

CASTLES & CRUSADES

CURSE OF THE KHAN

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CASEY CHRISTOFFERSON



CURSE OF THE KHAN

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6th-11th Levels



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ADVENTURE 1: THE TEMPLE OF THE KHAN

INTRODUCTION

The Temple of the Khan is an adventure module designed for 4 – 6 characters of levels 6 – 8. The adventure assumes that at least one cleric or druid, one arcane spell caster, one warrior classed character such as a fighter or barbarian, and a character adept at overcoming traps is somehow included in the standard party mix. Challenges and puzzles abound, so there is plenty of room for multi-classed characters and characters of slightly different than normal composition to establish themselves and find enjoyment and use of their skills throughout the course of the adventure.

The Temple of the Khan is an adventure written in three Acts. Each Act depicts different challenges that each level of the dungeon has to offer. As such, it is suggested, although not exactly necessary, for the Referee to guide players through completing certain tasks and objectives in each Act of the adventure before allowing the numerically following Act to continue. The reason for this is simple. It allows different portions of the adventure to be played out over the course of several evenings with a cliffhanger style finishing point at which PCs may rest and recuperate before continuing on their sojourn. Hit points may be recouped, and spells more suited to the challenges the adventure offers may be memorized or prayed for. Sometimes it is nice to have time to make adjustments to tactics, and have magical items identified and claimed which may prove useful in completing the adventure.

It is quite possible for parties with high-level characters to proceed through the dungeon and complete more objectives than a lower level party. In this case, some portals that a referee may determine to be closed could potentially be open, offering different points of access to the lower caverns beneath *The Temple of the Khan*. This approach also works well for referees and game masters whose players prefer the stealth and commando approach of getting quickly to the dangerous objectives and taking them out. As always, the style of play of your players should determine how you chose to run the adventure as much as the encounters, traps, and treasures located within.

Most acts of the adventure are organized so that a party should fairly easily be able to overcome 2–4 combat based encounters, 1–3 puzzles, traps and role playing experiences throughout the course of completing an act. Some players have a tendency of taking the first person shooter approach to role playing games, meaning they enjoy slaughtering everything on any given level. Although this is a perfectly acceptable form of gaming, it may also prove deadlier, due to the intelligence, dangerousness and tactics of enemies found within the halls of *The Temple of the Khan*. If you are the type of referee that likes to give players a fair warning that certain activities will kill their characters, feel free. If not, have some extra character sheets handy just in case.

HISTORY OF THE TEMPLE OF THE KHAN

The Temple of the Khan was built by the Dwarven prophet St. Canor, a disciple of the Khan nearly one thousand years ago after a great battle against the forces of law and chaos. The fortress was designed to keep a great evil locked within the earth, rather than a keep upon the borderlands built to keep a wary eye out for giants, goblins, and fell creatures bent on murder and destruction.

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As the legend goes, a miner, seeking to draw water from an old well near the Crater of Umeshti, somehow fell in the well, and found himself in a deep subterranean cavern. While trying to find his way back out, he accidentally unleashed the Crawling Queen upon the world by somehow forcing open a portal to the Abyssal Nether itself and the domain of Yuggilv. With forces of undead beings, and her own horrible spawn, the Crawling Queen's decay quickly spread across the land. Many heroes of the day rose to the call, and many were consumed by the Crawling Queen's insatiable gluttony. Finally, the Dwarven prophet St. Canor led three heroes into the heart of the Crawling Queen's lair. There, they battled her and succeeded in draining her powers into three ward stones that effectively imprisoned her in the earth. Without her commands, her minions upon the surface world were quickly dispatched and the day was saved.

Sadly, three of the heroes who participated in the assault upon the Crawling Queen's nest were slain. St. Canor entombed the three



heroes with the weapons they used to defeat the Crawling Queen's forces. The ward stones were placed over the prison of Yuggilv and a temple dedicated to Canor's deity was built atop the prison. There it was ordained that the fortress would ever sit to defend against Yuggilv ever escaping into the world again.

As with all things in antiquity, orders given in one era are often forgotten by protectors of later generations. So it was that The Temple of the Khan fell into ruin and the old oaths of the past were forgotten. Now, a party of Dark Elves has come up from their forbidden vaults to seek the Crown of the Crawling Queen to return to their mistress. These fiendish denizens of the deep have unwittingly awakened the imprisoned demoness. Now that which is not dead but eternal lives now and calls to the possessor of the ward – stones, drawing the Dark Elf priestess ever closer to her lair.

Now the PCs find themselves called to the ruins of the ancient keep, to defeat a plethora of converging evils and save their world from doom.

ACT I THE HALLS OF THE MAD LORD

In this portion of the adventure, the PCs are invited into an old keep atop a windswept crag. Lord Larek, the newly appointed titleholder of The Temple of the Khan has befallen some sort of madness. Your King has asked you to intercede on his behalf and investigate the horrible claims made by the people of the region, not the least of which are allegations of human sacrifice, and the kidnapping of families and children, demon worship, and much worse.

As the PCs proceed to The Temple of the Khan with all haste they find the region mostly deserted. No men at arms or knights patrol the land. Undead beings stalk the halls of The Temple of the Khan, a fortress designed to keep evil in, rather than to guard against enemies without. The PCs find Lord Larek within his chambers where he mumbles of a madness in the deep that has driven him to this state.

ACT II THE TOMBS OF THE WELTERING LORDS

The PCs descend deeper into the dungeons beneath the keep and find that there is more to the Lords tale than even his own madness could have imagined.

Here, the PCs find an entrance to the hidden catacombs and evidence of an ancient race of beings. The PCs must solve a great puzzle in which hinges their future. First, they must defeat several puzzles and Ying Mi to be on their path to victory.

ACT III THE SUBTERRANEAN MENACE

Having discovered the great subterranean Maze, the PCs pursue a quest to retrieve the one thing that will put Lord Larek's spirit to rest. They discover that in order to remove the curse upon the spirit of Lord Larek, they must first re-activate the guardians that have long kept the evils of the world locked beneath the surface.

ACT IV THE PROVINCE OF THE CRAWLING QUEEN

The PCs must descend into the lair of the Crawling Queen, and seek the last piece of the puzzle. Without it, they are doomed to the fate of Lord Larek. Within her lair they face the crawling queen in order to wrest the key to their escape from The Temple of the Khan.

ACT 1 LEVEL 1

THE HALLS OF THE MAD LORD

After some searching, the PCs find a hidden way that leads them to the **Entry Hall: Area 1** of The Temple of the Khan, and the Halls of the Mad Lord. In this act they seek to discover the cause of the undead infesting the halls and find passage to the lower levels. Their path is fraught with perils, not the least of which is the unpredictable madness of Lord Larek himself.

RANDOM ENCOUNTERS

Roll 1d6 for every 10 minutes spent exploring the Halls of the Mad Lord. On a roll of 1, the PCs encounter a patrol of ghouls and a ghastr that wander the halls, the remains of the lord retainers.

GHOULS (1d6) (*These chaotic evil creatures vital statistics are Hd 2d8; Hp 8, 13, 11, 12; AC 14; Saves (P), They attack with 2 claws (1d3), Bite (1d6); Their Special Abilities include: Paralysis, Ghoul Fever*)

GHASTR (1) (*This chaotic evil creature's vital statistics are HD 4d8, HP 20, AC 17. Its primary attributes are physical. Its special abilities are Ghoul Fever, Darkvision 60 ft. Wretched Stench, Paralysis, and Vulnerability to Cold Iron. It attacks with a bit for (1d8) and two claws for (1d4).*)

Strong Wooden Doors: The doors have 21 hit points, but may be cut through in 6 rounds. When stuck, they require a Strength check, (Challenge Level 4) to force. When locked, they typically require an Open Locks check (Challenge Level 3) to pick.

1. THE ENTRY HALL

An entry from the outside leads to this hall. Bones and strips of cloth are piled in one corner of the room. Even casual observation would lead one to realize that they have been gnawed upon. The mortar appears to be crumbling and old moldy tapestries hang upon the walls. Passages lead off to the north, south, east, and west. There is an ominous taint in the air.

2. THE OCTAGONAL ROOM

Behind the locked door stands an octagonal chamber, which likely once served as a chapel. Its high arched and domed ceiling was once painted with a fine mural but the plaster has long since fallen to the floor, leaving a piles of white dust here and there. Four pairs of blood red eyes stare back at the PCs as the quartet of hell hounds breathe fire, and leap to attack.

HELL HOUNDS(4): (*These lawful evil creature's vital statistics are HD 4 HP 28, 24,20, 16 AC 16. Their primary attributes are physical. Its special abilities are Breath Weapon, Fiery Bite, Darkvision, Immunity to Fire, and Tracking. They attack with a bite(1d6 + 1d6) or breath weapon.*)

3. HIDDEN PASSAGE

A narrow hallway leads to a dead end. PCs making a successful Wisdom check (Challenge Level 10) discover a well – hidden secret door. The secret door is trapped with a **Falling Block Trap**.

Falling Block Trap: As the PCs enters the 5x10 ft. area directly

below the block, one or several stones fall to strike the PCs. The stones strike with an attack bonus of +6 dealing 3d6 damage on a successful strike. A successful Find Traps check (Challenge Level 3), or Disable Traps check (Challenge Level 6) avoid the danger of this trap. A bypass for the trap is a hidden lever on the wall just before entering the traps square.

Beyond the trapped secret door is an irregular shaped corridor. At the end of the corridor is a bronze portal sunk into the ground. The portal is locked and may only be opened with Lord Larek's key or if the magic is dispelled with a Dispel Magic spell. Should the enchantment on the portal be dispelled, a staircase is revealed leading to **Area 2 -5**.

4. GUARD ROOM

Four wights, the former guardians of Lord Larek, await in this chamber. Ordered by Lord Larek to slay anything that enters the chamber, they turn their cruel eyes upon the PCs. As the PCs enter they immediately rush to attack. In the corner of the chamber is the body of a dark skinned elf that apparently died from claw wounds. His corpse is quite rotten. Anyone looting the body must make a Constitution Save (Challenge Level 10) or be infected with disease dealing 1 point of Constitution damage per day until the character is cured or dead. If speak with dead or other divination spells are used, the PCs find that this Dark Elf made his way through the portal in an attempt to escape the horrors below, only to be met by Lord Larek and his wights. After this, Lord Larek had the portals locked with a magical lock. Lord Larek is the keeper of the only key. Should the portal be dispelled by a Dispel Magic spell a staircase is revealed leading to **Level 2: Room 7**.

WIGHTS (4): (These lawful evil undead creature's vital statistics are HD 4 HP 22,18,24,15 AC 15. Their primary attributes are mental. Their special abilities are Create Spawn, Energy Drain, and darkvision 60ft. They attack with a Slam(1d6).)

A heavy iron portal stands in one corner of the chamber and obviously leads downward.

Treasure: The corpse has a +1 rapier, and +2 chain -shirt, a masterwork hand crossbow, and 4 hand crossbow bolts coated with Dark Elf Venom, and 300 gps worth of gems and jewelry. The alien metal of the dark elf gear loses any magical properties if exposed to direct sunlight.

Dark Elf Venom: Victims injected with this venom must make a successful save vs. Poison (Challenge Level 5) or fall into a catatonic slumber as per a sleep spell cast by a 5th level wizard.

5. OVAL HALL

This oval shaped chamber serves as a crossroads for the interior of the keep. In better repair than many of the other chambers of the Keep, the high domed ceiling shows the epic depiction of holy warriors and mighty wizards driving the forces of chaos from the land and down into a well. It is a hellishly presented mural of exquisite detail.

PANEL 1. FORCES OF CHAOS

This panel shows a well on a bluff that resembles the bluff upon which The Temple of the Khan now sits. A whirling cacophony of demons, dragons, and horrible shapeless things pour forth from the well, slaughtering peasants and poisoning the countryside with their filth.

A Bard's Legend Lore check (Challenge Level 15) or a Legend Lore Spell, reveals this scene to be one of ancient legend where the forces of Chaos and Evil found a rip in the fabric of the planes and very nearly brought about the destruction of the world until they were stayed by the deeds of mighty heroes and driven back below the surface. These forces were allegedly led by a being known only as the Crawling Queen.



PANEL 2. FROM MADNESS COMES HEROES

This panel shows the four ancient heroes set out to defeat the Forces of Chaos. They show a fighting man in shining armor with a magnificent longsword clenched in his scarred fist, a magic charged wizard with serious eyes, a statuesque half-elven woman of impeccable beauty, bearing a harp in one hand and thin bladed rapier in the other, and an aged Dwarven Saint or Prophet from the days of legend.

A successful Bardic Lore check (Challenge Level 15) or *legend lore* spell reveals the names of these heroes as Dalag the Mighty, a knight of renown, Hasbagir the Wizard, a well known sage who penned many popular spells in his day and wrote many treatises on the study of magic which are still used in the best Guild Academies of the civilized lands. The harpist is none other than Aranka Vashanta, poet laureate of the Lost Empire, and last is St. Canor the Just, who was long the keeper of law and faith amongst his Dwarven folk, before his ascension at the age of 455.

PANEL 3. THE COST OF WAR

This panel depicts the heroes in epic battle with the forces of chaos and evil. To achieve victory, the Heroes take up ancient relics to wage war upon their foes but there is a great cost to be paid for using such magic. At battles end, the forces of chaos are driven back, but the wizard and the harpist lay dead after taking a great last stand guarding the body of the fallen warrior in shining armor, who himself was laid low by what appear to be ogres, trolls and giants. Only the aged St. Canor survives to close the portal into the realms of chaos.

A successful Bardic Lore check (Challenge Level 15), or *legend lore* spell give the names of the Harp of Aranka, the Sword of Dalag, the Shield of St. Canor, and the Staff of Hasbagir to be valuable magic items, long since lost to the sands of time.

PANEL 4. THE TEMPLE OF THE KHAN

The Saint is shown in this panel entombing the bodies of his fallen comrades, for he too is weakened from the fight, and his allies too mutilated to be brought back from the dead.

St. Canor is depicted placing great wards in caverns beneath the earth and sealing the well with a cold iron portal. He builds a great keep atop the well and entombs the other heroes there. Before returning to his ancient homeland, he entrusts the keep to a goodly King who swears to forever staff the keep with guardians to protect against a return of the Crawling Queen.

6. MONSTROUS SPIDER LAIR

The doors to the chamber are nailed over with boards painted with the words “Keep out!”

This chamber once served as a storehouse but is now filled from floor to ceiling with thick stringy webs. A pair of huge monstrous spiders has made the chamber their lair, feasting more frequently than not on dire rats or other such morsels that happen to crawl in through the collapsed wall in the southern part of the chamber. The spiders are now too large to fit through the eight-inch wide rat-holes. When Lord Larek took over the holding, some of his guards discovered the

spiders' lair, but were unable to defeat the beasts. Lord Larek soon had more pressing matters to deal with, battling creatures that had escaped from the depths of the Keep while slowly losing his mind. Instead, he simply decided to bar the doors of this unused chamber until he could get around to clearing the spiders out himself.

HUGE MONSTROUS SPIDERS (2): (*These neutral creature's vital statistics are HD 6(d8) HP 35, 30 AC 16. Their primary attributes are physical. Their special abilities are Twilight vision. They attack with a bite(1d8 + poison) and a Web.*)

Treasure: Several dried husks of former guards and other foolish adventurers who sought the secrets of *The Temple of the Khan* in the days before Lord Larek's arrival hang in the webs. Searching the corpses after the spiders are cleared out uncovers a +1 dagger, a wand of lightning bolt with 4 charges, a +1 shield, a ring of spider climbing 3 expert longwords, a silver holy symbol (the Khan), and 200 gps in various coin.

7. GHOUL BARRACKS

These two chambers house the majority of the ghouls who wander the halls of *The Temple of the Khan*.

7a. There are 2d4 ghouls and 1d4 ghosts in this room at all times. All of which immediately attack as soon as either door is opened.

GHOULS(2d4): (*These chaotic evil undead creature's vital stats are HD 2d8 AC 14. Their prime attributes are physical. Their special ability is paralysis. They attack with 2 Claws (1d3 each) and a Bite (1d6).*)

Treasure: Amongst the ghouls and ghosts belongings are 3 potions of cure serious wounds, a +1 heavy mace and 300 gps worth of various coin and gem.

7b. There are 2d4 ghouls and 1d4 ghosts in this room at all times. In the northeast corner of this chamber is a camouflaged pit trap that drops PCs 40 feet to **Area 2 -1**.

GHOULS(2d4): As 7a.

Camouflaged Pit Trap: This pit trap is covered with a thin lacquered canvas coating painted to look like stone, now coated with a fine layer of dust. Beneath the canvas is a lattice of boards, sawed to within 1/100th of an inch set to fall once 250 lbs. of weight is applied. Once this amount of weight gives way, the boards collapse hauling any who stand upon the canvas mat along with them. The trap is 10ft. x 10 ft. across. Anyone falling down the pit takes 4d6 points of damage and finds themselves in **Area 2 -1**. The trap is a (Challenge Level 4) to discover by a rogue searching for traps, and a (Challenge Level 6) to disable so that the area may be crossed freely.

8. DINING HALL

This chamber once served as the dining hall of the guardians of *The Temple of the Khan*. Some effort was obviously made early in the attempted renovations to make this chamber as comfortable as possible. Now it is a place of wreck and ruin, and home to the remains of Larek's hunting dogs, now transformed to undead skeletal things.

SKELETAL UNDEAD HUNTING DOGS(6): *(This neutral evil undead creature's vital statistics are HD 1(d6) HP 6, 5,3,1,6,6 AC 16. Its primary attributes are physical. It attacks with 2 claws(1d2) and a bite (1d6).)*

9. LORD LAREK LAIR

The door to this room is locked with an Arcane Lock spell. This large chamber seems the most well kept of any thus far encountered within The Temple of the Khan. A bed, dressers, wardrobes and chests of drawers line the walls neatly. Rugs and tapestries bearing the silver hawk symbol of Lord Larek keep the draft out of the chamber. As the PCs enter the chamber they are met by a bloodthirsty howl, followed by a clunking noise followed by much gurgling and moaning about the hinges from the deep places. Stores of food and provisions are piled within this chamber that could last a man a month.

Lord Larek finally reveals himself, a man in his middle years whose body is drawn and sunken and whose shifting eyes are constantly flitting between the PCs. He does not immediately attack the PCs, unless he himself is attacked, though he acts suspicious and hostile as to their intent within his keep. If asked about all the ghouls and other undead which creep about his holding, he informs the PCs that they were once indeed quite living, as were many of the villagers before the wicked things began escaping from the dungeons. He is vague as to what the wicked things are and knows only that he and

his retainers were slowly whittled away to nothing. He knows that there is a great evil beneath the castle that has inhabited his mind and has not allowed him to escape, nor does he really wish to escape. Using a grimoire he found in the keeps library, he has re-animated his retainers that were slain in defending the keep.

Roll a Bluff check at this time and allow the PCs an opposed Sense Motive check. If the PCs succeed and push the matter, it turns out that many of his living retainers were uncomfortable having their comrades turned to ghouls and rebelled against him in an attempt to escape the cursed fortress and were eventually turned into undead themselves, solving at least one of Lord Larek's problems. He makes no excuses for his actions as his madness has rationalized everything perfectly.

If the PCs get him talking and are not hostile towards him he may offer them the keys to the dungeon below. Allow the PCs to make Charisma checks if role playing fails in an attempt to sway Larek's initial reaction. If the PCs can get Lord Larek to see their point of view, he offers them the key and wishes them the best of luck. He warns, however, that the place is cursed and anyone who is tainted with the curse who leaves the castle dies within twenty-four hours, only to rise again as a ghast or wight to return to the castle and serve as its guardian. The same is true for anyone slain within the fortress itself. He refers to this as the Curse of the Crawling Queen. But will

NEW MAGIC ITEM: PAGES FROM BLACK LIBRAM OF NARTARUS

This legendary tome of ineffable evil is believed lost to the ages. Tradition claims this libris was penned by the Nartarus himself before he ascended to demi-god status, and may even have been what empowered his ascension. In an ancient battle it is said that the god Vanium himself seized the book and scattered its pages to the four corners of the world to prevent its secrets from being available to any single person again. Pages of this Libram are rare and valuable treasures, valued by those who desire the hidden secrets of the ages.

The tome itself was horrid to behold. Its covers were made from the ebon skin of a horned devil, and the head of an undead imp was affixed to the cover. This imp constantly whispered secrets most vile and truths most terrible. Any within 60 feet of the tome, who can hear the whispers must make a Wisdom save (CL 12) or be driven insane.

The pages of the tome were etched upon the hides of good dragon wyrmlings, and the ink used to pen the Libram distilled from their blood. The shimmering of the gold and silver pages were blinding to those unprepared to its brilliance, but the hides have been corrupted by the fell secrets penned within.

Any character of good alignment who touches the book, or any of its pages, suffers 6d6 points of cold (make a save vs. Constitution CL 12 for ½ damage). A good cleric or paladin who reads any of the contents of the book jeopardizes his faith and god standing with his own deity. Such a character must make a Charisma save (CL 12). Failure means the cleric or paladin has been corrupted by the book's foul taint, and the cleric immediately loses enough experience points to be dropped to the halfway point of the previous level. In addition, they can no longer access the gifts of their deity (spells, ability to turn undead and/or paladin abilities) until they have received atonement. Of course, Nartarus, will accept them into his service immediately restoring their lost level and abilities. They must then become neutral evil in alignment if they do so.

Neutral characters, who touch the book or any of its pages, suffer 3d6 points of cold damage (save vs. Constitution at CL 12 for ½ damage). Neutral clerics suffer the same risk of corruption as good clerics, but the CL on the Charisma save is only 8 for them.

Rumors indicate that this tome held the secrets of powerful blood magics, and that the foul rituals within would enable one to achieve powers undreamt of by most mortals. Most have been lost to the ages, but some pages have appeared in the unlikeliest of places. Several pages are said to have been collected by a vile magician who dwells within the depths of Ungkalar.

Each page of the Libram contains the formula for 1 blood magic spell (described above). Some of these formulas have been copied elsewhere over time, but the Black Libram is the source of many of these magics. Any attempting to learn a blood magic spell directly from the Black Libram gain a +4 bonus on their attempt to learn the spell. These are the originals, not possibly erroneous and altered versions that have been copied through the ages. Castle Keepers are encouraged to create more blood magic spells if he or she desires more pages of the Black Libram in their campaign. The tome originally contained 80 pages, which have been scattered throughout the world (and a few through time via the elven city Aymon Jymoon). It is unlikely that the entire tome will ever be collected in a single place again, but that has not stopped those ambitious enough from trying. If the tome were ever collected in its entirety, an evil cleric reading the entire contents would gain enough XP to gain a level and put them half way to the next level. In addition, any holding the entire tome can utter the name of an individual the holder wishes to target 1/day. The holder of the tome must be able to see the person so named, but scrying or other magic can allow the holder to see his target. The tome attempts to draw the blood from the one so named to empower a blood magic spell. The named victim must make a Constitution save (CL 12) or the book rips the blood from their body and absorb it into its pages. This takes 1 round. The following round, the holder of the tome may cast any blood magic spell as a single standard action.

speaking no more on the matter as he starts to babble and mumble again. Under no circumstances will Lord Larek go into the lower reaches of the keep while afflicted with madness.

If the PCs come in armed for bear and immediately attack Lord Larek, he retaliates with every spell in his impressive arsenal.

LORD LAREK: (He is a neutral human 8th level wizard whose vital statistics are HD 8d4+9 Hp 35 AC 13. His primary attributes are Int, Dex, and Chr. His significant attributes are Dex 14, and Int 18. He wears a +2 ring of protection and carries a +1 longsword.) Arcane Spells Memorized: (Cast per day 5 4 3 3 2); 0th Detect Magic, Detect Poison, Read Magic, Ghost Sound. 1st — Shield, Shocking Grasp, Magic Missile, 2nd — Acid Arrow, Darkness, Ray of enfeeblement ; 3rd — Dispel Magic, Lightning Bolt, Fireball. 4th — Globe of Minor Invulnerability, Ice Storm.)

Treasure: Lord Larek's Key (Opens any door on Level 1 and Level 2 except Area 10 of Level 2). 500 pp, 2000 gps, Aside from items that Lord Larek himself owns, the most valuable, and indeed the most cursed item within his treasury are three pages from the Black Libram of Nartarus.

Note: It is not necessary to destroy Lord Larek to be free of the Curse of the Crawling Queen (that requires the destruction of the Weltering Crown). PCs who find a way to save Lord Larek and themselves should be awarded at the end of the adventure, unless they are evil of course, as the reward for victory in for an evil party would be new alliances and a new keep to use as a home base in any ongoing campaign.

LAREK MADNESS

Larek has been repeatedly assaulted with telepathic images of the Crawling Queen's previous attempt to conquer the world, as well as magical attacks due to scrying and other means by which the Crawling Queen has attempted to possess his mind. He has thus far fought much of her assaults off, but his wisdom and will—power are being severely tested by it. Things he would have once found unnatural or at odds with his normal way of doing things now make perfect sense to him, and the initial forays he and his folk have made into the lower levels of The Temple of the Khan have granted him more and more power as a necromancer and wizard. He is conversely terrified and at times his normal arrogant self, his mood swings range from pure rage at the unknown evils beneath his keep and fits of weeping and cowering at what he perceives as the impending doom of the known world.

CHAPTER 6: CREATURES FROM THE CRYPT

10. WELTERING LIBRARY: WHEN BAD BOOKS BITE BACK!

This chamber is filled with the musty odor of thousands of moldy scrolls and books that line the room from floor to ceiling. Most of the books are so old that if touched they would crumble to dust. Allow the PCs to make Search checks as they wish. In the process of the search, Search checks of (DC 14) or lower are attacked by 1d4 animated book. The character making the lowest Search check is attacked by a homunculus that looks like a book end and was leaning up against a pile of books and is startled when the PCs poke it with their grubby hands.

ANIMATED FLYING BOOKS, TINY ANIMATED OBJECT (This neutral construct's vital statistics are HD 1/2(d10) HP 3 AC 15. They have a bludgeoning attack for 1d4 points damage.)

HOMUNCULOUS (This construct can be of any alignment. Its vital statistics are HD 2(d10) HP 15 AC 14. Its primary attributes are mental. Its special abilities are Poison, Bond

Darkvision 60 ft., and Twilight Vision. If forced to fight it attacks with a bite (1d3 + poison).)

Beneath a bookshelf in the northwestern corner of the room is a portal leading to a hidden staircase. The bookshelf is overgrown with a **yellow mold**.

Treasure: A successful Wisdom check (Challenge Level 15) of the bookshelves discovers 3 scrolls of *stone to flesh*, 2 scrolls of *restoration*, and a scroll of *spiritual weapon*.

YELLOW MOLD (This neutral plant's vital statistics are HD nil HP nil AC 10. Its primary attributes are none. Its special abilities are Poison Spore. It attacks only if touched by releasing its Poison Spores.)

Once the Yellow Mold is dealt with, the PCs may move the bookcase with a Strength check (Challenge Level 13). The cold iron portal is locked and may only be opened with the Key of Lord Larek or a successful Dispel Magic spell discover a dark stairway descending to **Area 2 -6**.



ACT II: LEVEL 2

THE TOMBS OF THE WELTERING LORDS

In this level, the PCs must solve puzzles that lead them to the caverns beneath the Temple of the Khan. Most of the puzzles have powerful guardians, but the PCs need not slay everything in their path to succeed. The ultimate goal is to gather the powerful weapons and mighty defenses against the maddening power of Yuggily the Crawling Queen and find passage to Level 3.

RANDOM ENCOUNTERS

Roll 1d6 for every 20 minutes spent exploring the Tombs of the Mad Lords.

1. Dark Elf Patrol
2. Wights (1d2)
3. 1d2 Wights
- 4–6. No encounter

2 –1. THE CENTRAL HALL

This cross shaped hallway leads north south east and west. The hallway may be accessed via falling or climbing down the pit from **Area 7b**, by being teleported from the pavilions in **Area 2 –4** and **2 –6**.

2 –2. THE FETID FOUNTAIN

This once beautiful fountain is caked and coated with grime. The waters bubbling up from some unknown spring deep below the surface has the stench of sulfur about it. The Fetid Fountain has become inhabited by a **grey ooze**.

GREY OOZE: (This neutral creature's vital statistics are HD 3(d10) HP 22 AC 5. Its primary attributes are physical. It deals 1d8 acid damage on a successful strike. Its special abilities are acid constrict, and transparent. It attacks with acid and constriction.) PCs searching the waters that make a Successful Wisdom Check (Challenge Level 10) find that about three feet back under the water is a switch that opens the fountain and leads to a large chamber beyond.

Doorways in the North and South of the chamber lead to **Areas: 2 –4** and **2 –5**.

2 –3. THE HOLY CISTERN

This basin of silver, sunken into the stone wall, is inscribed with the holy Symbols of a long forgotten god of Law and Good. The waters within it always run pure. The Cistern contains the equivalent of 15 flasks of holy water within its silver bowl, and produces that much more holy water daily. The silver bowl itself looks to be worth about 500 gp if it can somehow be wrenched from the wall. Removing the Silver Bowl from the wall causes the holy water collected to instantly spoil and become unholy water. Unless the cistern is removed and repaired and a *consecrate* spell is cast upon it, the cistern is ruined. The silver of the bowl immediately tarnishes and takes no polish nor show any of its original luster.

A secret door is located behind the cistern that leads to a large darkened chamber. Doorways in the north and south walls lead to **Area 2 –6** and **2 –7**.

2 –4. THE TOMB OF SIR DALAG

This long chamber has the feel of an ancient cathedral. Carved upon the walls are bas relief lines of horsemen bearing lance and wearing regal helms. In the Center of the Chamber is a lapis lazuli sarcophagus standing beneath a marble pavilion. The likeness of a sleeping knight is carved upon the sarcophagus. The craftsmanship upon the carvings is so lifelike as to be flawless.

Beings not knowing the passwords written upon the Tomb of Hasbagir in **Area 2 –9** are instantly teleported to **Area 2 –1**. The passwords must be spoken each time the marble pavilion is approached or characters are instantly teleported to **Area 2 –1**.

When the passwords “*Four Against Chaos, One Remembers his Oath*”, is spoken, Vidishu, a **gynosphinx** is summoned to the chamber. She immediately attacks evil parties without question, as she can sense that the balance within The Temple of the Khan is out of harmony with the universe. She allows lawful good and neutral good characters to pass on through to the sarcophagus of Sir Dalag unmolested if they can solve her riddle, and carries on idle conversation with chaotic and neutral PCs while others puzzle out the answer. She attacks if she is attacked or assaulted in any way. Note that if the gynosphinx is slain or the riddle is answered incorrectly, the PCs are teleported back to **Area 2 –1**.

VIDISHU THE GYNOSPHERIX: (This neutral magical beast's vital statistics are HD 8(d10) HP 53 AC 21. Its primary attributes are mental. Its special abilities are Spell Like Abilities (Detect magic (1/day), read magic (1/day), read languages (1/day), detect invisible (1/day), locate object (1/day), dispel magic (1/day), clairaudience/clairvoyance (either form) (1/day), remove curse (1/day), legend lore (1/day), and symbol (any, each) (1/week)), Darkvision 60ft, and Twilight vision. It attacks with 2 claws (2d4).)

Rake(Ex): Attack bonus +11 melee, damage 1d6+2.)

VIDISHU'S RIDDLE

What weighs more than gold but is not gilt, has a voice as loud as thunder but makes no sound, and is clear as water for those who are without sin?

The answer of course is conscience. If answered correctly, the PCs of lawful alignments are allowed to proceed. The lid of the sarcophagus moves aside at the slightest touch if the riddle is answered correctly. Within the sarcophagus are the skeletal remains of the great knight Dalag. A longsword in a jeweled scabbard sits across his breast. A fine suit of plate mail lies next to him along with a shining shield.

Treasure: +1 Full –plate, Sword of Dalag +1 holy cold iron longsword, +2 heavy steel shield.

2 –5. DARK ELF SCOUTS

A party of four Dark Elf scouts was teleported to **Area 2 –1** from **Area 3 –9** in the caverns below the keep. They have thus far been unable to find their way back, being unable to overcome the traps that lead to **Area 2 –9**. They have been trapped like rats in a cage ever since. Fearing starvation they murdered one of their own

party to feast upon. They were quite surprised to find him arisen as a wight just as they were preparing to butcher him, and were forced to kill him again. Now with their reserve food supplies gone they attack anything living that enters the chamber screaming madly about their hunger in their wicked underdarker tongue. It is possible that they can be calmed or dissuaded from fighting with a gift of food if anyone can understand their foul tongue.

DALCROZST, MALE DARK ELF FIGHTER 1/Wiz 2: (He is a chaotic evil dark elf male 1st level fighter/2nd level wizard whose vital statistics are HD 1d10+2d4 hp 15 AC 15. His primary attributes are Str and Int. His significant attributes are Dex 14 and Int 16. He wears an expert chainshirt, and carries an expert shortsword, and an expert hand crossbow with 5 bolts.)

SHALGHERITH, MALE DARK ELF RANGER 1/ Rogue2: (He is a chaotic evil dark elf male 1st level ranger/2nd level rogue whose vital statistics are HD 1d8+2d6 hp 15 AC 15. His primary attributes are Str and Dex. His significant attributes are Str 14 and Dex 16. He wears an expert chainshirt and carries an expert shortsword, and an expert light crossbow with 5 bolts coated with sleep poison.)

OLBIXX, MALE DARK ELF WIZARD 3: (He is a chaotic evil male dark elf 3rd level wizard whose vital statistics are HD 3d4 Hp 9 AC 12. His primary attributes are Int and Chr. His significant attributes are Dex 14 and Int 16. He carries a scroll of magic missile (x3), and a potion of cure light wounds.)

ERSHIA, FEMALE DARK ELF, Ftr1/Rog2: (She is a chaotic evil female dark elf 1st level fighter/2nd level rogue whose vital statistics are hd 1d10+2d6 hp 17 AC 15. Her primary attributes are Str and Dex. Her significant attributes are Str 14 and Dex 16. She wears studded leather armor, and carries an expert shortsword, and an expert hand crossbow.)



2 -6. THE TOMB OF ARANKA VASHANTA

The stone portal to this chamber lies open as if others had attempted to wrest secrets from the chamber beyond.

The walls of the chamber are carved with musical notes and placid scenery. A marble pavilion stands over a sarcophagus of onyx. The lid of the sarcophagus is carved in the likeness of a beautiful half-elven maiden with a harp across her chest. Anyone crossing the threshold of the pavilion without first uttering the passage carved upon the tomb of Hasbagir **Area 2 -9** are instantly teleported to **Area 2 -1**.

If the pavilion is approached and the verse off of the tomb of Hasbagir: "Four against Chaos, One Remembers his Oath" is spoken, a Divine Minstrel is summoned. The Divine Minstrel automatically attacks any evil beings that speak the oath and stand before the pavilion.

DIVINE MINSTREL: (This chaotic good angelic creature's vitals statistics are HD 7(d8) HP 60 AC 19. Its primary attributes are mental. Its special abilities are Celestial, Bardic Abilities (Exalt, Legend Lore, and Fascinate as a 7th level bard), and Spells (Cast as a 5th level Cleric 0th—Create Water, Detect Evil, First Aid, Purify Food and Drink. 1st—Bless, Cure Light Wounds, Sanctuary. 2nd—Lesser Restoration, Spiritual Weapon. 3rd—Prayer) It attacks with either spells or +2 holy sword.)

Of all others alignments, she asks if any can play the song of Aranka Vashanta. There is a chance that the PCs actually know the song of Aranka Vashanta. Allow them a Bardic Knowledge check (DC 20), or a knowledge (literature/music) check to recall the words and melody of the song.

A PC performing the song must succeed a Charisma check (Challenge Level 12) in order for the Divine Minstrel to allow them to pass on to the sarcophagus of Aranka Vashanta. Should they displease her with their performance or find themselves unable to perform for her they may try again the next day. This is much the problem the Dark Elves have had, for they kill the summoned Divine Minstrel every time they meet her, and are instantly teleported to Area 1. They re-enter the chamber, and a Divine Minstrel requires the performance of the same song for them to pass, or fights them to the death yet again.

When the PCs finally succeed the Minstrel pulls aside and they can easily push aside the lid for the sarcophagus of Aranka Vashanta.

Treasure: Within the sarcophagus is Aranka's perfectly preserved body. At her feet lie her old adventuring gear, a +2 chainshirt, a +1 flaming shortsword, and a composite longbow (+2 Str) with a quiver of 20 +1 arrows. Lying upon her breast is a harp of exquisite elven craftsmanship.

NEW MAGIC ITEM

HARP OF ARANKA

This harp grants the user an automatic +4 magical bonus to Charisma checks when it is played. The Harp of Aranka allows a bard playing it to use their abilities of charm and suggestion regardless of such distractions as combat or other concentration based stresses that would normally cause a foe to ignore the bard's performance. The user may cure 3d8 points of damage to up to fifteen creatures within 25 feet of the user once per day.

Price 18,000gp Experience 9000

2 –7. WIGHT HALL

A band of four wights await in this chamber. Two were guardsmen who died fighting the evils beneath the keep, one was a Dark Elf who was murdered by his fellows for food. One was an escaped slave who somehow made it up through the teleportation trap in **Area 3 –9**.

Wights (4): (These lawful evil undead creature's vital statistics are HD 4 HP 18, 20, 23, 22 AC 15. Their primary attributes are mental. Its special abilities are Create Spawn, Energy Drain, and darkvision 60ft. They attack with a Slam(1d6).)

2 –8. FOYER OF THE TOMB OF HASBAGIR

Two doors stand in the wall of this chamber. A sigil on the floor shows a shield overlaid with a harp, a sword and a staff. Each of the doors is carved with a unicorn's head in relief. The doors are trapped false doors, and the actual entrance to the chamber stands between them as a permanent illusion.

Each of the Trapped Doors is trapped with a fireball trap.

Fireball Trap: The fireball trap is magically triggered to detonate when the door is touched. The fireball erupts, filling the chamber and dealing 6d6 points of damage. A Dexterity save (Challenge Level 6) may be made for half damage. The fireball trap may be detected with a detect magic spell, or by a rogue who makes a successful Find Traps check (Challenge Level 6), though it may only be disarmed via use of a dispel magic spell which dampens the magical effects.

Once detected, the illusionary doorway opens into **Area 9**, the Tomb of Hasbagir.

2 –9. TOMB OF HASBAGIR

In the center of this chamber stands a marble pavilion over a sarcophagus of bloodstone. The sarcophagus lid is carved with the likeness of a man in flowing robes. A staff lies across his chest.

As the PCs approach the marble pavilion, an Efreet appears before them. If the efreet is attacked, he retaliates in kind. If not, he says the following to the party.

IBN AL IBLIS, EFREETI: (This neutral or lawful evil creature's vital statistics are HD 10 HP 64 AC 18. Its primary statistics are physical. Its special abilities are Size, Vulnerability to Cold, Heat, Spell Like Abilities(detect magic, produce flame, pyrotechnics, scorching ray (1 ray only), invisibility (3/day), wall of fire (3/day), wish (this ability can only be used for non-Genies) (3/day), gaseous form (1/day),

permanent image (1/day), and polymorph self (1/day)), Plane Shift, and Mighty Physique. It attacks with either a slam(2d8) or weapon.)

"I am the Shaaitan Ibn al Iblis. For one thousand years have I been prisoner in this tomb, guardian of this corpse and protector of the riches hidden within yon sarcophagus. Every moment upon your world has been a torment to me and I can say that you lesser beings have brought me to the last ounce of my patience. That said, you must now prove yourself worthy of the Staff of Hasbagir. In the tradition of my people I shall give to thee three choices in the form of a test."

You may choose to take the test of your intellect, a test of your goodness, or a test of your magical power.

THE TEST OF INTELLECT

Yashad is shorter than Malik, but she is taller than Habbash. Sakenah is shorter than Malik, and she is shorter than Habbash. Abdul is taller than Sakenah, but shorter than Yashad. Wassim is shorter than Yashad if he is taller than whom?

The answer is **Sakenah**.

THE TEST OF MAGIC

The Efreet produces three potions, each of a different color. He asks someone to determine which of the three potions is poison without casting a spell. The PC attempting the test must make three assassins' Poison checks (Challenge Level 10) or three Intelligence checks (Challenge Level 15) to determine which of the three is the poison. All three are in fact virulent magical poisons that do 1d6 initial Con damage, and 1d6 secondary Con damage.

TEST OF GOODNESS

A drummer boy, a soldier and a general are summoned before you. Each sits in judgment as to which spreads the most evil. Your decision shall rule the fate of one of the three.

The Drummer Boys Tale:

At the sound of my drum, armies are led into battle. Villages are burned, and quarter is given or denied by the tempo I keep.

The Soldiers Tale:

I follow every order given to me without question. I am a trained instrument of death.

At a word, crops are burned and homes leveled, whole nations put to the sword.

Generals Tale:

At my order, nations rise and fall. Kings are put upon their thrones. Legions of soldiers do my every bidding, or are executed for failing in their duties.

This is tricky. Justification can be made for sparing any of them or executing any of them. The Drummer Boy Represents the spreading of evil, the soldier represents mindless acts, and the general represents tyranny. In order to succeed, merely give the PCs an opportunity to make an argument for why one is more evil than the other and should be executed, or why the others should

be spared, or their evil. This is an opportunity for dialog and role play. The correct answer is the one best thought out and most intelligently argued. The general chooses the manner in which he leads. If he is a good leader he may lead his armies in a just manner. Likewise if he is an evil leader, he may order atrocities. The soldier, has the chance to rebel, but chooses to do his duty without question. This makes the soldier merely a numb weapon and not truly intrinsically evil, even though he may do evil in the course of his work. The drummer serves as a mouthpiece for a higher power than himself and like the soldier follows orders set by the general. Of course a lame answer results in a failure.

PCs are given as much time as they need to answer any of the three tests. If they fail, they are teleported to **Level 2: Area 1**. If the PCs pass the test, the efreeti howls in triumph, congratulates the PCs and teleports away never to return.

Within the stone sarcophagus is the preserved body and belongings of Hasbagir.

Treasure: The *Staff of Hasbagir*, a +2 *headband of intellect*, a pair of +4 *bracers of defense*, and a *ring of swimming*.

NEW MAGIC ITEM

The Staff of Hasbagir (50 charges)

Protection from Chaos (1 charge)

Enhance Attribute (1 charge)

Dispel Magic (2 charge)

Magic Circle of Protection from Chaos (2 charges)

Lesser Globe of Invulnerability (2 charges)

Summon Monster IV (3 charges)

Price 65,000 gp.

Written upon the inside lid of the sarcophagus is the passage Four against Chaos, One Remembers his Oath.

2 –10. DESECRATED SHRINE OF ST. CANOR

The door to this chamber is marked with a diagram depicting a longsword, harp, and staff. If the three items are touched to the door in unison, the doorway opens.

What once was a shrine dedicated to a long forgotten dwarven god of law and good is now filled with filth and a disgusting smell rises from near the altar. A large snake-like beast lies coiled around the altar with a head like a woman. She turns her baleful gaze upon the PCs and says:

I am Ying Mi the handmaiden of the Crawling Queen, I thank you for opening the door for my mistress so that she may conquer your world. And now I say Death unto thee Mortals!

With that she attacks.

YING MI, HANDMAIDEN OF THE CRAWLING QUEEN, SPIRIT NAGA: (This chaotic evil aberrations vital statistics are HD 9(d8) HP 39 AC 16. Its primary attributes are physical. Its special abilities are constrict, charming gaze, poison, spells (as a 7th level cleric AND a 5th level wizard), and darkvision 60ft. It attacks with a bite(1d3) and spells.)

Treasure: A successful Wisdom check (Challenge Level 10) reveals the treasures hidden within this chamber. A *staff of resurrection* with 13 charges and a +2 warhammer.

*The Castle Keeper should feel free to increase or decrease the number of charges in the staff of life as best suits their campaign. It is possible that several PCs could die during the fight with the Handmaiden of the Crawling Queen. If the PCs are raised within 1d6 minutes of death, they do not spawn as wights or ghosts but are raised normally.

PCs making a successful Wisdom check (Challenge Level 13) discover a hidden staircase beneath the altar that leads to **Level 3: Area 1**.

Note: After the battle the PCs should realize, especially if they have encountered the Dark Elf patrol, that there are ways for the evils that live under the earth to gain access to the surface world other than the stair hidden beneath the altar. There are, however, no ways of getting back with the Shrine of St. Canor sealed. Now that the shrine is opened, the evils that dwell below are free to come to the surface and return to their lairs as they wish, collecting souls and slaves until their power is sufficient to mount an attack on the surface world. If the PCs have not figured that out, use the death throes of the Handmaiden of the Crawling Queen to spell it out for them.



LEVEL 3: ACT III

THE SUBTERRANEAN MENACE

This level of The Temple of the Khan contains many different caves in various pockets or cysts within the earth. Dark Elves and other races of the Darkness have unwittingly dispelled several wards that had long kept the Crawling Queen trapped within her prison. The PCs must brave the dangers, find the wards and somehow find a way to re-activate them before madness is unleashed upon their world. More importantly in the short term they must solve the mysteries of Level 3 if they are ever to escape from The Temple of the Khan with their minds and their faculties intact.

RANDOM ENCOUNTERS

Roll 1d8 for every 10 minutes spent exploring this level of the dungeon.

1. Dark Elf Soldiers, Ftr2 (1d4+1)
2. Bugbear Patrol (2d4)
3. Wights (1d2)
4. Ghouls (1d4+1)
5. Huge Monstrous Centipede
- 6 – 8. No encounter

3 – 1. THE WINDING PASSAGES

Smooth, hewn stone corridors twist in concentric patterns around one another in this portion of the dungeon.

3 – 1a. A staircase leading to **Area 2 –10** provides the only entrance into the dungeon from above.

3 – 1b. Following the second concentric hallway leads to another staircase. A rusty iron grate, however, blocks progress to this staircase. The lock in the grate is also rusted.

Iron Grate: The grate is an inch thick and has 100 hit points, taking about two minutes to cut through if focused on the activity, but it guarantees a random encounter unless a silence spell is cast over the area.

If the grate is overcome, the staircase leads to **Area 3 – 8**. The grate may otherwise be lifted if the switch in **Area 3 – 7** is thrown.

3 –2. CAVERN OF THE FIRST GUARDIAN SEAL

This cavern would remind someone of a sculpture garden. Statues of Dark Elf warriors and beings of other races stand in poses of shock and amazement. Stalking this chamber is a basilisk that was released when the guardian seal was broken by Ralla Dietchava the Dark Elf Priestess and her slave raiding force. Ralla and her allies were forced to withdraw from the chamber.

The basilisk hides amongst the rocks, and attacks the party in 1d4 rounds. Allow the PCs opposed Spot checks to the basilisks Hide check.

BASILISK: (This neutral creature's vital statistics are HD 6(d10) HP 48 AC 16. Its primary attributes are physical. Its special abilities are Petrifying Gaze, and Darkvision 60ft. It attacks with a bite (1d10).)

The seal in the center of this cavern is an unusual cartouche shape affixed with an eye amidst a triangle fitted into the center of an

oblong disk. It appears as if a gemstone was recently prized from the iris of the eye, voiding whatever abjorative protections were once generated by the glyph. The gemstone is currently in the possession of Ralla Dietchava in the fortified Dark Elf base in **Area 3 –6**.

A portcullis sealed hall in the northeastern corner of the cave leads to a staircase descending down to a hidden opening in the ceiling of **Area 4 –1**. The portcullis may only be lifted if the proper series of switches is thrown in **Area 3 –7**.

Statues: The statues are variously bugbears and Dark Elf soldiers or scouts with two differences. One statue is an unfortunate Troll, another is a statue of a dwarf dressed in a cloak. If stone to flesh is cast on a Dark Elf or bugbear, a Dark Elf appears, or a regular bugbear. If stone to flesh is cast on the troll, a troll appears. If stone to flesh is cast upon the dwarf, a dwarf named Moibarn Darkseeker is rendered flesh again.

Moib was a rogue who had heard stories of treasures St. Canor hid in The Temple of the Khan since he was a beardless youth, and he set out to uncover the treasures and make a healthy profit selling off any of the artifacts and baubles he happens to pocket along the way. Unfortunately for him, he arrived shortly after the Dark Elf had set the basilisk free, and succeeded only in getting himself turned to stone. If asked about his profession he claims to be a bounty hunter, explorer and archaeologist. He offers to join the party and serve as a guide indicating that he had studied a map of the place and knows that there are four levels. If asked to show the map he smiles and taps his head saying that it is all up here.

MOIBARN DARKSEEKER: (He is a neutral evil male dwarven 4th level rogue/1st level fighter whose vital statistics are HD 4d6+1d10 Hp 30 AC +15. His primary attributes are Str and Dex. His significant attributes are Dex 14 and Con 14. He wears an expert chainshirt and carries an expert battle axe, and expert light crossbow, 2 potions of invisibility, 2 potions of cure light wounds, expert thieves tools, and 200gp.)

Moib may serve as a replacement PC in the event any characters have been slain. He may serve as an ally or adversary depending on how the PCs treat him and motivations of the referee to undermine the parties' successes if they are moving too quickly, or offer aid if they find themselves stuck somewhere.

3 –3. Cavern of the Second Seal [3]

This cavern is accessed by the rough hewn staircase found at the end of a long empty corridor. The staircase leads to an irregularly shaped cavern. The seven headed ice hydra, who spends most of its time feasting on rats that crawl into its lair from **Area 3 –4**. The ice hydra was released into the chamber when Ralla Dietchava destroyed the second seal and stole the blue stone that was once affixed here.

ICE HYDRA, 7 – HEADED: (This neutral creature's vital statistics are HD 7(d8) HP 57 AC 17. Its primary attributes are physical. Its special abilities are Deepvision, Fast Healing, and Twilight Vision, Immune to Cold. It attacks with 7 bites(1d10)+1d6 cold.)

THE SECOND SEAL

This oblong cartouche is carved in the shape of a mouth in the center of a five pointed star with an eye in the center of it. A large gemstone once occupied the iris of the eye but shows signs of having recently been hacked free. The gemstone is currently in the possession of Ralla Dietchava in the fortified Dark Elf base, **Area 3 –6**.

Treasure: A successful Wisdom check (Challenge Level 10) discovers the following items amongst a pile of shattered bones of two Dark Elf scouts and their bugbear mercenaries. Amongst the ruined equipment is a salvageable +1 chainshirt of Dark Elf metal, a +1 scimitar of the same material, 2 potions of cure serious rounds, a scroll of spider climb, a potion of invisibility, and 300 gp worth of various coin and gem.

3 –4. THE RAT CAVE

This cavern is completely infested with dire rats. The rats have burrowed many holes throughout the subterranean area of Level 3 as well and have tunneled their way to the surface where they prey on the crops and farms of the neighboring lands.

GIANT RATS (100): (This neutral animals vital statistics are HD 1 (d4) HP 4 each AC 13. Its primary attributes are physical. Its special abilities are disease and twilight vision. It attacks with a bite (1d2).)

If left unmolested, the rats scurry to the corners of the chamber or attempt to exit through their many holes at the approach of the PCs, having learned from their experience with other humanoid denizens of the deep.

Treasure: The large rats nests are generally filled with refuse and detritus of several hundred years. Among the items is a +1 silvered dagger, a wand of magic missile (20 charges), 1000 gp gem, and 58 gp. Messing with the nest causes the rats to attack.

THE FOUL SMELLING SHAFT

A pit concealed in the northeastern arm of the cavern emits a foul smelling odor. The shaft is roughly five feet across and appears to be slick with some sort of greasy slime, making any attempts to climb down the shaft a Challenge Level 10, even with a well anchored rope. The shaft leads to **Area 4 –10**. The handmaiden of the crawling queen made her way to level 2 by wriggling up this shaft. Note: If you wish to keep PCs from using this shaft as a quick and easy entryway to **Area 4 –10**, make it a 50 foot deep pit with no obvious exit, and require the PCs to have some key or token found upon one of their defeated enemies to pass.

3 –5. BUGBEAR CAVE

This cavern is kept by the bugbears that the Dark Elves employ as mercenaries. Currently the Bugbears are quite cross with their Dark Elf masters whom have got them trapped within this dungeon. Their chieftain, Blind –eye Grut, barely maintains control over the dozen bugbears remaining in his war –band. The bugbears are quite hungry, as any of their won number who die have risen as ghouls, and all their former food supplies have run out. To sate their hunger they have taken to drinking the blood of the grullmash and goblin slaves they took along with the Dark Elves several weeks ago.

The bugbears savagely attack any non –Dark Elves who enter the cave.

BLIND – EYE GRUT: (He is a chaotic evil male bugbear 2nd level barbarian whose vital statistics are HD 2d8+ 2d12+2, hp 34, AC 17. His primary attributes are Str and Con. His significant attributes are Str 18 and Dex 12. He wears a chainshirt and carries a heavy flail, 3 javelins, and 100 gp.)

BUGBEARS (12): (This chaotic evil creature's vital statistics are HD 3(d8) HP 20 each AC 17. Its primary attributes are physical. Its special abilities are Darkvision 60ft. It attacks with a heavy flail for 1d10 points damage.)

THE PRISONERS

Three surviving grullmash and four goblins are chained together in one corner of the cavern. They are currently at half of their normal con score due to blood loss. Being extremely weakened, the grullmash and goblins only desire to go home, but fully expect to be murdered by the PCs due to their race. If the PCs free the goblins and grullmash, heal, arm and feed them, they fight loyally for the PCs until such time as an exit from the horrid dungeons can be found and they return home. Clever PCs will use the freed slaves as fodder in fights, or as portable trap detonators. Of course, if the slaves are armed and freed, it is likely that they may be encountered again sometime down the road. Goblins tend to remember those who treated them honorably and may pass such information on to others of their ilk. None of the prisoners know much about the area of the caverns that they are in, other than that they were captured, and brought here by the bugbears and Dark Elves, and that this area of the subterranean realms is shunned by most of the races that dwell beneath the surface.

GRULLMASH (3): (These chaotic neutral creature's vital statistics are HD 2 (d8) HP 13, 11, 7 AC 13. Their primary attributes are physical. Their special abilities are Deepvision, Scent, Climb, and Berserker. They attack with a club for 1d6 +2.)

GOBLINS (4): (These lawful evil creature's vital statistics are HD 1 HP 6,4,5,3 AC 15. Their primary attributes are physical. Their special abilities are Darkvision 60ft. They will attack with hand axes for 1d6 points damage.)

3 –6. DARK ELF CAMP

This chamber contains the remnants of the Dark Elf force that entered the domain of the Crawling Queen on the orders of their Priestesses in the Cyst of Fazha Irrazash, their home city. Dark Elf legend stated that an ancient and powerful relic lay in the possession of the Crawling Queen which they would seek to research further. The force met unexpected resistance in the wards and protections of The Temple of the Khan, and the minions of the Crawling Queen. Now the Dark Elves are trapped within the dungeons at more than half their former force size and with only the food that Ralla Dietchava can conjure with her prayers.

The entrance to the cavern is trapped with a glyph of warding trap and guarded by two Dark Elf fighters. Other members of the Dark Elf force join them in the event that a fight breaks out.

Glyph of Warding: Crossing the entrance triggers the glyph and deals 3d8 points of sonic damage, offering a Strength Save for half damage. The trap may be detected with a successful detect traps

(Challenge Level 4), a detect magic spell, or a find traps spell. It may only be disarmed via a dispel magic spell or use of the password. The password could be learned from a Dark Elf prisoner, or by successful use of a Bard's Legend Lore ability (Challenge Level 12).

HOUSE DIETCHAVA FIGHTERS (2): *(They are chaotic evil male dark elven 2nd level fighters whose vital statistics are HD 2d10+4 hp 19 AC 15(17 w/shield). Their primary attributes are Str and Dex. Their significant attributes are Str 14 and Dex 14. They wear chainshirts and carry shortswords and medium shields.)*

The campsite of Ralla Dietchava [4]

Farther back towards the center of the cavern are Ralla Dietchava and the remainder of the Dark Elf force. If the PCs easily dispatch the trap and the two Dark Elf guardians (who of course spawn as wights or ghosts in 1d6 rounds), Ralla may call for a halt to fighting and attempt to parlay with the PCs. She knows the direction to a secret passage to Level 4 and suggests that the two parties team up. If asked why she and her band were in this part of the subterranean realms, she freely admits to treasure seeking and gathering slaves. Of course, paladins and others of Lawful Good alignment should decline her offer, in which case she defiantly asks them to leave her cavern.

If PCs continue to fight, Ralla Dietchava and her Dark Elf forces fight to the death.

RALLA DIETCHAVA, FEMALE DARK ELF CLERIC 6 (LoLo, Lord of Madness): *(She is a chaotic evil female dark elf 6th level cleric whose vital statistics are HD 8d8+8 Hp 40 AC 24. Her primary attributes are Wis and Chr. Her significant attributes are Str 14 and Wis 18. She wears +1 fullplate and a +1 ring of protection. She carries a heavy steel shield, a +1 flail, an expert hand crossbow with 5 hand crossbow bolts coated in sleep poison, a wand of cure light wounds (CL3, 20 charges), and seals of the crawling queen. Spells Memorized: (Cast per day 5 3 3 2); 0th Detect Good, Detect Magic, Detect Poison, first aid, purify food and drink. 1st—Shield of faith, cure light wounds(x2), 2nd—Hold Person, Silence, Spiritual Weapon; 3rd—Animate Dead, Cure Serious Wounds.)*

If the PCs join forces with Ralla, she and her folk use the PCs to enter the lair of the Crawling Queen and challenge her for the Weltering Crown. Of course if the curse upon The Temple of the Khan is lifted, and the Crown gained, Ralla plans to murder the PCs and take everything for herself. She is a Dark Elf after all. Since taking two of the Stones that have kept the Crawling Queen locked in her prison, Ralla has found a stronger and stronger desire to possess all three stones. This is part of the madness which the Crawling Queen inflicts upon the minds of those who near her lair. Ralla is haughty and manipulative and should be played as such. She treats all males as subservient scum, especially members of her own party. Ralla's only confidant, Vieda Partrorch, is her lieutenant and second in command.

VIEDA PARTRORCH, DARK ELF, WIZARD 5: *(She is a chaotic evil male dark elf 5th level wizard whose vital statistics are HD 5d4+5 Hp 19 AC 16. His primary attributes are Int and Chr. His significant attributes are Dex 14 and Int 18. He wears +4 Bracers of armor, and a +1 Ring of Protection. He carries a wand of lightning bolt (CL5, 20 charges) a, staff, and 2 potions of cure moderate*

wounds. Spells Prepared 5/4/2/1): 0—detect magic, mending, read magic, prestidigitation; 1st Magic missile (x2), burning hands(x2). 2nd—Mirror Image, Invisibility. 3rd—lightning bolt .)

Vieda secretly fears that Ralla is losing her mind, as she has given orders that have reduced the party size by sending out scouting parties that have not returned. If given the opportunity Vieda may betray Ralla, especially if the opportunity presents itself for her to gain the Weltering Crown and escape unscathed and blameless of any assassination. If Vieda sees a way to pull off such a plan, she uses it.

HOUSE DIETCHAVA FIGHTERS (4): *(They are chaotic evil male dark elf 2nd level fighters whose vital statistics are HD 2d10+4 hp 19 AC 15(17 w/shield). Their primary attributes are Str and Dex. Their significant attributes are Str 14 and Dex 14. They wear chainshirts and carry shortswords and medium shields.)*

Note: All Dark Elf metallic equipment is crafted from Dark Elf metal, and instantly turns to dust when exposed to direct sunlight.

THE SOUL –STONES OF YUGGILV

These enchanted stones are of strong evil and are a foul glowing pink color. They are virtually indestructible, having a Hardness of 20 and 100 hp each. They are immune to magical damage, and damage from any energy type.

There are three soul –stones that were crafted by St. Canor when Yuggilv was forced into her prison, and served for centuries to keep the foul demoness from escaping her prison. Anyone possessing one of the stones is in a great degree of danger, for Yuggilv is constantly aware of the location of the possessors of her power.

Although the stones themselves grant no overt magical powers, anyone in possession of the stones who is within 50 miles of Yuggilv's prison is subject to Yuggilv's powers via the Weltering Crown. Magical attacks by the following spells: *nightmare, insanity, suggestion,* and *domination* are not uncommon, until the possessor has gained all three of the stones and brought them to Yuggilv. If Yuggilv gains all three stones, she quickly spends one round per stone to consume them and regain her status as a greater power of the Abyss. This would be what is categorized in most RPGs as a Very Bad Thing. The stones lose all their power and become simply large pink 500 gp gemstones if the Weltering Crown is Cast into the Abyss, as her spirit is torn asunder in the Abyssal vortices.

3 –7. SWITCH CHAMBER

This chamber is empty except for three switches on the far wall. There is no clue as to the order in which these switches may be thrown, only luck. Throwing the switches in different order has different effects upon those in the chamber or other areas of the dungeon.

Down, Down, Up: (trap)

Down, Up, Down: Lifts the Grate in **Area 3 –1.**

Down, Down, Down: Summons a Minion of the Crawling Queen (1d4 Spawn of Yuggilv).

Up, Down, Up: Rumbling Lifts the Portcullis in **Area 3 –2.**

Up, Up, Down: Summoned Minion of the Crawling Queen (Firstborn of Yuggilv).

Up, Up, Up: Removes Blockage in **Area 3 –10.**

3 –8. CHAMBER OF THE THIRD SEAL

This otherwise empty cavern is cold and extremely dark but for a strange oval symbol that pulses with an odd pink glow. The symbol is in the shape of a pentagon caught in a circle with a scarab like insect in the center. A glowing pink gemstone is affixed at the abdomen of the scarab.

If the gemstone is removed (as Ralla Dietchava would suggest) there is a great roaring noise and PCs must make a dexterity save (Challenge Level 10) or be sucked into the gaping maw filled with needle like fangs that appears where the symbol once stood.

Those failing their reflex save take 2d6+7 points of damage per round for 1d4 rounds before being spat out in **Area 4 –3**.

The Cavern Mouth:

3 –9. THE TELEPORTING DOORWAY

The floor beyond this doorway is trapped with a teleport trap. Unless successfully dampened with a *dispel magic* spell, anyone crossing the floor is teleported to **Area 2 –1**.

Note: Persons within 10 feet of anyone possessing all 3 of the soul –stones of Yuggilv are unaffected by the Teleport Trap.

3 –10: THE BLOCKED PASSAGE

This chamber leads to what appears to be a collapsed cavern hallway. Due to its proximity to the prison of the Crawling Queen, the chamber is filled with a centipede swarm that attacks any who enter the chamber. If the correct combination of levers are thrown in **Area 3 –7**, the collapsed portion of corridor is cleared away and a shaft descends to **Area 4 –5**.

LEVEL 4: ACT IV

THE PROVINCE OF THE CRAWLING QUEEN

This level of the dungeons of The Temple of the Khan has long served as the Prison of Yuggilv the Crawling Queen. One thousand years prior, Yuggilv, a wily demoness of great power had discovered a portal into the material world. Gathering her spoor to her, they poured forth from the abyss, she with the Weltering Crown, so that any slain by her minions that did not transform into more of her spawn, were instead raised as undead under her command. Four heroes strove against her in epic battle, forcing the evil back under the earth but three fell in the battle. The last, finding himself unable to destroy Yuggilv completely, instead siphoned off much of her power and bound it to three ward stones that kept her locked within the vaults of Level 4 of The Temple of the Khan. In this chapter, the PCs finally come face to face with the spoor of Yuggilv, and Yuggilv herself. If the PCs fail, Yuggilv regains her lost power from the ward –stones. If the PCs succeed, Yuggilv is defeated and the Weltering Crown may be cast into the Abyssal Nether and the Abyssal Gate closed to their world forever.

RANDOM ENCOUNTERS

Roll 1d8 for every 10 minutes that the PCs explore Level 4.

1. Drider
2. Vargouilles (1d2)
3. Spawn of Yuggilv (1d4)
4. Firstborn of Yuggilv
5. Huge Monstrous Centipede
- 6 –8. No Encounter

4 –1. THE NORTHWEST CORRIDOR

This corridor is partially carved in perfect stonemasonry and the other portion made from a natural cavern. Roll for a Random Encounter in this corridor.

4 –2. CHAPEL OF LAW

The door to this chamber will only open to the touch of a lawfully aligned being. Inside the chamber is a chapel to lawful gods of evil, neutrality, and good, bound together in the common cause of defense against chaos. In the center of the chamber is the carved likeness of a kneeling dwarf. Raised above the dwarf's head, held in two hands, is a large metal shield. This shield is the Shield of St. Canor.

MAGIC ITEM

Shield of St. Canor

This +2 heavy steel shield of light fortification is emblazoned with the holy symbol of the Khan. A chaotic individual attempting to use the shield gains two negative levels when attempting to use this device. A neutral individual attempting to use the Shield of St. Canor gains one negative level. These negative levels are regained when the shield is no longer shouldered by the bearer.

Once per day the bearer of the Shield of St. Canor may cast *magic circle of protection from chaos* as the spell by the same name as a 5th level cleric.

Moderate Abjuration; CL 9th; Craft Magical Arms and Armor, *magic circle of protection from chaos*; Price: 9750 Weight: 15lbs.

4 –3. ISLE OF THE WELL

A stone platform stands in a subterranean lake filled with cold black waters. In the center of the Platform is the remains of the ancient well which once sat atop the bluff where the Temple of the Khan now stands. The well is fed directly by the lake which surrounds the platform. The waters of the subterranean lake are cold and very deep and filled with all sort of strange and dangerous things. Swimming across the lake requires a mere (DC 10) Swim check. For every swimmer entering the water, however, there is a base 5% cumulative chance that the next person into the water is attacked by a giant electric cavern eel.

GIANT ELECTRIC CAVERN EELS (2): (These neutral creature's vital statistics are HD 5(d10) HP 37, 24 AC 16. Their primary attributes are physical. Their special abilities are Darkvision, Immunities, Electric Discharge, and Improved Grab. They attack with a bite (1d8) or its electric discharge.)

Note: There are no more than 2 Giant Electric Cavern Eels that attack the party.

The water is cold and swimming in it for more than 5 rounds causes 1d6 points of non-lethal cold damage per round until the PC gets out of the water and makes some attempt to dry off.

Treasure: Hidden in the lair of the eels are the skeletal remains of an ancient dwarven explorer named Hugo Frustinbackin, who had the misfortune of falling into the lake. Hugo's +2 dwarven axe and +2 dwarven plate armor have resisted corrosion for all these years. His gem purse, however, has come apart, leaving a pile of raw gemstones of various sorts lying about. The gemstones, when cut have a potential value of 15,000 gp on the open market. If the signet ring upon the skeletal hand of Hugo is returned to his family in the Dwarven halls of Fanderburg, Hugo's family offers free lodging within their spacious home and a 500 gp reward.

4-4. LAIR OF THE DRIDERS

These off-cast aberrations of the spider goddess have come to the banner of Yuggilv, having heard her telepathic summons from their hidden nests in the deeps of the earth.

There is at least one drider within this chamber at all times, the others who call this place their nest being out on patrol. The

driders hate and despise their Dark Elf kin and attack them on sight. Their secondary targets would be any other sub-races of elves and half elves. As the crawling queen has granted the drider a place at her side, they in turn give her their absolute obedience.

DRIDER: (This chaotic evil creature's vital statistics are HD 7 HP 43 AC 17. Its primary attributes are physical. Its special abilities are Spells, web, poison, darkvision 60 ft., fighter class abilities, SR 3, and elf traits. It attacks with either a weapon or a bite(1d4) It has the spell casting ability of a 7th level wizard.)

4-5. COLLAPSED SHAFT

The collapsed shaft from **Area 10-3** opens into this curving hallway. Around the corner from the hallway is a locked portcullis made from cold wrought iron interlaced with alchemical silver. The area is infested with 1d4+1 Spawn of Yuggilv.

SPAWN OF YUGGILV (1d4+1): (This chaotic evil creature's vital statistics are HD 1(d8) AC 16. Its primary attributes are physical. Its special abilities are Demon Traits, Mind of Yuggilv, and Yuggilv's Decay. It attacks with a bite (1d4).)

The Portcullis: The bars have 100 hit points and would take two minutes to cut down, if the PCs take no other action than tearing down the bars. This activity guarantees a random encounter



unless a silence spell was used. The portcullis lock may be picked with a pick locks spell, requiring a rogue to make a successful Open Locks check (Challenge Level 10).

4 –6. TEMPLE OF THE FIRSTBORN

What purpose this chamber served in ancient times is lost to any living memory. A huge pile of filth fills the center of the chamber. The filth itself seems to crawl and bulge with a disgusting infestation of roaches and other crawling things. Large repugnant beings that look like the cross between a man, a beetle, and a millipede undulate in some foul ritual as they crawl about the base of the pile of decay.

Upon realizing that their ritual has been interrupted, they turn and attack with all the fury and alien rage of their queen.

FIRSTBORN OF YUGGILV(2): *(This chaotic evil creature's vital statistics are HD 1(d8) HP 5, 8 AC 16. Its primary attributes are physical and mental. Its special abilities are Demon Traits, Yuggilv's Decay, Spells(cast spells as a 4th level cleric), and Chosen of Yuggilv, and Spell like Abilities(can cast Insect Plague as a 7th level Cleric). It attacks with spells, a bite (1d4), 2 claws(1d4), and a sting (1d2+poison).)*

4 –7. PRISON OF THE CRAWLING QUEEN AND THE ABYSSAL GATE

This huge cavern is accessed by via area 4 –8, and has served for one thousand years as the de –facto prison of Yuggilv the Crawling Queen. Upon entering this cavern, the first feeling one gets is that of ancient decay and an impending doom.

Yuggilv rests upon a huge pile of bones, dried insect –like exoskeletons and rotting matter in the center of the cave. Her lower half resembles that of a bloated centipede, its hundred legs fluttering excitedly. Its upper half is similar to that of a human female, yet seems angular and alien. Her face resembles that of a succubus or some other demoness, with the horrific exception, that her eyes are decidedly insect –like and multi –faceted. Long curling horns support a metallic crown whose shape constantly shifts and changes.

YUGGILV, THE CRAWLING QUEEN: *(This chaotic evil demon's vital statistics are HD 12(d8) HP 88 AC 20. Her primary attributes are physical and mental. Her special abilities are Darkvision 60 ft., Demon Traits, and Spell Like Abilities(as a 12th level caster: 4/Day—Summon Swarm. Hold Person, Spiritual Weapon, Dispel Magic. 1/Day—Freedom of Movement, Heal, Harm, Insect Plague. She attacks with her spell –like abilities, a bite (2d8) and 2 claws(1d8))*

Possessions: *The Weltering Crown*

THE WELTERING CROWN: LESSER RELIC

This circlet of unholy evil appears to be made of an ever –shifting malleable metal whose shape changes and flows like a liquid yet retains its ovoid shape. The crown is said to have been crafted by Yuggilv herself as a tool to focus her dominance over lesser beings. Any being of good alignment gains two temporary negative levels merely by touching it. Beings of neutral alignments gain one negative level from its touch. Any being attempting to don the Weltering Crown must make a successful (Challenge Level 13) Charisma Save or be stricken instantly insane as per the spell *insanity*. Charisma save must be made any time one of the powers of the Weltering Crown is attempted.

Lesser Powers

The following powers may be used once “at will” meaning one power at a time, once per round as if cast by a 13th level wizard. These powers may be as used as often as the wielder wishes so long as they can successfully survive their charisma save.

Suggestion as the 3rd level wizard spell, (Challenge Level 13)

Clairaudience/Clairvoyance as the 3rd level wizard spell.

Once Per Day

Nightmare as the 5th level Illusionist spell, (Challenge Level 13, Save vs. Illusion)

Greater Powers

Once Per Week

Dominare, as a Vampire's special ability, (Challenge Level 13 Charisma Save).

Scrying as a 4th level wizard spell.

Once Per Month

Insanity as the 7th level Illusionist spell, (Challenge Level 13, Save vs. Illusion).

Curse of the Weltering Crown

Any being that dies within 1 square mile of the Weltering Crown rises in 1d4 rounds as either a ghost (50%) or a wight (50%), unless their corpse is affected by some other post mortem horror.

Tactics: It is unlikely that the Crawling Queen should take time to parlay with intruders to her prison. She has the conquest of a world to plot and plan for. Yuggilv immediately attacks anyone possessing any of her soul stones, first using her spell –like abilities if applicable before attempting any of her grapple attempts. Entering this chamber could very well be the final battle of the adventure for the PCs. Play it up for all its worth, because even when Yuggilv is defeated the PCs must still destroy the Weltering crown and seal the portal to the Abyss in order to be free of the curse that afflicts the Temple of the Khan.

The Abyssal Portal: In the far Northeastern corner of the chamber is an irregularly shaped oval carved with the faces of hideous demons and twisted aberrations. The portal itself is closed, a glass –like sheet of polished rock where the entrance to the portal once stood. Three niches roughly the size of a mans fist stand vacant, Indicating that there were once objects held within

the niches. The portal opens into the infinite layers of the Abyss if the soul-stones of Yuggilv are placed within them. There is a 25% chance that a Golol, or other lesser demon awaits upon the other side, and attempts to step through the portal.

In order to use the portal to enter the Abyss and then return to the same portal again, PCs would need to make a successful or find themselves irrevocably lost in the Abyssal Nether that was once the domain of the Crawling Queen and is now a contested battlefield between Yuggilv's minions, and demons under the command of other Demon Lords. Non-sentient objects cast into the Abyss are lost, floating between the layers of the Abyss until found. There is only a base 1% chance of even finding a clue as to the location of an item lost to the vortices of Chaos.

4-8. CAVERN OF DECAY

This cavern provides an entrance to the prison of the crawling queen herself and is only accessed via the tunnel from Area 4-10. There are 1d4+1 spawn of Yuggilv within this chamber at all times.

SPAWN OF YUGGILV (1d4+1): *(This chaotic evil creature's vital statistics are HD 1 (d8) AC 16. Its primary attributes are physical. Its special abilities are Demon Traits, Mind of Yuggilv, and Yuggilv's Decay. It attacks with a bite (1d4).)*

4-9. THE GREAT CAVE

This large cavern is to five Golol who have been summoned here by the Crawling Queens call. These foul denizens of the lower planes hide deep in the recesses of the cavern, hiding until the time is ripe to spring their attack on unsuspecting explorers.

GOLOL(5): *(This chaotic evil demon's vital statistics are HD 2 (d8) HP 13, 10, 10, 8, 5 AC 18. Its primary attributes are mental and physical. Its special abilities are Demonic Traits (1/2 damage from Fire, Cold, and Electricity. Spell Resistance +2 Saves vs. Magic, Darkvision 120 ft. Twilight Vision), Poison, Stench, Summon Golol, and Laugh. It attacks with its laughter and Stench and also a bite (1d4+poison).)*

4-10: A FOUL SMELLING HOLE

A pit in the corner of the Great Cave exudes a foul stench that requires anyone searching it to make a Fort Save (DC 15) or be overcome with nausea and retching, for 1d4 rounds. After the first wave of nausea passes, the victim suffers a penalty to all attack rolls, saves, and skill checks. The passage leads to **Area 4-8**. Climbing through the pit-passage requires a successful Climb check (Challenge Level 10) however ropes and other measures can reduce this Challenge Level quite effectively. The hole is twenty feet deep and goes thirty feet before reaching the opening that leads to **Area 4-8**.

FINISHING THE ADVENTURE

The curse is lifted when the Weltering Crown is cast into the Abyss or a PC gains control over it. If the PCs manage to survive without killing Lord Larek in the process, grant the PCs an additional 500 Experience Points in story award bonus. Lord Larek's madness is gone and gradually folk return to the lands under his control.

CONTINUING ADVENTURES

The PCs may find The Temple of the Khan a suitable base for exploring the subterranean recesses of their world. They may choose to mount an offensive against the Dark Elf of the deeps, or if they are more daring, explore the domains of the Abyss once under control of Yuggilv.

The following Figures, sold by Reaper Miniatures work excellently in the Temple of the Khan.

02450 ghouls and ghastrs
06035 ghouls
14057 wight sergeant
02296 wight of westbarrow hills
02469 bugbear warriors
02515 bugbear chieftain
02503 bugbear shaman
02634 well of doom
02436 kazala, efreet
02792 gameela, female sphinx
02521 cavern worm
002353b swarm: Huge rat on top
02492 scarab swarm
02668 bat swarm
02190 angel of light
14059 chaos spawn of mashaf
02449 callus darklore, necromancer
02620: spider centaur
02784 giant spider and victims

18 CASTLES & CRUSADES

ADVENTURE 2: TOMBS OF KUBLA KHAN

INTRODUCTION

The Tomb of The Khan is an adventure designed for 4–6 characters of 7–9th level. The adventure assumes that at least one divine spell-caster, one arcane spellcaster, and one rogue are in the party to handle any trap or spell-casting needs. The rest of the party should be filled out with sword swinging and arrow flinging classes, and multi-classed characters. That said however, it could always serve to add a bard or other such character to the party, as bards know everything anyways (this is a good thing when the puzzles get hard).

The Tomb of Kubla Khan consists of five dungeon levels, with some levels having sub-levels and balconies with which to add more depth and realism to the gaming experience. Each dungeon level has its own challenges and objectives. Not all of these challenges need be combat based, as many involve puzzles and riddles to solve, items to acquire and prisoners to free or save. Allies might be made and lost. As with any adventure, anything is possible. The module provides the plot and action, while the players and the CK tell the tale, letting the element of chance (Dice) and dumb luck (More Dice) help guide the outcome.

The various dungeon levels in the Tomb of Kubla Khan are sealed by powerful magic, but in some cases might be accessed through other than ordinary means (Such as falling down a really deep pit). This allows the CK to control the flow of the game, so that events might be stretched over the course of several sessions, and gives PCs an opportunity to rest and recoup hit points, spells, and possibly accrue experience points to prepare their characters for tougher challenges as they travel deeper into the depths.

In most levels of the Tomb of Kubla Khan, the PCs are likely to run across 1–3 challenging combats, 1–3 puzzles or riddles to solve, and 1–3 traps to overcome. The deeper the PCs go into the Tomb of Kubla Khan, the more dangerous the foes and traps become.

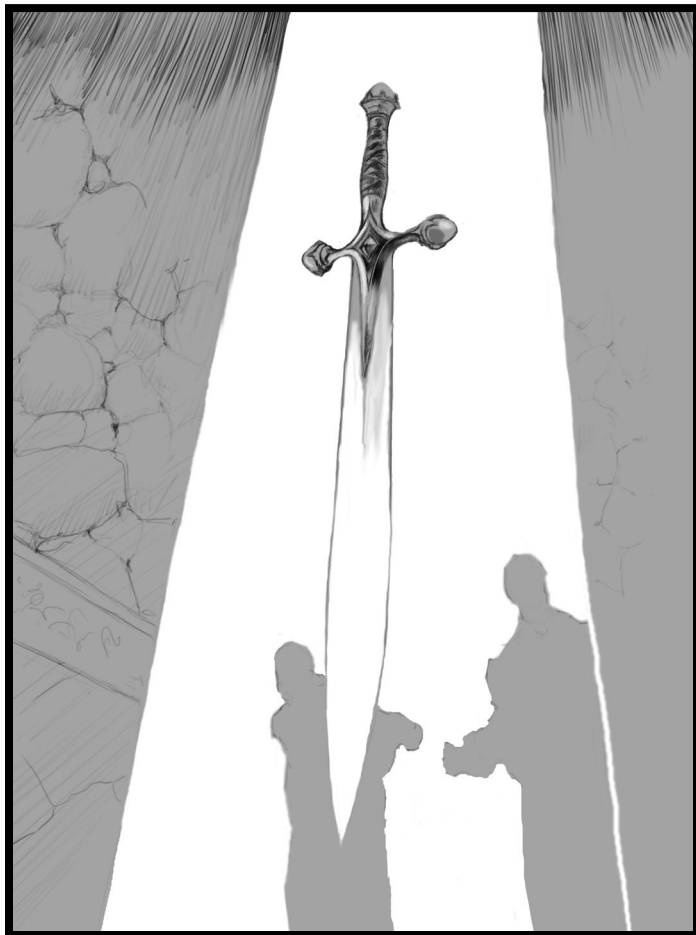
SCALING THE ADVENTURE

As with any adventure, modifications can be made to accommodate your home campaign, such as treasure or monster substitutions, or changes in the amount of treasure found or monsters encountered. Scaled properly, the adventure could be run for characters as low as 5th level, or as high as 11th level without too much tinkering.

THE TOMB OF KUBLA KHAN

Beneath the ancient ruins of the Temple of The Khan lies the Tomb of the temple's namesake, built under an old hilltop fortress. The Tomb of The Khan had remained secret, until some doughty adventurers, opening up new mysteries far underground, unlocked the hidden portals leading down to its entrance.

The ancient Khan took his last steps upon the mortal world in the heart of the tomb, before ascending to divinity as a demigod of war. Few still alive, except perhaps a handful of venerable elven sages, remember that the Khan once lived and waged a bloody war across the entire world, his conquest extending even into other known planes of existence.



The Khan armies were once legendary for their sheer brutality, and for the horror that they left in their aftermath. Once the lifeblood of his own armies were spent, the Khan turned to mercenaries throughout the planes, enlisting amongst his forces legions of infernal shock troopers, fiery salamanders, ogre magics, and worse.

But merciless time crept up on the conqueror, as it does any mortal, and Kubla Khan recognized his own mortality. So it was that the ruler ordered the construction of a fabulous tomb, well hidden from the prying eyes of his enemies, and even from the knowledge of his subjects. It was said he hoarded his wealth there, like the dragons of old.

Likewise, he sent his most trusted servants throughout the planes of existence in search of artifacts and relics of great power, made alliances with gods and devils, and performed mysterious rituals to increase his power. It was with these strategic and arcane preparations that he sought to take his place amongst the pantheon of gods.

Near his final days on earth, betrayers plotted a grand assassination of their dreadful emperor, in an attempt to prevent his final rest in the tomb. The conspiracy was vast, yet somehow the Khan managed to see through the machinations, exposing the plot while enacting swift revenge. Subsequent events bespoke of a devastating miscalculation on the part of the usurpers, for the Khan had placed a terrible curse upon them. Imprisoned in the unhallowed tomb for

all eternity, the conspirators existed in an agonizing state somewhere between life and death, in order to serve as guardians of the Khan's own decaying corpse and vast earthly fortune.

So it was that he divided the tools of his conquest amongst the betrayers and entombed them with his mortal flesh, to serve as guardians to his vast earthly fortune for all eternity.

In truth, much of the talk concerning the make-up of his forces and the nature of the conspiracy against him is open to speculation. But, one point remains clear: none who have entered the Tomb of Kubla Khan have ever returned, and it is believed that all who enter are trapped there, as were the original conspirators, until they might somehow find a relic which would grant their freedom. Adventurers braving its depths might never realize its historical significance, since trapped and angry denizens of the temple ruins destroyed any remnants of worship of the ancient Khan (denizens like Yuggilv the Crawling Queen, along with a few unfortunate drow wanderers. Note that some stalwart adventurers since managed to win their way into the Prison of Yuggilv, casting her and her foul minions into the abyss . . . see the Temple of Kubla Khan for more details on Yuggilv and the *Crown of Chaos*).

LEVEL 1. THE CAVERNS OF LAW AND BATTLE

These caverns have served for centuries as an unending battleground between **Marbuntis** and **Xagon** generals who once served in the armies of Kubla Khan. Their leaders, a Marbuntis myrmarch named **F'zzzt** and a Xagon priest named **Jinkob'Jir** each seek control of the caverns, to set up a base of operations for their people. Kubla Khan knew the ambitions of his other – planar allies and ensured them that after his burial neither would be able to summon enough allies in their cavern prison to establish supremacy over the other: Before his final breath, the Khan incanted a spell restricting the general's power to summon allies. To further the dilemma he ordained that each of his commanders would be given one half of the *Collar of Enmity*, a magical slave's collar necessary to open the portals which lead deeper into the tombs where untold riches from his reign await.

The PCs soon find themselves in a delicate situation as they explore the Caverns of Law and Battle, as each side might seek to use them to turn the balance, allowing one or the other to unite the two halves of the *Collar of Enmity*, thus establishing the caves as a base of operations for their own species. It's likely that both the Xagon and the Marbuntis seek to use the PCs to their advantage in overpowering and destroying their centuries old foes. When running this level of the Tombs of Kubla Khan allow for all possibilities, including a way for the PCs to pit both forces against one another, and possibly steal both halves of the *Collar* for themselves. Not all encounters will necessitate combat, it ought to be stressed, as the Marbuntis and Xagon might prove too formidable for lower level adventurers to defeat both forces without some help or exquisitely clever role –playing.

STANDARD FEATURES

The caverns of law are mostly natural stone with an uneven floor. Movement rate is reduced to $\frac{3}{4}$ ths speed for all bipedal creatures unless they have more than 5 ranks in the Balance skill.

PLANAR PORTALS

Due to the nature of the caves, occasional magical disturbances might cause creatures from the Astral and Ethereal plane to sneak through these portals. These creatures might be used as random encounters. Also, subterranean creatures sometimes burrow their way into the caverns, often finding themselves the unfortunate slave or meal for the Xagon and Marbuntis outposts.

RANDOM ENCOUNTERS

Roll 1d12 for every 10 minutes the PCs spend exploring the Caverns of Law

1.	1 Ankheg
2.	1d4+1 phase spiders
3.	1d3 Golol
4.	1d2 Belkers
5.	1 black pudding
6.	1 average xorn
7.	1d2+1 Xagon
8.	Marbuntis Warband (1d6+2 Legionair and 1 Centurion)
9 –12.	No encounter

ALLIANCES

Opportunities exist for the PCs to make alliances with either the Marbuntis or the Xagon, or to play both sides against the other. Listed below are a series of potential conditions that could grant victory to the Xagon or Marbuntis forces.

MARBUNTIS ALLIANCE

If the PCs are subjugated by the Marbuntis, or come to some agreement with them to take out the Xagon, they are sent to assault the Xagon positions in **Area 4**, as the Marbuntis launch a blitzkrieg offensive on **Area 9**, working towards the common goal of taking **Area 10 –1** and slaying Jinkob'Jir. They mass a force of 6 warriors, 2 centurions, and 15 workers led by F'zzzt, taken from **Area (s) 2, 5, 8, and 9**. Roll the corresponding die for each group (warriors, centurions, workers), to determine the number of survivors of the battle when they eventually meet up with the PCs in **Area 10**. F'zzzt is expected to survive the onslaught.

If the PCs have become slaves of the Marbuntis during any point, game over. Roll 3d6 six times and try again. Seriously.

If the PCs have instead entered some pact or agreement with the Marbuntis and have helped F'zzzt acquire the *Collar of Enmity*, he might ask their assistance in placing it around the neck of Spargonitus (the copper dragon; see 5 –1. Cyst of F'zzzt) so that both groups might finally exit the caverns.

XAGON ALLIANCE

In the event that the PCs prove themselves worthy to the Xagon, (probably by defeating a number of them in combat) they are invited to **Area 7 –1** for an audience with **Jinkob'Jir**, who enthusiastically suggests that the PCs' prowess will help break the deadlock that has existed for centuries between the formain and Xagon. His plan is comparable to that of F'zzzt, but in reverse.

The PCs would mount an attack on **Area 2-1** as he leads his forces through **Area 9**. The Xagon would launch their assault on **Area 8-1**. Both forces would then meet up in **Area 5-1** for a final battle versus F'zzzt and the remaining Marbuntis. Xagon forces are taken from Areas (X, Y Z).

1 -1. ENTRANCE TO THE CAVERNS OF LAW

A secret passage from the lair of Yuggilv leads to this stony corridor. Roll for a random encounter at this location immediately.

Carved upon the archway leading to these caverns is the following: "Absolute subjugation and submission to my great and just law! This was required of my subjects in my time and so bound are those eager to judge others by their own greed and hollow values. Foes from many worlds contest for the prize, but only those who understand the value of variety might unite the two halves of my collar and compel the wyrm to open the paths which lead to my tomb."

2 -1. FIRST CYST OF THE MARBUNTIS

This large cavern is home to several Marbuntis workers, warriors, and their taskmaster. The workers are attempting to expand the cavern and have constructed a crude ballista type device that faces the northern entrance. This siege weapon is used as a deterrent to any attempted invasion of the cavern by the Xagon of the eastern caves.

The Marbuntis likely find the PCs to be a curious lot and might attempt to bargain or converse with them, but probably will demand that the PCs surrender and go with their taskmaster to visit with the myrmarch in **Area 5-1**. The Marbuntis would seek to compel the PCs either through their domination powers or through bribery to join them in destroying their Xagon foes within the caverns.

Should the PCs respond with violence, or if the PCs have encountered and slain Marbuntis in **Area 1** (or any other area), the Marbuntis are ready for battle and fire the exotic ballista at any creatures in the doorway. The warriors attack with javelins, and then close in to attack with hand weapons.

If the Marbuntis begin to suffer heavy casualties, the task master orders the remainder of the formains to guard his retreat and attempts to make his way to **Area 5** and then **Area 8** to warn his allies of the intrusion.

If the PCs have encountered the Xagon in the caverns, and any Xagon escaped, the Xagon will spy on the PCs' progress as they enter Marbuntis territory. See "Xagon alliance" for details on what happens if the PCs have already encountered the Xagon and agreed to aid them against the Marbuntis.

MARBUNTIS WORKERS (10): (These lawful neutral (evil) creature's vital statistics are HD 2(d8) HP 14 each AC 14. Their primary attributes are physical. Their special abilities are Darkvision 60 ft., Scent, and Marbuntis Immunities. They attack with a bite (1d4).)

MARBUNTIS LEGIONAIRS (10): (These lawful neutral (evil) creature's vital statistics are HD 4(d8) HP 21 each, AC 16. Their primary attributes are physical. Their special abilities are Darkvision 60 ft., Scent, and Marbuntis Immunities, venom and charge. They attack with a bite (1d4), a sting (1d4 +venom), or by a weapon. They bear a lance, broadsword and longbow with 20 arrows.)

MARBUNTIS CENTURION: (This lawful neutral creature's vital statistics are HD 8(d8) HP48, AC 18. Its primary attributes are physical and mental. Its special abilities are Darkvision 60 ft., Scent, Marbuntis Immunities, Venom, Charge, and Spell Like Abilities (as an 8th level cleric. 0th—Detect Chaos, Detect Magic, First Aid, 1st—Command, Cure Light Wounds, Protection from Chaos. 2nd—Hold Person, Silence. 3rd—Dispel Magic, Magic Circle against Chaos, Prayer. 4th—Freedom of Movement, Neutralize Poison) It attacks with a bite(1d4), a sting (1d4 +venom), or by lance for 1d8+1 or +1 broadsword for 2d4+2 points of damage.)

3 -1. FUNGI CORNER

This dead-end cavern corner is home to a nest of **stirges** who dwell amongst the **violet fungus** which grows here. The stirges are immune to the violet fungus.

VIOLET FUNGUS: (This neutral creature's vital statistics are HD 2 HP 14 AC 13. Its primary attributes are physical. Its special abilities are Poison, Twilight Vision, and Plant Traits. It attacks with 1-4 tentacles(1d4).)

STIRGE (4) (This neutral creature's vital statistics are HD 1(d6) HP 4 each AC 16. Its primary attributes are physical. Its special abilities are Attach, Blood Drain, Agile, Darkvision 60ft., and Twilight Vision. Its attacks with touch(1d3).)

Treasure: Hidden beneath the fungus are the desiccated remains of a Xagon warrior who happened to get caught in the combo of stirges and fungus. The Xagon assumed he was slain by the Marbuntis after failing to return from his patrol, sparking a rather lengthy battle several years ago that escalated to the point that nearly both sides were wiped out. Upon his remains are a +1 longsword and *potion of cure serious wounds*.

4 -1. XAGON GUARD -POST

Four Xagon warriors keep watch for the intrusion of other planar creatures or Marbuntis seeking to invade their lair. The Xagon are deadly and accomplished warriors; however, the limited number of their kin in the caverns has thus far made it completely impossible for them to eradicate the Marbuntis presence.

As is mentioned in the introduction of this level, it is possible that the Xagon spend one round offering the PCs a chance to surrender and strike a bargain with them.

XAGONS (4): (This chaotic evil demons vital statistics are HD 6(d8) HP 23, 22, 31, 28, AC 18. Its primary attributes are physical. Its special abilities are Demonic Traits(: 1/2 damage from Fire, Cold, and Electricity. Spell Resistance 6, Darkvision 120 ft. Twilight Vision), Plague, and Summon Xagon. It attacks with 4 claws(1d4), a bite (1d6), or by 2 longswords +2.)

5 -1. CYST OF F'ZZZT

This cavern serves as the headquarters of the Marbuntis General F'zzzt. The cavern has a high vaulted ceiling and is usually crawling with workers, centurions, and soldiers, unless, of course, the various forces have been deployed elsewhere. F'zzzt directs the nonstop work of cavern expansion through telepathic and scent emanations to his many minions. The Marbuntis here marshal

and train, constantly seeking ways to overcome their Xagon foes. Allow any Spot or Listen checks appropriate to see if the PCs have been detected. Should the PCs manage to make it this far without notice, then they've done well.

If the PCs have arrived as prisoners or been invited as "guests" of the marbuntis, it is here that F'zzzt attempts to get the PCs to join them in its attempt to conquer the Xagon. The centurions will try to force the situation if the PCs refuse to join. Should the PCs comply, see the "Marbuntis Alliance" section for details. If the PCs fight the Marbuntis before encountering any Xagon, they might be able to defeat the Marbuntis without attracting any unwanted Xagon attention.

Two slaves named **Dalbin** and **Rogart** are also found in this chamber. Dalbin, an elven wizard, and Rogart, a dwarven ranger, arrived with their adventuring party in the caverns over a hundred years ago. The other members of their party perished long ago of old age, as it turns out. Despite their presence amongst the formain ranks, the dwarf and elf have not managed successfully to assist the Marbuntis in their attempt to purge the caverns of the Xagon. The Centurions however, make certain that Dalbin and Rogart remain slaves, despite the fact that Rogart is growing quite old.

If Dalbin and Rogart are freed from the dominance of the Marbuntis centurions, they offer to join the party. They are not very knowledgeable of the lower areas of the Tombs, as they were not able to explore while under the influence of their Marbuntis slave masters. However, they are eager to escape and find their way back home again. Limitless possibilities for continuations and Role-Playing experiences might be had with these two in the party...or one of them could "fill in" for a deceased PC during the course of the adventure.

If parlay with the formains takes place, F'zzzt reveals that he was once a general in the armies of Kubla Khan, along with his foe Jinkob'Jir. Together, they formed a large contingent rivaling many warrior groups throughout the planes. Each had sworn allegiance to Kubla Khan, but now they contest against one another in an unending battle, each summoning replacements to fill the ranks of the fallen but none able to summon enough to win the fight.

F'zzzt is able to summon allies from his home plane to replace those who fall in battle, but like Jinkob'Jir he is only able to summon enough Marbuntis to replace those who have fallen. Kubla Khan grew angry with the generals during his lifetime due to their constant plotting and infighting between one another and since they had taken an oath to serve him for eternity, decided to put that oath to the test by having them imprisoned here in the caverns above his tombs. The Khan, in his wisdom knew that the two powerful generals would plot and plan against one another for centuries in hopes of gaining the upper hand over the other. In so doing, they would serve eternity as perfect guardians to his many riches in the process.

F'zzzt is an accomplished warrior and challenger in his own right, and only his death would prevent his summoning replacements to defend his hive from the Xagon, regardless of the magical restrictions besetting him. As noted, F'zzzt possesses one half of the *Collar of Emnity*, both halves of which are required to snare Spargonitus the copper dragon and win freedom from the caverns of law.

Marbuntis Workers (20): See Area 2 –1

Marbuntis Legionairs (10): See Area 2 –1

Marbuntis Centurion (4): See Area 2 –1

F'ZZZT, MARBUNTIS KNIGHT: (*This lawful neutral creature's vital statistics are HD 12(d8) HP 64 AC 16. Its primary attributes are physical. Its special abilities are Darkvision 60 ft., Scent, Marbuntis Immunities, and Spell Like Abilities(as a 12th level cleric. 0th—Detect Chaos, Detect Magic, First Aid, 1st—Command, Cure Light Wounds, Protection from Chaos. 2nd—Hold Person, Silence. 3rd—Dispel Magic, Magic Circle against Chaos, Prayer. 4th—Freedom of Movement, Neutralize Poison) It attacks with a bite (2d4), a sting (2d4 +venom), or 2d6+2 two handed sword.)*

DALBIN : (*He is a neutral good male elf 8th level wizard whose vital statistics are HD 8d4+3 hp 24 (currently 12) AC 11. His primary attributes are int and Chr. His significant attributes are Dex 14 and Int 16. Spells Known (Cast per Day 5 4 3 3 2): 0—detect magic, ghost sound, light, message, read magic; 1st—alter size, jump, magic missile, shield; 2nd—darkness, invisibility, ray of enfeeblement; 3rd—fireball fly, lightning bolt; 4th—ice storm.)*

ROGART: (*He is a neutral male dwarf 8th level ranger whose vital statistics are HD 8d8+19 hp 55 (currently 20) AC 11. His primary attributes are Str, and Dex. His significant attributes are Str 16 and Dex 15)*

6 –1. ROPER CAVERN

This cavern is littered with the alien bones and carapaces of fallen Xagon and formains, all having fallen prey to the roper which dwells here. Both groups long since abandoned any hopes of using this chamber as a shortcut to attack the other.

ROPER: (*This chaotic evil magical beast's vital statistics are HD 7(d10) HP 54 AC 24. Its primary attributes are physical. Its special abilities are Drag, Strands, Poison, Darkvision 60ft, Immunity to Electricity(full), Twilight Vision, Resistance To Cold (1/2), SR4, Vulnerability to Fire. Its attacks with 6 strands for a drag and a bite (5d4+poison).)*

The hidden roper stands guard over a crystalline pedestal that glows strangely in the darkened cavern. Inside the pedestal is a falchion of masterful design. There are two hollow spaces at the base of the pedestal. One recess is roughly the shape of a Marbuntis Centurion's head, the other roughly the shape of a Xagon head. The falchion might only be removed if the heads of Jinkob'jir and F'zzzt are placed into the alcoves (with or without their bodies attached). Kubla Khan had constructed this, proclaiming that if the two generals were to "put their heads together," they might escape their imprisonment. So far neither has bothered to stick their neck out, so to speak, as they have lost too many of their comrades fighting off the roper.

Once both heads are placed within the recesses, the pillar melts away, freeing the falchion, which is known as *The Satrap of Law*, and is a +2 lawful weapon. *The Satrap of Law* is one of the keys for use on Level 5 and is used to unlock the Tomb of Kubla Khan.

Treasure: Dalbin's spellbook (Dalbin is found in Area 5 –1 above). *Dalbin's Spellbook:* 0—all; 1st—alter size, burning hands, shield, grease, identify, shocking grasp, sleep; 2nd—arcane lock, fog cloud, protection from arrows, invisibility, web; 3rd—blink, dispel magic, hold person, stinking cloud, slow; 4th—dimension door, fear, ice storm, shout.

7 –1. XAGON BARRACKS

This barracks houses 1d4+3 Xagon, who keep one guard posted at all times as the others rest or train. Currently they have a Marbuntis soldier here whom they have pulled all of the legs off, as a form of cruel entertainment. Once finished with the legs, they intend to pull off the antennae, and so on in the fashion of a schoolyard bully (albeit a psychopathic one).

Should the PCs rescue the Marbuntis soldier and take him to the Marbuntis area of the caverns, then the Marbuntis ask the PCs to join their fight against the wicked Xagon. Such a heroic deed might be enough to convince F'zzzt to place his living head in the crystal pedestal...so long as Jinkob'Jir's severed head is placed in the other slot.

XAGONS (1d4+3): See Area 4 –1

8 –1. MARBUNTIS DIG

This cavern is the site of an ongoing and unsuccessful dig on the part of the Marbuntis. The workers dig in an attempt to make new in-routes to assault their Xagon foes, or work in a futile attempt to dig themselves free of the cavern. Their tunnels reach about 100 feet away from the caves, but then collapse due to the powerful enchantments placed upon them long ago by Kubla Khan's coven of war wizards. But being stubborn Marbuntis, they merely start over again, digging and removing the rubble in a vain attempt to find an alternate escape route. The cavern is also guarded by a pair of centurions with a strong contingent of Marbuntis warriors.

There are currently 30 workers, 15 warriors, and 3 centurions in the cavern, with the warriors guarding against any Xagon attack.

An alcove near the tunnel to Area 9 –1 serves as the tomb of Dalbin and Rogart's former adventuring party. If Dalbin and Rogart have joined the party, they refuse to allow any tampering with the tomb, which Rogart carved out with his own hands.

The tomb is in the floor with superb etching, and the following passage written in the dwarven tongue.

"Here lies Sir Handle of Foris, Brave knight and comrade in arms, who fell in battle against age and infirmity. With him is entombed Madam Rella the nimble halfling, quick were her reflexes, but not quick enough to outrace time."

Marbuntis Workers (30): See Area 2 –1

Marbuntis Legionairs (10): See Area 2 –1

Marbuntis Centurions (3): See Area 2 –1

9 –1. BATTLE CAVERN

This large cavern has become known as the battle cavern. Barricades of rubble have been constructed by both forces in order to prevent their own side from being overrun by the enemy. The Xagon and Marbuntis stationed here occasionally take pot shots at one another, but otherwise remain hidden behind their barricades.

Xagon positions are on the eastern side of the barricade, Marbuntis positions are on the west. Both fortified barricades are equipped with a weapons rack containing many barbed spears and jagged bolts for missile weapons.

The de-facto demillatarized zone of the cavern complex is roughly 30 ft. wide and 50 ft. long.

Should PCs happen to stumble into the chamber from either end without the appropriate escort (a Xagon for the East, a Marbuntis for the West), the occupants of the barricade assume they are spies and attack. The battle spurs an all out assault by the occupants from the other side of the cavern, and any surviving reinforcements from their perspective lairs. Oversee this assault as you would either of the **Alliances** mentioned at the beginning of this level.

It should be noted that if the PCs haven't made an alliance with either force, they might end up making enemies of both. Weigh carefully the course of action taken in the aftermath of any combat within this chamber. If the PCs are of a lower level they might find it impossible to face both the Xagon and Marbuntis. It might be easier simply to have those forces deplete one another down to a level where the PCs have a chance. As always, it is up to the individual CK to decide what works best for their campaign.

Marbuntis Warriors (12): See Area 2 –1

Xagon Warriors (3): See Area 4 –1

10 –1. CAVERN OF JINKOB'JIR

This large cave serves as the command center and throne room of **Jinkob'Jir**. **Four Xagon warriors** serve as bodyguards for Jinkob'Jir, who spends the majority of his time plotting against F'zzzt and summoning new Xagon to replace those fallen in battle.

Captured PCs or those who have negotiated with Xagon in other parts of the caverns are brought before Jinkob'Jir, either to await judgment or an offer of partnership against the Marbuntis.

The Xagon promise them riches for helping them against their adversaries, but have no intention of keeping their word. PCs might either make opposed Sense Motive and Bluff checks against Jinkob'Jir to determine if he is a creature of his word. Likewise, any spells or magic allowing for the detection of lies will reveal that he is murderous and capricious, more likely to or seek to feed them to Spargonitus the copper dragon than reward them with riches.

Among his belongings is the second half of the *Collar of Enmity*.

Should the PCs enter this room stealthily, allow the Xagon opposed Spot and Listen checks vs. the PCs Hide and Move Silently checks. Additionally, allow any surviving Xagon within adjoining caverns Listen checks to hear the sounds of combat. They arrive in 1d6+3 rounds and trigger an assault by the Marbuntis who take advantage of their lightly defended positions.

JINKOB'JIR MALE XAGON, Clr9: *(This chaotic evil demons vital statistics are HD 6(d8) HP 32 AC 18. Its primary attributes are physical. Its special abilities are Demonic Traits (: 1/2 damage from Fire, Cold, and Electricity. Spell Resistance 1, Darkvision 120 ft. Twilight Vision), Plague, and Summon Xagon. It attacks with 4 claws(1d4), a bite (1d6), or by weapon +2. He wears a +2 chain shirt and a ring of jumping. He carries 4 +1 short swords, a potion of cure serious wounds).*

His typically memorized spells are: 0th—Detect Good, Detect Magic, First Aid, Endure Elements, Putrify Food and Drink. 1st

— *Curse, Command, Cause Light Wounds, Shield of Faith*. 2nd
— *Augury, Darkness, Hold Person, Silence, Spiritual Weapon*. 3rd
— *Animate Dead, Cause Serious Wounds, Dispel Magic*. 4th—
Dismissal, Level Drain (Reverse Restoration). 5th—*Flame Strike*.

Treasure: 4,500 gp, 600 pp, 8 black pearls (100 gp each), scroll of 4 divine spells (*blindness/deafness, dispel magic, meld into stone, remove curse*).

11 –1. CAVERNS OF PORTALS

Due to the intense magic effects wrought upon the entirety of the Tomb of Kubla Khan, a dimensional rift was formed, mostly centered in this cavern. The rift is unstable, shifting constantly, coterminous with various planes of existence at random times, unleashing beasts from a variety of different dimensions. These beasts are then trapped within the caverns until subdued or destroyed by the Xagon and Marbuntis, who have also come to count on the extradimensional intruders as an extra means of sustenance.

Roll on the random encounter table twice, ignoring any Xagon, Marbuntis or “non” encounters that turn up. Alternately, choose any other planar creature that seems appropriate for your party composition and challenge rating.

Note: Should the Xagon be attacked from the north, they attempt to flee to this chamber to make their final stand.

12 –1. CAVERN OF SPARGONITUS

This large cavern serves as the lair of Spargonitus the copper dragon. Spargonitus is greatly feared by both the Xagon and Marbuntis who avoid his cavern like the plague. Despite this, their leaders know that the collar of enmity must be united and placed around the creature’s neck in order to escape the caverns. Unfortunately for them, Spargonitus has no desire to help either side, since they managed to irritate him by attacking him several decades ago, and he has never forgiven them for this slight.

Spargonitus is also a prisoner in these caverns, however, and desperately seeks to breathe the fresh air of the outside world once again. Should the PCs manage to defeat the leaders of both the Marbuntis and the Xagon, and if they are mostly of good alignment, he might acquiesce to donning the collar that grants him the power to open the portals to the lower levels of the Tomb of Kubla Khan. Should the PCs instead be of a more evil or neutral alignment, they will probably have a difficult time convincing him to don the collar, and thus will be forced to beat the dragon into submission before placing the collar around his neck. Wish them luck.

Like all dragons, Spargonitus is covetous of treasures and wealth and must be bribed. Good aligned PCs must give him at least 1,000 gps worth of precious gems, jewelry or magical items before he’ll submit to wearing the collar. Even if neutral aligned parties manage to parlay with him, convincing him through clever role-playing that opening the portals to Level 2 is beneficial to all concerned, they must still pay him 5,000 gp worth of items.

Spargonitus is automatically hostile should any Xagon or Marbuntis be amongst the party when they approach, although he won’t likely attack unless he is assaulted first.

Once all negotiations are completed and Spargonitus is convinced

or compelled to don the collar, he gains the ability to unseal the Caverns of Law, hence allowing free entry and exit both to the surface and to the lower tombs.

SPARGONITUS, MALE YOUNG ADULT COPPER DRAGON: (*This chaotic good creature’s vital statistics are HD 15 HP 158 AC 21. its primary attributes are physical. Its special abilities are stone tell 2/day, acid breath, immunity to acid, and spider climb. Its spells are Charm Person and Magic Missile. Its melee attacks are 2 claws (1d4), a tail swipe (1d8) and a bite(4d4). He has 1,800 gp, 4 ambers (100 gp each), 2 violet garnets (500 gp each), a +1 dagger, and a ring of swimming.*)

Treasure: 1,800 gp, 4 ambers (100 gp each), 2 violet garnets (500 gp each), +1 dagger, ring of swimming.

13 –1. PORTAL TO THE TOMBS

This doorway that blocks the exit from Spargonitus’s cave is affixed with a curious seal of solid stone. The center of the circular portal is affixed with the great seal of Kubla Khan. The seal is carved so that a crowned helm stands atop a crescent shaped shield over a pair of crossed lances. Lying across the shield is a falchion and under the shield lies an outstretched gauntlet or fist holding up the entire enterprise. Surrounding the seal is the elongated form of a copper dragon with its tail in its mouth and a curious collar wrapped around its neck.

To open the portal, Spargonitus needs merely to don the collar of Enmity and then spit its stream of acid upon the portal, thus dissolving the seal and opening the tombs. The portal is otherwise impossible to open through any means, short of a *miracle* or *wish* spell.

LEVEL 2: HALL OF GUARDIANS

These chambers were built to house the eternal guardians of the Tomb of Kubla Khan, far from the riches of his palaces and temples. There are several guardians upon this level, most being of an elemental or construct type. Guchenko the Ogre Mage has made his lair here as well, studying the strange crypts and tombs below for close to a century. He managed to find the Key of the Advisor, but is not powerful enough to retrieve the *Lance of Discord* on his own, which he could use to plunder the Tomb of Kubla Khan.

Note: The level is heavily trapped, but not overly so. PCs should be wary of the traps but not feel the need to search every 5 –10 ft. square. If you feel there are too many traps, simply remove those that do not enhance excitement.

Standard Features: Worked stone, even floor, no restriction to summoning and teleportation.

RANDOM ENCOUNTERS

Roll 1d8 for every 10 minutes the PCs spend exploring Level 2.

- | | |
|-------|------------------------|
| 1. | 1 monstrous centipede |
| 2. | 1 monstrous spider |
| 3. | 1d2 rust monsters |
| 4. | Guchenko the Ogre Mage |
| 5 –8. | No Encounter |

1 –2. ENTRANCE

A deep diagonal shaft from **Area 11 –1** makes a bend before landing here on an even floor. An archway above the entrance is carved with an ancient tongue, the words of which illuminate when approached by living beings, revealing an ominous warning: “All thieves who would plunder the fabulous riches of The Khan be warned: Turn back now from your foolish endeavor. It is in folly that you proceed upon this path, as you walk only to your destruction.”

2 –2. GUARDIAN CHAMBER

A large stone statue stands in the center of this chamber. As the PCs enter the chamber, the head of the statue transforms to that of a large life-like man wearing a crowned helm. A (Challenge Level 15) legend lore check by a bard or a legend lore spell check is needed in order to realize that this was the visage of the Khan in life.

The programmed illusion speaks to the PCs by asking the questions below. The answers the PCs give can have specific and possibly dire consequences.

Who are You? The PCs might give any answer they choose, however the sentinel programming is tied to a *detect lies* spell. If they answer incorrectly then the statue, which is actually a **stone golem**, attacks.

If the PCs answer correctly, the statue asks the following question.

Who am I? The correct answer is The Khan. If the PCs answer incorrectly, the statue attacks. If they answer correctly, the statue asks the following question.

Why have you come to the Tomb of The Khan? Again, a truthful answer is required, even if that answer is to plunder the tombs of the Khan. A deceitful answer causes the statue to attack.

If a truthful answer is given, the sentinel tells the PCs to proceed.

STONE GOLEM: (This neutral constructs vital statistics are HD 12 HP 68 AC 26. Its primary attributes are physical. Its special abilities are Slow and Immunity to Magic. It attacks with a slam (3d8).)

3 –2. TELEPORTER CHAMBER

This oval shaped room appears completely empty but contains a very dangerous trap.

As the PCs cross the shaded portion of the floor (as indicated on the map for level 2), determine at random which of them the teleport trap affects. Secretly roll a Will save against magic (Challenge Level 16). If the roll is a failure, the affected PC is teleported — naked if you feel particularly cruel — to one of the slave pens in **Area 2 –3**, and suddenly standing in his stead will be one of the imprisoned doppelgangers found there. Only one such assassin might be switched with a party member from this particular chamber.

Do not immediately tell the PCs that one of them has been switched with a Red Eye Assassin as the doppelgangers are able to use their *detect thoughts* ability to quickly assimilate themselves into the party, acting and reacting just as the PC would. They do their best to emulate any abilities and powers that the PC had, and failing that, they employ lies and trickery; i.e., if the replaced PC was a spell-caster, the assassin complains of some anti-magical effects, and so on.

The assassin remains with the party in an attempt to free its brethren from **Area 2 –3**. For more information on the assassins, their crimes and their abilities, see **Area 2 –3** of Chapter 3.

DOPPLEGANGER: (This neutral evil creature’s vital statistics are HD 4(d8) HP 20 AC 15. Its primary attributes are physical. Its special abilities are Twilight Vision 60ft. Detect Thoughts, Change Shape, Class Abilities (5th level monk), Immunity to sleep and charm. It attacks with a slam (1d12) or weapon. It carries an expert siangham, a light crossbow with 20 bolts, 2 daggers, 2 doses of deathblade poison, and 4d10 gp.)

4 –2. PIT TRAPPED HALL

This oval shaped chamber is set with two hidden, covered pit traps. The traps drop anyone failing their save to **Area 7 –3**, where they are trapped until they might be rescued by possessors of the *Lance of Discord* gathered from Y Idrabp the Banal (See **Area 14 –2**).

Pit Trap CL 3: The pit trap is 30 ft deep. It requires a Challenge Level 3 find traps check to locate. It is a Challenge Level 6 to disable due to the strength of the lid and complexity of its latch. Creatures stepping on the trap lid may make a (Challenge Level 4) Dexterity save to avoid falling into the pit. Creatures falling in the pit suffer 3d6 points of damage.

The pit lid is impossible to open once triggered, save by truly titanic Strength (Challenge Level 25).

5 –2. RETURN OF YE OL’ TELEPORTER CHAMBER

This chamber is exactly like **Area 3 –2** and includes another **doppelganger monk assassin**.

6 –2. FOUNTAIN OF STONEWAVE

A large fountain at the end of this chamber serves as home to **Stonewave**, a powerful water elemental, who was imprisoned here, far from natural springs, and for as long as he can remember. Stonewave manifests himself in 1d4 rounds of entry into the chamber. He makes no overt threat to the PCs, though for some reason he will take a disliking to any Red Eye Assassin in their midst.

Stonewave cannot remember why he is detained within this chamber, but knows that he is charged with guarding some great secret treasure. Unfortunately, he only speaks the Aquan tongue, so some form of communication must be established with him before he may be conversed with at all. This may be done through magic or by the ability to speak the Aquan tongue.

Three clues, Three Guesses

If asked about the guards, Stonewave will say that he thinks he remembers three things:

The thing I guard is no larger than a mortal eye

The thing I guard is hard as a stone

The thing I guard is smooth as glass

Answer: The answer is a pearl.

Should they guess correctly, Stonewave is freed and rewards them with a *pearl of wisdom*. The Pearl may be used to complete the summoning of Yldrapp in **Area 14 –2** in order to gain the *Lance of Discord*.

If the PCs guess incorrectly, Stonewave attacks.

STONEWAVE: (This neutral elemental creature's vital statistics are HD 12 HP 56 AC 19. Its special abilities are Water mastery, Drench, vortex, Capsize, Darkvision 60ft, and Regeneration. It attacks with a slam (4d6) and attempt to engulf its victim.)

Treasure: At the bottom of the fountain is a *pearl of wisdom*.

7 –2. WALK THE TIGHT –ROPE

A narrow wooden beam lies stretched over a 20 foot expanse. The shaft below the beam is filled with a dangerous acid. Crossing the beam requires a successful (Challenge Level 15) Dexterity check for every 10 feet crossed. The beam and acid bath may be ignored altogether through use of *fly* and *spider climb* spells, or other such magical means.

8 –2. BRIMSTONE LAIR

This large chamber is occupied by a great brazier at the far western end. Upon these ever burning coals resides **Brimstone the fire elemental**. Like Stonewave, he too keeps a secret and guards a great treasure.

Brimstone appears out of the brazier 1d4 rounds after the PCs enter the chamber. He makes no immediate threatening moves towards the PCs, other than to ask them who enters his lair.

Like Stonewave, Brimstone cannot remember what it is that he guards but also offers three guesses.

I was used to prepare gifts for the gods

I am worth more than my weight in gold

My vapors offer a pleasing aroma

Answer: The answer is incense.

Unburned by the bodily fire of Brimstone are four doses of incense of meditation. The incense may be burned in the ritual to summon Yldrapp.

Should the PCs guess incorrectly, Brimstone attacks.

BRIMSTONE: (This neutral elemental creature's vital statistics are HD 12 HP 70 AC 18. Its primary statistics are physical. Its special abilities are Burn, Darkvision 60ft, Immunity to Fire, and Regeneration. It attacks with a slam for 2d6 points of damage and burn.)

9 –2. 3RD TELEPORTER CHAMBER

This chamber is exactly like the previous ones. At this point if three Red Eye Assassins have joined the party, then they take the first opportunity to leave the PCs behind, and seek their own route to rescue Master Morph from the final slave pit in **Area 2 –3**.

10. NOT SO BOTTOMLESS PIT

Characters or animal companions with the scent ability may make Wisdom attribute check (Challenge Level 10) check here. Those who succeed notice a faint smell of sulfur in the air emanating from the center of the chamber.

The center of the chamber has a 100 –foot deep pit trap that ends in the lava pool found in **Area 4 –5 –F**.

Lava Pit Trap: Challenge Level 10: The pit requires a (Challenge Level 4) traps check to locate and a (Challenge Level 8) check to disarm. Creatures stepping on the trap lid may make a (Challenge Level 4) Dexterity save to avoid falling into the pit. Otherwise they fall 100 ft. taking 10d6 plus lava damage of 20d6 fire and 10d6 fire 1d3 rounds after exposure.)

Disarming the Lava Pit Trap awards 800 xp.

11 –2. HIDDEN STAIRCASE

This chamber holds a secret hidden stairwell that leads to **Area 13 –3**. Detecting the secret stairs requires a successful (Challenge Level 10) Wisdom check. The hidden staircase may only be opened with the Advisor key, currently in Guchenko's possession. This was the path most commonly used by Oyugun to gain access to the lower chambers during the time the tombs were being constructed. Little did he know they would serve as his eternal prison for the deceit he played upon Kubla Khan. For more information on Oyugun, see **Area 8 –3** of Chapter 3.

12 –2. HAIL OF HORNETS, HALL OF WINDS

This chamber is trapped; pressure sensitive plates cover every odd square in the floor. The plates trigger a hail of darts from the inner walls, shooting towards targets in the chamber anywhere within 20 ft. The darts fire at +18 to hit with 1d8 darts hitting each target and dealing 1d4+1 points of damage. The trap is (Challenge Level 6) to detect and (Challenge Level 8) to disarm. See map for details on where the hidden panels are located.

Award a **rogue 800 experience points** for successfully disarming the trap.

Note: Successfully disarming one trap disarms all of them.

After the traps are successfully disarmed, the wispy figure of **Windwarrow the air elemental** appears.

Windwarrow, like Brimstone and Stonewave, has no recollection of the prize that he keeps, but may also be asked three questions, giving the PCs an opportunity to guess the treasure he keeps.

I was once a piece of a living thing

My shape is that of a twisting cone

When winded my note may carry for miles

Answer: The answer is a horn.

If the PCs answer correctly, Windwarrow is freed from his imprisonment and the PCs are given the *horn of blasting*. The horn may be used to call forth Yldrapp and bargain for his key. If they answer incorrectly, Windwarrow attacks.

WINDWARROW: (This neutral elemental creature's vital statistics are HD 12, HP 76, AC 19. Its primary statistics are physical. Its special abilities are Air mastery, Whirlwind, Darkvision 60ft, and Regeneration. It attacks with a slam for (2d8 points of damage) and whirlwind when it can.)

Treasure: Horn of Blasting.

13 –2. GUCHENKO THE OGRE MAGE LAIR

This oversized chamber is filled from top to bottom with magical tomes and manuals, scrolls, potions, reagents and magic making ingredients. It is also the home of **Guchenko the Ogre Mage**, who has spent the majority of the last century studying the strange magical qualities of the lower tombs. There is a 25% chance that he is within his lair, and an equal chance that he wanders the lower dungeons. He may be encountered in a random encounter roll.

The entry to his chamber is unguarded. The only creatures that have come here in the last hundred years are those that already know him and respect his power.

If he is present, he interrogates the PCs, but does not attack immediately. He is tight lipped about his own activities, saying merely that he is here to study magic. However, he says that he can offer the PCs a great deal of his worldly possessions if they could retrieve the *lance of discord* from Y'ldrabp for him. Despite being chaotic evil, he does indeed hope that they succeed should they accept the task. Guchenko knows that the lance is one of the keys to unlocking the Tomb of The Khan. Should he see evidence that the PCs also possess the *Satrap of Law*, he does his best to hide any grudging respect. If they do not, he suggests that they go forth and retrieve it, offering to assist them in gaining all of the items with which to open the tomb, along with an equal share of the treasures.

If the PCs instead approach him with hostile intent, he does his best to stay clear of them, not hesitating to deal tremendous amounts of damage to them in order to flee with his life, then turning quietly to shadow their steps along the way.

Guchenko possesses the Advisor Key that allows him free access to Level 3.

Play Guchenko as a crafty, charming, and intelligent foe. He offers himself up in combat against shared foes, so long as his own safety is not in question, possibly even doing valorous deeds. This is all a farce, and he is thoroughly rotten through and through, making him an excellent nemesis for extended campaigns.

GUCHENKO THE OGRE MAGE: (This lawful evil creature's vital statistics are HD 5 (d8)+5 HP 38 AC 18. Its primary attributes are physical and mental. Its special abilities are Spell Like Abilities (Fly (12 turns per day; this duration can be split between multiple uses), invisibility, darkness, polymorph self (human or other bipedal form), charm person (1/day), sleep (1/day), gaseous form (1/day), and blast of rime (a cone of cold 20 ft. long, and 5 feet wide at the base, dealing 8d8 points of damage; a dexterity save is allowed to reduce damage by half) (1/day)), darkvision 60ft, Twilight Vision, and regeneration. It attacks with its abilities or with a slam (1d12). It wears a robe of bones and carries a potion of misdirection, a potion of blur, an oil of feather edge, a candle of truth, 1,200 gp, and 1 green diamond (1,500 gp).)

14 –2. SUMMONING CHAMBER OF Y' LDRABP

This chamber is dimly lit and apparently empty. A silvery summoning circle is engraved into the northeastern corner of the room. Inscribed around its edge are various magical sigils and devices.

Casting *Read Magic* upon the sigils reveals that this circle is used to summon some horrific being known only as Y'ldrabp. In order to complete the ritual one must first sacrifice a *pearl of wisdom* in the center of the circle, after which they must burn holy incense and blow forth from a magical horn, all whilst standing in the center of the circle.

If the *pearl of wisdom*, the *horn of blasting*, and the *incense of meditation* are all used in the proper order, the summoner vanishes and is replaced by **Y'ldrabp the Demon**. The summoner is whisked into Y'ldrabp prison, **Area 17 –3**, to battle until defeated, or to make bargains, after which he is returned to his chamber. Either way, the summoner is trapped there, with no saving throw (if the Castle Keeper deems such to be appropriate), and no other means of escape due to the powerful magical wards placed upon **Area 17 –3**.

When the shift occurs the PC is replaced with a horrific bird headed demon, who constantly and annoyingly refers to himself as Y'ldrabp. Y'ldrabp wishes to know thy bidding; Y'ldrabp the mighty, Y'ldrabp the great, and so on.

Once Y'ldrabp appears he asks who would seek his aid, and what business they have within the tombs of Kubla Khan. If the PCs ask for the *Lance of Discord*, Y'ldrabp explains that he has it (even shows it to them), but complains that he cannot give it to them, as he is not allowed to cross the barrier on the floor, which must somehow be erased, removed or blemished in order to give them the spear.

This is true as the circle of protection keeps Y'ldrabp from escaping, and he would desperately love to impale the PC's head upon the lance.

Should the PCs cross the barrier, Y'ldrabp is free to attack them. Should they remove or somehow suppress the silver writing upon the floor, Y'ldrabp is free, leaving their ally imprisoned in **Area 17 –3** until he is destroyed. Once free of the circle, Y'ldrabp may summon other demons and use any of his powers as he wishes.

Y'ldrabp may offer other bargains in exchange for the *lance*, but ultimately he just wants to be free of the dungeon, like most of its servitors, and stops at nothing to achieve this goal.

Y' LDRABP THE CHOROSTARON DEMON: (This chaotic evil demon's vital statistics are HD 10(d8) HP 78 AC 20. Its primary attributes are mental and physical. Its special abilities are Demon Traits, Breath Weapon, and Spell Like Abilities. It begins attacks with its spell like abilities (As a 10th level Cleric: 4/day—Command, Sound Burst, Protection from Good, Dispel Magic. 2/day—Hold Person, Harming Circle (2d8 points damage), Unhallow. 1/day—Dispel Good) and follows with 2 claws (1d8) and a bite (1d10).)

Treasure: *Lance of Discord* (+1 chaotic aligned longspear).

15 –2. GREAT SEAL TO LEVEL 3

The end of this long corridor is sealed with a large circular stone, again depicting the seal of Kubla Khan. The portal emanates strong magic and will not chip or mar even to the mightiest of blows. Possessors of the *Lance of Discord*, who touch the spear to the seal cause the seal to crumble to dust.

LEVEL 3: DUNGEON OF THE BETRAYERS

This dungeon level serves as the eternal prison to a series of betrayers who plotted against the rule of Kubla Khan during his mortal life. Included amongst them are his beloved concubine Erdinisha, his trusted bodyguard Bulrigi and his respected advisor Oyugun. In this level the PCs must avoid death at the hands of these betrayers who have been transformed one and all into the very image of their corruption. Here too they must face down wicked traps and uncover the Gauntlet of Sorrows if they are able to unlock Kubla Khan's tomb.

In imprisoning the conspirators here, Kubla Khan saw each affixed with a gleaming, golden diadem (a crown) which cannot be removed save by their utter destruction. The diadems have transformed each of the conspirators into the reflection of their very soul, until such time as worthy adversaries may slay them once and for all.

Standard Features: Worked stone, even floor, no restriction to summoning and teleportation.

RANDOM ENCOUNTERS

Roll 1d8 for every 10 minutes the PCs spend exploring Level 3.

- | | |
|------|--------------------------|
| 1. | 1d4 Wiang jung warriors |
| 2. | 1d2 Wiang feng sorcerers |
| 3. | 1d3 hellhounds |
| 4. | Guchenko the Ogre Mage |
| 5–8. | No Encounter |

1 –3. ENTRANCE

A winding staircase behind the seal in **Area 15 –2** leads to the entrance to **Level 3**. Check for a random encounter upon entry to level 3.

2 –3. PRISON OF THE RED EYED ASSASSINS

The four slave pits in this dank, ramshackle chamber have served for centuries as the prison of the four Red Eye Assassins, who were captured in the plot to murder Kubla Khan. The doppelgangers long ago cocooned themselves here, where they continue to communicate with one another via telepathy, seeking whenever possible to draw beings from the outside into this chamber to free them from their long imprisonment. The last such creature to come their way was Guchenko, who found their plight amusing and left them imprisoned.

The trapped teleport chambers in Level 2 transport any PCs who have failed to make their Will save into these slave pens, which should become immediately apparent to any of the non-doppelgangers in the party. The Red Eye Assassins of course say "The ones in the pits are doppelgangers!" Of course, doppelgangers would say that we are the false ones and they are the real!

If none of the doppelgangers have been switched with PCs, then each of them immediately assumes the identity of a PC at random; claiming the PC outside the pit who wears his face must have been switched with deadly assassins. They use their powerful *detect thoughts* ability to attempt to sow distrust amongst the PC party. If Guchenko is with the PCs, he makes sure to attempt to steer the PCs

away from this chamber, and if they choose not to follow his advice, clearly informs them that the beings in the pit are doppelgangers who long ago attempted to assassinate the great Kubla Khan.

The Red Eye Assassins are commanded by Master Morph, an intelligent and dangerous adversary. Master Morph is never teleported in exchange with a PC in the trapped rooms from level 2 but remains within his slave pit, until freed by the PCs or one of the other Red Eye Assassins should they manage to "slip away" from the party.

DOPPELGANGER: (This neutral evil creature's vital statistics are HD 4(d8) HP 20 AC 15. Its primary attributes are physical. Its special abilities are Twilight Vision 60ft. Detect Thoughts, Change Shape, Class Abilities (5th level monk), Immunity to sleep and charm. It attacks with a slam (1d12) or weapon. It carries an expert siangham, a light crossbow with 20 bolts, 2 daggers, 2 doses of Type III poison and 4d10 gp.)

3 –3. STATUES OF THE BETRAYERS

This square room is set with three alcoves, one in the north, south, and eastern walls of the chamber. Each alcove is home to a lifelike statue. The entire area emanates of strong abjuration and transmutation magic.

The northern statue depicts a powerfully built man about five feet 10 inches tall, dressed in martial gear, complete with a heavy bow, banded armor, and a curved sword at his waist. There is a cavity in the center of the man's forehead about the size of a peach pit. A successful Bard's Legend Lore check (Challenge Level 16) reveals that this is a statue of Bulrigi, the former bodyguard of The Khan. Succeeding the check by 5 or more reveals that Bulrigi was a conspirator in a failed attempt to assassinate The Khan.

Bulrigi replaced the Khan's normal guard detail with members of the Red Eye Assassins.

The eastern statue depicts a beautiful woman of supple limb, yet slightly cruel visage. Like the statue of Bulrigi, there is a peach pit sized depression in her forehead. A successful Bard's Legend Lore Check (Challenge Level 16) or Legend Lore Spell reveals that this is a statue of Erdinisha, the former concubine of The Khan. Succeeding the check by 5 or more reveals that Erdinisha was a conspirator in a failed attempt to assassinate Kubla Khan. Erdinisha seduced Bulrigi at Oyugun's command, turning him against his beloved Khan.

The southern statue depicts a stately looking gentleman with hooded eyes and long flowing robes. Like the statues of Bulrigi and Erdinisha, the statue has a hollow in the center of its forehead. A successful Bard's Legend Lore Check (Challenge Level 16) or Legend Lore Spell reveals that this is a statue of Oyugun, the former advisor of Kubla Khan, and second most powerful figure in the Khan's great empire. Succeeding the check by 5 or more reveals that Oyugun was a conspirator in a failed attempt to assassinate Kubla Khan. Oyugun was the director of the conspiracy but not its originator.

Should the PCs manage to gain the diadems from Bulrigi, Erdinisha and Oyugun, the gemstones within the diadems fit perfectly within the depressions in the foreheads of the statues. Should the gemstones be replaced into the statues, the *Gauntlet of Sorrows* appears within the center of the chamber.

Treasure: *Gauntlet of Sorrows.*

GAUNTLET OF SORROWS (CURSED)

The *gauntlet of sorrows* offers similar effects to a pair of *gauntlets of ogre power*. The gauntlet grants the user free use of the improved unarmed strike feat, and weapon focus with whichever weapon is wielded while the gauntlet is worn. Once per day, the bearer of the gauntlet may use the gauntlet to cast a *scare* spell cast by a 16th level wizard, affecting up to six beings with 6 HD or less within 30 feet of one another. Targets are allowed a Save vs. Fear (Challenge Level 10) or cower in terror. Targets succeeding their Fear Save are shaken for one round.

Curse: The bearer of the *gauntlet of sorrows* suffers a -8 penalty to any Charisma based checks. Furthermore, the gauntlet may not be removed, nor would the bearer wish to remove the item as they become covetous of the glove over all other pleasurable things in life.

4 -3. EVERYBODY WIANG JUNG TONIGHT!

This chamber houses 10 **Wiang Jung warriors**. These infernal mercenaries are the remainder of a legion of personal guards who swore eternal allegiance to the Khan in life. They helped Bulrigi in his plot against the Khan and were cursed to serve a portion of their eternal damnation as guardians of the tomb.

They attack any intruders entering the chamber, unless the intruders prominently bear the *Satrap of Law*.

WIANG JUNG WARRIORS (10): (*These are lawful evil male Wiang 4th level fighters. Their vital statistics are HD 4d10+8 hp 26 each AC17. Their primary attributes are Str, Dex, and Con. Their significant attributes are Str 17 and Dex 16. They wear expert chainmail. They carry a light steel shield, an expert bastard sword, a club, an expert mighty (+3) composite longbow, 40 arrows.*)

4A -3. HALL OF SWINGING OUCH

The hallway leading to **Area 4A -3** is trapped with a **swinging spiked log trap**.

Swinging Spiked Log: When the trap is triggered the log "attacks" everything in a 10x20 area in front of it, with a +18 to hit dealing 4d6 points of damage on a successful hit. The trap may be detected with a successful detect traps ability by a rogue (Challenge Level 6) and disarmed with a successful Disable Traps ability by a rogue (Challenge Level 8). If disarmed, the rogue earns 700 **experience points**.

5 -3. CHAMBER OF BULRIGI THE BODYGUARD

This chamber serves as the eternal prison of **Bulrigi**, the bodyguard deceived by Erdinisha into betraying his master. Bulrigi sits astride a **nightmare** in the center of the chamber, unmoving until the chamber is entered. He demands to know the purpose of the PCs visit and if they are truthful, he may offer them a deal.

Bulrigi has had centuries to suffer over the betrayal of his master. If the PCs swear to destroy Erdinisha and Oyugun, he willingly offers his diadem to them, thus destroying himself in the process.

If the PCs lie, make a Charisma Check vs. (Challenge Level 7)

If he finds the PCs the least bit distrustful he says, "And so it is, I pray thee are powerful enough to bring me a glorious death as befits one who wronged but once!" He then charges to attack.

BULRIGI, MUMMY: (*This lawful evil undead's vital statistics are HD 7(d12) HP 62 AC 20. Its primary attributes are physical. Its special abilities are Depair, Mummy Rot, Darkvisions 60ft, Fire Vulnerability, Subject to Raising. Its attacks with a slam(1d12). He has a +1 greatsword, a ring of minor energy resistance (fire), and studded leather armor.*)



NIGHTMARE: (This neutral evil creature's vital statistics are HD 7 (d8) HP 45 AC 24. Its primary attributes are physical. Its special abilities are Burning Hooves, Smoke, Darkvision 60ft, Extraplanar, and Planewalk. It attacks with 2 hooves(1d4) and a bite (2d4).)

Treasure: Bulrigi possesses the *Emerald Diadem*. The diadem acts as an *amulet of natural armor* +2. The huge walnut sized emerald in the center of the diadem may be placed in the forehead of the statue of Bulrigi in **Area 3 -3**. Once the gemstone is placed in the statue, it loses all magical abilities.

A. There is a staircase in the northeastern corner of the chamber that leads to a locked stone door. The door may only be opened with the Advisor's Key, and leads to **Area 7 -3**.

6 -3. CHAMBER OF ERDINISHA THE CONCUBINE

This hidden chamber serves as the final prison of Erdinisha, the concubine who secretly served Oyugun and helped seduce Bulrigi into betraying his Khan. The chamber is totally bare except for a single bed and several rats that have been turned to stone. Erdinisha was transformed into a medusa when the curse befell her and she was walled up in this tomb. The centuries have driven her completely mad and she attacks any who enter the chamber immediately.

ERDINISHA, MEDUSA: (This lawful evil creature's vital statistics are HD 6(d8) HP 29 AC 15. Its primary attributes are physical and mental. Its special abilities are Petrifying gaze, poison, and Darkvision 60ft. Its attacks with a dagger(1d4), shortbow(1d6), or snakes(save versus poison or die in 1d10 rounds.)

7 -3. HOLDING CELL

This chamber may only be accessed with the use of the Advisor's Key. Any PCs who have fallen into one of the covered pit traps in **Area 4 -2** find themselves trapped here until they may be rescued. The floor is covered with spikes, reducing movement within the chamber to 10 ft.

Treasure: The remains of a once great thief named Jelixico are impaled upon the spikes in this chamber. His bones still hold his +2 short sword, of ring of gaseous form, amulet of natural armor +2, +2 gloves of dexterity, boots of haste, and expert thieves tools.

8 -3. WIANG FENG LAIR

This chamber serves as the barracks for Wiang Feng sorcerer adepts who were once in the personal retinue of Oyugun. They attack any who enter this chamber unless the person bears either the Spear of Discord, or the Satrap of Law, unless ordered by Oyugun to do so.

WIANG FENG SORCERERS(6): (They are lawful evil male Wiang 4th level wizards whose vital statistics are HD 4d4+12 hp 22 each AC 11. Their primary attributes are Int and Chr. Their significant attributes are Con 14, Int 14. They have between them: 6 daggers, a potion of cure moderate wounds, a potion of lesser restoration, and 2 amethysts (50 gp each). Spells Prepared (4/3/2): 0—detect magic, mending, read magic; 1st—magic missile, shield 2nd—Mirror Image, Web.)

9 -3. COLLAPSED HALLWAY

Time and shifts of the earth seem to have collapsed this hallway. A dwarf or other character with Craft (stonemasonry) may note that this was once a staircase descending down into the dungeon tomb. No amount of move earth or any other such spell will remove enough soil and rubble to clear the passage, and may give a sense that such excavation may cause the entire Tomb structure to collapse. (It will not, but the sense should be given anyhow for dramatic effect.)

10 -3. DOUBLE SCYTHING BLADE TRAPS

This double "L" shaped piece of hallway is trapped with a pair of deadly poison-coated scything blade traps.

Wall Scythe: When triggered a pair of scything blades slice out at +18 to hit, dealing 4d6 points of damage plus Type IV poison (Dealing 1d8 points of damage and -1 to all attribute checks on a successful save, or 2d8 points damage and striking the victim comatose for 2 -8 day.

11 -3. MUST BE SOMETHING IMPORTANT HERE

This chamber is laid out to appear as if some great treasure is hidden somewhere here. Everywhere are depictions on the walls of the Khan crushing enemies while wearing his *Gauntlet of Sorrows*. A painting near the center of the northern wall bears a great mural of the *Gauntlet* itself.

Touch plates in the corners of the square chamber begin to glow if they are stepped on. They stop glowing if someone steps off of the plate. A living being must stand on each plate in order to make all four plates glow. Once all four floor plates are glowing the painting of the gauntlet in the northern wall begins to glow as well.

A. Anyone standing before the glowing mural after all four plates are activated triggers the rolling boulder trap in **Area 12 -3**. The wall falls away and the PC sees the image of a gleaming silver gauntlet on an altar atop a tall ramp. This is actually an illusion, as they step forward into the corridor beyond, the rolling boulder comes tumbling down on the unfortunate adventurer, likely crushing him, and rattling around the chamber.

12 -3. THE ROLLING BOULDER

Hidden behind the northern wall of **Area 12 -3** is a huge round boulder atop a tall ramp. If the touch plates are triggered and a PC enters the short corridor, the Boulder comes tumbling down atop them.

Rolling Boulder Trap (Challenge Level 5):The boulder can strike all PCs in a 10 ft. wide path. The PCs can attempt a Dexterity check Challenge Level 5 to throw themselves out of the path of the onrushing boulder. Failing the save the PC takes 6d6 crushing damage, half with a save. A successful Find Traps check (Challenge Level 3) discovers the trap. A successful Disable Traps check Challenge Level 6 disables the trap. The bypass is a pressure plate that when jammed, locks the boulder in place. If the rogue fails to disable the trap, he takes full damage from triggering the trap instead. The trap is worth 500 experience points if disabled properly.

13 –3. SECRET ENTRANCE

A secret door ten feet above the floor in the western wall leads into this chamber from **Area 11 –2** above. The doorway may only be opened with The Advisor's key. The secret door requires a successful (Challenge Level 13) Wisdom check to locate.

14 –3. HALL OF COLUMNS

There are ten columns holding the ceiling of this chamber, each fully inlaid and carved with images depicting the greatness of the rule of The Khan, his betrayal, his survival, and the imprisonment of his betrayers. The story of the columns also gives clues as to how to successfully open the Tomb of The Khan.

Column 1: Depicts the young Khan conquering his empire.

Column 2: Depicts the recovery of a ten dragon portal which allowed the Khan's armies to spread throughout the planes of existence.

Column 3: Depicts the birth of numerous children to the Khan's many concubines.

Column 4: Depicts the conquest of several other planar territories and the binding of conquered enemies into his empire.

Column 5: Depicts the construction of a hidden tomb during the Khan's lifetime.

Column 6: Depicts the building of a fabulous palace high in the steppes upon a cloudy peak.

Column 7: Depicts the unveiling of a plot against the Khan and the Khan's Judgment that they be forced to serve as guardians to his tomb.

Column 8: Depicts the separation of the four symbols of the Khan's rule and their placement within his tomb under the guardianship of the betrayers.

Column 9: Depicts rites taken by the Khan to assume divinity as a demigod and the sacrifice of thousands to seal the rite in blood. During these rites, four seals are inlaid with silver into the floor of a hidden chamber; the seals are desecrated with the blood of virgin princesses from every corner of his empire.

Column 10: Depicts heroes each standing within a separate cauldron in a beautiful chamber, one holds forth a gauntlet, one a lance, another a falchion and the third wears a helm bearing falcon wings. Gigantic hands reach from two hellish rifts to either side of a high altar in the center of the chamber.

15 –3. OUBLIETTE

This spiked pit trap falls to **Area 15–4**. The lid slams shut immediately after being triggered and remains shut for 12 hours. The lid may be removed by means of a successful use of a rogues disarm traps ability or through or through use of a *disintegrate*, or *stone to mud* spell, though the stone to mud fills the oubliette with choking mud which would be a hazard unto itself.

Spiked Pit Trap CL3: *Creatures get a (Challenge Level 4) Dexterity Save to avoid falling in the pit. The spikes have 1d4 attacks at +4 to hit, and each spike does 1d6 damage. Find Traps (Challenge Level 3), Disable Traps (Challenge Level 3).*

16 –3. PRISON OF OYUGUN

This chamber is the tomb and prison of **Oyugun**, the advisor and court sorcerer of Kubla Khan who was instrumental in the assassination plot against the Khan. Oyugun was co –conspirator with Prince Tamur, to assume rulership over the Khan's empire but was found out by the wise Khan. His initial oath to remain in service to the Khan for eternity held, for when the Ruby Diadem was placed upon his forehead he was transformed into a lich.

Here he remains in the Tomb of Kubla Khan as a guardian of the diadem and of the *Gauntlet of Sorrows*. Oygun still wishes revenge on Prince Tamur for his cowardice under torture in revealing the plot against the Khan, but finds this impossible, as he is unable to gain the other diadems, and is thus trapped within this lair of the Tomb. He may offer a deal, should the PCs destroy Erdinisha and Bulrigi, and bring their diadems to him. He tells them how to retrieve the Gauntlet from **Area 3 –3**, but first places a *geas* spell on them to ensure that they take the quest to destroy Tamur, for after the Diadem (which is now his spiritual phylactery) is used to gain the gauntlet he shall be destroyed. If the PCs are unable or unwilling to deal with him, or are already under contract with Bulrigi, he attacks. Equally, if any of the PCs are still actually Red Eye Assassins, he attacks.

The Red Eye Assassins were caught just before they could spring their trap, and named Prince Tamur. Prince Tamur revealed the other members of the conspiracy and thus all of the betrayers despise the Red Eye Assassins, who were spared their transformation due to their cooperation, given eternal imprisonment instead.

Oyugun has become allied with Guchenko in the last century, having ordered the Ogre Mage to seek out likely candidates with which to exact his final revenge upon Prince Tamur. Guchenko has a powerful *geas* placed upon him, forcing him to perform the exact summoning ritual in conjunction with a scroll with which to return Oyugun back to life, in the event that the Gauntlet may be gained. His goal is to have Guchenko raise him from the dead when Prince Tamur's spirit is located, and exact revenge upon the weakling prince.

Oyugun is not yet a full lich and thus does not have the full HD and powers.

OYUGUN – LESSER LICH: *(He is neutral evil undead lesser lich/11th level wizard whose vital statistics are HD 11(d6) HP 58 AC 20. Its primary attributes are mental. Its special abilities are Fear Aura, Spells(as either 11th level wizard – spell list below), undead. It attacks with a touch(1d10) or spells. He wears bracers of armor +4, and a +1 ring of protection. He carries a scroll of 4 wizard spells (fireball, dispel magic, suggestion, fear),and a scroll of 2 wizard spells (ray of enfeeblement, Cloudkill).Arcane Spells Memorized: (Cast per day 6 5 4 4 3 2 1); 0th Detect Magic, Detect Poison, Read Magic, Ghost Sound. 1st — Shield, Shocking Grasp, Magic Missile x2, 2nd – Acid Arrow x2, Darkness, Ray of enfeeblement ; 3rd — Dispel Magic, Lightning Bolt x2, Fireball. 4th — G lobe of Minor Invulnerability, Ice Storm x2. 5th – Animate Dead)*

17 –3. PRISON OF Y' LDRABP

This inter –dimensional prison space may only be accessed through **Area 15 –2**. It is the prison of Y'ldrabp, a Chorosteron Demon. Any PC trapped within the summoning circle in this chamber remains trapped until Y'ldrabp is defeated and destroyed. No

teleportation, planar travel, summoning, or other means of escape short of a *wish* spell are successful while within this chamber.

Y'LDRABP THE CHOROSTARON: (This chaotic evil demon's vital statistics are HD 10(d8) HP 78 AC 20. Its primary attributes are mental and physical. Its special abilities are Demon Traits, Breath Weapon, and Spell Like Abilities. It begins attacks with its spell like abilities (As a 10th level Cleric: 4/day—Command, Sound Burst, Protection from Good/Dispel Magic. 2/day—Hold Person, Harming Circle (2d8 points damage), Unhallow. 1/day—Dispel Good) and follows with 2 claws (1d8) and a bite (1d10).)

18 –3. COLLAPSED HALLWAY

This collapsed portion of tunnel is similar to the one found in **Area 9 –3**. Hastily abandoned tools show that the excavators of the tomb had chosen to leave quickly rather than cause a total collapse of the entire level.

Treasure: Three sets of ancient yet masterfully crafted masterwork stonemasonry tools lie abandoned here under a thick layer of dust.

19 –3. PORTAL SEAL

This circular doorway is similar to those found on previous levels. The door turns to dust if touched with the Gauntlet of Sorrows. Otherwise, it remains steadfast and immovable.

LEVEL 4. LOST SHRINE OF KUBLA KHAN

The fourth level of the Tomb of Kubla Khan is filled with staircases and secret passages and is thus divided into **Level 4 –1** and **Level 4 –2**, with **4 –1** being the main chambers and **Level 4 –2** holding Banjar the Mahrut and the various hidden passages which weave their way through the level. The Endless stairs are designed as a maze for those who would plunder the riches of Kubla Khan, and are consequently filled with several dead ends and turns that must be navigated in order to wrest the Helm of Strife from Prince Tamur, and make their way to the central tomb on **Level 5**.

The Khan and his minions cleverly placed the various guardians upon this level of the Tomb in the time leading to his ascension to divinity. Most are infernal in nature, while others are prisoners by design, other planar beings blessed with virtual immortality, and cursed to remain as guardians of his tomb until such time as heroes may come and free them from their bondage.

Standard Features: Worked stone, even floor, no restriction to summoning and teleportation.

RANDOM ENCOUNTERS

Roll 1d8 for every 10 minutes the PCs spend exploring Level 4.

- | | |
|-------|---------------------------|
| 1. | 1d3 salamanders |
| 2. | 1 Wiang jung mercenary |
| 3. | 1d4 Wiang shieng acolytes |
| 4. | 1d3 hell hounds |
| 5 –8. | No Encounter |

1 –4. ENTRANCE TO LEVEL 4

As the PCs reach the entrance to level four, the ghostly visage of Kubla Khan appears before them and says: You have done well thus far in your endeavors, but the farce has gone far enough, nothing else remains except your utter doom!

2 –4. HALL OF SORROW

Sobs of great sadness fill the air as the PCs enter this chamber. Here they are witness to a horrific site. At the far end of the chamber stands a **Kultio**, using its venomous tail and serrated weapons to inflict torture upon female figure bound to an iron cross upon the southern wall. A cistern stands below her catching the endless stream of tears that pour down her face.

A successful (CL 16) Wisdom check by a Cleric or Paladin, or a successful use of a Bard's Legend Lore ability (Challenge Level 15) Knowledge reveals that the tortured figure is an angel.

The Kultio continues his torture of the angel, whose mouth is gagged. Her tears flow down her tortured body to fill a cistern beneath her in the south wall of the chamber. She pleads with her eyes to the PCs to help her, as her torments have lasted for centuries. The angel was the guardian of a great earthly city and was forced to watch as the Khan's armies decimated the people she was sworn to protect.

If the PCs destroy the Kultio, the angel, known as Halfia is still imprisoned, bound by 5 infernal black cords which may only be cut with her own sword. Her sword may be found in **Area 6 –4**.

The walls are covered murals depicted upon the walls show the devastation wrought by The Khan's armies in various planes and countries. In this particular fresco are the images of an all out slaughter, where an entire city is put to the sword after surrendering to his armies without a fight.

KULTIO: (This large, lawful evil devil's vital statistics are HD 12(d8) HP 90 AC 21. Its primary attributes are physical and mental. Its special abilities are Devil Traits (Immune to Fire, 1/2 damage from cold, acid, electric. Spell Resistance 12, Darkvision 120 ft. Twilight Vision), and Spell Like Abilities (Change Self, Detect Magic, Know Alignment, Message, See Invisibility. Plane Shift: 1/day, **Summon Devil:** 1/day). It attacks with 2 claws (1d6), a bite (1d8), and a sting (1d6+poison), or with a saw edged two handed sword for 3d6+3.)

Treasure: The tears of the angel act as a *potion of cure serious wounds* and heal any disease, blindness, madness, or deafness. They may also serve as holy water. A wineskin may carry 4 potions worth of fluid; empty potion bottles or holy water vials may hold one dose of the elixir. The magical effect only works once per user however and hold their holy qualities for only one hour before turning into normal tears.

If the PCs do not attempt to assist the ghaele, the bone devil continues his centuries work, ignoring the PCs altogether.

If the PCs manage to free Halfia, she offers her assistance to them in whatever means the CK sees fit. Perhaps Halfia may become a patron of sorts to the PCs, perhaps she appears in the midst of a battle that turns against them, or possibly heals them of

any wounds and cures them of any diseases that they may have accrued through the course of their quest. Care should be taken that she not be overused so that the PCs gain the most out of their adventuring experience, and feel that they, and not the NPCs are the ones doing the lion's share of the work.

2 –4A. THE WALKWAY

A walkway stands hidden behind the PCs as they enter **Area 2 –4**. Should the PCs enter battle with the bone devil, his summoned minions appear behind them upon this walkway to harass them, dropping on them from above. See the Map for Level 4 –2 for further details on the arrangement of the walkways.

3 –4. THOUGH I WALK THROUGH THE FIRES I SHALL FEEL NO FLAME

As the PCs come within 10 feet of this chamber, they become aware of a stifling heat and curious glow emanating from the chamber beyond. Roiling waves of heat blast out from the chamber itself causing any who enter the chamber to make a (Challenge Level 10) Constitution save or suffer 1d4 points of nonlethal damage from the heat. This damage may be offset by the Ranger making a successful Survival check vs. or *endure elements* spells.

Within the chamber are the burning serpentine figures of 3 **salamanders**. These hideous denizens of the plane of fire have long served as elite troops in the armies of Kubla Khan, as well as the smiths of his many armies. The salamanders within the Tomb are no different, worshipping Kubla Khan as their god. The salamanders are sworn to protect the tomb to the death and attack any intruders on sight.

There are 3 salamanders within the chamber itself. If the battle lasts more than 2 rounds, allow the salamanders from the walkway a Wisdom Attribute check to notice activities taking place in the chamber below.

SALAMANDERS (3): *(These chaotic evil creature's vital statistics are HD 5(d8) HP 32, 26, 30 AC 19. Their primary attributes are physical. Their special abilities are Constrict, Heat, Darkvision 60 ft., Immunity: Fire and Enchantments, Vulnerability to Cold. They attack with a weapon or Tail slap (1d6).)*

Treasure: 600 sp, *potion of blur*.

3 –4A. UPPER PASSAGE

There are 2 **salamanders** guarding the upper walkway. These foul creatures may be attracted to the sounds of battle in the chamber below, especially if the battle rages for a long time or involves the use of cold –based attack spells such as *cone of cold* or *ice storm*.

Should the PCs have easily slain their allies in the chamber below they move to block further assault that would put Prince Firnarshan at risk. For details on the layout of 3 –4A, see **Map 4 –2**.

SALAMANDERS (2): See **Area 3 –4**.

4 –4. HALL OF FIRNIRSHAN

This chamber is even more intensely hot than the **Area 3 –4**, dealing 1d4 points of nonlethal damage per round on failed (Challenge Level

10) saves. Within this chamber is a throne of glowing iron, from which **Firnirshan** commands his small outpost of salamanders.

If the PCs were noticed during their initial battle with the salamanders in room 3 –4, Firnirshan and his bodyguards are prepared for battle and attack the PCs upon the stair or along the walkway (**Area 3 –4A**) as they attempt to enter the chamber.

If possible, Firnirshan attempts to retreat to the Shrine of Kubla Khan (**Area 11 –4**) to warn Shabekith of an assault on the unholy tomb.

FIRNIRSHAN, MALE NOBLE SALAMANDER: *(This chaotic evil creature's vital statistics are HD 15(d8) HP 97 AC 22. Its primary attributes are physical. Its special abilities are; Constrict, Heat, Darkvision 60 ft., Immunity: Fire and Enchantments, Vulnerability to Cold. It attacks with a weapon Huge +2 spear (2d85 damage), or Tail slap (2d6).)*

5 –4. THE HEAD OF BANJAR

This chamber is holds a strange head of stone, metal, wires, and gears upon a pedestal of red marble. The eyes of the oddly shaped head are made of thinly cut gemstone plate. A rogue making a successful (Challenge Level 15) Wisdom check notes that the pedestal and head are trapped with a very deadly trap which would cause a section of the ceiling to pound down upon any within 10 feet of the head, destroying the curiosity, and likely slaying anyone caught in its path.

Crushing Ceiling Trap CL 6: *This trap is triggered by removing the head of Banjar from the pedestal. The ceiling slaps down upon all within the pedestal's square 10x10 square dealing 10d6 points of damage. The trap is a Challenge Level 6 to find and Challenge Level 8 to disarm. Disabling the trap is worth 600 experience points.*

The head is the Head of Banjar, an **Adjudicator Marshall** who arrived at the court of The Khan shortly after the failed assassination attempt. The Khan saw the value of the creature as a guardian, but was fearful its insistence on retribution, for the conspirators broken deal would interfere with his own plans. The Khan had the being beheaded and placed its head within this chamber of his tomb, knowing that if the two pieces were joined again, it would cause even more anguish to his dastardly son's weak spirit.

6 –4. THE SWORD OF HALFIA

The center of this chamber gleams with the holy light of the Sword of Halfia, floating in a pillar of golden light that illuminates the entire chamber so that no shadow may be cast. The chamber has a 30 ft. high ceiling. A successful (Challenge Level 12) Wisdom check notes that the walls are also lined from floor to very high ceiling with a series of 13 arrow slits.

Should anyone enter the chamber an *alarm* spell is triggered. 1d2 rounds later the Wiang Jung archers hidden in **Areas 17 –4 A, B, D and E** attack.

The Wiang Jung archers fire hailstorms of arrows at any PC entering the chamber and are afforded a +4 armor class bonus to cover, due to the arrow slits which they hide behind and a +2 to saves vs. magical attacks.

The Wiang Jung archers are detailed in **Area 17 –4**. There are 13 archers, and advantaged depending on their use of Feats, they are always in point blank range, and may fire as few as 13 or as many as 26 arrows per round between them. Each has enough arrows to fire 20 arrows, sustaining their attack for as many as 20 and as few as 10 rounds.

A likely cause of action is to retreat from the chamber, remove the threat of the Wiang Jung archers and then return to attempt to retrieve the sword from the pillar of light.

The sword floating in the pillar of light may only be retrieved by beings of chaotic good alignment due to powerful charms placed here. The sword of Halfia is a +4 *holy greatsword*, which may only be wielded in combat by Halfia herself. It may, however, be used to cut her bonds and free her from the torment in her torture chamber.

WIANG JUNG ARCHERS, FIENDISH MALE HUMAN Ftr4: See 17 –4c.

7 –4. ENTRANCE TO HALL OF WAR –MACHINES

This staircase leads to the Hall of War –Machines, where the rest of Banjar may be found.

7 –4A. HALL OF WAR –MACHINES

This great wide hall is filled with the remnants of various war machines used throughout the Khan's many campaigns. Most are broken or rotted beyond repair, but include such things as ballistae, catapults, battering rams and war chariots. Standing in the center of the chamber is a figure made from silver, marble, and diorite, a sword resting in a steel scabbard at its side. The figure is covered with the dust of ages but has no signs of rust or other degradation to its form except for the missing head.

PCs who have recovered the head of Banjar in **Area 5 –4** immediately recognize the head as a missing part to the rest of the figure found here. Characters may attempt to re –attach the head to the body, though a successful Intelligence check (Challenge Level 15) and a series of mending cantrips are required to put Banjar together again. Despite the use of magic, reconstruction takes at least an hour.

Once Banjar is put back together, either by magic or by manual means, he immediately springs to life (as he was never truly dead in the first place).

He looks the party over, determines their makeup and worth, and quickly remembers his mission to destroy Prince Tamur. He converses with the PCs in his stony voice, to determine if any of them are contract breakers (i.e., more chaotic in nature) and offers an alliance for the common cause. Banjar's primary target is Prince Tamur.

Unbeknownst to the PCs, should any of their number have broken a major deal or agreement with another party, Banjar assumes them as his secondary target for a reckoning after Prince Tamur is destroyed. Banjar could become a recurring nemesis or ally depending on the whim of the CK and the direction of their campaign.

BANJAR: (This lawful neutral constructs vital statistics are HD 10(d8) HP 67 AC 24. Its primary attributes are physical and mental. Its special abilities are Darkvision, Blast of Law, Invisibility, Web of Law, Lawful Strike. It attacks by weapon +3.)

8 –4. EXIT OF THE HALL OF JUSTICE

This staircase leads out of Area 7 –4A and descends into the Shrine area of the Tomb.

9 –4. Acolytes Cloakroom

This chamber serves as a storage facility for the acolytes of the Khan. Several chests of gear and religious equipment, including the Khan holy symbols (a clenched fist), and priestly robes worn by the Wiang shieng.

Treasure: There are enough robes, unholy symbols, and vestments to easily disguise the entire party.

10 –4. PORTAL SEAL TO LEVEL 5

This circular stone doorway is similar to the other seal doors found throughout the dungeon. It cannot be crossed, disintegrated, chipped, shattered, or destroyed. Only one wearing the Helm of Strife may open the portal.

11 –4. SHRINE OF KUBLA KHAN

This large irregular shaped chamber has the huge carved visage of the Khan in the eastern wall with a small altar before it. Those beings that worship the Khan as their deity gather here at the altar under the direction of Shabekith. Worship services are held daily so unless the PCs have tripped the *alarm* spell in **Area 6 –4**. In this event, the shrine is on high alert.

This shrine is the only remnant of worship of the Khan as a demigod of war left, as the presence of Yuggilv in the Temple of Kubla Khan above destroyed any remnants of worship of the ancient Khan. See the Temple of Kubla Khan for more details on Yuggilv and the *Crown of Chaos*.

There are 4 **acolytes** in the chamber and if the alarm is sounded, Shabekith is there as well.

Shabekith was the first worshipper of the Khan as a deity after his transformation. She volunteered to guard his tomb and was indeed the first sacrifice given to the new war god. Due to her service, the Khan ordained her with eternal un –life as a **mummy lord**. Shabekith is a skilled opponent who bolsters her allies with unholy prayers to the Khan before invigorating herself with spells like *desecrate* and *unhallow* to further strengthen her fighting abilities.

WIANG SHIENG ACOLYTES, FIENDISH MALE HUMAN Clr4 (Kubla Khan) (4): (They are neutral evil Wiang male 4th level clerics whose vital statistics are HD 4d8+4 hp 32 each ; AC 15(16 with shield). Their primary attributes are Wis and Chr. Their significant attributes are Str 14 and Wis 17. They are wearing clerical vestments under chain shirts. They carry an expert heavy mace, a light crossbow with 20 silver tipped bolts, a heavy wooden shield, 2 potions of cure light wounds, and an unholy symbol.)

SHABEKITH FEMALE MUMMY LORD (Lady): (This lawful evil undead's vital statistics are HD 8(d12) HP 62 AC 20. Its primary attributes are physical. Its special abilities are *Repair*, *Mummy Rot*, *Darkvisions* 60ft, *Fire Vulnerability*, *Subject to Raising*, *Spells*(as an 8th level cleric). Its attacks with a *slam*(1d12). Shabekith's typical spells

are as follows: 0th—*Detect Good, Detect Magic, Detect Poison, Rot food and drink.* 1st—*Command, Cause Light Wounds, Cause Fear, Sound Burst.* 2nd—*Desecrate, Darkness, Hold Person.* 3rd—*Dispel Magic, Prayer, Curse.* 4th—*Harming Circle, Unhallow.*)

12 –4. SHABEKITH QUARTERS

If Shabekith is not found in the Shrine of Kubla Khan, **Area 12 –4**, Shabekith is found here amongst moldering documents and fired clay tablets, praying for the day when her god takes her to his realm. Shabekith is charged with guarding the seal that keeps Prince Tamur imprisoned within his tomb. She will not give the seal up without a fight.

Treasure: *Scroll of 3 divine spells (desecrate, bless, magic circle of protection from evil), scroll of 2 divine spells (shield of faith, ethereal jaunt), potion of cure serious wounds, neutralize poison, Seal of Shabekith.*

13 –4. TOMB OF PRINCE TAMUR

Powerful wards over the arch of the entryway have entombed the spirit of Prince Tamur here for centuries. Craven and wicked, he has sat in darkness, hearing the prayers to his deific father from the shrine beyond has only driven his spirit even more insane with jealousy. The chamber may only be entered with the Seal of Shabekith in hand. No other magical or physical means allow entry into this tomb, where Prince Tamur was imprisoned alive, the Helm of Strife bolted to his living skull. Once completed, the torture and ritual transformed Prince Tamur for all time into a bodak.

Prince Tamur lurks somewhere within the chamber, hiding in the shadows of the darkened chamber, praying for his escape from the long torment he has endured. He may be found along the walkway (**Area 13 –4A**) or on the ground floor (or anywhere the Castle Keeper feels fit to place him). The Tomb of Prince Tamur is built on two levels with a circular walkway that surrounds the central chamber. The overhang from the walkway affords many other shadows from which Tamur may strike at the party in his madness as he attempts to escape the chamber and wreak havoc upon any surviving worshippers of the Khan within the Tomb. Before he may escape, however, he must first slay the owner of the Seal of Shabekith and take possession of it for himself.

Prince Tamur has the *Helm of Strife* screwed into his skull. The helm does not prevent the bodak from using any of its death attacks. It does, however, offer the Prince many interesting benefits as detailed in the sidebar and are included in his stat block for easy reference.

PRINCE TAMUR MALE BODAK: *(This chaotic evil creature's vital statistics are HD 9 (d12) HP 76 AC: 20. Its primary attributes are physical. Its special ability is Death Gaze. It attacks with its Death Gaze or with its fists with a slam for 2d4 points of damage or with a weapon.)*

HELM OF STRIFE

The helm of strife offers the wearer a +4 deflection bonus to AC and allows the wearer to create an effect identical to a *confusion* spell three times per day. Targets are allowed a (Challenge Level 10) Wisdom Save to avoid the *confusion* effects.

A staircase in the western wall of the room leads to **Area 13 –A**, the balcony that surrounds the chamber.

There is a trapped secret door in the southwestern corner of the chamber that leads to the hidden treasury of the tombs. Beyond lie many of the fabulous riches spoken about in the tales of the Tomb.

13 –4A. This balcony surrounds the central chamber of the Tomb of Tamur. There is a 1 in 4 chance that any encounter with Tamur begins with Tamur slinking along this ledge, waiting to drop on unsuspecting foes.

14 –4. HIDDEN TREASURY

The door to the treasury is trapped with a **prismatic spray trap**.

Prismatic Spray Trap: Stepping through the door triggers a prismatic spray. All figures within a 10ft. radius of the door are under the effect of a prismatic spray cast by a 17th level wizard. The trap is (Challenge level 10) to find and (Challenge level 17) to disable though a detect magic spell indicates the de-woumer immediately.

Treasure: 5,200 gp, 1,000 sp, 24 amethysts (50 gp each), *brazier of command fire elementals, +1 ring of protection, potion of invisibility.*

15 –4. HELL HOUND KENNEL

This room serves as the kennel for the **hell hounds** found throughout level 5. The horrid beasts are fed on ash and summoned demonlings, but have long thirsted for the flesh of something mortal. There are 6 of the beasts in the lair. The alpha male of the pack, **Hashabash** is a Hellish Warhound, sent directly to the tombs from the demigod kennels to protect the tomb.

HELL HOUNDS (6): *(These lawful evil creature's vital statistics are HD 4(d8) HP 20 each AC 16. Their primary attributes are physical. Their special abilities are Breath Weapon, Firey Bite, Darkvision, Immunity to Fire, and Tracking. They attack with a bite (1d6+1d6) or breath weapon.)*

HASHABASH THE WARHOUND: *(This lawful evil creature's vital statistics are HD 4(d8) HP 30 AC 16. Its primary attributes are physical. It attacks with a bite for 3d6+1d6 fire. Or breath weapon (Cone, 5d6 points of damage).*

15 –4A. BOTTOM OF THE OUBLIETTE

The bottom of this small 10 –foot by 10 –foot chamber is covered with long spikes and filled with bones. Any PCs who fell prey to the Oubliette in **Area 15 –3** may still be trapped here. PCs who have slain the hell hounds in **Area 15 –4** may make a (Challenge Level 15) wisdom check to hear the wails and scratching of a fallen comrade trapped and wounded here. The masonry of the wall is old, but still firm. It may, however, be battered open or broken through if the proper tools (such as stonecutting tools) are available, allowing for the rescue of anyone imprisoned here.

Oubliette Walls: The walls are Hewn Stone and have 1000 Hit Points per ft. requiring 167 rounds of hammering to take down (or roughly 17 minutes).

16 –4. IN HOLY LIGHT THE PATH MADE CLEAR

A curious addition to the Tomb, this corridor splits and at odd junctures, each ending with a glowing torch which emanates with a holy aura. As a way to pay respect to the gods of good small shrines to their faith were placed here in the tombs. This was done in order for the Khan to gain his ascendancy and accept the godhead. Though many of his actions were foul, the Khan understood that the best way to gain immortality was to cover all of his bets.

The torchlight over the shrines extends for 30 feet beyond their sconces, creating an invisible barrier, where no attacks may enter, nor enemies cross. Consequently, no attacks may be made from within the confines of the light, as the aura of peace and goodness overwhelms any desire to make war. Inscribed upon the walls are holy symbols to most of the known gods of good. The word sanctuary is written here in all known languages.

The effect of these torch-lit shrines for the PCs is that the areas of the map lit by the holy torch flames act as a barrier to any of the evil beings which dwell within the tomb, thus offering a place of solace and protection from their ravages, should the PCs need a place to rest, heal, and recover spells. Good aligned wizards and priests need only rest for half their normal allotted time while praying and studying under their light to regain their full compliment of spells for the day. All healing effects from resting here is at double the normal rate.

Beings of neutral alignments gain no advantage from being within the holy light, other than to be protected from any evil foes.

The shrines may only be used in this manner once every 36 hours.

It should be noted that neither Guchenko nor the Red Eye Assassins may enter this area. If the Red Eye Assassins have not yet been uncovered in the midst of the party, it may become apparent by their desire to void the blinding light that there is something amiss.

17 –4. BARRACKS OF THE HONOR GUARD

This expansive chamber is home to the Wiang Jung bodyguard, left to protect the Tomb of The Khan for all eternity. Being Wiang Jung, they need no food, or sustenance, nor do they age or grow old. Instead, they continue their solemn existence, gaining what pleasures they can from prayer to their wicked war god.

The barracks is built upon multiple levels and has 13 arrow slits that point into **Area 6 –4**. If alerted by the alarm spell in **Area 6 –4**, the Wiang Jung archers spring to action, firing on intruders through the slits.

There are 13 **Wiang Jung warriors** in the entirety of **Area 17 –4**.

17 –4A. ENTRY TO THE BARRACKS

17 –4A. There are 1d4 **Wiang Jung** in this area at any given time. Should PCs enter through the secret door to the temple, or have fought a major battle in the temple, the Wiang Jung are reinforced with an additional 1d4 troops.

17 –4B. There are 1d8 **Wiang Jung** troops stationed on the ground and upper floor of this area of the barracks. Some attack by firing from above, others on the ground floor close in for melee attacks on intruders. A staircase in the northern wall leads to the upper level.

17 –4C. There are 1d8 **Wiang Jung** stationed in this area, divided

between the upper and ground floors. As with **Area 17 –B**, some attack with missile weapons from above as others close for melee on the ground floor. A staircase in the southern wall leads to the upper level.

Regardless of the numbers rolled upon the dice, there are no more than 13 **Wiang Jung** within this chamber.

The **Wiang Jung** can be cowed by anyone bearing prominently bearing the satrap of law and the lance of discord may cow the **Wiang Jung**, so long as **Shabekith** has been slain.

WIANG JUNG ARCHERS, FIENDISH MALE HUMAN Ftr4 (13):

(They are lawful evil male Wiang 4th level fighters whose vital statistics are HD 4d10+8 hp 34 AC 16. their primary attributes are Str, Dex, and Con. Their significant attributes are Str 17, and Dex 13. They wear expert chainmail. They have 10 expert longswords, 5 expert composite shortbows, 100 arrows, 16 daggers, 500 gp, and 125 sp. between them.)

Treasure: 10 masterwork longswords, 5 masterwork composite shortbows, 100 arrows, 16 daggers, 500 gp, 125 sp.

LEVEL 5: THE TOMB OF THE KHAN

Level 5 is the final level of the Tomb of The Khan and is actually the location of the fabled tomb itself. The series of minions above, and the few clues left have likely given the PCs some glimpse of the awesome challenges still in store for them as they make the final push to the tomb itself.

Here the PCs must manage to overcome the several deadly traps, disable the three elder seals, and enter the four cauldrons with the four relics gained in the previous levels. Of course, they also have to avoid the deathlike grip of the Great Khan himself in this endeavor.

Standard Features: Worked stone, even floor, no restriction to summoning and teleportation.

1 –5. ENTRANCE

A deep descending staircase from **Area 10 –4**. A short corridor opens into a small chamber with a larger chamber beyond.

2 –5. THE FIRST SEAL

A large alien symbol is carved here upon the floor in the center of this chamber. A PC with making a successful Intelligence check or a successful bard's legend lore check (Challenge Level 14) recognizes the mark as an Elder Seal. The elder seals are the marks left behind by the chthonic gods of creation to identify the birth of new gods. A check of 28 or higher notes that such symbols often serve as powerful wards or protections to some item or object located (some would say trapped) within their parameters. Crossing the seal awakens the Hands of the Khan. Thus, as the PCs cross the seal, the entire structure of the Tomb of Kubla Khan begins to quake and rumble ominously.

The four seals may be destroyed by marring them, chipping them, disintegrating them, or a successfully cast *dispel magic*.

Destroying the seals closes the rifts located in **Area 4 –5C and E**, banishing the Hands of the Khan. Each Seal that is destroyed removes 1/4th of the Hands of Kubla Khan's total hit points.

The First Seal: HP 200.

3 –5. BOTTOMLESS COVERED PIT

The pit trap at the end of the hallway leading to the tomb chamber is trapped with a bottomless pit trap. Any being falling into this trap literally falls to an unending doom, and can only be brought back from their unending fall by means of a *wish* spell. Of course, beings that can fly may fly out of the pit in 1d4 rounds, depending on if their flying ability was active before or after the fall began. In essence, they are lost forever, or until someone with a *wish* spell to burn may summon them back again! Characters under the effects of a *feather fall* spell simply fall at the rate described in the spell, but continue to fall endlessly, as there is no bottom.

Bottomless Covered Pit: *Creatures get a (Challenge Level 10) Dexterity Save to avoid falling in the pit. The pit is “bottomless” in that a creature falling into the pit may only be brought out of the pit via means of a fly spell, dimension door, teleport, airwalk, limited wish, or wish spell. Failing these options, the character is in essence dead from fright instantly (Constitution Save Challenge Level 10) or starvation and thirst in 1d4+2 days.*

4 –5. TOMB OF KUBLA KHAN

This gargantuan chamber is carved from the living rock and has a stalactite covered ceiling 60 feet above the floor of the chamber. A staircase in the center of the room leads to raised dais which stands 20 feet over the floor of the chamber. In the center of the dais is an ornately carved sarcophagus of lapis lazuli. Four bubbling cauldrons carved into the stone floor mark points to the northeast, northwest, southwest, and southeast of the chamber. Two infernal rifts stand between the northern and southern cauldrons on both sides of the dais. The walls are carved with bas-relief depicting the ascension (or in the Khan’s case descent) of Kubla Khan to his deific status as the demigod of bloodlust and war.

As the PCs watch, a colossal hand rises from each cauldron and the huge ghostly visage of the Khan appears atop the dais, so that the massive head fills the chamber. Its eyes glow with hellfire as it thunders down to the PCs with the following words...

“Try if you dare to plunder the tomb of my mortal bones fools! All is folly and your souls shall fill the dungeons of my palace in hell!”

Enormous hands wave, peeling back the rift between material reality and the underworld, showing legion upon legion of skeletal warrior armed and accoutered for battle. The face of the Great Khan hovers over them three dimensionally and fully and grinning with cruel glee.

With that dire proclamation, of course, the great hands attack.

A. LAVA CAULDRON

This great pool of lava is nearly 20 feet across and roils with heat. The side of the cauldron is carved with images of a great falchion resembling the *Satrap of Law*. Any being not bearing the *Satrap of Law* who enters the cauldron (or is hurled into it by the Hands of Kubla Khan) suffers 20d6 points of fire damage per round of exposure and 10d6 points of fire damage for 1d4 rounds after exposure. Beings entering the cauldron bearing the falchion are able to walk freely atop the lava and suffer no damage from it.

B. ACID CAULDRON

This great pool of acid is nearly 20 feet across and has the stench of sulfuric acid. The side of the cauldron is carved with the image of a black lance. Any being not bearing the *Lance of Discord* suffers 15d6 points of acid damage per round of exposure and 7d6 points of acid damage for 1d4 rounds after exposure. Beings bearing the *Lance of Discord* entering the acid suffer no damage and are able to freely walk atop it as if it were a solid surface.

C. HAND OF KUBLA KHAN

This enormous hand appears to be semi transparent, around its wrists lick the flames of Hell itself, rising from the rift. The hand acts as a crushing hand spell and may strike any being within the confines of the Tomb chamber. Any beings grappled within the clenched fist when the rifts are sealed must make a (Challenge Level 12) Charisma save or be drawn down into the pit of Hell to become eternal slaves in the Dungeons of the Khan.

CRUSHING HAND OF KUBLA KHAN: *(This lawful evil non –corporeal hands vital statistics are HD 20, HP 100, AC 20. Its primary attributes are Physical and Mental. It strikes for 2d8+6 points of damage. On a successful strike, the hand latches on to the victim, dealing an additional 3d8 points of crushing damage per round. The hand may be slipped free of with a successful Dexterity check (Challenge Level 20) or successful Strength check (Challenge Level 20). As an attack option, the hand may use the grabbed character as a missile weapon, hurling the victim like a stone against others. This deals 3d6 points damage to both the victim and the target. If the hand chooses to hurl a character into a pit or cauldron, the armor class required for the hand to succeed is an AC 20.)*

D. ACID CAULDRON

This great pool of acid is nearly 20 feet across and has the stench of sulfuric acid. The side of the cauldron is carved with the image of a black gauntlet. Any being not bearing the *Gauntlet of Sorrows* suffers 15d6 points of acid damage per round of exposure and 7d6 points of acid damage for 1d4 rounds after exposure. Beings wearing the *Gauntlet of Sorrows* that enter the acid suffer no damage and are able to freely walk atop it as if it were a solid surface.

E. FIST OF KUBLA KHAN

The enormous fist rising from the rift is wreathed in hellfire and shimmers with an unholy light. The clenched fist of Kubla Khan is comprised of malevolent energy.

CLENCHED FIST OF KUBLA KHAN: *(This lawful evil non –corporeal hand’s vital statistics are HD 20, HP 100, AC 20. Its primary attributes are Physical and Mental. It strikes for 2d8+6 points of damage.)*

F. LAVA CAULDRON

This great pool of lava is nearly 20 feet across and roils with heat. The side of the cauldron is carved with images of a great black helm resembling the *Helm of Strife*. Any being not wearing the *Helm of Strife* who enters the cauldron (or is hurled into it by the Hands of the Khan) suffers 20d6 points of fire damage per round

of exposure and 10d6 points of fire damage for 1d4 rounds after exposure. Beings entering the cauldron bearing the Falchion are able to walk freely atop the lava and suffer no damage from it.

OPENING THE SARCOPHAGUS

If the hands are defeated but the rifts remain open, the hands reform again within 24 hours, unless the seals are destroyed and the rifts closed.

It should be obvious to the PCs at this time that they must don the aforementioned Helm and Gauntlet, and raise up the Spear and Falchion and take their places within the four cauldrons. At this moment, the four objects begin to shimmer and glow with an unearthly light, each firing a beam towards the sarcophagus atop the dais which forms a revolving pyramid in the air above their heads. Any curses or evil effects upon the items are lifted and they instead become holy versions of the items that they were before. There is a loud creaking noise as the sarcophagus of Kubla Khan slides open.

6 –5. BOTTOMLESS PIT

See Area 3 –5 for details

7 –5. THE SECOND SEAL

For more information on the Elder Seals, see **Area 2 –5**.

8 –5. BOTTOMLESS PIT

See **Area 3 –5** for details.

9 –5. THE THIRD SEAL

For more information on the Elder Seals, see **Area 2 –5**

See **Area 3 –5** for details.

10 –5. BOTTOMLESS PIT

See **Area 3 –5** for details.

11 –5. THE FOURTH SEAL

For more information on the Elder Seals, see **Area 3 –5**.

12 –5. THE SARCOPHAGUS OF KUBLA KHAN

When the PCs finally manage to open the sarcophagus and climb the staircase to the final resting place of his bones, they find the tomb completely empty save for a tiny crystal ball no bigger than a child's fist set in a casement and base of solid electrum and encrusted in fine jewels. As the PCs gaze into the virtually empty sarcophagus, an ominous laughter fills the Tomb.

“Fools! Did you truly expect to find the bones of the Great Khan here upon this mortal realm? I, The Great Khan, am an immortal. I live on forever as a God, yet I am impressed with thy power in solving this last riddle, which I have left behind upon your world. Know that I shall keep my hellish eye upon thy doings henceforth, and reserve a special place amongst my legions for such as thee. Take this great gift which I have left behind for mortals to discover, and take too the helm, gauntlet, lance and falchion which brought me infamy and placed my throne amongst

the gods! May they serve thee well until our next meeting!”

When held, the crystal ball reveals a fine palace of gold upon a mountain which oversees a plain of charred grasses and grazing skeletal horses. It may be surmised that the image shown here is the palace of the Khan upon whichever plane he holds dominion. Surrounding the palace are encamped his legion of the damned.

The Gazing Jewel of Kubla Khan is indeed a great treasure, despite its rather innocuous looks. Through intense study it may be used as a portal to travel to the Khan's various planes of power, including his dungeons and palace themselves. It otherwise functions as a crystal ball with true seeing and an amulet of the planes.

COMPLETING THE ADVENTURE

The adventure is completed when the PCs acquire the Gazing Jewel of The Great Khan...well, until the next adventure in the realms of The Khan that is. With the Gazing Jewel, the PCs are finally able to gain freedom from the Tomb of The Khan and search out adventure elsewhere as they desire.

If the PCs are in the company of Guchenko, he no doubt awaits this moment, when the party is weak to betray them. Of course, if Banjar is with the PCs he would see this as a betrayal of a deal and immediately turn on Guchenko.

Should any of the Red Eye Assassins be with the PCs, they too find this moment to strike. They intend to take the Gazing Jewel for themselves and ultimately complete the mission that they were tasked to take. Admittedly, this could lead to a bloodbath on a grand scale, so it is up to the individual CK to determine how they wish to proceed with these loose ends.

Limitless levels of role –playing abound, with the various alliances and enemies that the PCs have made through the course of this adventure, all of which may be seeded by the CK for future campaigns. Once the dust has settled, reward the PCs any additional XP prizes earned for excellent role –playing and problem solving skills.

ADVENTURE III: THE DUNGEON OF THE KHAN

INTRODUCTION

The Dungeon of The Khan is an adventure module designed for 4–6 characters of 9–11th level. The adventure assumes that at least one divine spell-caster, one arcane spellcaster, and one rogue are in the party to handle any trap or spell-casting needs. The rest of the party should be filled out with sword swinging and arrow flinging classes, and multi-classed characters.

The Dungeon of The Khan consists of 4 dungeon levels, with some levels having sub-levels and balconies with which to add more depth and realism to the gaming experience. Each dungeon level has its own challenges and objectives. Not all of these challenges need be combat based, as many involve puzzles and riddles to solve, items to acquire and prisoners to free or save. Allies may be made and lost. As with any adventure, anything is possible. The module provides the plot and action, while the players and the CK tell the tale, letting the element of chance (Dice) and dumb luck (More Dice) help guide the outcome.

In most levels of the Dungeon of Kubla Khan, the PCs are likely to run across 1–3 challenging combats, 1–3 puzzles or riddles to solve, and 1–3 traps to overcome. Here the PCs hope to finally escape from the clutches of the Khan and his horrid minions once and for all!

SCALING THE ADVENTURE

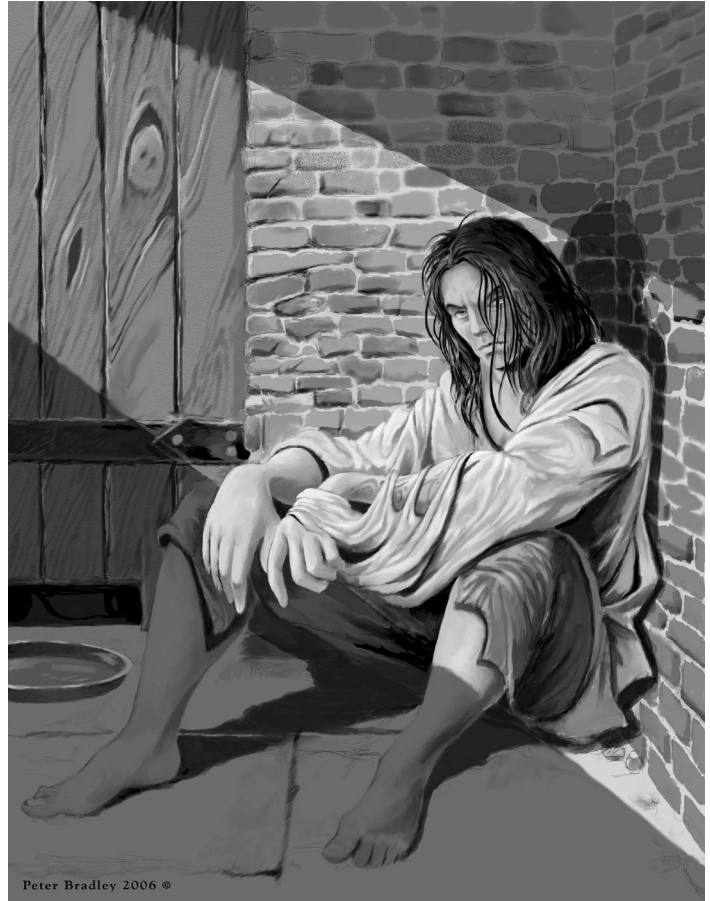
As with any adventure, modifications may be needed to fit the Dungeon of Kubla Khan into your home campaign, treasure substitutions, monster substitutions, and any other increase or decrease in the amount of treasure or monsters encountered are all acceptable. Scaled properly, the adventure could be run for characters as low as 7th level, or as High as 13th without too much tinkering with the basic formula. Simply add or reduce appropriate additional levels to NPCs or increase or decrease the number of combatants as is appropriate to your adventuring party.

THE DUNGEON OF KUBLA KHAN

Hidden in an extra-dimensional space somewhere between Hell and Earth exists the infamous prison known as the Dungeon of The Khan. It is in this place that the dread warlord has locked away those prisoners whom he desires to hold for ransom, and those foes who deserve the suffering his torturers would heap upon their flesh.

Unlike the hundreds of thousands of poor souls which Kubla Khan has left beheaded or impaled in the wake of his ultra-dimensional conquests, these prisoners hold some covetous power to the Monarch of War. Some would claim that their torture and ransom ensure his space as Demigod of Battles. It is suspected that their ultimate sacrifice at the hands of his executioner priests will grant his ascension to the upper tier of deities where he promises his worshippers to be the true Harbinger of Armageddon. All that is required it seems is the capture and sacrifice of the recent plunderers of his ancient tomb.

Unfortunately for the Khan's great plans, a recent prisoner Ulsier has escaped his jailors and flung wide the prison doors within. There, a great prison revolt is in progress which threatens to erupt



into the upper reaches. Riots are common within the Dungeon of Kubla Khan, and usually brutally subdued by the Khan's guardians. Menoshash, the warden of the Dungeon of The Khan, and Giarlock, the Khan's loyal executioner, have kept secret this escalating situation from their master for fear that they may find themselves interred with others who have disobeyed the Monarch of War.

ADVENTURE SUMMARY

As the adventure begins, the PCs (likely having just conquered the Tomb of Kubla Khan), and having used the *Gazing Jewel of the Khan* awake in the dungeon's mortuary. Naked, except for a funeral shroud and completely stripped of all gear and equipment, the PCs explore the various areas of the **Prisoner Indoctrination** level as they seek to wrest keys and gear from the Khan's surviving jailors. Next, the PCs move upwards into cell blocks, kitchens, and execution chamber of the **General Population**. Here, the PCs encounter prisoners whose deep-seated hatred for one another has boiled over into an all out battle for survival. From there, they must escape the **Golem Maze** and find passage to **The Warden's Sanctuary** where they must defeat the Warden Menoshash the Devil and his minions in order to restore their freedom!

RUNNING A "STRIPPED" ADVENTURE

A stripped adventure can be quite daunting for the unseasoned CK. Taking away a party's hard fought gear and equipment can prove to be disastrous with the wrong group of players or with a

party who has come to rely too heavily on magical enhancements to gain the edge in combat. Thus, the handling of the situation should be delicate and above all, players need be reminded that the scenario is meant to be fun.

Players should quickly come to understand that they may find gear of equal or better value than the equipment that has been lost, stolen, destroyed or otherwise left behind. Players are suddenly forced to analyze their character for inherent weaknesses most often masked by their plethora of magical gear and instead rely on their variety of skills, statistics and feats to get them through an adventure.

ASSURE THE CHARACTERS

Gear that is “stripped” through by means of plot device can easily be misconstrued as “unfair” unless assurance is given from the onset that such spells as “locate object” may lead PCs to their lost loot.

Almost nothing is lost forever. That said, it should be noted that an intrinsic part of adventure role playing games is the pursuit of lost gear, or epic attempts to bring allies back from the dead. That characters misplace or lose their valued possessions at some point in their existence is a matter of course and is a frequent conceit of role playing adventures that the characters seek to get their items back from the clutches of villains and foes.

Through mythology we frequently hear tales of Thor having his hammer, belt or gauntlet stolen by Loki or some other giant. The Arthurian legends talk of a fabulous jeweled scabbard which would keep King Arthur from spilling even a single drop of his royal blood. This scabbard was eventually stolen by Morgana to give to her husband, but was cast into the sea when her pursuers came too close to capturing her. This loss was so great in Merlin’s mind that he lamented to the king that one such scabbard as the one which was lost was worth a hundred swords of the power of Excalibur itself!

THE DIFFICULTY OF BEING STRIPPED

Being stripped of gear and possessions adds its own challenges to an adventure, not the least of which is the sudden absence of armor and protective gear such as rings and amulets. Having a reduced armor class increases the difficulty class of encounters. Not having a weapon or access to wands, staves and scrolls forces the wizard to more carefully choose his spells at the onset of the adventure to perhaps be more versatile and cunning than a launching platform for spells of mass destruction.

At the onset of The Dungeon of the Khan, it is assumed that characters are fully rested, healed to maximum hit points and have a full compliment of spells at their disposal when they awaken in the mortuary. Characters should be allowed to switch out from their normal compliment of spells not requiring material spell components. At a 9th–11th level it should be accepted that a cleric may fashion some form of crude holy symbol through the divine guidance of their deity in a few minutes time and bless it adequately enough to perform any non –material component related spells in their arsenal. This conceit should be adapted to any “stripped adventure” which a CK may wish to run in order to give the PCs a fair shake. It would be easy to allow that any prepared spells which recall specific items to a character’s side

work perfectly in these situations to cut any hard feelings to a minimum and allow a quicker entry into the adventure itself.

A CK should re–familiarize themselves with unarmed combat or grappling rules along with any and all penalties accrued for making combat attacks vs. armed opponents or attempts to disarm armed opponents.

QUICK GUIDE

- Note changes to armor class
- Note changes to stat changes due to magical vests, gloves, belts, headbands and gauntlets
- Note changes in resistances due to missing rings and other items.

LEVEL 1: PRISONER INDOCTRINATION BLOCK

This block of the Dungeon of Kubla Khan contains the portal where foes of the Khan first arrive into his prison system. PCs start the adventure in the prison mortuary after their teleportation into the dungeon, where it was assumed that they died during the prison transfer. PCs awaken to find themselves stripped of all gear and equipment. From here, they must locate keys from which to escape the indoctrination block and make their way into the detention center.

STANDARD FEATURES

Teleportation/Planar Travel: Other than the Prisoner Entry Portal **Area 1 –5**, teleportation and planar travel spells only allow travel from points within the dungeon level PCs are currently on.

Shielding: The dungeon prevents the use of any spells such as claudience and clairvoyance between its various levels to all save Warden Menoshash.

1 –1. PRISON MORTUARY

For the PCs, the adventure starts here in the prison mortuary. As the PCs awaken, they seem to recall clutching a crystal ball and seeing a vision of the Khan surrounded by a field of bones. They blacked out at that moment and felt the strange sensation of a hook reaching into their upper jaw and dragging them inexorably away from their past plane of existence and across the mists of space and time, in much the same way as a trout is drawn from a lake on a fisherman’s line.

Their eyes open and they find themselves lying on marble slabs being prodded by a pair of black cowed goblins.

GOBLIN NECROMANCERS, GOBLIN WIZARDS (necromancer) (4):

(These are lawful evil goblin 4th level necromancers whose vital statistics are HD 4d4 hp 11 AC 14. Their prime attributes are Int and Chr. Their significant attributes are Dex 14 and Int 14. Goblin 1 carries a +1 dagger, bracers of armor +2, wand of identify (30 charges), and three potions of cure light wounds. Goblin 2 carries a +1 dagger, bracers of armor +2, scroll of blindness/deafness, scroll of ghoul touch, and three potions of cure light wounds. Spells Prepared (Cast per day 4/3/2) 0 – detect magic, endure elements, first aid, mage hand. 1 –Cause Fear, Read Magic, Shield. 2 – Darkness, Ghoul touch.)*

Possessions (Goblin 1): +1 dagger, bracers of armor +2, wand of identify (30 charges), Potion of cure light wounds x3.

Possessions (Goblin 2): +1 dagger, bracers of armor +2, scroll of blindness/deafness, scroll of ghoul touch, potion of cure light wounds x3.

The mortician Falvorn had left the PCs bodies in the care of the goblins to procure material spell components from, so their sudden spark of life is quite a shock to the goblins.

As the PCs awaken, describe to them the situation of their eyes opening and goblins with wicked daggers taking a step back from them in shock. Allow the PCs a free action for surprise prior to rolling any initiative checks.

CORPSE VAULTS

These unlocked vaults are closed with iron doors that latch from the outside, making them impossible to open from the inside. Each opens to reveal a stack of corpses on metal racks so that bodies may be stacked six high.

VAULT A

This vault contains **6 ghouls**. They are creations of Falvorn and were once vicious murderers who crossed the Khan. Falvorn keeps them locked inside the vault until he has need of their services. The ghouls attack anyone save Falvorn or his goblin assistants.

Ghouls (6): (These chaotic evil undead creature's vital stats are HD 2d8 HP 12, AC 14. Their prime attributes are physical. Their special ability is paralysis. They attack with 2 Claws (1d3 each) and a bite (1d6).)

VAULT B

This vault contains the decapitated corpse of Juldd, a thief who was cast into the prisons of the Khan. Juldd thought himself cleverer than the attendants in the prisoner entry portal. He was wrong as his decapitated head would indicate. A very careful Wisdom check (Challenge Level 8) reveals that Juldd kept a set of *masterwork thieves tools* in a rather unsanitary and seldom searched orifice.

VAULT C

This vault contains the fresh corpse of Connarac, a cleric of (oddly enough) the same faith as the party cleric. He was the unfortunate hostage of Juldd when the guards cut both prisoners to pieces. Intense rigor mortis has locked the priest's silver holy symbol tightly in his fist. The touch of a like aligned cleric (the party PC) automatically releases the death grip on the holy symbol.

CK Note: Unless the goblins are silenced within 1 round by the party, Falvorn arrives 3 rounds into battle. The same holds true for any combat involving the ghouls should they PCs have quietly handled the goblins. Falvorn's vital statistics are found in **Area 1 -2**.

2. FALVORN'S QUARTERS

This simply adorned chamber contains a full alchemical laboratory (1,500 gp value), a simple cot, and a bookshelf lined with arcane

tomes containing the breadth and worth of Falvorn's wizard spells. A file cabinet dutifully details the death certificates of all beings who have passed on during their incarceration. At the time of the PCs awakening in **Area 1 -1**, Falvorn is documenting their death certificates as "John and Jane Does who died due to complications during transference through the prison portal.

If the PCs created enough strife from awakening or through battling the goblins or ghouls, they have already encountered Falvorn.

FALVORN THE MORTICIAN: (He is a neutral evil male human 7th level wizard/3rd level rogue whose vital statistics are HD 6d4+3d6 hp 21 AC 11. His primary statistics are Dex, Int, and Wis. His significant attributes are Dex 11, Int 16, and Wis 16. He wears a cloak of the bat, a ring of protection +1, a brooch of shielding, and expert morticians clothes (black suit, long black topcoat, black top hat). He carries a +1 sickle. Spells Prepared (Cast per Day 5 4 3 2 1): 0—arcane mark, mage hand, mending, open/close, read magic; 1st—burning hands, charm person, magic missile, unseen servant; 2nd—darkness, fog cloud, levitate; 3rd—Blink, lightning bolt; 4th—fear.)

Treasure: Falvorn's Spellbooks: These include all of Falvorn's commonly memorized spells plus any 1d6 first, 1d4 second, 1d4 3rd and 1d2 4th level spells of the GM's choice. 1 scroll of *transmute stone to flesh*, 1 scroll of *transmute rock to mud*. 1 scroll *create greater undead*. *Masterwork morticians tools*. (1) 5000 gp diamond.

1 -3. CREMATORIUM

Those dead prisoners not saved back by the chef in **Area 2 -3** to serve as food for certain inmates are cast into the lava pit located in the center of this room by Curtis the Orderly. Curtis is a flesh golem under command of Falvorn, provided to the mortician by Warden Menoshash in exchange for his soul. As the PCs enter the chamber Curtis busies himself chucking bodies into the lava. As the PCs enter he attacks.

CURTIS THE ORDERLY, FLESH GOLEM: (This neutral constructs vital statistics are HD 7 HP 56 AC 18. Its primary attributes are physical. Its special abilities are Berserk, and Immunity to Magic. It attacks with a slam (2d8).)

Note: At first glance Curtis may seem an impossible encounter for PCs with little or no gear. That said, if PCs manage to overbear Curtis or Bull Rush him, they stand a chance of hurling Curtis into the Lava Pool.

Lava Pool: Touching the lava deals 2d6 points of damage +1d6 points of damage for 1d3 rounds after touching it. Total immersion (such as being forced into the lava) deals 20d6 points of damage per round. Creatures immune to fire may search the pool by swimming in the 10 ft. deep 10ft. diameter pool. A *major ring of energy resistance (fire)* lies at the bottom of the pool.

1 -4. HALLS OF THE KHAN

Decorated with proclamations of the greatness and wisdom of The Khan, as well as rough depictions of his greatest victories painted directly on the stone walls, these wide halls stretch from a four-way intersection and end before thick iron-reinforced wood doors. The hallway leading north leads to a massive locked iron

door. The intersection is paved with different color stone creating a massive version of the seal of Kubla Khan. As a protective measure, the entire 10 ft. by 10 ft. intersection is actually a carefully concealed pit trap that can be turned on and off with the torch sconces on the hallway walls nearby. When two or more individuals, or one creature of large size, step into the intersection the trap is triggered, dropping its victims 100 ft. onto a collection of spikes. The spikes no longer have any poison; the first victims of the trap used it up. Hidden amidst the bones at the bottom of the pit there is a +1 adamantite bastard sword, a +1 dagger, a +1 ring of protection, masterwork thieves' tools, and 7 jailor's keys which are impossible to find without physically searching the bottom of the trap (Search DC 15 when in the pit).

Concealed Spiked Pit Trap: *This pit trap is covered with a thin lacquered canvas coating painted to look like stone, now coated with a fine layer of dust. Beneath the canvas is a lattice of boards, sawed to within 1/100th of an inch set to fall once 250 lbs. of weight is applied. Once this amount of weight gives way, the boards collapse, hauling any who stand upon the canvas mat along with them. The trap is 10ft. x 10 ft. across. Creatures get a Challenge Level 6 Dexterity Save to avoid falling in the pit. Anyone falling down the pit takes 10d6 points of damage and finds themselves in Area 2 –1. The trap is a (Challenge Level 4) to discover by a rogue searching for traps, and a (Challenge Level 6) to disable so that the area may be crossed freely. Disarming this trap earns the rogue 600 Experience Points.*

Iron Reinforced Oak Door: The doors are 6 inches thick and have 42 hit points, or 12 rounds to chop down guaranteeing a random encounter unless sound dampening magic is used.

Locked Iron Door: The doors are 8 inches thick and have 800 hit points, requiring 22 minutes to chisel through, guaranteeing a random encounter unless sound dampening magic is used.

1 –5. PRISONER ENTRY PORTAL

Runes and symbols mark the floor of this one –way entry into the massive Dungeon of Kubla Khan. The walls of the small chamber are covered with moving illusions designed to captivate and demoralize anyone arriving through the portal. Anyone failing a DC 18 Will save is stuck motionless as they gaze at images of themselves bowing before Kubla Khan formed by their own mind and remains shaken for 2d4 minutes. The illusions were designed only to work on a single individual only once, all of the guards are now immune, as are any prisoners sent through while they were conscious.

1 –6. PRISONER EVALUATION AND BRANDING

A blazing fire pit in the center of the room heats the magic branding irons used to suppress the magical and spell –casting abilities of the prisoners brought here. This is often the first place a new prisoner is brought to ensure there is no possible escape. Brands given here suppress all innate abilities involving teleportation and summoning and additional brands can be given to prisoners with other known spell –like abilities. The guards and the Branding Master hide here behind the heavy, barred door and begin to panic. They attack anyone entering the room immediately by swarming around individual targets to obtain flanking and aiding bonuses. The Branding Master goes to a flanking position

and uses his spear and tail with deadly effectiveness. The guards do not chase fleeing prisoners, preferring to close and block their door again. They have already seen the madness going on below and know that Scratch (Area 9) is no longer an ally.

BRANDING MASTER, MALE SALAMANDER: *(This chaotic evil creature's vital statistics are HD 15(d8) HP 97 AC 22. Its primary attributes are physical. Its special abilities are; Constrict, Heat, Darkvision 60 ft., Immunity: Fire and Enchantments, Vulnerability to Cold. It attacks with a weapon Huge +2 spear (2d85 damage), or Tail slap (2d6).); has a jailor's key.)*

PRISON GUARD FTR4 (6): *(These are lawful evil male Wiang 4th level fighters. Their vital statistics are HD 4d10+8 hp 34 AC17. Their primary attributes are Str, Dex, and Con. Their significant attributes are Str 17 and Con 15. They wear expert chainmail. They carry a light steel shield, an expert bastard sword, a club, an expert mighty (+3) composite longbow, 40 arrows, 2 potions of cure light wounds, a potion of cure moderate wounds, a potion of bull's strength, and a potion of bear's endurance)*

CKNote: The generic prison guards above can be used throughout Level 1 and 2 of the dungeon. The CK should feel free to change or alter equipment on the guards as to better assist the PCs.

PRISON BRANDS

These magic brands are burned into the skin of prisoners in order to prevent the use of spells or spell –like abilities. One brand specifically prevents the use of teleportation and summoning spells and spell –like effects. A second brand prevents the use of arcane magic and a third is designed to restrict the use of divine magic. The only way to rid oneself of a brand is through the use of a heal, limited wish, miracle, or wish spell or to cut the brand off and then heal the damage inflicted removing it. Creatures capable of regeneration or fast healing can cut the brands off and, once healed, begin to use these abilities again. Prisoners with such special abilities are usually branded on the face or another visible area so the guards can easily identify prisoners attempting to free themselves of their restrictions.

1 –7. MIARK'S OFFICE

Mad screams, followed by faint sobbing, can be heard beyond the barred door. Herein hides Miark the Keyholder who is rapidly approaching madness while contemplating how to overcome the rioting prisoners and somehow retain his position in the face of the Great Khan's certain wrath if the riot is discovered. Miark's job is simply to catalog the prisoners coming into the dungeon and ensure that they are properly branded to prevent any escapes. After witnessing the brutal deaths of some of his fellow jailors, he promptly barred himself in his office. Anyone bursting through the door is attacked immediately. On the other hand, a successful Charisma check (Challenge Level 8) during a hollered conversation can convince Miark that the PCs are fellow guards from the dungeon below and that he can open the door safely. As soon as he realizes the PCs are indeed prisoners (or the door is broken in), he casts a *fireball* into the hallway in order to take out as many people as possible and then casts *enervation* on the most frightening looking PC followed

by *glitterdust* and *obscuring mist* and an attempt to escape. If unable to escape, Miark uses *enervation*, *lightning bolt* (from his wand) and *scorching ray* in an attempt to take out as many PCs as possible

Miark has had certain privileges, including the ability to steal from some of the incoming prisoners. He has a chest containing a +1 *suit of studded leather armor*, +1 *cloak of resistance*, +2 *bracers of armor*, a +1 *dagger*, two matching expert breastplates, and a bolt of bright purple silk (100 gp). All of these items are highly decorated, adding to their value by 50%, but in some cases the colors are so bright as to make hiding difficult (-4 to Hide checks while wearing cloak or armor).

MIARK THE KEYHOLDER: (He is a neutral evil male *Wiang* 8th level wizard. His vital statistics are HD 8d4+8 hp 31 AC 13. His primary attributes are Dex, Int, and Chr. His significant attributes are Dex 12, and Cha 16. He wears +1 bracers of armor, and a +1 ring of protection. He carries a +1 dagger, a light crossbow with 20 silvered bolts, a wand of magic missile (10 charges, 7th level), a wand of lightning bolt (10 charges, 8th level), a potion of bear's endurance, a potion of cure moderate wounds, a potion of haste, and a jailor's key. Spells Known (Cast per Day 5 4 3 3 2): 0—*detect magic*, *ghost sound*, *light*, *message*, *read magic*; 1st—*alter size*, *jump*, *magic missile*, *shield*; 2nd—*darkness*, *invisibility*, *ray of enfeeblement*; 3rd—*fireball fly*, *lightning bolt*; 4th—*ice storm*.)

1 –8. BARRACKS

Once home to ten jailors, these sleeping quarters were clearly invaded with the jailors unaware. Bodies of 8 jailors lie in their beds never to awake again as someone, somehow, slit all of their throats while they were sleeping. Footlockers have been overturned and the bodies clearly searched, but even though the room is in disarray, it does not appear that the room has been looted. In fact, Ulsier was simply looking for a key to get beyond the iron door leading to **Area 9** (below).

A wide variety of clothing and mundane equipment has been left behind here. The PCs can use this room as an opportunity to get re-equipped with mundane armor, weapons, and basic clothing. While the jailors did not have any platemail, they did have masterwork quality suits of chainmail, chain shirts, breastplates, and studded leather armor. There is also a wide collection of simple and martial masterwork melee weapons that the PCs can use (the jailors did not have any exotic weapons). A search of the room also turns up 178 gp, 432 sp, 234 cp, and a number of small gems with a total value of 550 gp. In the unlikely event the PCs bother to collect sell the materials in this room they net a total of 2,500 gp.

1 –9. SCRATCH'S ROOM

This room controls the stairway leading to the main cellblocks on the second level of the dungeon. It has always been guarded by Scratch, a lonely charchar that considers this his home and used to consider all guards his friends. He has since been charmed by Ulsier on his way through and is convinced that all creatures are now his enemy. The iron door leading to his room has a sturdy lock requiring a jailor's key (found in the pit described at **Area 1 –3**, above, or on Miark in **Area 1 –7**). Once someone opens the door, he attacks.

SCRATCH THE CHARCHAR: (This neutral creature's vital statistics are HD 8(d8) HP 40 AC 14. Its primary attributes are physical. Its special abilities are *Twilight Vision*, *Maul*, *Move Silent*, and *Hide*. It attacks with two claws (1d8) and a bite (1d12).)

CK Note: Although the PCs could normally handle Scratch, they are still poorly equipped. They need to use their ingenuity to get past him, possibly by charming him or by somehow tricking him into the pit trap.

LEVEL 2: GENERAL POPULATION

The second level of the dungeon is now largely in the control of the rioting inmates who have divided into two main factions that are skirmishing with each other as the leaders try to determine what to do next. Ulsier broke the seals on the main blocks of cells on his way through specifically to create this distraction for the guards. The PCs have the option of negotiating with one of the factions of prisoners in their effort to escape or try to play them against each other as they try to make their way through. Otherwise, they shall end up fighting all of them, a potentially deadly situation.

Jirisha, a vampire now regaining her powers, controls a group of inmates near the stairs from level 1 after killing or imprisoning the guards. Korvack Blacktooth, an ogre mage and one-time captain in the Khan's army, controls the main cellblock area where the prisoners were initially set free. Korvack and Jirisha now struggle against each other while they still strain to control the inmates sane enough to follow direction. Still more inmates wander aimlessly, clearly out of touch with reality making them as likely to attack other inmates as the PCs. Small portions of this level are still under control, or at least under fire, by guards that are now equally trapped in the dungeon.

Designed as a prison to hold a wide variety of prisoners, the dungeon has some special features. The cellblocks and watch areas (**Areas 1, 4, 5, 6, 7, 8**) are permanently lit and under a permanent *invisibility purge* spell effect. Other hallways and rooms have shadowy illumination or illumination provided by torches or light items. The entire level has 20 ft. ceilings and the doors are generally thick oak reinforced with iron, or completely iron.

A majority of the prisoners have been subjected to various mental tortures in the form of flashing lights and white noise that has left them little more than gibbering animals in search of nothing more than their next meal. In some cases, the great Khan has taken perverse pleasure in releasing old political enemies after their horrible transformation into mad animals with only the merest vestiges of humanity left behind. In any room not directly controlled by a particular faction, there is a 20% chance of being attacked by 1d3 insane prisoners.

INSANE PRISONER: (They are neutral evil male and female human 4th level barbarians whose vital statistics are HD 4d12+4;hp 30 AC 11(9). Their primary attributes are Str, Dex, and Con. Their significant attributes are Str 15(19), Dex 13, and Con 13 (17).)

Castle Keeper's Note: While most of the prisoners started out quite differently, a majority of the prisoners have been driven to a point of near insanity and can be represented using the statistics

above. Unless controlled by someone, they can rage as often as they like per day, but still suffer normal results from a rage after a battle. Some prisoners have acquired clubs or other simple weapons while other simply attack with their bare hands or try to grapple opponents to the ground. Parenthetical numbers indicate changes while raging.

2 –1. GUARD ROOM

Broken bodies of both guards and inmates form a low 3 ft. wall in front of the open double doors to the north, doors that lead through a short hall into the main cellblock. Ulsier threw these doors open as he made his way through on the way to releasing all of the prisoners in Cellblock A (see **Area 4** below). Blood splatters dot the walls and a variety of inmates stand guard over both the stairs from Level 1, and the low wall of bodies to the north. A barred door to the east leads into the kitchen and an open door leads to another room to the west.

The inmates are hostile to anyone coming from the stairs, but withhold their attacks if they do not look like guards. One inmate goes to **Area 2 –2** to summon Jirisha (see below) while the others surround the PCs as they come down. This area is under a permanent *invisibility purge* so invisible characters suddenly appear as they leave the steps and enter the room. Any attack by the PCs triggers a full, all-out attack by the inmates that can only be called off by Jirisha. On the other hand, if the PCs make a successful Diplomacy check to move the inmates to Unfriendly or better, they are escorted to Jirisha in the next room where the real negotiations can begin. If a battle continues for more than 3 rounds, Jirisha and her helpers in the Guard Barracks come to help out.

XAGON INMATES (2): (This chaotic evil demon's vital statistics are HD 6(d8) HP 23,22 AC 18. Its primary attributes are physical. Its special abilities are Demonic Traits: (½ damage from Fire, Cold, and Electricity. Spell Resistance 1, Darkvision 120 ft. Twilight Vision), Plague, and Summon Xagon. It attacks with 4 claws(1d4), a bite (1d6), or by weapon +2.)

Inmates (5): hp 30; use Insane Prisoner stats above.

2 –2. GUARD BARRACKS

Once the home for the many guards for the basic cellblocks on this level, this room is now simply a scene of gross carnage and bloodshed. Four guards remain barely alive chained to bedposts as does an ogre mage that was clearly a prisoner. The ogre mage is Byarvik, brother to Korvack (see **Area 4** below), and is in terrible shape. Jirisha, the vampire ruling this small area, is planning to turn him into a vampire in her service if his brother does not swear fealty to her, or at least allow her safe passage and return her coffin. The guards are also in sad shape and almost certain to be made into vampire spawn, if Jirisha feels she has time. Jirisha keeps her most powerful guards with her, as well as a few others she has been able to calm enough to take orders.

Once employed to “serve” some of the Khan’s political and mercantile “friends” with strange preferences, she was thrown into the dungeon for, in the words of her judge, “eating her customer.” After being freed from her cell, Jirisha discovered she could cut away

her brand (a painful process, even for her) and allow her fast healing ability to heal the damage. She is now able to cast her spells and use most of her abilities. She actively plans to escape this dungeon in order to wreak her special havoc upon the world but is limited by the fact that she has only recently fed to the point of being “healthy” again and is unsure exactly how to proceed. Jirisha has a special hatred for Korvack (see **Area 4**, below) who was once a loyal servant of the Khan, and is simply unable to deal with him on equal terms. If she can, she convinces the PCs to kill Korvack in exchange for “free passage.” Her primary goal is the recovery of her coffin and then to escape. If the PCs kill Korvack and allow her to recover her coffin, she willingly helps them overcome Giarlock (**Area 9**) so long as they include her in their escape plans. Her willingness to help the PCs is significantly increased if she has happened to also secretly dominate one of the PCs. Jirisha betrays and kills the PCs at the first opportunity after they successfully escape.

If Jirisha is attacked or joins in a battle in the Guard Room (above) she makes effective use of her spells and dominate ability. She is still unable to summon swarms (children of the night) or use her alternate form abilities. She knows that if she is forced into gaseous form she is in deep trouble as Korvack (**Area 4**) has her coffin and is certain to stake her if she re-forms there. Her favored tactic is to *dominate* powerful looking characters and try to use *hold person* on others allowing her minions to destroy them.



JARISHA, FEMALE VAMPIRE: (She is a chaotic evil female vampire 9th level wizard. Her vital statistics are HD 9d12 hp 59AC 21. Her primary attributes are Int and Wis. Her significant attributes are Str 16 and Dex 18. She wears +1 bracers of armor, a +1 ring of protection, and an amulet of shielding (as broach of shielding, 67 hp left). She carries a vial of acid. Wizard Spells Known (Cast per Day 5 5 4 3 2 1): 0—dancing lights, detect magic, ghost sound, mage hand, mending; 1st—alter self, feather fall, magic missile, hold portal, unseen servant; 2nd—darkness, fog cloud, invisibility, ray of enfeeblement; 3rd—fireball, hold person, lightning bolt; 4th—Fear, polymorph; 5th — teleport.)

Sorcerer Spells Known (Save DC 15 + spell level; 6/8/7/7/5): 0—dancing lights, daze, detect magic, ghost sound, mage hand, mending, open/close, read magic; 1st—change self, obscuring mist, mage armor, magic missile, true strike; 2nd—darkness, glitterdust, invisibility, scorching ray; 3rd—fireball, hold person, lightning bolt; 4th—lesser globe of invulnerability, shout.)

XAGON INMATES (2): (This chaotic evil demons vital statistics are HD 6(d8) HP 23, 22 AC 18. Its primary attributes are physical. Its special abilities are Demonic Traits: ½ damage from Fire, Cold, Electricity. Spell Resistance 1, Darkvision 120 ft. Twilight Vision), Plague, and Summon Xagon. It attacks with 4 claws (1d4), a bite (1d6), or by weapon +2.)

Inmates (4): Use Insane Prisoner stats above.

The following individuals have been manacled to bedposts in the room and should be taken into account if the PCs use area effect spells in this area.

TORTURED GUARDS (4): These guards originally had the stats shown in **Area 2** of Level 1. They have presently had their Constitution drained down to 1 point and are near death. Jirisha is planning to drain them all the way and create vampire spawn but has had her “fill” today.

BYARVIK, OGRE MAGE: Byarvik has been left at 2 hp through energy drains, physical attacks, and the careful application of acid to his wounds so they won't regenerate. Jirisha is using him as a bargaining chip at the moment but plans to convert him to a vampire soon.

2 –3. KITCHEN

Pots, pans, and various pieces of kitchenware are strewn about the counters and stovetops. The air is filled with the potent aroma of spices and cooking food, something certain to drive anyone hungry mad. Barred from this side to keep out the rioting prisoners as well as the desperate guards, the door restrains the powerful scents or the madness going on outside would certainly become far bloodier. Dominated by a burly kobold known only as the “Curry Chef,” he and several loyal apprentices continue cooking food. The kobold curry chef considers himself the lord of the kitchen and is hostile to anyone entering his domain whether they are prisoners or guards. Despite his size, he is rather imposing and has the martial might to back up his threats, something almost everyone in the dungeon knows. He demands intruders leave, allowing them 2 rounds to talk their way out of the situation before he and his cooks attack. If brought to “helpful” through Intimidation, Diplomacy checks, or magic, the chef and his helpers can inform the PCs that the

Warden controls the only exit from the prison and that many of the prisoners here have special brands reducing their magical abilities. They can also serve the PCs a scrumptious meal and a safe place to rest before sending them back out. The chef has no desire to leave this well-stocked room for any reason.

KOBOLD CURRY CHEF: (He is a lawful evil kobold 6th level monk/3rd level assassin whose vital statistics are HD 6d8+6 plus 3d6+3 hp 58AC 22. His primary attributes are Dex and Wis and his significant attributes are Dex 19 and Wis 18. He wears : +1 bracers of armor, a +1 ring of protection, and a +1 apron of resistance (as cloak of resistance, Bag of Holding Type I).)

KOBOLD APPRENTICE COOK, Mnk6 (3): (They are lawful evil male kobold 6th level monks whose vital statistics are HD 6d8+6 hp 45 AC 22. Their primary attributes are Dex and Wis and their significant attributes are Dex 18 and Wis 18. They wear +1 bracers of armor, and a +1 ring of protection.)

2 –4. CELLBLOCK A

These are the main, “common” prison cells that once held the more “ordinary” prisoners counting soldiers betraying the Khan in thought, word, or deed as well as simple political prisoners and enemies among their number. Most of the prisoners are deliberately driven mad using various sounds and colors in the specially sealed cells along the outer walls. Periodically, guards would open certain cells just to watch prisoners fight in the wide central area. When Ulsier first unsealed the cells the initial riot was so bloody and mad that a vast majority of the prisoners were killed. In time, Korvack Blacktooth and Jirisha were able to recruit various factions to their sides and calm the battles somewhat. Korvack controls this area and is in an ongoing battle for control of the entire dungeon level with both Jirisha and the few remaining guards that still have a field of fire over the Control Room (**Area 6**).

Korvack is actively recruiting more prisoners to his side and believes that Jirisha will soon capitulate and swear loyalty to him because he presently controls the entire cell area, including the cell holding her coffin. Of course, he is suspicious of new recruits and demands they free his brother who is presently being held by Jirisha in order to prove their loyalty. If the PCs do free Byarvik (see **Area 2 –2** above) Korvack allows them free passage, though he certainly follows after them as they progress through the dungeon, ready to take advantage of any exit they discover. Particularly diplomatic PCs might even be able to convince Korvack to help them overcome Giarlock (**Area 2 –9**) and other challenges deeper in the dungeon.

If attacked, Korvack is a deadly opponent on his own, even without the prisoners that have been drawn to his side. Korvack attacks the largest and strongest looking PC first, followed by PCs that have exhibited the ability to cast any spells. Meanwhile, his ogres and prisoners surround the PCs, swarming them and trying to grapple them to the ground. Korvack's rule is largely dependant on his strength and power, if the PCs are clearly hurting him (bring him to less than 40 hp) his “loyal” prisoners begin to make fighting retreats to their cells. Korvack of course knows how fickle their loyalty really is and steps out of combat to use his, *fly*, *blast of ryme* and *darkness* powers to allow him time to regenerate if the battle begins to go poorly for him.

KORVACK BLACKTOOTH: (He is a chaotic evil male ogre mage 4th level monk whose vital statistics are HD 9d8+36 hp 76 AC 22. His primary attributes are Str and Wis and his significant attributes are Str 24 and Wis 20. His special abilities are ogre mage powers. He has three fire elemental gems.)

*Fire elemental gems. Each gem when broken summons a 7 HD fire elemental, under the command of the gems possessor. The elemental remains for 15 rounds.

OGRE INMATES (3): 29 hp.

INMATES (8): (They are neutral evil male and female human 4th level barbarians whose vital statistics are HD 4d12+4;hp 30 AC 11(9). Their primary attributes are Str, Dex, and Con. Their significant attributes are Str 15(19), Dex 13, and Con 13 (17).)

2-5. WATCH POINT

This area is secured between 2 sets of double iron doors that now remain unlocked. The guards from **Areas A and B** attempted to forestall the rushing prisoners and brutal riot only to meet their own deaths. Bodies have been piled in small walls in front of the northern doors which stand open to another wide control area controlled by archers in two guard towers (Areas 10 and 11). Two Xagon loyal to Korvack patrol this area, dodging the rare arrow launched through the doors. **Areas A and B** have peep holes looking out into the Cellblock which, if used properly, would have warned the guards of their impending doom when the seals on the prisoners' cells came down.

XAGON INMATES: (This chaotic evil demons vital statistics are HD 6(d8) HP 23,22 AC 18. Its primary attributes are physical. Its special abilities are Demonic Traits: ½ damage from Fire, Cold, Electricity. Spell Resistance 1, Darkvision 120 ft. Twilight Vision), Plague, and Summon Xagon. It attacks with 4 claws(1d4), a bite (1d6), or by weapon +2.)

2-6. CONTROL ROOM

Archers in two guard towers (**Areas 10 and 11**) have a field of fire over this entire room. Bodies of a number of prisoners dot the room and the archers fire at anyone entering. Heavy doors in the side walls and iron double doors to the north lead out of this area. All of the doors were unlocked on Ulsier's way through and the guard towers possess heavy iron-reinforced oak doors with sturdy locks. The archers in the towers are particularly alert as they are getting very hungry and are in fear for their own lives. Anyone trying to rush through the area is visible for at least several rounds, one round to rush to a door, one round to open it, and a third round to pass through it. Those attempting to bash down a door to a guard tower or pick the lock are visible for much longer and subject to a barrage of arrows.

Levers along the north wall can be used to raise or release seals on the prison cells in Cellblock A (**Area 4**).

2-7. CELLBLOCK B

The hallway to this cellblock receives further protection in the form of a slamming iron portcullis that is triggered if someone

walks by without first pulling a torch sconce on one of the walls. The portcullis must be raised manually if it is closed.

Slamming Portcullis Trap: This portcullis is triggered when a floor plate is stepped on, immediately dropping a hidden iron portcullis on the triggering target and adjacent foes within 5 ft. Targets are allowed a dexterity save (Challenge Level 7) to avoid. The trap is a (Challenge Level 7) to locate with a detect traps ability, and a (Challenge Level 6) to disarm. Successfully disarming the trap gains the rogue 600 bonus experience points.

Iron Portcullis: The portcullis is two inches thick with 200 hit points, requiring roughly five minutes to saw or chisel through, guaranteeing a random encounter unless sound dampening magic is used.

A. These cells are actually located in the floor and are protected by metal grates. The prisoners within them have lost all sanity, and are beginning to starve. They madly reach through the grate at anyone walking by trying to pull a leg or other limb through the grate to bite on it. Their pain screams of rage and starvation easily alert anyone nearby that someone is in the room.

INSANE PRISONERS (4): (They are neutral evil male and female human 4th level barbarians whose vital statistics are HD 4d12+4;hp 30 AC 11(9). Their primary attributes are Str, Dex, and Con. Their significant attributes are Str 15(19), Dex 13, and Con 13 (17).)

B -E. These small cells hold prisoners awaiting torture or execution. Cell D is specifically designed for snitches and has a secret door leading to Area 9 so the snitch can report to Giarlock regularly. Cell B holds Elvick Bile, a pallid skinned accountant that robbed one of the Khan's many business enterprises. Elvick is near the point of death and is of no help the PCs now, but if rescued and healed he might be able to provide them a map to a hidden fortune. Cells E and F hold dejected prisoners that have made no attempt to leave, despite the fact that the seals on their cells have been released.

ELVICK BILE: (He is a neutral evil gnome accountant whose vital statistics are HD 1d8, Hp 1, AC 10. He currently has a constitution of 1.)

2-8. CELLBLOCK C

This area is generally the same as **Area 7**, but this room is dirtier for some reason. Piles of refuse take up the corners and two of the cells. If the garbage is carefully searched, the PCs discover a set of expert thieves' tools. Ulsier unlocked all of these cells to create further chaos.

When the PCs enter the room, the prisoners in the cells in the floor (A) throw aside their unlocked grates and climb from their cells to attack. Two inmates from the other cells are also strong enough to attack; the other inmates were slain.

INSANE PRISONERS (6): (They are neutral evil male and female human 4th level barbarians whose vital statistics are HD 4d12+4;hp 30 AC 11(9). Their primary attributes are Str, Dex, and Con. Their significant attributes are Str 15(19), Dex 13, and Con 13 (17).)

2 –9. GIARLOCK’S CHAMBER

Designed for torture and execution, this wide room is full of various torture implements as well as machines for new and interesting ways to execute prisoners. Giarlock the Questioner rules this room with an iron fist. Giarlock extracts information from prisoners with skill and relish unmatched across the planes. Most of his subjects end up mentally, spiritually, and physically broken. Giarlock has the trust of both the Warden and the Khan himself, and holds the sole key to the doors to **Areas 2 –10** and **2 –11** with stairways leading to Level 3. Guard changes occur at his discretion. He knows there is a riot going on and has left the archers where they are for now. His burly guards are used more simply to help tie prisoners down in preparation for their “exercises” but Giarlock is more than happy to make use of them to help him in a fight.

Giarlock doesn’t negotiate, with anyone, for any reason. He orders his guards to attack anyone entering the room, quaffs his *potion of haste*, and joins in the battle. Giarlock risks power attacking for 10 (–10 to hit, +20 damage) against unarmed PCs initially, only stopping if he runs into a heavily armored PC or simply finds his attacks unsuccessful.

GIARLOCK THE QUESTIONER: *(He is a lawful evil human male 11th level fighter whose vital statistics are HD 11d10+22 hp 87 AC 20. His primary attributes are Str, Dex, and Con. His significant attributes are Str 21 and Dex 13. he wears +1 chainmail, a +2 ring of protection, a +1 amulet of natural armor, and a +4 belt of giant strength. He carries a +1 thundering flaming greataxe, a potion of haste, a potion of bear’s endurance, a potion of cure critical wounds, two beads of force, and an executioner’s key.)*

An iron chest in the corner requires a successful Open Locks check (Challenge Level 12). Within it are the following items belonging to Kuric Man –Eater from Area 3 –5 and the spell books of Chalsha the Cruel (see **Area 3 –6**). +1 *human bane spiked chain* +3 *chain shirt*, masterwork spiked gauntlets, *amulet of natural armor* +2, *spider climbing*.

PRISON GUARDS (3): *(These are lawful evil male Wiang 4th level fighters. Their vital statistics are HD 4d10+8 hp 34 AC17. Their primary attributes are Str, Dex, and Con. Their significant attributes are Str 17 and Con 15. They wear expert chainmail. They carry a light steel shield, an expert bastard sword, a club, an expert mighty (+3) composite longbow, 40 arrows, 2 potions of cure light wounds, a potion of cure moderate wounds, a potion of enhance attribute.)*

2 –10 AND 2 –11: ARCHER’S TOWERS

Both of these towers have arrow slots along all of the walls and beside the heavy doors. The archers within have an almost unlimited supply of arrows. One sergeant oversees 4 additional archers in each tower. They keep diligent watch through the arrow slots looking for additional prisoners to shoot or guards coming to replace them. All of them are getting hungry as they haven’t had any relief for quite some time. Without the key they can’t open the trapdoors beneath them or exit the towers. They are completely dependent on Giarlock who clearly doesn’t appear interested in freeing them anytime soon. If left here for another day, they begin to chop at the trapdoors to get away from the rioting prisoners.

SERGEANT: *(He is a lawful evil male Wiang 6th level fighter whose vital statistics are HD 6d10+12 hp 45 AC 16. His primary attributes are Str, Dex, and Con. His significant attributes are Str 17 and Con 15. He wears expert chainmail, and carries a light steel shield, an expert short sword, a +1 mighty (+3) composite longbow with 80 arrows, two potions of cure light wounds, a potion of cure moderate wounds, a potion of enhance attribute, and a potion of haste.)*

PRISON ARCHERS (4): *(They are lawful evil male Wiang 4th level fighters whose vital statistics are HD 4d10+8 hp 34 AC 16. their primary attributes are Str, Dex, and Con. Their significant attributes are Str 17, and Dex 13. They wear expert chainmail, and carry a light steel shield, an expert short sword, an expert mighty (+3) composite longbow with 80 arrows, two potions of cure light wounds, a potion of cure moderate wounds, 2 potions of enhance attribute.)*

LEVEL 3: THE GOLEM MAZE

The golem maze serves as a cell block for more important or dangerous prisoners. Their cells are magically sealed to ensure that they do not escape and are otherwise undisturbed except for periods of torture at the hands of Menoshash and Giarlock. The Golem Maze is so named for the **four stone golems** which patrol its area, programmed to slay any they encounter, save for prison staff. Here, too, is the assassin Ulsier, who is currently lost in the maze and searching for his master Chalsha the Cruel.

STANDARD FEATURES

Light: The maze is completely dark, with the only light being any light sources provided or brought by the PCs.

Maze Walls: 100 hit points, may be tunneled through in 3 minutes, though guaranteed to alert the golems to the PC’s location unless sound dampening magic is used.

RUNNING THE MAZE

As the PCs enter the maze, note the starting points for the stone golems located on the **Map for Level 3: The Golem Maze**. The golems are indicated by an icon representing their location. Also note the location of Ulsier (marked with a B on the map) as the PCs enter the maze.

GOLEMS AND ULSIER’S MOVEMENT

Each round that the PCs move through the Maze, move Ulsier and the golems a number of feet equal to the full movement rate of the golems (20 ft.) and half of Ulsier’s movement rate (10 ft.) as it is assumed he is using his Hide and Move Silent skills. Castle Keeper’s should roll a d20 at the beginning of the maze, adding Ulsier’s level to assign his “move silent” score for the purpose of character’s detecting his location.

- If the Golems or Ulsier reach a turn, simply follow the turn. If they reach a dead end, hold their position for one round as they turn around and start along their path again.
- If Ulsier or the Golems reach an intersection, give them two options: simply roll 1d4, with 1 –2 being a left turn and 3 –4 being a right turn.

- If Ulsier or the Golems reach a four way intersection, roll 1d6 with 1–2 being forward, 3–4 being a left turn and a roll of 5–6 being a right hand turn.
- Unless hidden by a corner or turn, head on encounters with Ulsier or golems begin at 60 ft. due to the Golems Darkvision. They pursue any foes that they see within 60 ft., following them for as long as they can see them and taking whatever turns their quarry takes.
- Ulsier and the golems stop for one round before each door. Ulsier has a good idea which cell holds his former master. If he stops before his master's door he uses his *wand of break enchantment* to remove the seals on the door during round 1 and again to break the bonds on his master in round 2. On round 3, Ulsier and Chalsha the Cruel attempt to find the exit to the maze and confront warden Menoshash on **Level 4: The Warden's Sanctuary**. Continue to roll for their directions until they reach the stair to the exit.
- If Ulsier sees a golem, he attempts to escape. If caught between two golems or is cornered, he attempts to use his high Tumble Skill to escape through their area and flee. If he fails, Ulsier is killed. Leave his paste-like corpse and any surviving equipment at this location for the PCs to encounter.
- Ulsier avoids PCs assuming that they are guards or crazed prisoners.

STONE GOLEMS (4): (These neutral constructs vital statistics are HD 12 HP 68 AC 26. Its primary attributes are physical. Their special abilities are Slow and Immunity to Magic. They attack with a slam(3d8).)

ULSIER "GOLDY" LOQUES: (He is a neutral evil male gnome 5th level Illusionist/4th level assassin whose vital statistics are HD 5d4+4d6 –9, hp 21, AC 13. His primary attributes are Dex and Chr. His significant attributes are Dex 18 and Cha 16. He carries an expert punch dagger (hidden), 3 doses type VI poison (hidden on person), a wand of dispel magic, and a scroll of Charm Monster (x3).) His typically memorized spells are 0th—Dancing Lights, Dragon Mark, First Aid, Influence, Light, 1st—Change Self, Charm Person, Color Spray, Dragon Image, Head Fog, 2nd—Blur, Dark Chaos, invisibility, mirror image, 3rd—Major Image, Suggestion.)

If Ulsier is encountered by the party and determines that they are not guards or crazed prisoners, he hides his true purpose and attempts to get the PCs to help him free his master and in turn defeat the Warden.

3 –1. STAIRCASE FROM AREA 2 –10.

This staircase leads from the archer towers in **Area 2 –10**.

3 –2. STAIRCASE FROM AREA 2 –11.

This staircase leads from the archer towers in **Area 2 –11**

3 –3. TRAPPED STAIRCASE

This staircase appears to lead upwards. It is fixed with a rolling ball stone trap that is triggered about 40 ft. up the staircase.

Stone Ball Trap: The boulder can strike all PCs in a 10 ft. wide path. The PCs can attempt a Dexterity check (Challenge Level 5) to throw themselves out of the path of the onrushing boulder. Failing the save, the PC takes 6d6 crushing damage, half with a successful save. Find Traps (Challenge Level 5), Disable Traps (Challenge Level 6). A bypass might be a pressure plate in the floor that locks the boulder in place. Successfully disarming this trap earns a rogue 600 bonus experience points.

3 – 4. CELL OF DEEMS DREEGLE

The door to this cell is sealed with an *Arcane Lock* spell and only opens for the Executioner and the Warden. Within the cell is a tiny goblin wearing a threadbare robe. He sits cross legged and seemingly uninterested. Arcane Locked chains bind his hands and ankles, giving him only a few feet of movement. If questioned he gives his name as Deems Dreegle, and asks to be freed from his bondage so that he may assist in destroying the cruel warden.

CHAINS OF SUSTENANCE

The manacles of these enchanted chains act exactly as a ring of sustenance, keeping a prisoner from requiring any food or drink. Otherwise they act as expert manacles having a (Challenge Level 8) to pick. The chains of sustenance within the prison have an *lock* spell placed upon them.

Dreegle is purely evil but also quite honorable and if he agrees to assist the party in destroying the Warden, then that is exactly what he intends to do. Basically any binding agreement that the PCs come up with is acceptable to Deems as long as he is freed.

DEEMS DREEGLE: (He is a lawful evil male goblin 11th level monk whose vital statistics are HD 11d8+22 hp 96 AC 12. His primary attributes are Dex and Wis. His significant attributes are Dex 14 and Wis 18. He wears a set of monk's robes.)

Deems once served as a bodyguard to the Khan but failed to detect an assassination (Detailed in the *Tomb of the Khan*) plot and was thus cast into prison for his "crime."

3 – 5. PRISON OF KURIC MAN –EATER

The door to this cell is locked with an arcane lock spell. The prisoner inside is chained with *chains of sustenance*. He appears as a wild –man, with overgrown locks and a snarled beard. Where no hair shows, he is covered with the silvery scars of many battles.

Kuric was once a colonel in the armies of the Khan, but survived a suicide mission and was rewarded with a nice cold cell to bide his time in as the Khan assumed the only way to survive the mission was by making a deal with his enemies. Kuric wants revenge on the warden for years of torture. He would turn on the PCs if given a chance in order to show his loyalty to the Khan and regain his rank and status in the Khan's armies.

KURIC THE MAN –EATER: (He is a lawful evil male human 6th level fighter/3rd level rogue whose vital statistics are HD 6d10+3d6+18 hp 91 AC 12. His primary attributes are Str and Dex. His significant attributes are Str 20 and Dex 14. He carries a +1 vs. human's mace.)

Kuric's possessions are in the locked chest in the executioners quarters. If the PCs are using his equipment he asks for it to be returned so that he can exact vengeance on the Warden. Kuric can use his chains of sustenance (once unlocked) as a impromptu spiked chain dealing 1d4+7 damage.

3 – 6. PRISON OF CHALSHA THE CRUEL

This chamber is locked with an *arcane lock* spell and is also barred and locked from the outside with masterwork locks requiring a successful (Challenge Level 12) open locks check to unlock. Inside, the wicked Chalsha, who served a chaotic evil rival of the Khan also vied for the vacant title of war –god. Captured in battle, Chalsha has been imprisoned ever since. Ulsier is Chalsha's thrall and does anything to free his master. Chalsha is not to be trusted and would betray the PCs at the first opportunity, but holds this fact until after the Warden has been destroyed.

CHALSHA THE CRUEL: (He is a chaotic evil male elf 15th level wizard whose vital statistics are HD 15d4 hp 51 AC 11. His primary attributes are Int and Wis. His significant attributes are Dex 13 and Int 24. he has no possessions. Spells Prepared* (Cast per day 6 6 5 5 4 4 3 2 1): 0—dancing lights, ghost sound, light, mage hand, read magic; 1st—charm person, magic missile, identify, feather fall, jump; 2nd—mirror image, ray of enfeeblement, rope trick, scare; 3rd—dispel magic; 4th—Confusion, Fire trap, ice Storm; 5th—animate dead, cloudkill, cone of cold; 6th—globe of invulnerability; 7th—Power Word Stun; 8th—mind blank.)

If Chalsha is freed by Ulsier, they are next encountered in **Area 4 –3 A**.

3 –7. STAIRCASE TO THE WARDENS SANCTUARY

This staircase leads to **Area 4 –1** of the Warden's sanctuary.

LEVEL 4: THE WARDEN'S SANCTUARY

This level of the dungeon serves as the sanctuary to Warden Menoshash. Here, Menoshash keeps his bodyguards, his pet behir and a magical chest containing all of the PCs missing property (should the CK decide to finally let the party off the hook). In the event that the final battle royal looks too difficult for the PCs, offer the assistance of Ulsier, Chalsha or any other encountered NPCs who may have escaped with the help of the party and would also seek to exact vengeance on Menoshash.

4 –1. MENOSHASH'S GUARD BARRACKS

Six double bunk beds stand in this otherwise empty chamber. Iron footlockers lining the floor contain 12 masterwork longswords, 240 masterwork arrows, and six suits of masterwork chainmail. The standard bodyguards are already in **Area 4 –3b**. The other guards were deployed to quell the riots in the General Population (Level 2) but never returned.

An iron portcullis in the southern wall leads to **Area 4 –2**.

Iron Portcullis: The portcullis has 200 hp and takes approximately three minutes to hack or saw through, automatically creating a random encounter unless sound dampening magical effects are used.

4 –2. WARDED CHAMBER

The center of this chamber is set with a chain lightning trap. This trap does not affect the warden, executioner or the warden's bodyguards.

Chain Lightning Trap: This trap is triggered once a character crosses the center of the chamber, dealing 10d6 points of damage to the character triggering it, and 5d6 points of damage to up to 10 additional targets. A successful Dexterity save (Challenge Level 7) reduces this damage by half. The trap may be discovered by use of a find traps ability (Challenge Level 12). It must be disabled via means of a Dispel Magic spell, earning the Wizard 700 experience points.

A second iron portcullis like the one at the entrance leads to **Area 4 –3**.

4 –3. THE WARDEN'S HALL

4 –3a. This massive chamber is surrounded by a 10 foot high stone walkway on three sides and has a large 40 foot high structure built into the center of the chamber. An Iron Portcullis seals the central tower from any save those whom the Warden invites within his private chambers.

4 –3b. This walkway surrounds the chamber and is patrolled by 6 guards armed with bows. They attack from range anyone who enters the chamber and pull a lever hidden in a torch sconce to free the warden's pet behir from **Area 4 –4**.

As the PCs enter the room, the archers release the behir and attack with their composite bows, using the catwalk to gain elevation advantage and deny the PCs cover.

If the battle looks too overwhelming for the PCs or they have not as of yet taken on any allies from the prison population, it may be helpful to allow some escaped prisoners to enter the chamber 2 rounds after the PCs, to even the odds. If Ulsier has survived thus far and managed to free Chalsha the Cruel, they may arrive at this time. If Ulsier and Chalsha managed to enter this area before the PCs, allow for the death of two guards at the time of the release of the behir.

To be fair, allow the PCs a (Challenge Level 8) Wisdom check to notice a guard moving towards the torch sconce with a hand outstretched. If the PCs manage to spot the guard and kill or incapacitate him before he can pull the lever, they may avoid having to fight the guards and the behir at the same time.

WARDEN'S BODY-GUARD (6): (They are lawful evil male Wiang 4th levels fighters whose vital statistics are HD 4d10+8 hp 34 AC 17. Their primary attributes are Str, Dex, and Con. Their significant attributes are Str 17 and Con 15. They wear expert chainmail, and they carry a light steel shield, an expert bastard sword, a club, an expert mighty (+3) composite longbow with 40 arrows, two potions of cure light wounds, a potion of cure moderate wounds, a potion of enhance attribute.)

4 –4. BEHIR'S LAIR

This chamber serves as the lair of the Warden's favorite pet, a nasty tempered behir who is often fed prisoners who have shown exceptionally poor behavior. The chamber may only be entered by turning the torch sconce on the catwalk or by otherwise overcoming

the portcullis. Of course, doing so leaves PCs attempting to lift, break or bend the grate open to the behir's breath weapon and other sundry assaults on their hands and bodies.

Iron Portcullis: The portcullis is two inches thick with 200 hit points, requiring roughly five minutes to saw or chisel through, guaranteeing a random encounter unless sound dampening magic is used.

The behir's lair is piled with the bones of its victims. The behir has no treasure as anything of value and worth has been added to the Warden's rather hefty pile of loot. A spiral staircase behind an iron portcullis leads to the **Warden's Chamber (Area 4 -5)**.

BEHIR: *(This neutral evil creature's vital statistics are HD 9(d10) HP 79 AC 20. Its primary attributes are physical. Its special abilities are; Breath Weapon, Constrict, Improved Grab, Rake, Swallow Whole, Cannot Be Tripped, Darkvision 60 ft., Immunity: Electricity (full), Twilight Vision. In combat it relies on stealth and will attack with a bite (2d4), 6 talons (1d6), and a slam (1d4+1).)*

4 -5. THE WARDEN'S CHAMBERS

A cushy bed and fine draperies adorn this chamber. A fine ebony desk worth 1000 gps stands in one corner of the room and is covered with correspondence to the Khan. As the PCs enter, they are greeted by an extremely handsome fellow with a fine coiffure and a forked yet finely groomed goatee and pitch black eyes.

He introduces himself as Warden Menoshash and politely demands that the PCs return to their cells. If they refuse, he regales them with laughter and suggests a bargain, whereby they are allowed to leave the prison and regain their gear if they enter into a contract with him promising to slay the Khan of Khans so that he too can be free of the prison. Of course this contract is a binding agreement and costs the PCs their soul as the limited wish he grants gains them their immediate freedom from the prison!

All bets are off, however, if any of the important prisoners from Level 3 are present in the party, as these NPCs immediately attack Menoshash with all the fury their time in prison can muster. Ulsier, should he be with the party at this time, waits for a distraction to hide himself and wait 3 rounds before attempting to assassinate the Warden.

WARDEN MENOSHASH, SOLICITOR DEVIL: *(This lawful evil devil's vital statistics are HD 14(d8) HP 78 AC 22. Its primary attributes are mental and physical. Its special abilities are Aura of Clam, Aura of Fear, Devil Traits (Immune to Fire, 1/2 damage from cold, acid, electric. Spell Resistance 14, Darkvision 120 ft. Twilight Vision), and Spell like abilities (3/Day—charm monster, dispel chaos, dispel good, magic circle against good, greater teleport (self plus 50 pounds of objects only); persistent image, fireball, lightning bolt.). It attacks with 2 claws (1d6+withering strike) or a +3 cold iron pitchfork (1d8+3).)*

*** See the new monster appendix for details on Menoshash's special abilities and powers.

Depending on the CC of the CK running this adventure, they may allow Menoshash to attempt to summon other devils to his aid or not. Regardless, Menoshash is one tough customer. Read

his abilities carefully to best decide how to combat the party of adventurers, understanding that Menoshash as Warden is aware of most of the goings on in his Dungeon, even if he seeks to hide these goings on from the Khan.

Treasure: A heavy, highly enchanted chest in the corner of this chamber is a box of holding which acts as a bag of holding type IV. Within it are all of the PCs possessions including the *Gazing Jewel of Kubla Khan*, which the PCs may use to activate the portal in **Area 4 -6** and make their escape from the Dungeon of Kubla Khan.

Also found in the chest are 2000 gp, (10) 50 gp gems, scrolls: *enhance attribute, charm monster, gaseous form*, and a *wand of silence* (30 charges).

4 -6. THE EXIT PORTAL

A swirling smoky blue disk stands in the center of this chamber. When the Gazing Jewel of Kubla Khan is drawn forth in its presence, the pool coalesces into an image of whatever location the bearer of the gem wishes to see. Stepping into the pool instantly transports the bearer and all allies to that location.

As the PCs step into the pool (assuming they want to escape the Dungeon of Kubla Khan) they hear the familiar laughter of the Khan and see an image of his cruel face form in the clouds atop a mighty palace surrounded by a field of the dead who even now grow scabrous flesh, their eye pits flickering with hell fire.

"So You have survived my prison! Know that this is not the last you shall hear of the Khan of War you meddling Swine! Until the next time, stand fast and watch your backs! Kubla Khan will not be denied!"

With that... the world turns to pitch black once again!

Continuing Adventures: It is possible that some PCs may have taken Menoshash up on his bargain. If they eventually find and defeat the Khan, Menoshash is likely to seek some way of collecting on the debt of soul from the PCs. This could stand as an ongoing adventure. Likewise, it is possible that surviving enemies within the prison may make return appearances in other adventures as ongoing nemesis for the PCs to face!

NEW MONSTERS

CHARCHAR

NO. ENCOUNTERED: 1 or pack (2 –8)

SIZE: Large

HD: 8d8

MOVE: 30 ft.

AC: 14

ATTACKS: Two Claws for 1d8, Bite for 1d12

SPECIAL: Twilight Vision, Maul, Move Silent, Hide

SAVES: P

INT: Animal

Alignment: neutral

TYPE: Aberration

TREASURE: 3

XP: ·

This vaguely humanoid being is a subterranean menace, feared by races of the darkness for its deadly jaws, and ripping claws. It has a shark like head filled with rows and rows of razor sharp teeth, broad shoulders and muscular arms ending in iron hard claws capable of tearing deep fissures in hard stone. Its face is smooth with a pair of deep set inky black eyes. It is bipedal, moving on a pair of muscular bird like legs and has a short flat tail. They get their name from the noise made from the gnashing of their teeth which makes a “char char” sound as they scrape together.

Combat: Charchar’s like to sneak up on their foes, attacking them from surprise and tearing them to pieces with claws and jaws.

Maul: A charchar who successfully strikes with both claws, deals an additional 1d8 points of damage.

Move Silent/Hide: Charchar may move silent or hide as a rogue of equivalent hit dice/level. Thus, an 8HD charchar moves and hides as a 8th level rogue.

CAVERN MOUTH

NO. ENCOUNTERED: 1

SIZE: L

HD: 10d8

MOVE: 5 ft.

AC: 19

ATTACKS: Bite for 3d6+1d6 Acid

SPECIAL: Swallow Whole, Acid, Tremor Sense, Camouflage

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Aberration

TREASURE: 8

EXPERIENCE: 1050+10

This dangerous denizen of the deep is often mistaken for a natural underground chimney or jagged cavern mouth, which suits it just fine. When drawn from its lair, the cavern mouth has the appearance of a stony skinned, bulbous worm with a mouth full of rocky teeth.

The cavern mouth tends to feast on dire rats, vermin, subterranean lizards, and semi –sentient fungi. They are large, lazy creatures



that prefer to squeeze their girth into a natural opening and wait for food to come to them. They seldom leave their lair, even when threatened as crawling free from their fissure or chasm generally results in the exposure of their relatively soft hide. Dwarves despise Cavern Mouths, as the unnaturally weird creatures have a predilection for eating young dwarf children who stray from the guarded halls of stone.

COMBAT: Cavern Mouths prefer to wait for prey to come to them. They retaliate if attacked with their wicked bite attack. Prey not to their tastes (mostly subterranean travelers who tend to hurt their tender innards) are generally passed quickly through the cavern mouths system and deposited in the silt pile that rests directly beneath or behind their lair in 1d4 rounds per size category beyond huge.

Camouflage: Cavern Mouths hide as 10th level rogues when in their natural habitat.

Swallow Whole: Creatures bitten by the cavern mouth must make a strength check versus the cavern mouth or be swallowed whole. The cavern mouth usually defecates anything that it eats in 1d4 rounds. Creatures caught in a cavern mouth suffer 3d6 points of damage per round for the duration of their stay. Swallowed creatures cannot cut their way out of the gizzard of a Cavern Mouth as they would a purple worm or other such creature, as the body of a cavern mouth is firmly glued by external secretions to the sides of a natural cave or shaft wall.

Acid: The cavern mouths gastric excretions deal 1d6 points of acid damage per round to those caught in its innards.

CHOROSTARON (DEMON)

NO. ENCOUNTERED: 1 or 1d4+3

SIZE: Large

HD: 10d8

MOVE: 30 ft., Fly 50 ft.

AC: 20

ATTACKS: Two Claws for 1d8 each and Bite for 1d10

SPECIAL: Demon Traits, Breath Weapon, Spell Like Abilities

SAVES: M, P

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Demon

TREASURE: 8

EXPERIENCE: 1200+10

Chorostaron are a middle order, name class demon, meaning they have their own "proper" individual names. These are names that give the creatures power, and importantly give summoners power over them.

Chorostaron are tall and thin with the scaly iron grey torso of a man, with the legs, wings and head of a lice eaten crow. Their eyes glow like cool red coals as sulfurous smoke continuously boils from their charred black beak. They act as officers and vassals for more powerful demons and demon lords

Combat: Chorostaron begin by assaulting their enemies with spell like abilities, then turning to their breath weapon, turning only then to beak and claws.



Demonic Traits: ½ damage from Fire, Cold, and Electricity. Spell Resistance 12, Darkvision 120 ft. Twilight Vision. Demons are only wounded by weapons blessed with a bless spell, holy weapons, or weapons anointed with the holy water of a good aligned deity. They otherwise take no damage, even from enchanted items. Magic affects demons normally unless otherwise denied by spell resistance or their innate resistances.

Demonic At Will: *Alter Size, Detect Magic, Know Alignment, Message, See Invisibility.*

Spell Like Abilities As a 10th level Cleric: *4/day—Command, Sound Burst, Protection from Good Dispel Magic. 2/day—Hold Person, Harming Circle (2d8 points damage), Unhallow. 1/day—Dispel Good*

Breath Weapon: The breath weapon of the Chorostaron is a filthy cloud of gnat-like organisms that sting and bite all creatures within a cloud extending 30ft. x 30ft. from the mouth of the Chorostaron. The creatures swarm the area for 1d4 rounds dealing 4d6 points of damage per round to all living creatures within the cloud. Undead take half damage, constructs take no damage from the swarm. Creatures caught in the swarm may make a Constitution save (Challenge Level 10) for half damage.

DIVINE MINSTREL

NO. ENCOUNTERED: 1, or 1 –4

SIZE: L

HD: 7d8

MOVE: 30 ft., Fly 90 ft.

AC: 19

ATTACKS: By Weapon

SPECIAL: Celestial, Bardic Abilities, and Spells

SAVES: M, P

INT: Genius

ALIGNMENT: Chaotic Good

TYPE: Angelic Being

TREASURE: 6

EXPERIENCE: 360+7

These angelic beings serve as heavenly heralds or messengers of goodly gods and their agencies. They appear as perfectly formed nearly seven feet tall humanoids with skin of gleaming silver and the wings of a peacock folded upon their back. They dress in pearlescent robes and bear a longsword of silver and a harp of gold.

Combat: Divine Minstrels prefer to avoid combat when possible, but when confronted with violence, reply in kind. They use clerical spells and finish by attacking with their +2 holy aligned longsword, capable of dealing damage to demons, devils, and other denizens of the Abyssal Nether and Rings of Hell. When allied with mortals they serve as a healer and bolsterer of faith and courage.

Spells: Divine Minstrels Cast as a 5th level Cleric

0th—Create Water, Detect Evil, First Aid, Purify Food and Drink. 1st—Bless, Cure Light Wounds, Sanctuary. 2nd—Lesser Restoration, Spiritual Weapon. 3rd—Prayer.

Bardic Abilities: Divine Minstrels possess the bardic abilities of Exalt, Legend Lore, and Fascinate as a 7th level bard.

Celestial Traits: ½ damage from Fire, Cold, and Electricity. Immune to Acid, Disease, and Poison. Spell Resistance 7, Darkvision 120 ft. Twilight Vision. Demons are only wounded by weapons blessed with a bless spell, unholy weapons, or weapons anointed with the unholy water of a evil aligned deity. They otherwise take no damage, even from enchanted items. Magic affects Celestials normally unless otherwise denied by spell resistance or their innate resistances.

FIRSTBORN OF YUGGILV (DEMON)

NO. ENCOUNTERED: 1

SIZE: Small

HD: 4d8

MOVE: 40 ft.

AC: 16

ATTACKS: Bite for 1d4, two claws for 1d4, sting for 1d2+poison

SPECIAL: Demon Traits, Yuggilv's Decay. Chosen of Yuggilv.

SAVES: M, P

INT: Hive Mind

ALIGNMENT: Chaotic Evil

TYPE: Demon

TREASURE: 3

EXPERIENCE: 80+4

The Firstborn of Yuggilv were the first chaotic creation of the Demoness Yuggilv. They have an upper torso and thorax that appears to be some bizzare combination of humanoid and insect with a recognizable head and arms ending in pincer claws. The head is affixed with antennae and large multifaceted eyes. A large mouth has a pair of spider like fangs protruding from either side of it. Their lower half is like that of a millipede with dozens of legs and straw yellow to grey chitinous plates that guard their backs from blows.

The firstborn are natural climbers and unlike the other spawns of Yuggilv they possess a keen intellect and use this intellect to develop tactics and complicated ambushes.

Combat: The firstborn of Yuggilv prefer to ambush foes with magic before closing to attack with claw bite and sting. Typically they summon swarms of roaches or centipedes and other biting stinging insects, and attempt to cast hold person and other spells that disrupt and immobilize opponents.

Demonic Traits: ½ damage from Fire, Cold, and Electricity. Spell Resistance 4, Darkvision 120 ft. Twilight Vision. Demons are only wounded by weapons blessed with a bless spell, holy weapons, or weapons anointed with the holy water of a good aligned deity. They otherwise take no damage, even from enchanted items. Magic affects demons normally unless otherwise denied by spell resistance or their innate resistances.

Chosen of Yuggilv: The Firstborn of Yuggilv are in constant contact with their creator, she sees what they see and they see what she sees. As the chosen of Yuggilv, they are ignored by swarms and are immune to disease.

Poison: The sting of a Chosen of Yuggilv forces a victim to make a Save vs. Poison (Challenge Level 4) or fall into a catatonic slumber lasting 1d4 minutes.

Spells: Firstborn of Yuggilv cast spells as a 4th level cleric.

Typical Spells: 0th — Detect Magic, Detect Good, Endure Elements, First Aid. 1st — Command, Protection from Good, Sound burst. Hold Person, Spiritual Weapon.

Spell Like Abilities: Once per day as a spell like ability a Firstborn of Yuggilv may Cast Insect Plague as a 7th level Cleric.

GOLOL (DEMON)

NO. ENCOUNTERED: 1 or 2d12

SIZE: Small

HD: 2d8

MOVE: Fly 50ft.

AC: 18

ATTACKS: Bite for 1d4+poison

SPECIAL: Demonic Traits, Poison, Stench, Summon Golol, Laugh

SAVES: P, M

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Demon

TREASURE: 1

XP: 20+2

Golol appear as plump bluish skinned babies with membranous batwings sprouting from their backs. They have black pupils and iris and are completely hairless. A pair of vestigial horns sprout from their brow. Golol smell of sour milk and hot, stomach churning excrement. Golol are the least of the servitor demons of Lolo the Demon Lord of Nightmares and Madness. They are sent forth to terrorize and demoralize foes so that Lolo may more easily devour their dreams.

Combat: Golol count on their laughter and their dread stench to disable and demoralize foes before biting them with their venomous fangs.

Demonic Traits: ½ damage from Fire, Cold, and Electricity. Spell Resistance +2 Saves vs. Magic, Darkvision 120 ft. Twilight Vision. Demons are only wounded by weapons blessed with a bless spell, holy weapons, or weapons anointed with the holy water of a good aligned deity. They otherwise take no damage, even from enchanted items. Magic affects demons normally unless otherwise denied by spell resistance or their innate resistances.



Stench: Golol constantly exude the stench of a stinking cloud spell in a 10 ft. radius, requiring a successful Constitution Save (CL 2) or become nauseated and helpless for 1d4 rounds. Nauseated victims may move more than 10 ft. away from the Golol.

Infectious Laugh: The giggle of the Golol is infectious, causing all creatures hearing it to make a Charisma save (Challenge Level 2) or double over with laughter, unable to move as they regale in fits of laughter. This lasts for 2d4 rounds or until the Golol are destroyed.

Venom: The venom of a Golol forces a Constitution save (Challenge Level 2) or suffer an additional 1d6 points of venom damage.

GRULLMOSH

NO. ENCOUNTERED: 1d6 or 20–200

SIZE: M

HD: 2d8

MOVE: 30 ft.

AC: 13

ATTACKS: By Weapon +2

SPECIAL: Deepvision, Scent, Climb, Berserker

SAVES: P

INT: low

ALIGNMENT: Chaotic Neutral

TYPE: Humanoid

TREASURE: 1

EXPERIENCE: 20+2

These hairy, debased subterranean creatures were once human but have changed through a thousand years as slaves or servants of the darkness. Standing between five and five and a half ft. tall, the Grullmash appear as short, hairy, bow-legged humanoids with large ears, flat faces, and large eyes developed to collect any and all available light. They are stone age beings, bearing weapons of flint and bone. Their language is a collection of grunts and signs, understood by few of the dwellers of the darkness. The Grullmash are agile climbers, and easily fit through narrow cracks and fissures of caverns, and dig extensive tunnel structures in pact earth. These tunnel lairs are filled with deadfalls and other simple traps.

Combat: Grullmash attack from ambush, using atlatl, club, and stone spear to fell unsuspecting foes when attacking from pitch blackness. Often these ambushes occur from above and behind their quarry, due to their extensive climbing abilities.

Deepvision: Grullmash see 120 ft. in near total darkness, but suffer –2 to attacks and siege rolls when faced with daylight or magical light that is equivalent to the sun in brightness.

Scent: The Grullmash's keen sense of smell allows them to track as a ranger of equivalent level.

Climb: The Grullmash climb as a rogue of equivalent level or Hit Dice.

Berserk: When a Grullmash suffers ½ of its hit points in damage, it enters a berserk state, suffering –2 to its armor class but adding an additional +2 to their damage total (for +4). Likewise, when one of the grullmash enters a berserk state, all other grullmash in sight, scent or hearing of the grullmash must make a charisma save, or also fall into a berserk state.



GIANT ELECTRIC CAVERN EELS

NO. ENCOUNTERED: 1, or 4–8

SIZE: L

HD: 5d10

MOVE: 10 ft., Swim 30 ft.

AC: 16

ATTACKS: Bite (1d8)

SPECIAL: Darkvision, Immunities, Electric Discharge, Improved Grab.

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: 4

EXPERIENCE: 160+5

These twelve to eighteen foot long serpentine creatures are grey green with yellow stripes and dead black eyes. They prefer making their lairs in underwater caves or hollows. A typical lair consists of two adults and up to 6 young.

Combat: The giant electric cavern eels are attracted to movement in their cold subterranean pools and move to attack almost instantly any who invade their lair.

Immunities: Being nearly blind, giant electric cavern eels are immune to illusion based magic. They are likewise immune to electric damage from either magical or natural sources.

Electric Discharge: The giant electric cavern eel produces a jolt of electricity once per hour that deals 3d8 points of electric damage to all within 5 feet. Those within 10 feet take 2d8 points of damage. A constitution save (CL 5) reduces the damage by half.

Improved Grab: A giant electric eel who hits with its bite attack automatically latches on, dealing continuous bite damage until it suffers more than half of its hit points in damage, where it detaches and attempts to flee back to its lair.

Water Dependent: Giant electric eels can survive out of the water for 1 minute per point of Constitution.

KULTIO (DEVIL)

NO. ENCOUNTERED: 1 or 1d4+3

SIZE: Large

HD: 12d8

MOVE: 30 ft., Fly 60 ft.

AC: 21

ATTACKS: Two Claws 1d or weapon+3, Bite 1d8, and sting 1d6+poison

SPECIAL: Devil Traits, Spell Like Abilities

SAVES: M, P

INT: High

ALIGNMENT: Lawful Evil

TYPE: Devil

TREASURE: 10

EXPERIENCE: 1900+12

This emaciated devil has the skeletal form of a snake crossed with a man, and a pair of charred black wings sprouting from its upper torso. The tip of its tail ends in a wasp like stinger, glistening with deadly venom. Their face is gaunt with sunken black eyes, elongated canines, and pronged horns sprouting from their brow. Kultio were once guardians and defenders before the fall, now they exact punishment and torture on sinful mortals and thrill in pitting themselves against goodly opponents as well.

Devils enjoy using their change self ability to appear as other creatures to baffle and confuse mortals into damning themselves, where they can then collect their soul for eternal torment. When discovered they either flee or fight depending on the situation and their probability of success.

Combat: Kultio bear huge scythes, flails, or two pronged forks in battle, but when pressed, resort to claws, bite, and tail. They attack with their spell like abilities before closing to strike with large weapons or natural weaponry. Their weapons deal an average 2d8+3 points of damage per strike.

Devil Traits: Immune to Fire, ½ damage from cold, acid, electric. Spell Resistance 12, Darkvision 120 ft. Twilight Vision. Devils are only wounded by weapons blessed with a bless spell, holy weapons, or weapons anointed with the holy water of a good aligned deity. They otherwise take no damage, even from enchanted items. Magic affects devils normally unless otherwise denied by spell resistance or their innate resistances.

Devil At Will: Change Self, Detect Magic, Know Alignment, Message, See Invisibility.

Plane Shift: 1/day —To Nine Rings of Hell only.

Summon Devil: 1/day — Kultio may summon another Kultio, or lesser devils whose hit dice equal their own or less once per day with a 30% chance of success. Summoned Devils may not plane shift back to the Hells, and must fight on to the completion of their task.

Devil's Pact: Devils of at least 10 HD have the ability to grant a limited wish to a mortal once per year in trade for part or all of a mortal soul as determined by the Castle Keeper.

MARBUNTIS WORKERS (ANT MAN WORKER)

NO. ENCOUNTERED: 1d10 or 20 –200

SIZE: S

HD: 2d8

MOVE: 40 ft., Climb 20 ft.

AC: 14

ATTACKS: Bite for 1d4

SPECIAL: Darkvision 60 ft. Scent, Marbuntis Immunities

SAVES: P

INT: Average

ALIGNMENT: Lawful Neutral(evil)

TYPE: Monstrous Humanoid (Other Planar)

TREASURE: 1

EXPERIENCE: 10+1

Marbuntis workers are the bearers and laborers of Marbuntis society. They appear as small centaur –like ant men, averaging three ft. in height, with an overall body length of five ft.

Combat: Marbuntis workers attempt to avoid conflict whenever possible, but when cornered attack with a bite.

Immunities: Marbuntis are immune to paralysis, paralyzing effects such as hold person, and stunning effects such as are created by sound burst, though they still suffer concussive damage. They have damage resistance of 5 over cold and electricity.

Scent: Marbuntis have the scent ability due to their antennae, allowing them to track as a ranger of equal hit dice or level.

MARBUNTIS LEGIONNAIRE (ANT MAN SOLDIER)

NO. ENCOUNTERED: 1d10 or 20 –200

SIZE: M

HD: 4d8

MOVE: 40 ft. Climb 20 ft.

AC: 16

ATTACKS: Bite for 1d6 or sting for 1d4+venom, Or by weapon

SPECIAL: Darkvision 60 ft. Scent, Marbuntis Immunities

SAVES: P

INT: Average

ALIGNMENT: Lawful Neutral(evil)

TYPE: Monstrous Humanoid (Other Planar)

TREASURE: 4

EXPERIENCE: 70+4

Marbuntis Legionnaires appear as centaur –like ant –men with reddish brown carapaces, and wiry black hairs upon their legs and abdomen. They often wear additional armor over their insect carapace, such as chainmail and carry a shield. Marbuntis move about rapidly on their four lower legs, using their upper limbs as a man would use arms.

Hailing from a militant otherworldly society where law is the rule,

and the rule of the hive is law, the Marbuntis are an bizarre race of ant men whose primary objective is the conquest of the known planes of reality, so that reality may be re-organized to be more lawful and efficient. The Marbuntis legionnaires have conceived a most inventive solution to the dilemma of random inefficient colonies of creatures in the planes that they have explored. This solution of course involves the complete sanitization of all non Marbuntis, non vegetable life forms.

Combat: Marbuntis begin encounters with longbows, or javelins, a lance, sword and shield. They fight as combined cavalry, and use strict formations, using their pheromones to give orders when their antennae and body language are not capable of being used.

Immunities: Marbuntis are immune to paralysis, paralyzing effects such as hold person, and stunning effects such as are created by sound burst, though they still suffer concussive damage. They have damage resistance of 5 over cold and electricity.

Scent: Marbuntis Legionnaires have the scent ability due to their antennae, allowing them to track as a ranger of equal hit dice or level.

MARBUNTIS CENTURION (ANT MAN OFFICER)

NO. ENCOUNTERED: 1d10 or 20 –200

SIZE: M

HD: 8d8

MOVE: 40 ft. Climb 20 ft.

AC: 18

ATTACKS: Bite for 1d6 or sting for 1d4+venom, Or by weapon

SPECIAL: Darkvision 60 ft. Scent, Marbuntis Immunities, Spell Like Abilities

SAVES: M and P

INT: Superior

ALIGNMENT: Lawful Neutral (evil)

TYPE: Monstrous Humanoid (Other Planar)

TREASURE: 6

EXPERIENCE: 450+8

Marbuntis centurions are a more highly evolved breed of the Marbuntis race. These creatures are slightly larger and a deeper red color than their lesser kin. Typically they are also decked out in much finer armor and bear weapons of greater quality. They bolster their allies with a combination of spells and skill at arms. Always honorable, they have a difficult time understanding disordered minds and quest against chaos in all its permutations.

Immunities: Marbuntis are immune to paralysis, paralyzing effects such as hold person, and stunning effects such as are created by sound burst, though they still suffer concussive damage. They have damage resistance of 5 over cold and electricity.

Scent: Marbuntis Legionnaires have the scent ability due to their antennae, allowing them to track as a ranger of equal hit dice or level.

Spell Like Abilities: Marbuntis Centurions cast the following spells as a 8th level cleric.

0th—Detect Chaos, Detect Magic, First Aid, 1st—Command, Cure Light Wounds, Protection from Chaos. 2nd—Hold Person, Silence. 3rd—Dispel Magic, Magic Circle against Chaos, Prayer. 4th—Freedom of Movement, Neutralize Poison.

SKELETON, SMALL BEAST

NO. ENCOUNTERED: 1d10 or 20 –200

SIZE: S

HD: 1d6

MOVE: 30 ft.

AC: 16

ATTACKS: 2 claws for 1d2, bite for 1d6

SPECIAL: Undead Traits

SAVES: P

INT: Non

ALIGNMENT: Neutral Evil

TYPE: Common Undead

TREASURE: 1

These small skeletal creatures are typically raised from the skeletal remains of dogs, cats, wolves, coyotes and the like. Some necromancers prefer raising them up as they can get twice as many smaller minions from a single casting of Animate Dead as they would the larger humanoid skeleton stock.

Combat: Small beast skeletons attack with two front claws and a bite.

XAGON (DEMON)

NO. ENCOUNTERED: 1d6 or 20 –200

SIZE: M

HD: 6d8

MOVE: 30 ft., Fly 50 ft.

AC: 18

ATTACKS: 4 claws for 1d4, bite for 1d6, or by weapon +2 damage.

SPECIAL: Demonic Traits, Plague, Summon Xagon.

SAVES: P, M

INT: Average

ALIGNMENT: Chaotic Evil

TYPE: Demon

TREASURE: 5

XP:

Xagon are the spawn of Navolka, bringing plague and death wherever they arrive. Xagon appear as a cross between a fly and man, with hairy blue black skin and four arms sprouting from their central thorax. They have saucer sized, multifaceted red eyes located on the sides of their fly like head, with a proboscis dripping bile and filth.

Combat: Xagon attack with their 1–4 weapons or with their hooked claws and proboscis attempting to infect their prey with their demonic plague. Xagon are intelligent adversaries and militant in their mission to spread the plague of Navolka throughout the planes of existence, infecting and overwhelming all who oppose them.

Demonic Traits: ½ damage from Fire, Cold, and Electricity. Spell Resistance 6, Darkvision 120 ft. Twilight Vision. Demons are only wounded by weapons blessed with a bless spell, holy weapons, or weapons anointed with the holy water of a good aligned deity. They otherwise take no damage, even from enchanted items. Magic affects demons normally unless otherwise denied by spell resistance or their innate resistances.

Demonic At Will: Detect Magic, Know Alignment, Message, See Invisibility.



Plague: Creatures stung with the proboscis of the Xagon must make a save vs. disease (Challenge Level 6) or become infected with Navolka's Plague.

Summon Xagon: Once per day a xagon has a 25% chance of summoning 1d4 additional xagon. A xagon summoned by other xagon may not summon additional xagon however.

Navolka's Plague: This supernatural disease is debilitating and deadly, infecting its victims with hallucinations of madness and terror. The terror and psychosis eventually becomes so great that the victim assaults others who it perceives as deadly threats with deadly force. The onset of the disease begins with high fever, aches, pains, and loss of appetite, which can only be filled by devouring the flesh of their enemies.

DISEASE PROGRESSION

Day 1: Infection, High Fever resulting in -2 to hit, damage, and siege checks. Contact with the victim requires a save vs. disease (CL 6) or contract the disease. Success equals immunity to that strain with no future saves needed when dealing with that generation of infected.

Day 2: Secondary Save. If successful the fever remains. If failed hallucinations begin, victim suffers a temporary loss of 1d2 Wisdom, Strength, and Constitution. Challenge Level of future saves increases by +1.

Contact with the victim requires a save vs. disease (CL 6) or contract the disease. Success equals immunity to that strain with no future saves needed when dealing with that generation of infected.

Day 3: Secondary Save. If successful, the fever and hallucinations remain but no further injury. If failed, hallucinations intensify and character begins to see allies and friends as enemies and monsters plotting against it. The simplest excuse causes the plague victim to attack. Victim suffers -1d4 Wisdom, and Constitution. Challenge Level of future saves increases by +2.

Contact with the victim requires a save vs. disease (CL 6) or contract the disease. Success equals immunity to that strain with no future saves needed when dealing with that generation of infected.

Day 4: Secondary Save. If successful, fever and hallucinations remain but no further injury. If failed, hallucinations so strong that the victim becomes violently hostile attacking anyone it comes in contact with, but ignoring other infected. Character loses an additional 1d4 Wisdom and Constitution. When constitution reaches zero the victim dies. Challenge level for future saves increases by +2.

Contact with the victim requires a save vs. disease (CL 6) or contract the disease. Success equals immunity to that strain with no future saves needed when dealing with that generation of infected.

Day 5 and Beyond. Additional saves are made to avoid additional Wisdom and Constitution damage. Successful saves equal no additional loss. Failed saves cause additional 1d4 Wisdom and Constitution damage. The victim is still infectious and fights on until dead from the plague.

The plague may be cured with the Paladin's special ability or the cleric spell Remove Disease. The plague is particularly devastating in large cities where the close proximity of victims generally results in riots and mass hysteria.

YUGGILV THE CRAWLING QUEEN (DEMON)

NO. ENCOUNTERED: 1

SIZE: L

HD: 15d8 90

MOVE: 40 ft.

AC: 20

ATTACKS: Bite for 2d8, 2 claws for 1d8

SPECIAL: Darkvision 60 ft., Demon Traits, Spell Like Abilities.

SAVES: P, M

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Demon

TREASURE: 2200+12

Yuggilv has a lower half that stretches on like a great bloated caterpillar and a back covered in horned plates. The upper half of her body is that of a comely, long limbed female whose face is fitted with a pair of multifaceted eyes, great antennae protrude from her forehead.

Yuggilv was once a greater power in the Abyssal Nether and held the title Demon Queen of decay, until she was defeated in an epic battle and imprisoned in a specially designed cell deep below the Temple of Kubla Khan. Yuggilv seeks to fill the Abyssal Nether and material planes with her spoor. Her race of fell and despicable creatures quickly spread her decay from plane to plane like a great plague of misery and death. Yuggilv serves as a patron to evil creatures that have been abandoned by their deity such as driders

and some naga as well as lesser demons and her own brood of creatures created to fulfill Yuggilv's self appointed destiny as the bringer of the apocalypse.

Combat: Yuggilv softens foes with her supernatural spell-like abilities. Foes who manage to close with her in combat must face her vicious claws and deadly bite attacks. Yuggilv prefers to melee attack foes that are physically weaker than her, placing her horrid kiss upon them.

Demonic Traits: ½ damage from Fire, Cold, and Electricity. Spell Resistance 12, Darkvision 120 ft. Twilight Vision. Demons are only wounded by weapons blessed with a bless spell, holy weapons, or weapons anointed with the holy water of a good aligned deity. They otherwise take no damage, even from enchanted items. Magic affects demons normally unless otherwise denied by spell resistance or their innate resistances.

Spell-Like Abilities: Yuggilv casts as a 12th level caster: 4/Day—Summon Swarm, Hold Person, Spiritual Weapon, Dispel Magic. 1/Day—Freedom of Movement, Heal, Harm, Insect Plague.

Summon Brood: Once per day Yuggilv may summon up to 12 HD of any of the servant species she created with 100% chance of success.

Kiss of Yuggilv: If Yuggilv strikes an opponent with both claws and her bite attack she automatically inflicts Yuggilv's Decay on her foe unless a successful save vs. disease (Challenge Level 12) is made. Those who fail their save suffer 1d4 Points of Constitution, and 1d4 Points of Charisma damage. Foes who die from the Kiss of Yuggilv are transformed in 2d4 rounds to a firstborn of Yuggilv.

Brood Prescience: Yuggilv knows the exact location and situation of any individual in her brood within 50 miles of her. She can furthermore control and command any of her brood within this distance automatically.

SOLICITOR DEVIL

NO. ENCOUNTERED: 1 or Practice (2–8)

SIZE: Medium

HD: 14d8

MOVE: 30 ft., Fly 50 ft.

AC: 22

ATTACKS: Two Claws for 1d6+Withering Strike, or Pitchfork 1d8+3

SPECIAL: Aura of Calm, Aura of Fear, Devil Traits, Spell Like Abilities

SAVES: M, P

INT: Sub-Genius

Alignment: Lawful Evil

TYPE: Devil

TREASURE: 14

XP: 2200+12

This being has lustrous, porcelain-like skin and dresses in snow white robes that glitter like a curtain of shimmering diamonds. A pair long leathery wings folds across its back, resembling at first glance a cape of



finely worked blood red leather. Its eyes are jet black possessing no visible iris. A pair of short, sharpened red horns protrude about an inch from its wide brow. Its hair is typically a glossy blue black and is styled in the most conservative and expensive cut of the land.

These regal creatures embody the true malfeasance of the unholy rulers of Hell. The solicitor devils are born to a caste of infernal beings referred to as Advocates, with solicitors being of the lowest caste in the Advocates Court. It is believed that the Advocates were once among the choirs of angels who fell from the grace of heaven but most clearly understand and interpret the laws and justice system of the nether planes. Solicitors operate the lower courts of the Rings of Hell and draft legal documents and binding contracts on behalf of more powerful beings.

Outside of Hell, solicitors may be appointed to legal posts on behalf of lawful evil deities. Likewise they may offer their aid in drafting contracts, typically in exchange for a portion or all of the litigant's soul. Solicitor devils stand between six and seven feet tall and typically alter their appearance so that they seem most appealing and friendly to whomever they encounter.

Combat: Typically solicitor devils disdain physical combat and prefer to use their *dominate* and *charm* abilities to force foes into battle against one another. If pressed into melee they have few difficulties in dealing with threats as they viciously wield their +3 *cold iron pitch forks*.

A solicitor devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Calming Aura: A solicitor devil can radiate a 20-foot-radius calming aura as a free action. A creature in the area must succeed on Challenge Level 14 save vs. Charms or be placed in a serene state of ambivalence. Creatures who fail the save are unwilling to fight, save to defend themselves. Abilities and powers based on powerful emotions such as anger and rage cannot access these powers while under the solicitor's calming power. A creature that successfully saves cannot be affected again by the same solicitor devil's calming aura for 24 hours. Other devils are immune to the aura.

Fear Aura: A solicitor devil can emanate a 5-foot-radius fear aura on its turn and still take an additional action. All creatures in the area must succeed a Challenge Level 14 save vs. Fear or be effected by a *fear* spell. A creature that successfully saves cannot be affected again by the same solicitor devil's fear aura for 24 hours. Other devils are immune to the aura.

Infernal Contract: Once per day, a solicitor devil can enter into an infernal contract with a creature native to the Material Plane. The solicitor is forbidden to use his *charm* abilities to force the subject to sign the contract, but all other manner of lies and duplicity and half-truths are fair game. The terms of the contract spell out the

debt owed to the Solicitor's patron Devil, usually the soul of the signer or some other terrible price the signer may or may not wish to pay. Once the subject signs the contract, the solicitor devil has the authority (granted by old Scratch himself) to grant the subject one *wish* (as per the spell cast by a 20th level Wizard).

Non –evil creatures that sign an Infernal Contract must succeed on a Charisma save (CL 14) or their alignment moves one step towards evil (i.e. good to neutral, neutral to evil). Paladins and clerics of non–evil deities lose their class abilities upon signing an Infernal Contract. They must give up any benefit they received as a result of the *wish* before they can atone.

Spell –Like Abilities: 3/Day—*charm monster, dispel chaos, dispel good, magic circle against good, greater teleport* (self plus 50 pounds of objects only); *persistent image, fireball, lightning bolt*.

Devil Traits: Immune to Fire, ½ damage from cold, acid, electric. Spell Resistance 14, Darkvision 120 ft. Twilight Vision. Devils are only wounded by weapons blessed with a bless spell, holy weapons, or weapons anointed with the holy water of a good aligned deity. They otherwise take no damage, even from enchanted items. Magic affects devils normally unless otherwise denied by spell resistance or their innate resistances.

Devil At Will: Change Self, Detect Magic, Know Alignment, Message, See Invisibility.

Plane Shift: 1/day—To Rings of Hell only.

Summon Devil: 1/day—Solicitor may summon another Solicitor, or lesser devils whose hit dice equal their own or less once per day with a 30% chance of success. Summoned Devils may not plane shift back to the Rings of Hell, and must fight on to the completion of their task.

Withering Strike (Su): Once per round, a solicitor devil that strikes an opponent with its claw attack deals 1 point of Constitution drain to the opponent. A solicitor devil gains 5 temporary hit points whenever it drains Constitution. Temporary hit points gained in this fashion last for a maximum of 1 hour.

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SPAWN OF YUGGILV

NO. ENCOUNTERED: 1

SIZE: Small

HD: 1d8

MOVE: 40 ft.

AC: 16

ATTACKS: Bite for 1d4

SPECIAL: Demon Traits, Yuggilv's Decay.

SAVES: P

INT: Hive Mind

ALIGNMENT: Chaotic Evil

TYPE: Demon

TREASURE: 1

EXPERIENCE: 10+2

These roach –like creatures have vaguely humanoid form with a hard reddish brown carapace and small head affixed with razor sharp pincers and multifaceted eyes.

In ancient times, these creatures devoured everything in their path, breeding in huge numbers and infecting everything that they touched with rot and decay. Highly resilient, they are the most commonly encountered form of the Children of Yuggilv.

COMBAT: The Spawn of Yuggilv prefer to attack foes en masse, infecting their foes with Yuggilv decay.

Demonic Traits: ½ damage from Fire, Cold, and Electricity. Spell Resistance 1, Darkvision 120 ft. Twilight Vision. Demons are only wounded by weapons blessed with a bless spell, holy weapons, or weapons anointed with the holy water of a good aligned deity. They otherwise take no damage, even from enchanted items. Magic affects demons normally unless otherwise denied by spell resistance or their innate resistances.

Mind of Yuggilv: The Spawn of Yuggilv are mindless and at the same time filled with the thoughts of Yuggilv herself. Without her, they would simply devour everything in their path, grow to adulthood, breed and die as their spoor continue this cycle until their fell race is finally annihilated, and Yuggilv taint is cleansed from the world. Because of this, they are immune to any mind control, charms or mind altering magic, similarly to vermin and other unintelligent beings. While within 50 miles of Yuggilv herself, the spawn are transformed into a juggernaut of destruction. Yuggilv knows the exact location of each of her spawn, and may direct them to mass and attack specific targets, seeing what her spawn see and reacting according to the changing conditions of any encounter.

Yuggilv's Decay: The bite from one of the Spawn of Yuggilv is so noxious and foul that it may instantly cause the flesh of its victim to become rotten and decay. This is a supernatural disease and requires the victim to make a successful Save vs. Disease (Challenge Level 1), incubation period 1 minute, damage 1d4 Constitution and 1d4 Charisma per day.

Spells such as remove disease or the paladin remove disease ability work normally to rid a victim of Yuggilv's Decay. Infected individuals who make their saves versus Yuggilv's Decay sustain no further damage, but do not rid themselves of the disease, and must make a new save vs. the disease every day until they have contracted the disease or have benefitted from removal of the disease through magical or other means. The bodies of victims who die of Yuggilv's Decay must be burned within 24 hours, or a new Spawn of Yuggilv burst forth from the corpse.

NEW RACE

WIANG

The Wiang are a race born of the union between devils and mortals producing an immortal race of unholy birthright. The Wiang dwell mostly upon the mortal planes of existence where they form clans bent on conquest and domination of others. In Jung, Feng, and Tsutsin, the Wiang rule kingdoms and war incessantly with one another, drawing mortals to their cause and enslaving them as cogs in their unending war machine.

APPEARANCE

Wiang are the same height and weight as humans and appear overall like humans, save they have a somewhat evil caste to their features. Wiang have a variety of unique features that reveal their unholy parentage. These features are typically hereditary and shared through family lines. Such features may include scales, small horns, cloven hoofed feet, a bifurcated tail, horned talons, glowing eyes, forked tongue, or rotting beast like fangs.

PERSONALITY

Wiang are organized of both body and mind and typically have a bent towards evil and dominance of others through control and obedient submission. Their culture is designed around a straight hierarchy where a king, emperor, or other ruler sits at the top of the pyramid and every other member licks the boots of the one above him while secretly plotting his downfall.

RACIAL AFFINITIES

Wiang are generally feared, distrusted, and disliked by all who know or meet them. Wiang treat others as slaves or subjects and hold themselves in higher esteem than all other races, creeds, or cultures. They most closely resemble humans, thus may easily mix among human society, but even here have issue when their true nature makes itself known.

Environment: Wiang may be found in any environment, including subterranean and aquatic seascapes, depending on which fiendish traits are present in their external makeup.

RACIAL TRAITS

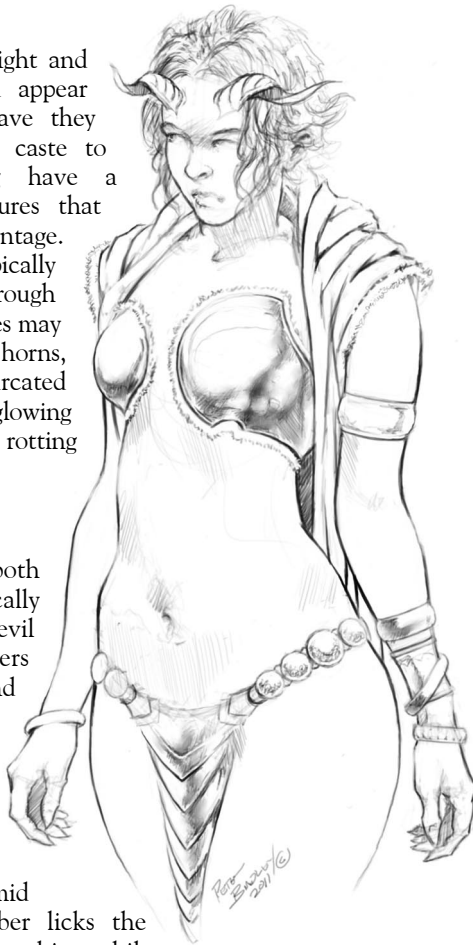
Spell Resistant: Wiang are resistant to magic of ½ per hit die. Thus a 2nd level Wiang has a spell resistance of 1, a fourth level a spell resistance of 2 and so on.

Resistant to fire, electricity, and cold: Wiang gain a +2 to saves vs. fire, electricity, and cold. This includes both natural and magical effects.

Darkvision: Like half-orcs and dwarves, a Wiang can see in total darkness up to 60 ft.

Natural Armor: Their tough infernally infused hide grants them a +1 natural armor class.

Fiendish Taint: All Wiang possess one of the following fiendish taints. At character creation, roll 1d12 on the following chart applying any enhancements or penalties as applicable.



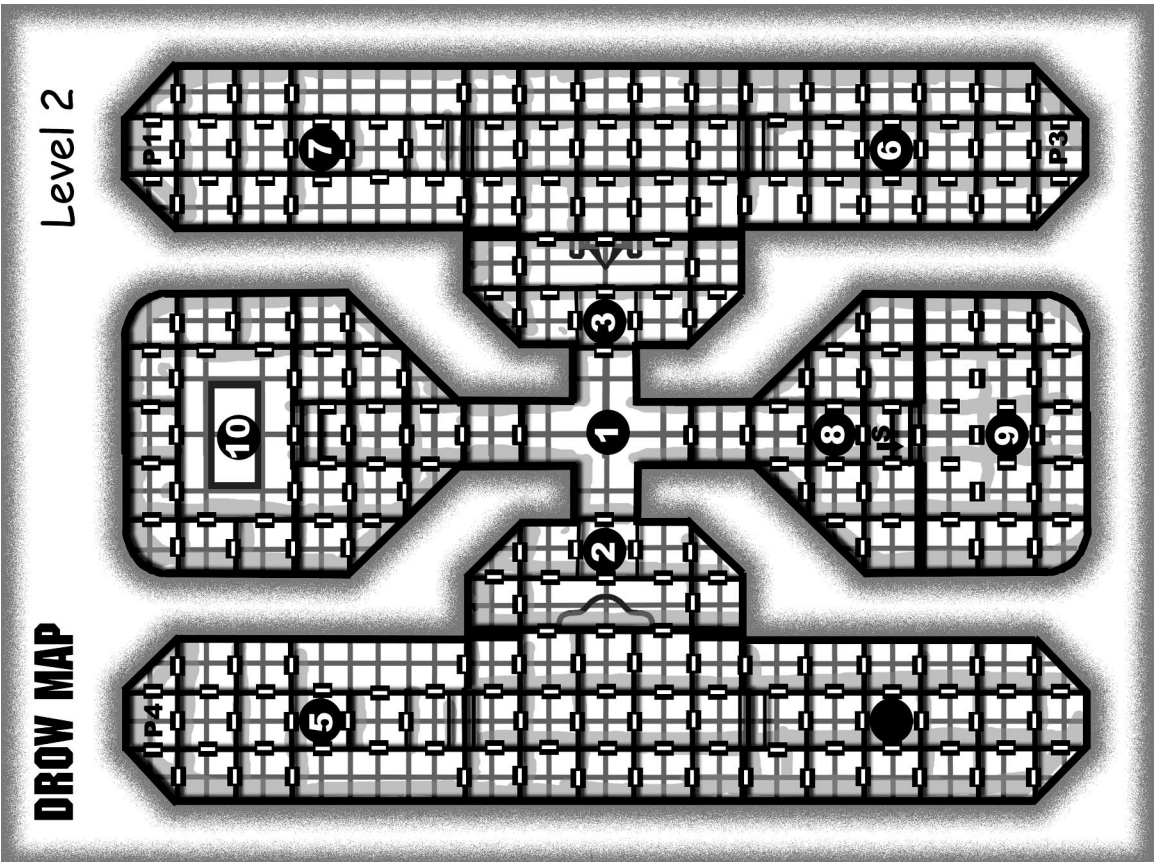
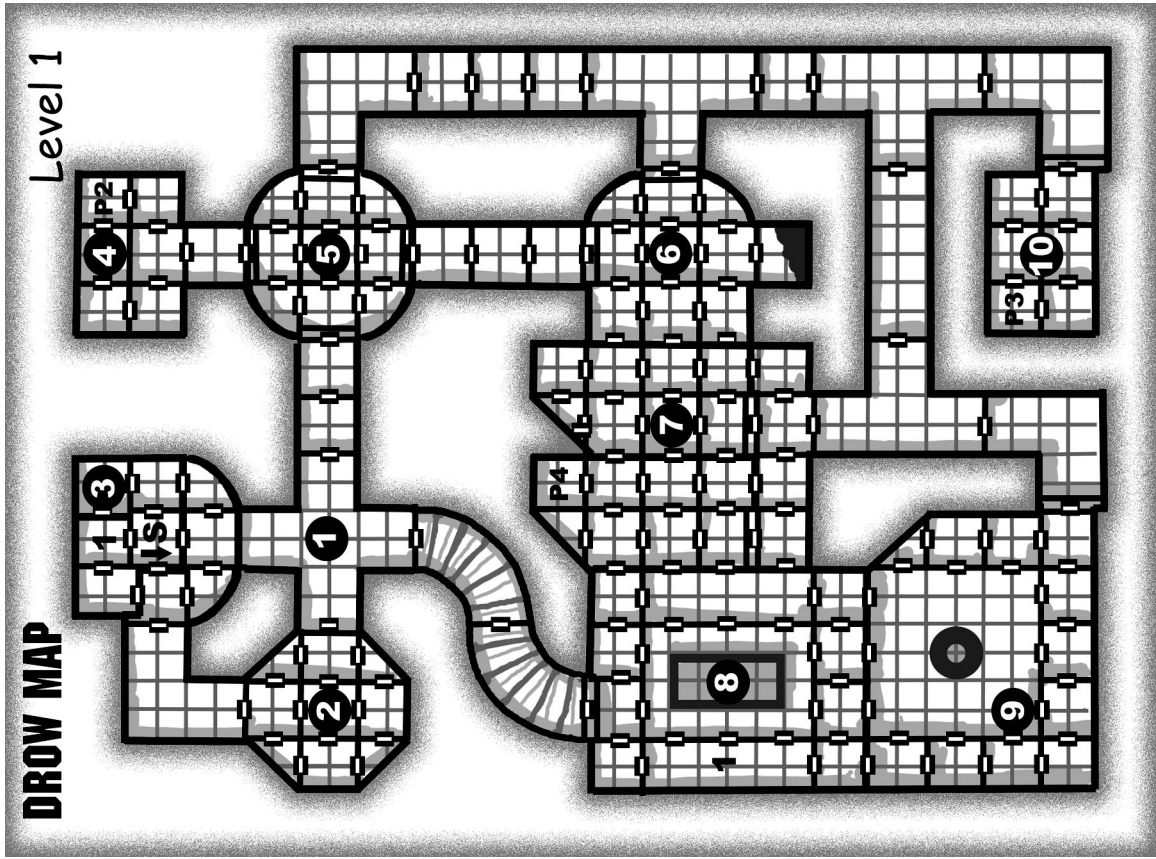
1. **Gills** — Subject capable of breathing in water but must submerge gills fully in water for one minute per day or suffer –1 Constitution per Day until submersion.
2. **Cloven Hooves** — Instead of feet, the subject has cloven hooves and coarse fur to the groin. Is otherwise normal, but gains a –2 reaction penalty to Charisma checks on first encounters with “good and neutral” aligned characters and NPCs.
3. **Vestigial Horns** — A pair of small horns sprout from the subjects brow. As with cloven hooves, is otherwise normal but gains a –2 reaction penalty to Charisma checks on first encounters with “good and neutral” aligned characters and NPCs.
4. **Scales** — Skin is covered with fine scales. (Color left to character or Castle Keeper). The scales grant an additional +1 armor class in addition to the Natural Armor ability, but create a –3 reaction penalty to Charisma checks on first encounters with “good and neutral” aligned characters and NPCs.
5. **Bifurcated Tail** — Character has a pointed tail which moves of its own accord as if possessed by a different mind. The tail may be cut off (by dealing 1/10th of the characters hit points in damage and declaring the attacks are on the tail only) but grows back in 24 hours. The tail gives no special abilities however –3 reaction penalty to Charisma checks on first encounters with “good and neutral” aligned characters and NPCs applies.
6. **Talons** — Characters hands have yellow or black horn like claws sprouting from their finger tips and toes where their nails would normally be. Character gains a claw attack for 1d6 points damage. Monk characters gain a +2 to damage. Characters with talons gain a –3 reaction penalty to Charisma checks on first encounters with “good and neutral” aligned characters and NPCs applies.
7. **Fangs** — Vile crooked fangs sprout from the subject’s mouth. These fangs grant the character a bite attack for 1d4+strength bonus in damage, but gain a –3 reaction penalty to Charisma checks on first encounters with “good or neutral” aligned characters.
8. **Boils and Pustules** — Character’s body is covered with oozing pustules that cause constant irritation. No bonus, but characters gain a –3 reaction penalty to Charisma checks on first encounters with “good or neutral” aligned characters.
9. **Hairy** — Character’s body is covered with thick, coarse, bestial hair. Character gains an additional +2 to saves vs. Cold but suffers a –3 reaction penalty to Charisma checks on first encounters with “good or neutral” aligned characters.
10. **Hairless, Unnatural Coloring** — Character’s body is completely hairless and an unusual color for its race (such as red, green, blue, pink etc.) Character otherwise has no additional bonus but suffers a –2 to reaction penalties for Charisma Checks on first encounters with “good or neutral” aligned characters.
11. **Feathers** — Individual is covered in vulture-like feathers over 50% of their body. Character otherwise has no additional bonus but suffers a –2 to reaction penalties for Charisma Checks on first encounters with “good or neutral” aligned characters.
12. **Roll Twice** taking both traits.

Languages: Fiendish, Common, Dragon

Size: Medium

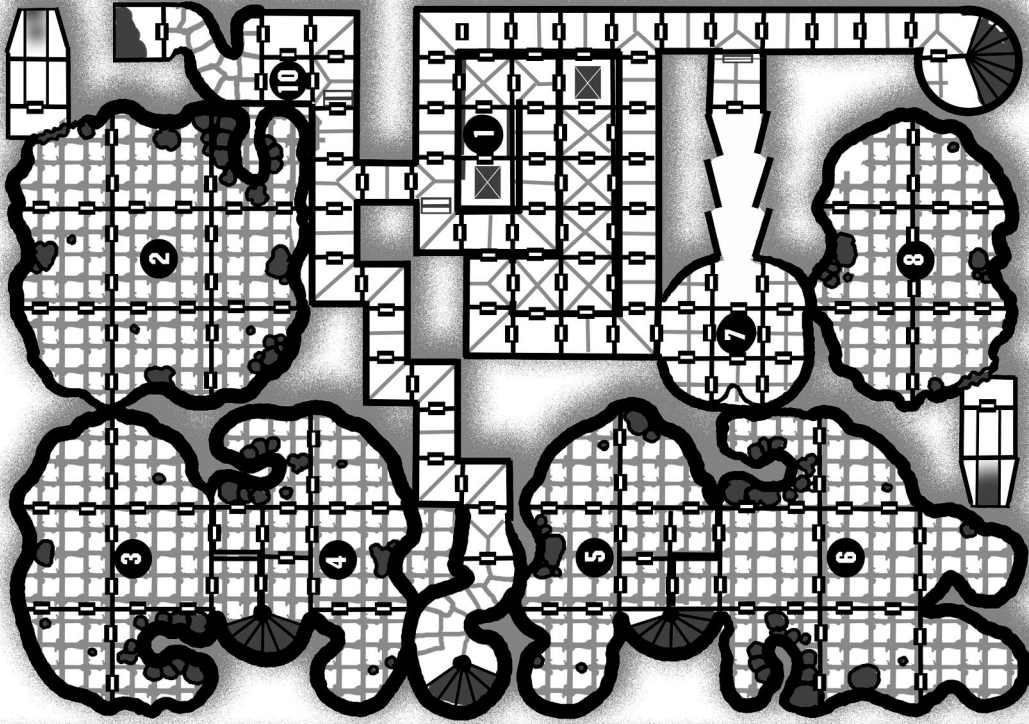
Movement: 30 ft.

Typical Classes: Assassin, Fighter, Wizard, Cleric, and Monk



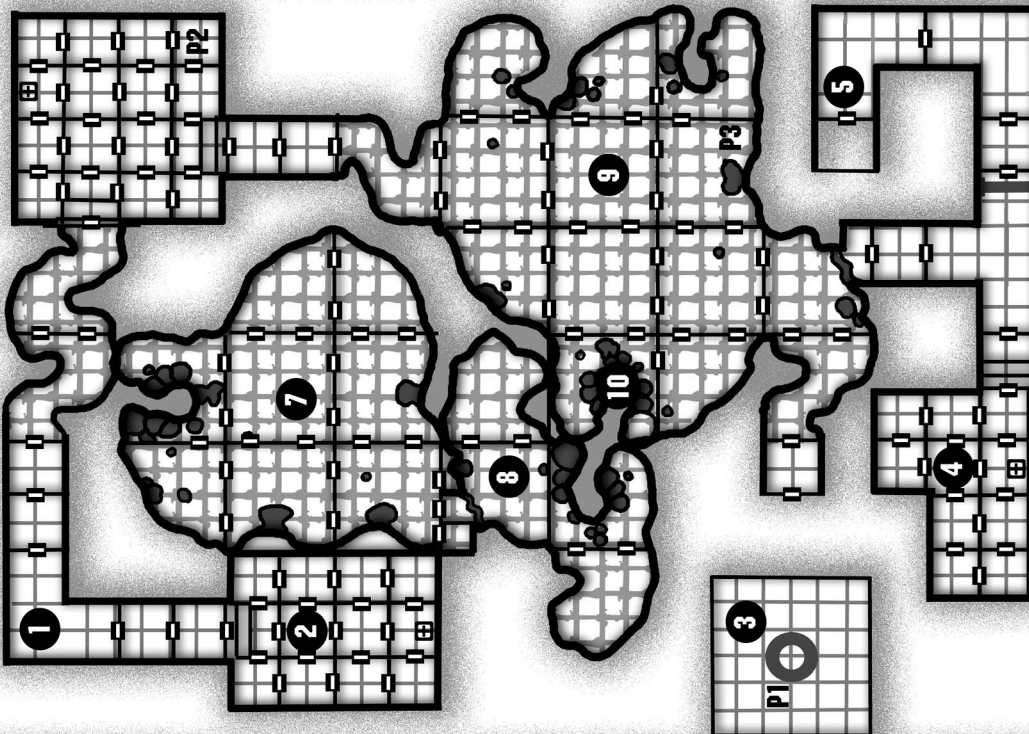
DROW MAP

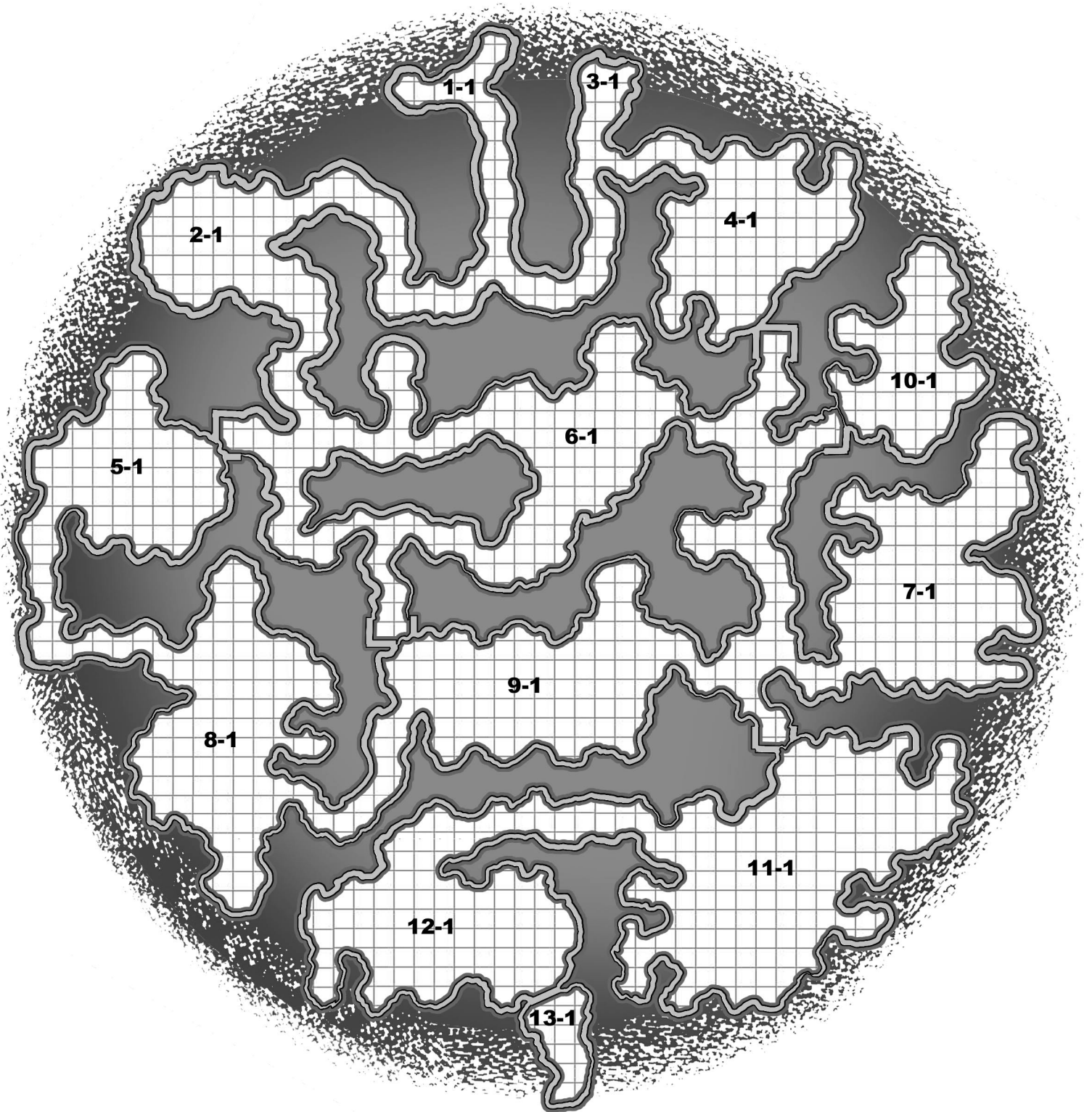
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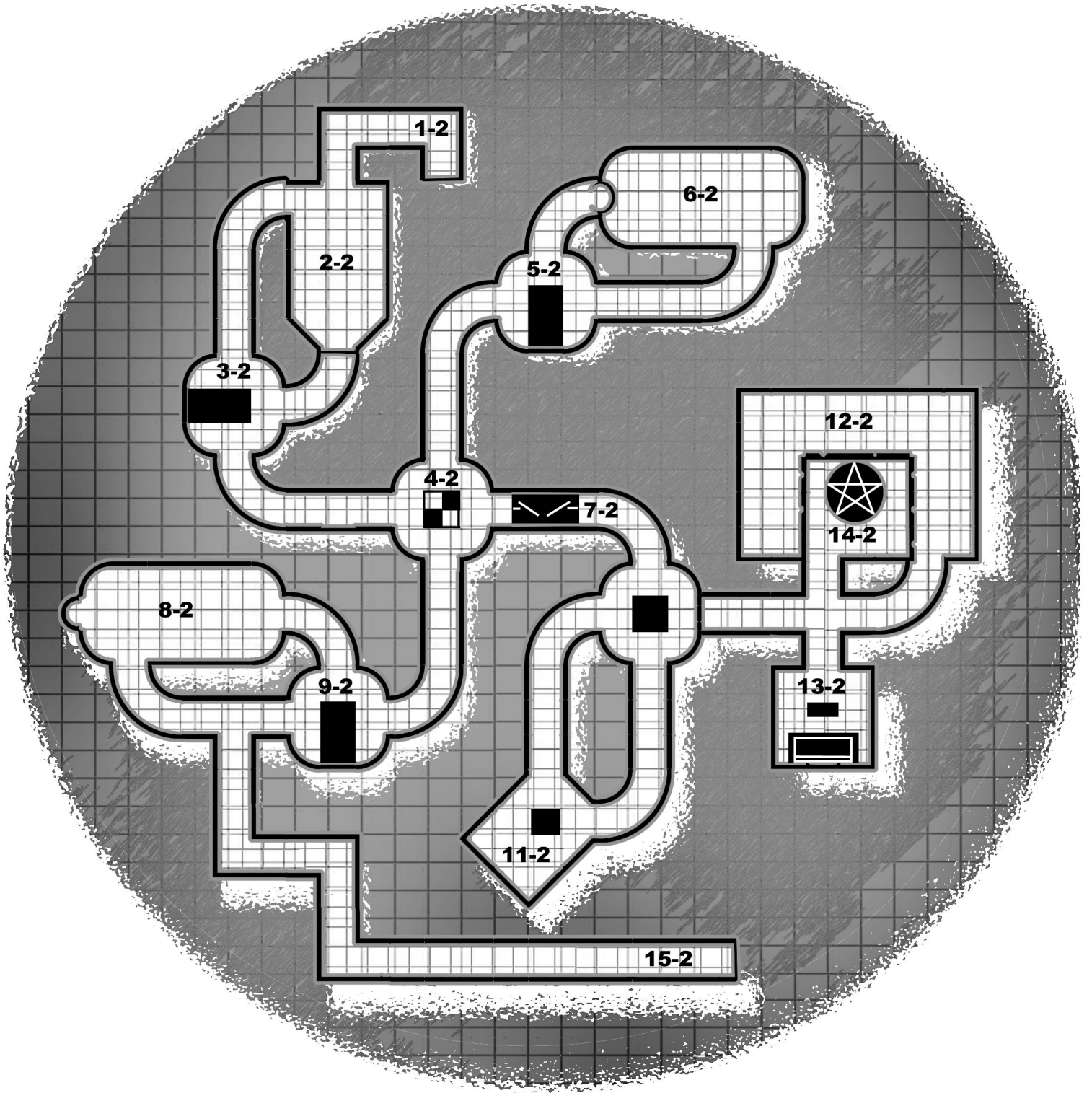


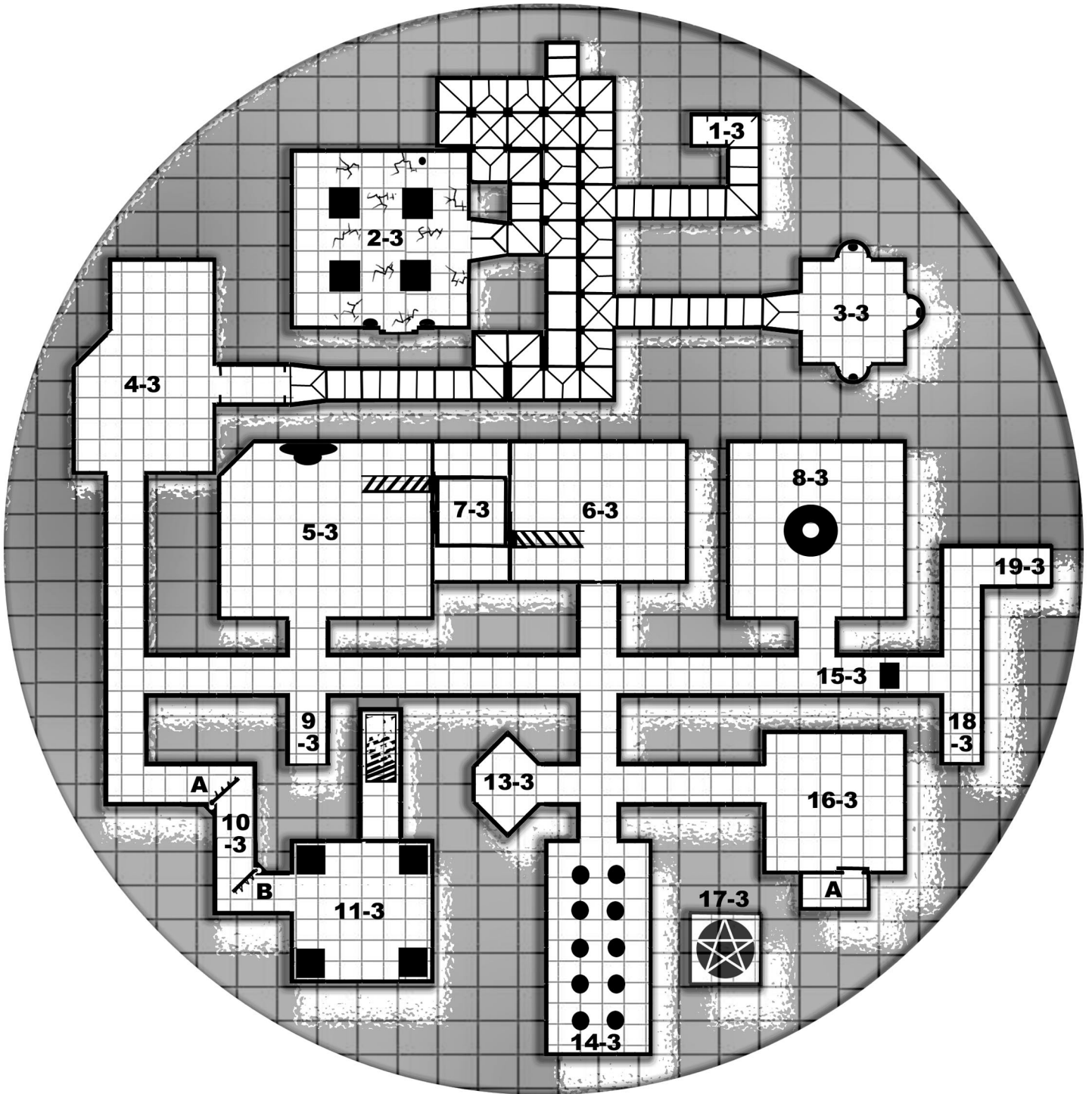
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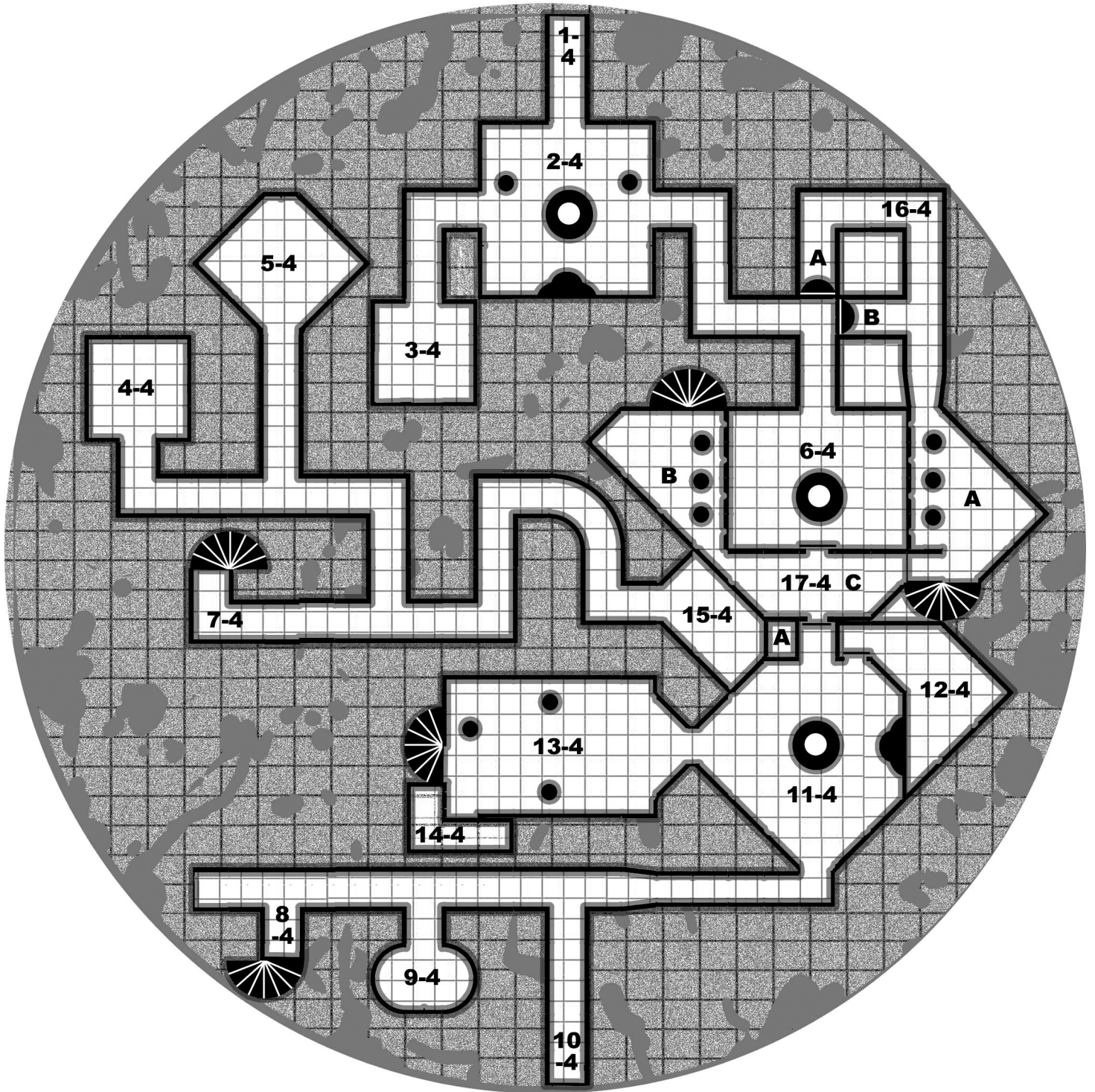
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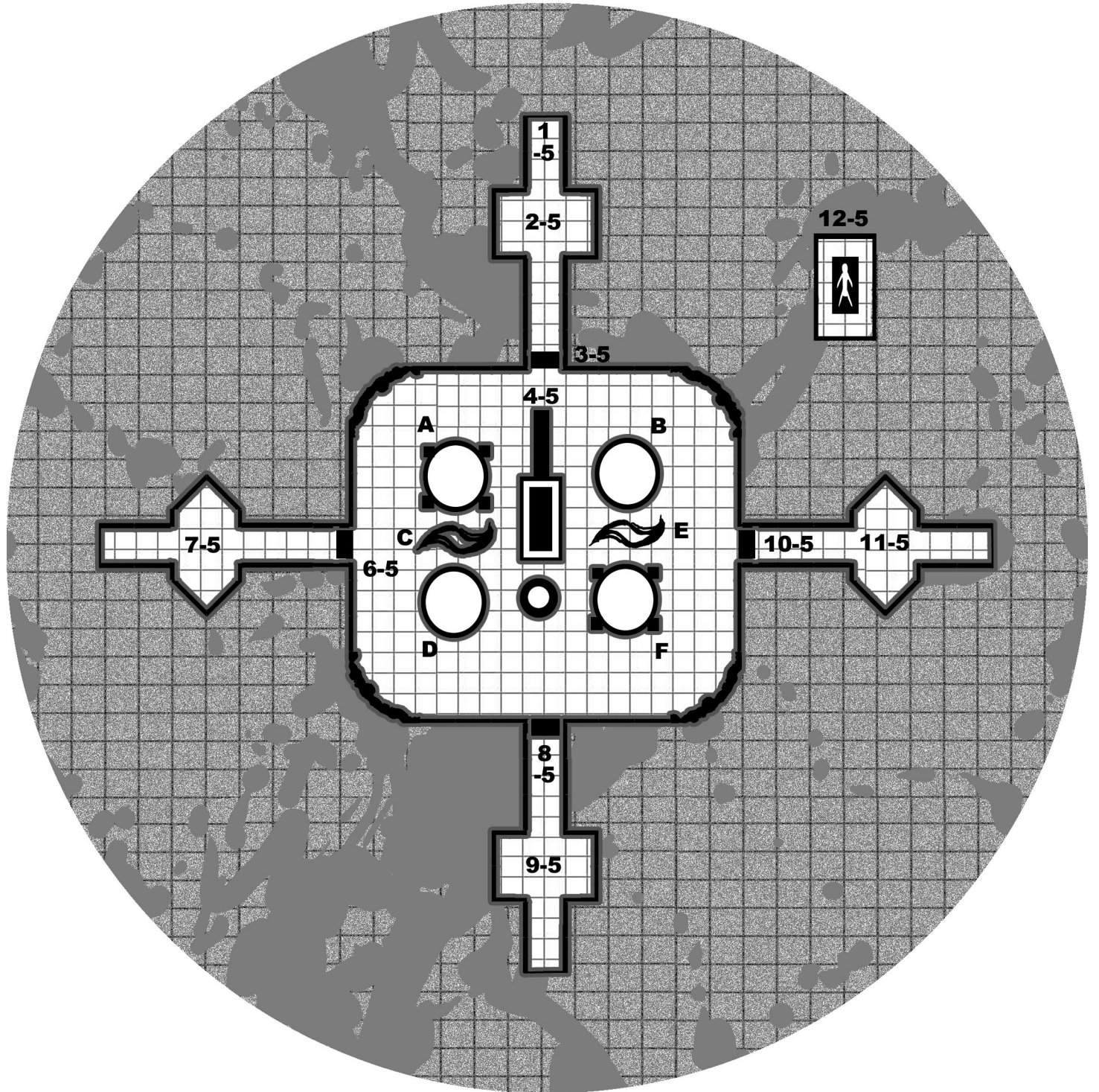


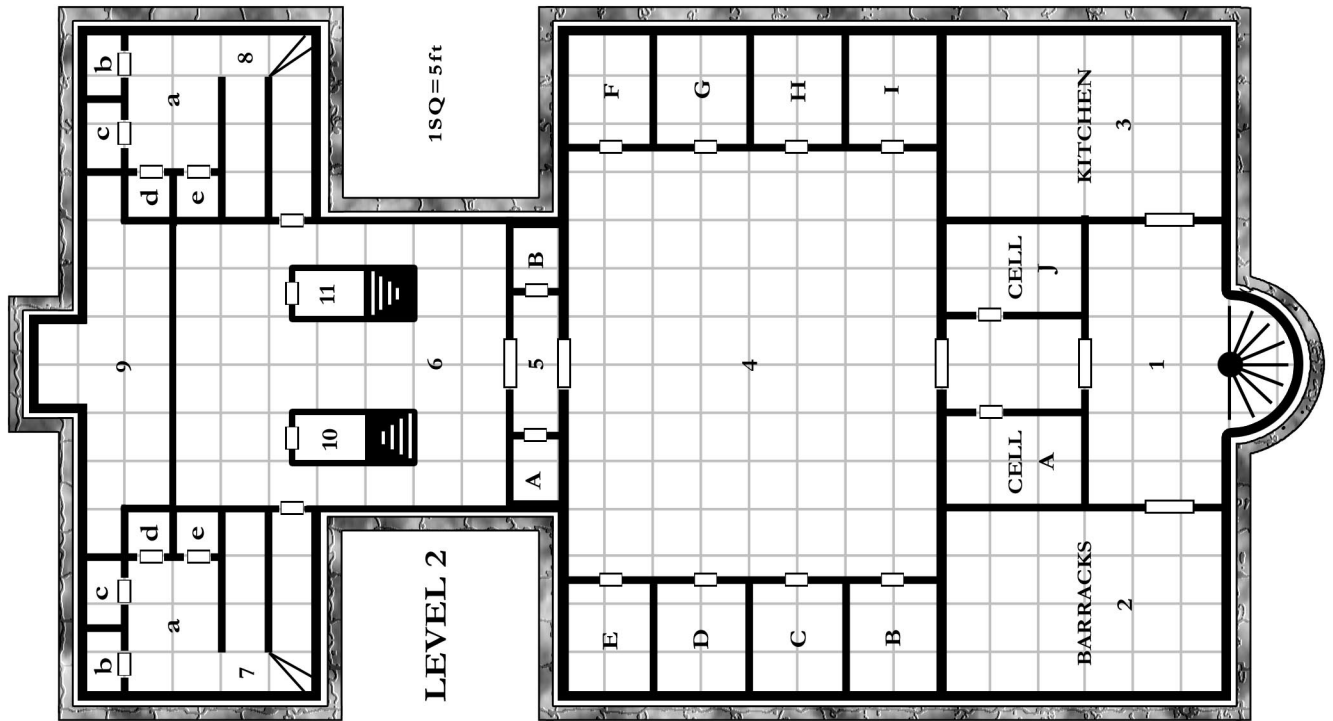


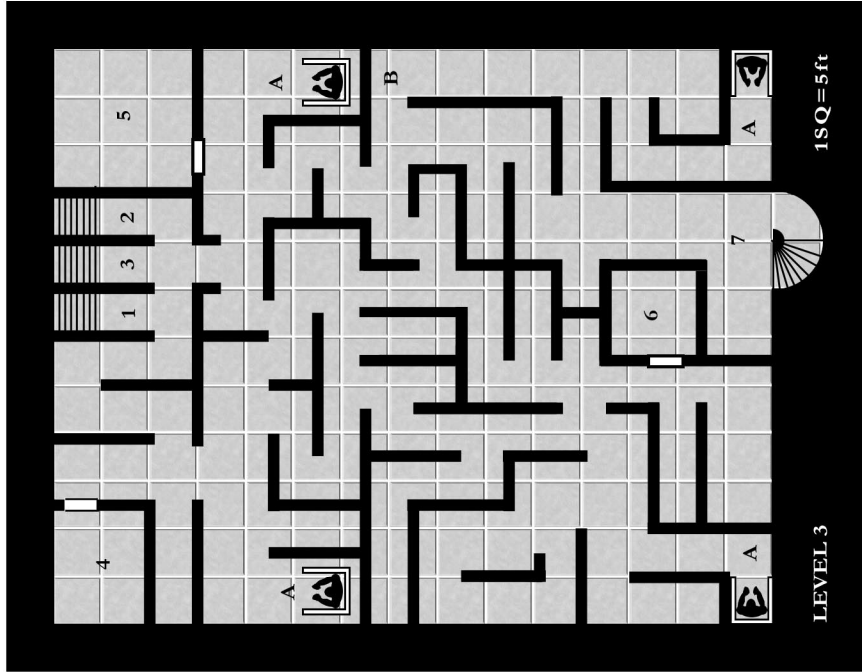
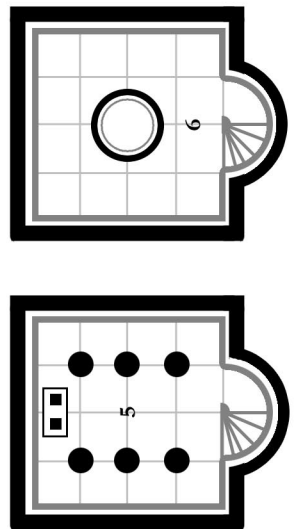
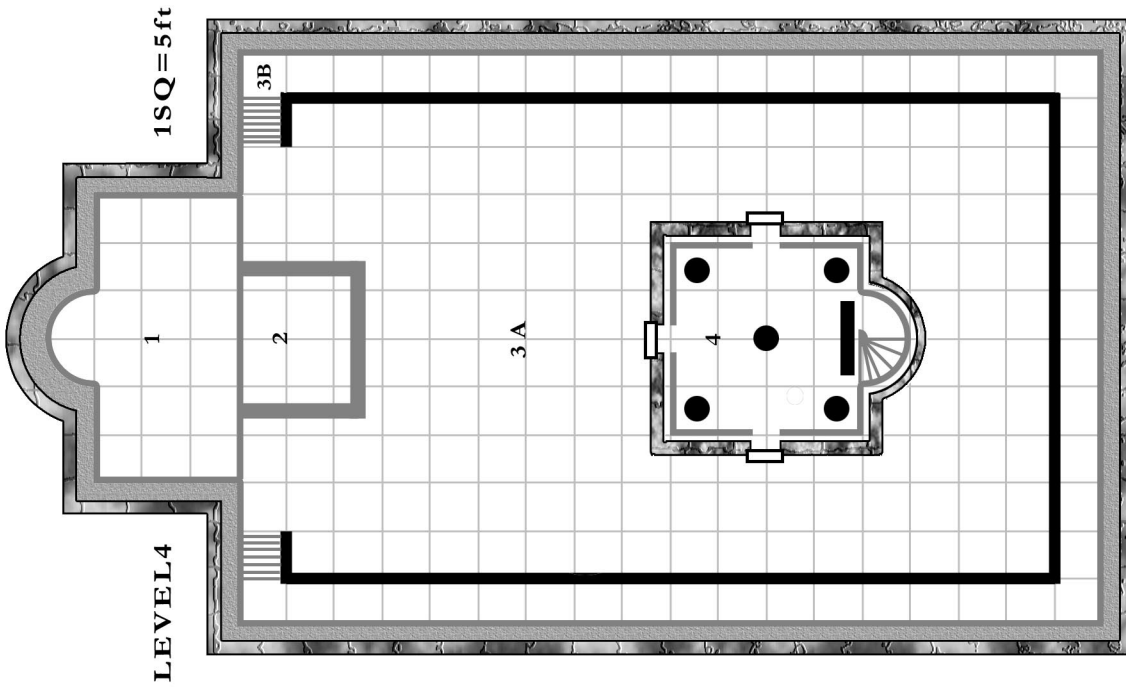






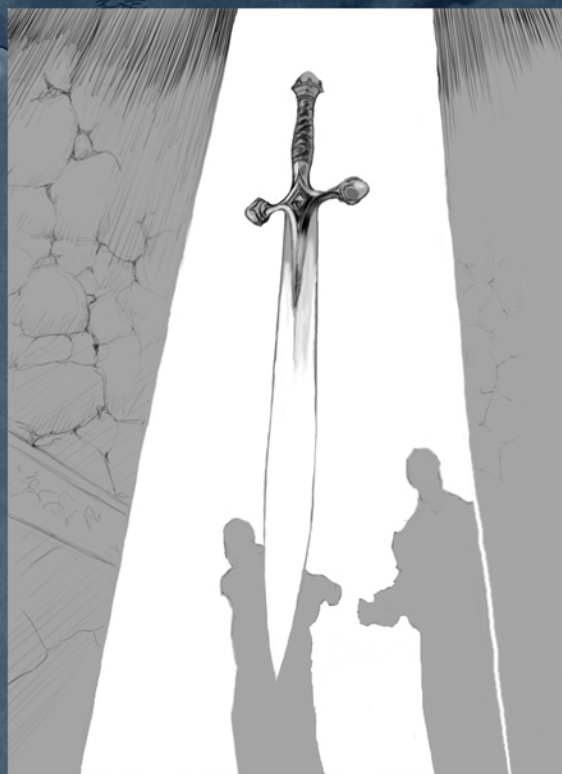








CASTLES & CRUSADES



In days long gone the Crawling Queen, a creature of the abyss, lorded over the lands of man, elf, and dwarf. Her reign was terrible and the lamentations of the suffering people carried into the heavens! In time a dwarven prophet, St. Canor, came to their aid and leading a bold group of heroes he overcame the Queen and bound her in a tomb. He set the bodies of his fallen comrades to guard her and placed wards upon them to imprison her. Over their tombs and her cell he built a great dungeon and a temple. And there she lay for many eons.

But time passes and all things decay. So it was with the temple. Falling into the ruins came a host of her minions, they threatened to break the wards and bring the Crawling Queen back to the world. Such a horror must be prevented.

But the dangers are far greater than those found in the Temple alone, for in her tomb, beneath the ruins, lies horrors unimagined and dangers to pry the skin from mortal men's flesh; and deeper still lie the dungeons where the darkness is complete and the horror long buried is come to life.

It is the job of the bold adventurer, the intrepid, to enter the temple and ply the deeps of the tomb and dungeons beneath in order to vanquish the Crawling Queen and her growing army of minions.

All this and much more await those willing to accept the challenges offered in *The Curse of the Khan*. *The Curse of the Khan* combines fast paced action with challenging role play and mind boggling puzzles at every turn. Including four brand new monsters and a plethora of new magical items. *The Curse of the Khan* is designed to keep your players on their toes, providing hours of dungeon crawling mind mangling fun!



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This module is designed
for 4-6 characters
of 6th-11th level.
Overland. Dungeon.

