at the center. I've said it's a crossroads, so I'll give some thought to what lies down at least three roads.

The big city appears on the map as an arrow pointing north and labeled "to Silverymoon." I've stolen the name from the *Forgotten Realms*, and later on when the PCs find their way there, I might steal more than just the name. I like Silverymoon as a good example of a city situated in the midst of dangerous wilderness.

The southern branch of the road points "to Tower Watch." That's the next nearest town. Its name (pulled out of the air) suggests that it might have been built in or near an ancient ruin with a prominent tower, either crumbling or still standing, mysterious and unexplored.

Oh, I like that. I think my PCs will explore the tower of Tower Watch before too long.

The halflings live on a river. I don't know yet what lies upriver to the northwest (except whatever made the halflings move) or where the river flows -- presumably there's a big lake or an ocean down that way somewhere, to the southeast. That sparks an image of Lake Town from *The Hobbit*, which might be another cool thing to steal. So the third branch of the road runs along the river, with an arrow pointing to Lake Town.

The last touch on the map is an ancient road running off to the west, branching away from the river. The bricks laid down to mark its course in centuries past are broken and worn, choked with grass and weeds. It, too, runs off the edge of the map, with an arrow pointing "to Harrows Pass." Why? Because my son came up with that name one day and I really liked it.

And there's my campaign setting.

No, not really. But it's the start of it. It's where my players will have their first experience of 4th Edition -- their first adventures as novice characters just beginning their heroic journeys. And it hints at what lies beyond: Tower Watch, Lake Town, Harrows Pass, the burned forest, Silverymoon.

The only thing it lacks is a dungeon.

### **Greenbrier Chasm**

The frightened little village of Greenbrier needs a dungeon -- it needs space right nearby where player characters can answer the call to become heroes. The darkness encroaches, and heroes must push it back.

So right at the edge of the burned forest (which I should probably name at some point), a chasm named after the village opens up. I imagine Greenbrier Chasm as a deep cleft in the ground, choked with the prickly weeds that gave the village its name when settlers first cleared them away to make room for their farms.

Greenbrier Chasm opened up when the forest burned. I still don't know why, but that means it's a relatively recent arrival on the scene -- the latest evidence that danger and evil are closing in on the little village.

And when Greenbrier Chasm opened up, it revealed a dungeon -- the long-buried ruins of an ancient city or stronghold. By scrambling down through the briars to the bottom of the chasm, characters can gain access to these ruins and search them for treasures. Note for future reference: There might be a deeper point in the chasm that leads into another layer of dungeon, or some event might make the chasm deeper as the campaign progresses.

This will be the dungeon where my PCs gain their first few levels, letting their characters grow and mature into budding heroes.

**Next month:** *The dungeons of Greenbrier Chasm!*

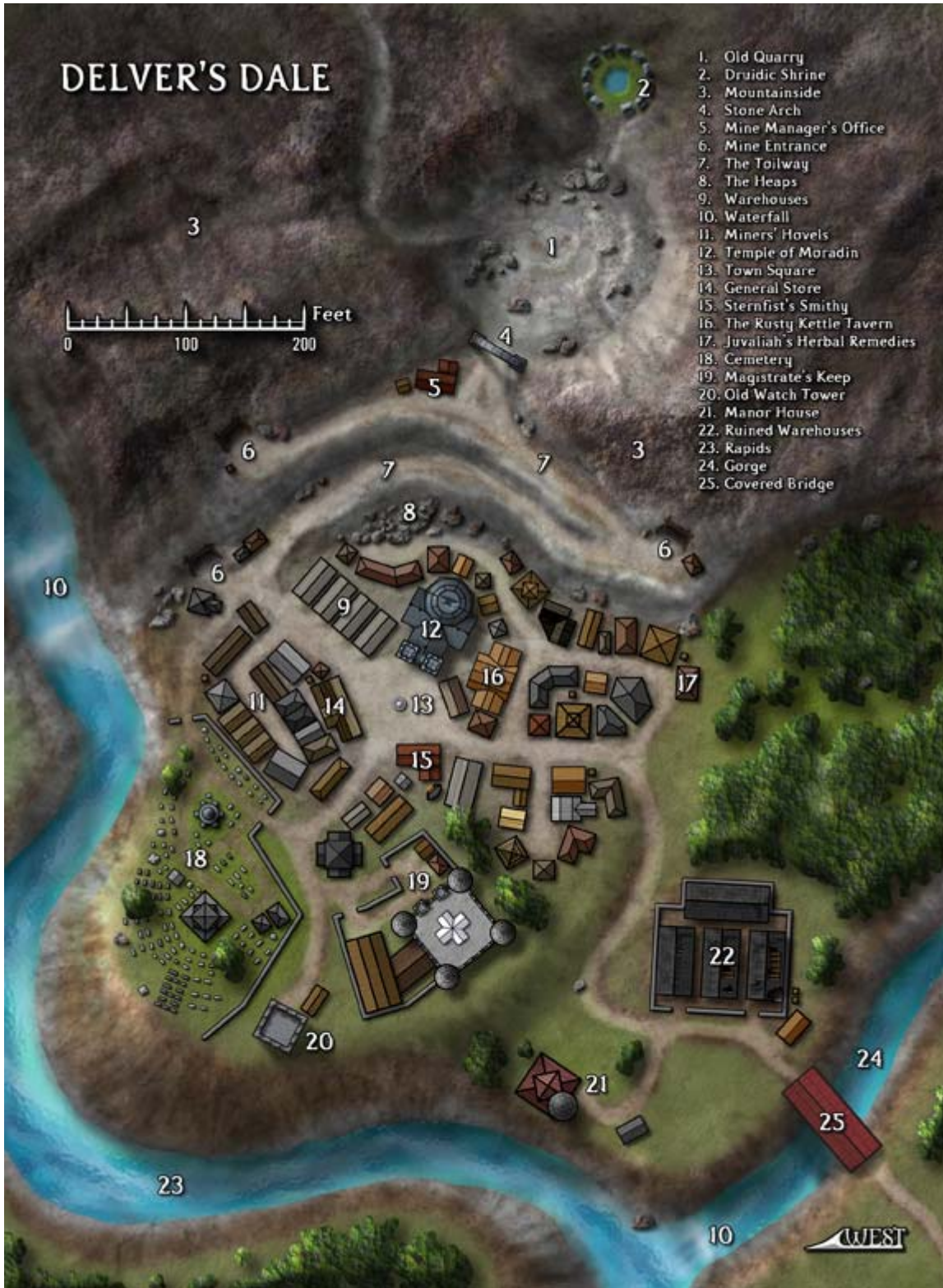
### **About the Author**

**James Wyatt** is the Lead Story Designer for **D&D** and one of the lead designers of **D&D** 4th Edition. In over seven years at Wizards of the Coast, he has authored or co-authored award-winning adventures and settings including the *Eberron Campaign Setting*, *City of the Spider Queen*, and *Oriental Adventures*. His more recent works include *Expedition to Castle Ravenloft*, *Cormyr: The Tearing of the Weave*, and *The Forge of War*. His second Eberron novel, *Storm Dragon*, releases this month.

# Delver's Dale

by Christopher West

The mining town of Delver's Dale is presented here for use in your D&D game. Whether it's a home base for your PCs, a quiet town where evil lurks just beneath the surface (or down a dark mine shaft), or just another stop on the road to adventure, use this Map of Mystery to add depth to your campaign.



# Save My Game

## I'm Stephen. I Solve Problems.

by Stephen Radney-MacFarland

The more often you play **Dungeons & Dragons**, the more likely it's going to happen. You're going to stumble upon a real problem in your game. Something will occur that brings it to a grinding halt, or at least gives you pause as you realize you've hit a real dilemma that you're going to have to solve—and the sooner the better.

I am not talking about little rules quibbles. Every **D&D** campaign—heck, every session—suffers a few of those disagreements. And through the *Sage Online*, the FAQ, errata, our top-rate Customer Service team, not to mention the various advice columns you can find on the Wizards website, we have you covered on that front. What I'm talking about is the other part of **D&D**; the part that has no real rules, just advice. I'm talking table management, dealing with unruly or just puzzling players, or the realization that your game might have jumped the shark; in short the perils and pitfalls of **D&D** as a social and storytelling exercise.

I'm talking about those days that, after everyone has left the gaming table and are well on their way home, you raise a fist in the air and scream, "Someone, please, save my game!"

Okay, so maybe things have never progressed to that level of drama, but we've all been there in spirit.

Myself, I've just about seen it all. I've been playing **D&D** for well over two decades, in four editions, and before I came to R&D, I was the guy ultimately in charge of the schedule and the smooth running of **D&D** events at Gen Con, Origins and other conventions around the world. I've run **D&D** games where only one of the players spoke English and had to translate the game to the rest of them. I've run games that featured couples on the verge of breakup, and let their problems spill into the game world. I've run games for people I thought were bat-crap crazy, and I did it with a smile on my face and everyone had a good time. I've given advice to numerous players and DMs at their wit's end after gaming for 50 hours straight and on the verge of hallucinating. And if I've not seen it, I'm sure one of the other folks in R&D has, and they're just a shout over a cube wall away.

It's now my job to help you save your game. I'm going to do this one problem at a time while focusing on advice that's general enough to help more than just one person. Here's how it works: you e-mail me at [dndcolumn@wizards.com](mailto:dndcolumn@wizards.com) (and title your e-mail "Save My Game") with your particular problem, and every month I'll reach deep into the grab bag and give you advice... good advice, useful advice. At least, that's the goal!

Now, I feel I have to warn you. Much like Harvey Keitel's character, Winston Wolfe, in *Pulp Fiction*, my problem-solving technique tends to be both utilitarian, some might say abrupt or maybe even lacking a comfortable level of tact at times, but more often than not it gets the job done. If you need to implement it up with some flowery diplomacy, that's up to you of course; I'll just shoot as straight as I can, and you can do with it what you will.

With introductions out of the way, let's get down to brass tacks, shall we—and answer some questions sent in by fellow **D&D** fans that need their games saved.

### Problem 1: How to Foil an Ability Cheater?

*There's a player in our group who always seems to have higher stat rolls than anyone else. It wouldn't be a problem if it happened a few times, but it happens almost all the time, which has begun to raise suspicions from other members of the group.*

*It doesn't help the fact that he has a habit of coming to the sessions with characters he has rolled up at home, but even when he does roll up stats with the group he is very secretive about his die rolling, usually doing it slightly away from, or on the edge of the group.*

*He is a good person and an experienced player, so I didn't think he would ever need to resort to cheating, but all the evidence points to it.*

*I am aware he may just be tremendously lucky, but for one person to do it so often defies all odds. So how can I find out if he is cheating and if he is how can I deal with it?*

--Andy

### Saving Games Proactively: *Dungeon Master's Guide II*

Games often run into problems for three main reasons: there's a lack of communication, there's a lack of understanding of what the participants want to get out of their game experience, or the game's gotten away from the DM somehow.

The first couple of chapters in the *Dungeon Master's Guide II* have some fantastic advice and healthy habits for DMs of every level of experience. Reading and following that book's advice may mean you never have to send me an email. And don't worry, there's enough in there that's edition proof, so you're not going to kick yourself for the purchase later.

I know it's not nice to call someone a cheater, but I am going to break that particular social compact and tell you something I think you already know—your friend is cheating.

You may be aghast at my blatant jump to this conclusion. Or not. I have only this brief letter to go on, but if everything that Andy describes is true, it's pretty darn obvious this player is taking steps to make sure no one else sees his rolls. And rolling dice isn't like taking a bath—there's nothing to be shy about!

That said, this player is your friend, you obviously think highly of him, and I am guessing that the last thing you want to do is call him out on the carpet over his ability rolls. But you do have options.

The best solution is to start the point-buy method described on page 169 of the v3.5 *Dungeon Master's Guide*. Now some **D&D** grognards may frown on this—after all it's not any of the **four methods** described by Gary Gygax in the original *Dungeon Master's Guide*. But the fact is, most folks who like random rolls like them because they have a chance to roll higher than everyone else. Yes, there are the dye-in-the-wool roleplayers who enjoy playing the less-than-optimal characters every so often, but point-buy lets them do that... all they have to do is put their good stats in crappy places (and don't worry, they won't). Point buy makes sure everyone can play the character they want and sidesteps the whole cheating thing. It really is the best of both worlds.



Just can't shake the traditionalist need to roll for stats? (That's a pity.) Then put down a strict set of table rules—including one that states that all rolls take place on the table. I'm a big fan of this rule in general, and tend to follow it even when I am the DM. Sure there are times when as a DM you should make rolls behind the screen (hide, move silent, bluff... sure I get it), but creating a sense of transparency for all rolls builds trust between players and the DM, and really creates an environment where folks feel uncomfortable flubbing rolls.

## Problem 2: How Do I Keep My Campaign Going?

*One of the things that my players really enjoy about our games is character development and intricate plots. I love telling stories with layers of bad guys where it only becomes clear over time what the ultimate threat is. I love laying plot threads that don't get resolved till much later in the campaign.*

*Here is the problem: Often before I can pull all the threads together and resolve the story, some life circumstance pulls a number of the players away from the campaign (marriage, job move, graduation, etc.) Two of my campaigns went unfinished because of this, which left everyone unsatisfied. I don't want that to happen again, but now two of my core members may have to move away, and I am only 2/3 through the campaign story. I am rushing to finish this campaign with some satisfaction, but how can I change things for next time so I am not in this place?*

--Brian

While real life intrudes on gaming in the worse ways sometimes, I wonder if you may be extending your plots a little too long.

Traditionally, DMs tend to look at their campaign as one long story, but I wonder if that may be the wrong way to go. It may be better to look at your campaign like a television series, and split up your story with something akin to seasons. Design a story that's intricate with all the twists and turns your players have enjoyed, but write it for 6 to 10 sessions. Don't worry too much about what the story's going to be after that—that's a different "season." Sure, you could have some ideas, some brainstorming of potential second season goodness as the first one matures, but keep the focus on the story at the moment. When that story is done, write your next one. Depending on the characters that are still around, and maybe the enemies who survived, you can build off the last season or go off in a new direction if many of the primary actors have changed. Look at the show *Heroes* for inspiration on this type of campaign structure. If characters drop out, you can quickly adapt the campaign to the new cast of interesting characters who take their place.

Also, distance is becoming less of an obstacle for keeping groups together. I currently run a game with member of my old college gaming group online, and I lose next to nothing from my game experience. Plus, **D&D Insider** will be offering an online gaming table, as well as other tools, that you might well look into. So if some of your principle players move away and you still want to keep the story going, you may want look at going digital.



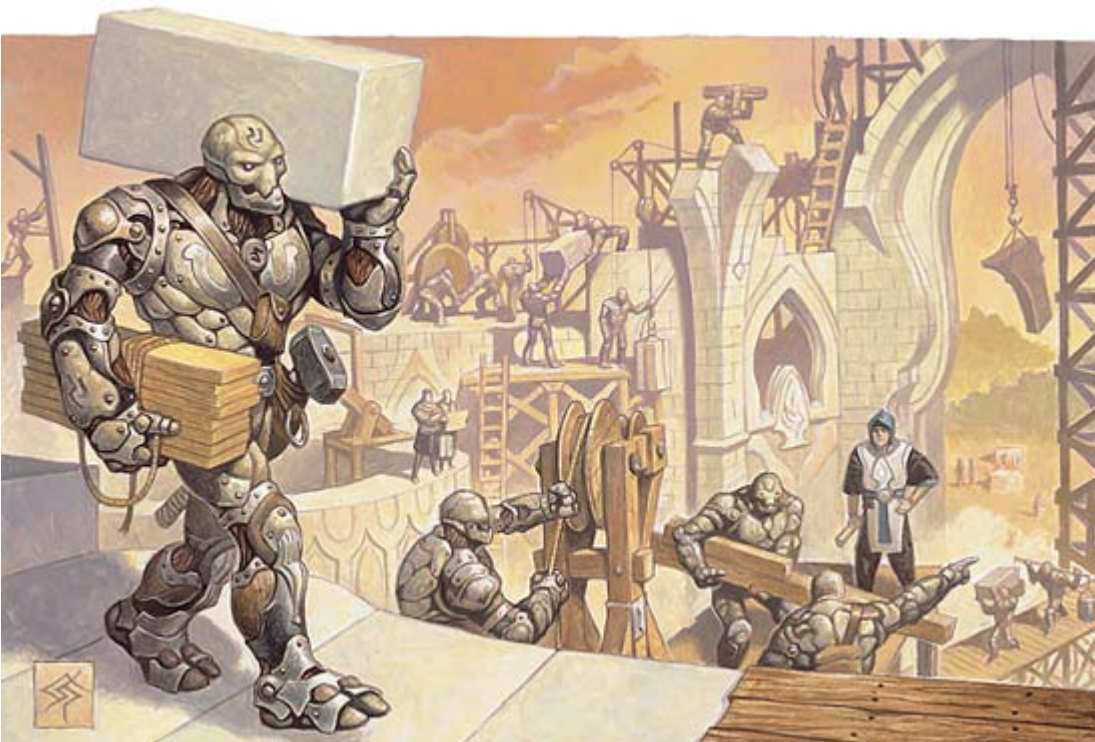


### Problem 3: My Players are too Detail-Oriented

*My games have been bogging down recently due to what I believe is my players' uncanny ability to focus on the mundane. For example, when I established a base of operations for the group, two hours later they were still arguing over whether to hire skilled or unskilled labor to fix the place up. Another time I designed a goblin mook for an encounter, and made the mistake of naming it. My players kept on slowing down the game to discuss the fate of this obviously important NPC. How do I get them to stop going off into these annoying tangents?*  
--Donovan

The first thing you have to do is realize that your players are letting you know what they find fun, and that's as good as gold. They are obviously into the immersion of the setting (or they are just screwing with you... and if that's the case, get some new players!), and what you have to do is find a way to tell your story with hooks that play right into their love of immersion. Their concern for the goblin can be a great plot mover, and you never know just who laborers (both skilled or unskilled) really work for. Wasn't [Tony Soprano](#) a waste management consultant?

The easiest way to get your players to focus on the game is to get the game to focus on them and what they want. And you can do that without compromising your plans for the game or story. But more on that topic next month....



#### About the Author

Born on a stormy Christmas day, in our nation's capital, during the Nixon administration, the stars were definitely wrong when **Stephen Radney-MacFarland** came screaming into the world. Spending most of his impressionable years as a vagabond and ne're-do-well, Stephen eventually settled in the Northwest to waste his life on roleplaying games.

Once that **RPGA** guy, Stephen is now a developer in RPG R&D where he doesn't create the traps... he just makes them deadlier. He also teaches a class on roleplaying design for the Art Institute of Seattle, molding the minds of young and upcoming designers. Be afraid. Be very afraid.