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Dungeon Crawl Classics #19

The Volcano Caves

by Luke Johnson
AN ADVENTURE FOR CHARACTER LEVELS 7-9



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Odd things are happening in the area around Mount Rolnith, a dormant volcano. When spellcasters wield fire magic, they feel drawn to the mountain. Local farmers and their animals disappear, leaving clawed footprints and signs of struggles. Open flames tilt, all pointing to the same spot: a cave in Mount Rolnith's craggy face. The heroes decide to investigate these occurrences, and a torch serves as their compass, pointing directly into the cave's mouth...

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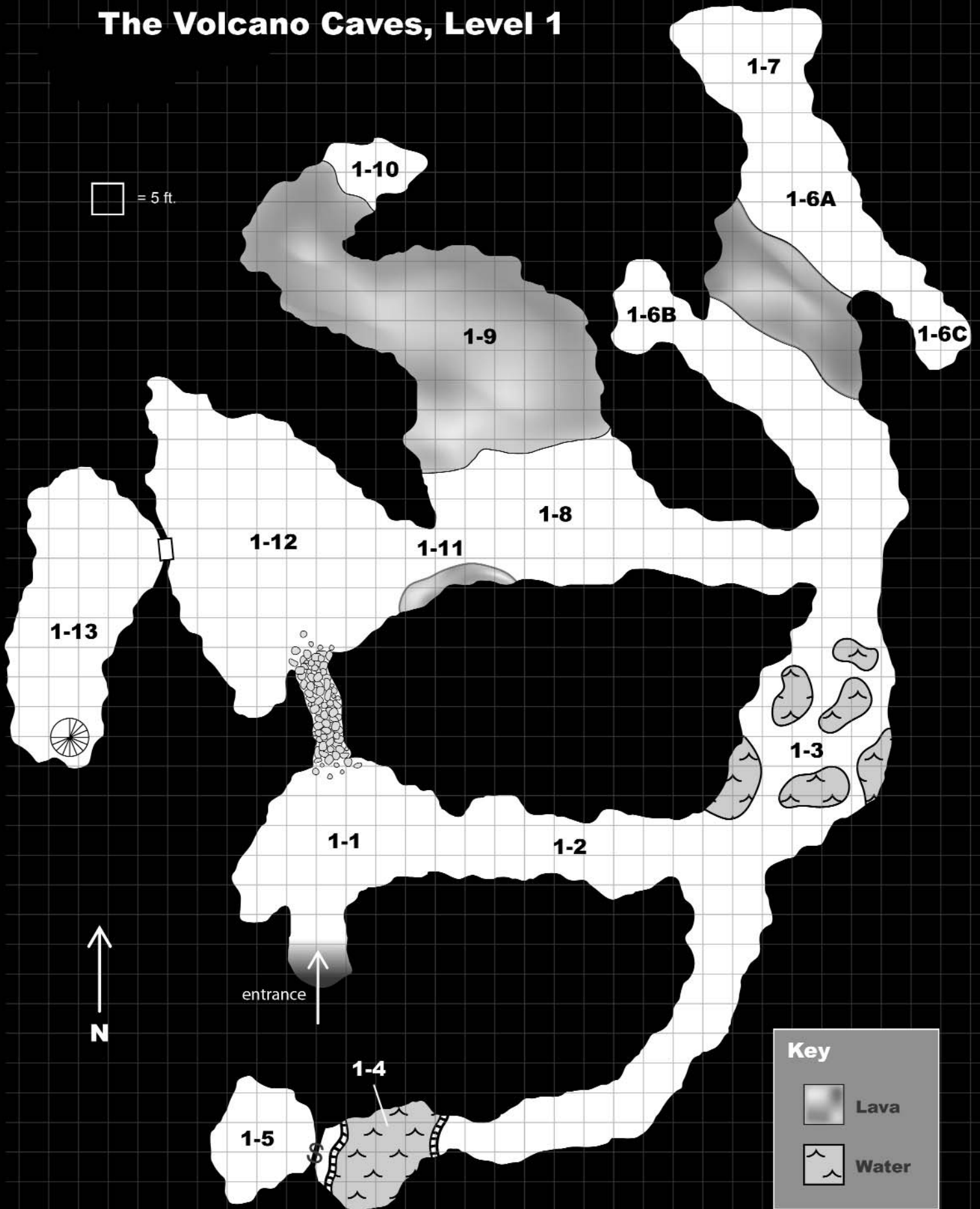
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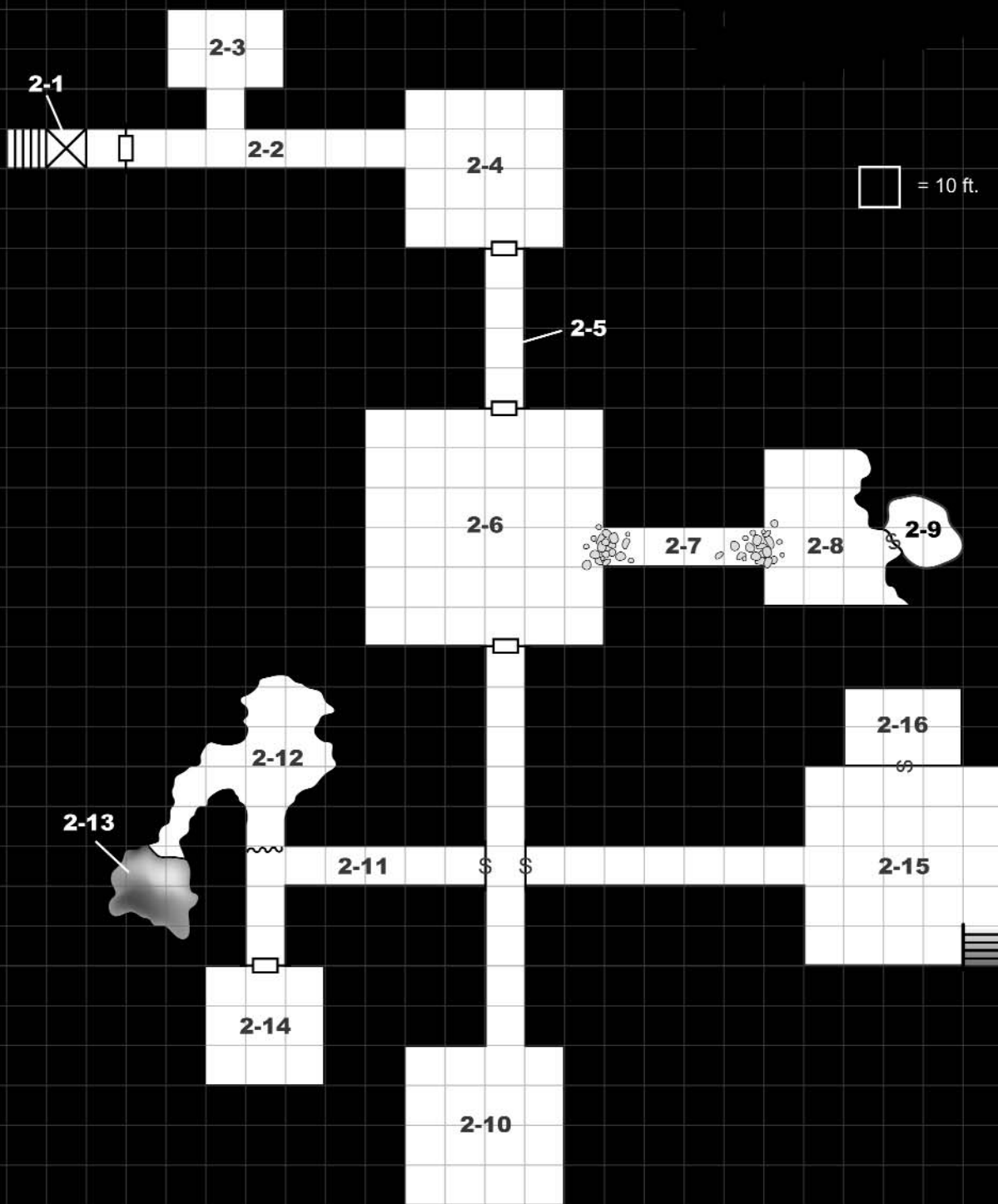
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The Volcano Caves, Level 1



The Volcano Caves, Level 2



Dungeon Crawl Classics #19

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By Luke Johnson
AN ADVENTURE FOR CHARACTER LEVELS 7-9



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Introduction

Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know are there somewhere.

The Volcano Caves is designed for 4-6 player characters of 7th-9th level. The PCs can be any race or class, although a spellcaster with access to *resist energy* and similar spells will be helpful. Though designed for 4-6 characters of 7th-9th level, you can adjust the adventure to challenge larger or smaller groups of higher or lower level; see the "Scaling Information" section for suggestions.

Adventure Summary

Some odd things are happening in the area around Mount Rolnith, a dormant volcano. When spellcasters wield fire magic, they feel drawn to the mountain. Local farmers and their animals disappear, leaving clawed footprints and signs of struggles. Open flames tilt, all pointing to the same spot: a cave in Mount Rolnith's craggy face. The player characters investigate these occurrences, and a torch serves as their compass, pointing directly into the cave's mouth.

The PCs enter the cave and immediately confront klaklin: lobsterlike humanoids that swim through magma. As the characters continue, they discover that the cavern complex also houses salamanders and other fiery creatures. The caves were once the refuge of a powerful wizard, and the spellcaster's legacy lives on in magic traps, guardians, and forgotten treasure. In the depths the PCs confront Immolius, an efreeti lord using the caves as a base to gather his power.



Game Master's Section

Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. **Loc** – the location number keyed to the map for the encounter. **Pg** – the module page number that the encounter can be found on. **Type** – this indicates if the encounter is a trap (T), puzzle (P), or combat (C). **Encounter** – the key monsters, traps, or NPCs that can be found in the encounter. Names in *italics* are classed NPCs. **EL** – the encounter level.

Loc	Pg	Type	Encounter	EL
1-2	5	C	2 klaklin	4
1-3	6	C	4 klaklin, 2 klaklin soldiers, and veteran	7
1-4	7	T	<i>Fire trap</i>	2
		C/P	6 harpoon urchins and 2 lassos	5
1-6A	7	C	4 klaklin, 4 klaklin soldiers, and <i>Ikkik</i>	9
1-7	9	C	5 fire snakes and <i>Skrrit</i>	5
1-8	10	C	2 klaklin soldiers	5
1-9	10	C	Six-headed pyrohydra	9
1-11	11	T	Compulsion trap	5
1-12	11	P	Ritual door	–
1-13	11	C	2 flamebrother salamanders	5
2-1	13	T	Pit trap with harpoon urchins	5
2-3	13	C	Fine fire elemental swarm	6
2-4	14	C	4 flamebrother salamanders	7
		C	6 akyanzi	5
2-5	15	T	Eruption	4
2-10	16	C	10 lemures	8
2-11	16	C	1 harpoon urchin	1
2-13	16	C	Greater fire elemental	9
2-14	17	T	Compulsion trap	6
2-15	18	T	3 <i>glyphs of warding</i>	7
2-16	18	C	<i>Ziz Ka-Seer</i>	11
3-2	20	T	Falling rock and steam blasts	7

Loc	Pg	Type	Encounter	EL
3-4	21	T/C/P	Elemental spirit trap	6
3-5	22	T	Linked <i>glyph of warding</i>	5
		C	14 devil fish and 3 fiendish aquarrans	9
3-7	24	C or P	2 ice golems	7
3-8	25	C/P	<i>Volosizz</i>	–
3-10	26	T	Transporting pit trap	5
3-12	27	C	Immolius	12
3-13	28	P	Illusory wall	–
3-14	28	P	<i>Wall of chill</i>	–
3-15	28	C/P	Tharaxis	8

Scaling Information

The Volcano Caves is designed for 4-6 characters of levels 7-9, but you may adjust it to suit parties of different sizes or level. Consider modifying the adventure as follows:

Weaker Parties (3 or fewer characters, or parties lower than 7th level): Remove a klaklin, soldier klaklin, and/or a flamebrother salamander from any encounter involving these creatures. Reduce the class levels of all classed NPCs by 2. Make the pyrohydra in area 1-9 five-headed instead of six-headed, and make it lurk in a thermal spring instead of a lava pool. Change the fire elemental in area 2-13 to Huge instead of Greater. Reduce the damage of all traps by 1 die and the DCs to avoid or lessen their effects by 2 (their CRs also drop by 1). Remove one item of treasure (your choice) from areas 3-4, 3-6, and 3-16.

Stronger Parties (7 or more characters, or those higher than 9th level): Add two klaklin, soldier klaklin, and/or flamebrother salamanders to any encounter involving these creatures. Increase the class levels of all classed NPCs by 2. Make the pyrohydra in area 1-9 eight-headed instead of six-headed. Advance Tharaxis (area 3-15) by 2 Hit Dice. Change the fire elemental in area 2-13 to Elder instead of Greater. The trap in area 3-6 changes PCs into Huge elementals instead of Large elementals. Change *Volosizz* (area 3-8) into a noble salamander. Increase the damage of all traps by 1 die and the DCs to avoid or lessen their effects by 2 (their CRs also increase by 1). Add one item of treasure (your choice) to areas 3-4, 3-6, and 3-16.



Getting the Players Involved

To start the adventure, the PCs need to enter a cave in Mount Rolnith. You may use one of the following hooks to get them there.

- In the previous adventure, whenever a spellcaster used a fire spell or any character used a fiery weapon (one with the flaming property, for instance), she felt an urge to travel toward Mount Rolnith. As the PCs move closer to the volcano, the urges get stronger – perhaps requiring a DC 10 Will save to resist. Immolius gathers elemental energies to his side, and his reach is long.
- The area around Mount Rolnith is sparsely settled, with only a couple villages and several farmsteads. Livestock and locals, particularly children and the elderly, are disappearing. Clawed footprints, broken fences, and spattered blood mark the areas of abduction. The populace is afraid and begs the PCs to find and defeat the kidnappers. The truth of the matter is that the klaklin are capturing food to give to their god, a pyrohydra (see area 1-9).
- The locals are also concerned because Mount Rolnith, long dormant, shows signs of renewed activity. Rumbles come from the mountain and a line of black smoke issues from its mouth. When the wind is right, a whiff of sulfur mars the air. The people suspect something unnatural reawakens the volcano.
- Open flames within 10 miles of the cave tilt, angling toward it. The locals noticed this phenomenon several months ago, when the effect was slight, but it has grown more pronounced. Now torch flames slant horizontally, pointing like arrows toward the mountain.

It Burns, It Burns!

The temperature within the caves averages 95 degrees. These hot conditions force a character to make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description in the *PHB*, Chapter 4: Skills, "Skill Descriptions," *Survival*). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour). A character who takes any nonlethal damage from heat exposure suffers from heatstroke and is fatigued. These penalties end when the character recovers the nonlethal damage he took from the heat.

Lava or magma deals 2d6 points of damage per round of exposure, except in the case of total immersion (such

as when a character falls into a pool of magma), which deals 20d6 points of damage per round.

Damage from magma continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per round).

Boiling water deals 1d6 points of scalding damage, unless the character is fully immersed, in which case it deals 10d6 points of damage per round of exposure.

Creatures immersed in either lava or boiling water also risk drowning. (See the *DMG*, Chapter 8: Glossary, "The Environment," *Water Dangers*.)

Background Story

Mount Rolnith has not erupted for a long time, but the caves beneath it have seen a fair amount of use by various factions. Several hundred years ago, a duergar clan discovered the caves and converted them into a stronghold. They left sometime after, and the caves were vacant for many decades. Eventually, a powerful wizard, Soranna, and her companion, the swordsman Bezentaine, appropriated the caves. Soranna converted the duergar rooms and natural caverns into a laboratory, study, retreat, and vault, and for several years she crafted magic items, developed new spells, and reached into the planes for knowledge. In pursuing the latter course, she used Mount Rolnith's fiery nature to connect her stronghold with the Elemental Plane of Fire. She consulted this strange world's denizens about magical matters and attempted to place some of them under her command. She was successful in many of her endeavors, but crossed an efreeti lord – Amir Immolius.

Immolius forced his way through a planar gate and into Soranna's sanctum. His minions followed. Soranna and Bezentaine fought against the incursion, and the two factions waged a guerilla war through the tunnels for several weeks. Finally, Bezentaine triumphed by banishing the efreeti, but he was slain in the process. Unwilling to let him go, Soranna entreated his soul to return and inhabit his sword, so that it might protect her should Immolius or his minions return. Bezentaine's soul, stricken with love, agreed, and Soranna used the blade and her magic to destroy Immolius's remaining forces. She then completed several rituals to hold the fiery creatures at bay. Some months later, she vacated the caves, leaving Bezentaine's sword and several magic experiments behind. She sealed the entrance, intending to return one day. She never did.

The caves stood empty for decades, but in recent times

creatures have again moved into them. Several months ago a tribe of klaklin – heat-immune, lobsterlike humanoids – swam into the complex from the roiling magma below. They found the caves to their liking and established them as their territory.

The klaklin sent patrols to explore the lower tunnels, and these patrols upset Soranna's ancient wards. A portal to the Elemental Plane of Fire reopened, and a group of salamanders entered the Material Plane. The klaklin were not willing to yield their caves, and the two battled throughout the tunnels, eventually reaching an uneasy stalemate.

At this time, Immolius, on the Plane of Fire, ran into trouble with a rival efreeti lord. Desperate to escape, he discovered that the old portal was open again. Seizing this opportunity, he stepped back into Soranna's old complex and discovered that his foes were long dead and fiery creatures occupied the caves in their stead. Immolius quickly dominated the salamanders and klaklin, set guards around the portal, and began to rebuild his power. The Material Plane is a perfect place for him to gather strength and cause some destruction in the process.

Immolius's actions and the klaklin's disturbance of Soranna's wards prodded the sleeping volcano into unrest. The mountain is troubled, and minor earthquakes, tunnel collapses, and localized eruptions grow increasingly common.

Player Beginning

The following text assumes that the PCs follow a torch flame to the cave entrance. Mount Rolnith is certainly easy to spot – it's a big mountain with smoke issuing from its top – and the entrance is on its southern slope.

Mount Rolnith towers above you. It sounds like a fitfully sleeping giant. Rumbles and groans come from its belly, and a particularly violent grumble makes the ground shudder and causes several angular pebbles to clatter down the rocky slope. Then the sounds subside, but a steady stream of black smoke rises from the mountain's peak, and you sense that the volcano could awaken at any time. Tendrils of steam issue from a vent in the mountainside, bringing with them the rotten egg smell of sulfur.

You round a rocky outcropping and find yourselves standing in front of a yawning entrance in the uneven stone wall. The torch flame slants horizontally, pointing directly at it. As you slowly move in a semicircle around the cave, the flame swivels to aim constantly into its shadows. Heat billows from the opening.

Mount Rolnith Caves, Level 1

The upper levels of the cave system are a natural series of tunnels and caves, the result of rapid lava movement and shifting ground many centuries ago. Since the klaklin moved in and Immolius altered the elemental flows, the caves have become unstable, and rubble blocks some passages. Steam vents, boiling water, geysers, and magma pools are common features.

The floors are uneven and dotted with fallen rock, making running impossible. Magma pools and streams provide shadowy illumination in some areas; all other areas are dark. Ceilings are around 9 feet tall.

Walls on this level have the following statistics:

Unworked Stone Wall: 5 ft. thick (at least); hardness 8; hp 900; Break DC 65; Climb DC 20.

Wandering Monsters

The PCs have a 20% chance (1-4 on 1d20) every 30 minutes of experiencing a random encounter. Determine the nature of this encounter by rolling 1d6.

1d6	Encounter
1-2	1d4 klaklin
3	Falling rocks
4	Steam vent
5-6	Rumbling

The following statistics are provided for easy reference.

Klaklin: CR 2; Medium monstrous humanoid; HD 2d8+4; hp 13; Init +5; Spd 30 ft., swim 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +2; Grp +4; Atk claw +4 melee (1d6+2); Full Atk 2 claws +4 melee (1d6+2); SA Improved grab; SQ Darkvision 60 ft., hold breath, immunity to fire; AL NE; SV Fort +2, Ref +4, Will +3; Str 15, Dex 12, Con 14, Int 9, Wis 11, Cha 10.

Skills and Feats: Balance +9, Listen +5, Swim +10, Spot +4; Alertness, Improved Initiative.

SQ – Hold Breath (Ex): A klaklin can hold its breath for a number of rounds equal to ten times its Constitution score.

Falling Rocks: CR 2; natural; random trigger; Atk +12 melee (2d6, rocks); multiple targets (all targets in two adjacent 5-ft. squares).

Steam Vent: CR 3; natural; random trigger; 5d4 fire in 15-ft. cone, DC 11 Reflex half.

Rumbling: The mountain shudders and rumbles. Pebbles rain from the ceiling and bounce on the ground. (You may replace this result with other mood-enhancing, harmless effects.)

Areas of the Map

Area 1-1 – Entrance: Read or paraphrase the following:

The cave opens into a large, natural cavern. The walls are irregular and are smooth and melted in places, like butter left out in the heat too long. Scorch marks mar the brown walls and floor, and rusty stains are splashed along the ground. A shattered longsword lies in one corner. A tunnel leads away to the east, and rubble blocks a second tunnel to the north.

Ziz Ka-Seer, a tiefling cleric, was drawn to this cave much as the PCs were. He is now allied with Immolius (see area 2-16), but when he first arrived klaklin ambushed him. He destroyed them, but they slew his apprentice. A couple of days later, more klaklin arrived to collect the bodies and feed them to the pyrohydra in area 1-9.

The passageways from this area slope downward, eventually leveling out at 10 feet beneath the surface. Open flames within the complex do not display any unusual tendencies – those that the PCs may have been using to direct them return to their normal behavior.

Area 1-2 – Klaklin Ambush Posts (EL 4): Two klaklin lurk in carefully disguised alcoves. Their preparations grant them a +4 circumstance bonus on their Hide checks.

Two creatures burst from concealment at the passage's sides. They are tall, almost 7 feet, and resemble humanoid lobsters. Black eyes glitter from their elongated heads, and red-gray carapaces cover their bodies. Their arms end in chitinous claws. A twitching, finger-width tentacle wraps around each of their forearms. The beings click menacingly, tiny flecks of shell at their throats fluttering as they lunge.

Show the players handout A.

Tactics: The klaklin wait until the intruders are between the two alcoves, then both rush out in a pincer attack. The rear klaklin fights to the death (he has nowhere to run), while the klaklin in front of the party flees to area 1-6A if his companion falls.

Development: If the klaklin escapes, it warns its brethren in area 1-3 and the chieftain in area 1-6A. The klaklin in area 1-3 prepare for an attack. The chieftain calls reinforcements from area 1-7 and prepares accordingly. See area 1-6A for more details.



If the klaklin in area 1-3 hear a battle (Listen DC 13), they prepare for intruders.

Klaklin (2): CR 2; Medium monstrous humanoid; HD 2d8+4; hp 13; Init +5; Spd 30 ft., swim 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +2; Grp +4; Atk claw +4 melee (1d6+2); Full Atk 2 claws +4 melee (1d6+2); SA Improved grab; SQ Darkvision 60 ft., hold breath, immunity to fire; AL NE; SV Fort +2, Ref +4, Will +3; Str 15, Dex 12, Con 14, Int 9, Wis 11, Cha 10.

Skills and Feats: Balance +9, Listen +5, Swim +10, Spot +4; Alertness, Improved Initiative.

Area 1-3 – Klaklin Lair (EL 7):

Steam wreathes this chamber, obscuring vision. Rivulets run down the walls and a sheen of moisture slicks the floor. From within the mist comes the sound of churning and bubbling water, and you can make out a large pool nearby. Clawed silhouettes move within the steam, clicking, forearm tentacles swaying like snakes in the damp air.

This area includes several hot springs and geysers; each pool is 3 feet deep.

All creatures within this chamber have concealment (20% miss chance). In addition, the wet floor causes feet to slip; any creature making an attack (or performing any other action that you deem appropriate) must make a DC 7 Balance check or fall prone.

Because the volcano is uneasy, every round there is a 50% chance that one of the pools erupts in a short geyser. Randomly determine which pool erupts; creatures within 5 feet of it take 1d6 points of fire damage from the scalding water (Reflex DC 15 half).

Tactics: The klaklin understand that the boiling water is deadly to humanoids and use this knowl-

edge to their advantage. They are canny combatants and attempt to maneuver their opponents so that they can bull rush them into the pools. One klaklin, larger and more experienced than his fellows, has a *ring of the ram* around one tentacle, and he remains in the back, attempting to use his ring to knock vulnerable targets into the springs. (He has discovered a sentence in the klaklin language that activates the ring, and he always uses the maximum 3 charges.) Other klaklin, in addition to bull rush attempts, try to grapple opponents and then dive into the water with them.

If more than half the klaklin fall, the remainders flee to area 1-6A to alert the chieftain.

Development: If the klaklin here are aware of intruders (perhaps having been alerted by their brethren from area 1-2), the PCs cannot surprise them.

If klaklin flee from here to area 1-6A, or if the klaklin in that area hear combat here (Listen DC 10), the chieftain prepares for intruders. See area 1-6A for details.

Klaklin (4): CR 2; Medium monstrous humanoid; HD 2d8+4; hp 13; Init +5; Spd 30 ft., swim 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +2; Grp +4; Atk claw +4 melee (1d6+2); Full Atk 2 claws +4 melee (1d6+2); SA Improved grab; SQ Darkvision 60 ft., hold breath, immunity to fire; AL NE; SV Fort +2, Ref +4, Will +3; Str 15, Dex 12, Con 14, Int 9, Wis 11, Cha 10.

Skills and Feats: Balance +9, Listen +5, Swim +10, Spot +4; Alertness, Improved Initiative.

Klaklin Soldiers (2): CR 3; Medium monstrous humanoid; HD 4d8+8; hp 26; Init +5; Spd 30 ft., swim 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +4; Grp +7; Atk claw +8 melee (1d6+3 plus 1d4 and poison); Full Atk 2 claws +8 melee (1d6+3 plus 1d4 and poison); SA Improved grab, poison; SQ Darkvision 60 ft., hold breath, immunity to fire; AL NE; SV Fort +3, Ref +5, Will +5; Str 17, Dex 12, Con 15, Int 8, Wis 12, Cha 9.

Skills and Feats: Balance +9, Listen +7, Swim +11, Spot +6; Alertness, Improved Initiative, Weapon Focus (claw).

SA – Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d4 Dex.

Klaklin Veteran, Klaklin War3: CR 5; Medium monstrous humanoid; HD 5d8+18; hp 40; Init +5; Spd 30 ft., swim 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +5; Grp +7; Atk claw +7 melee (1d6+2); Full Atk 2 claws +7 melee (1d6+2); SA Improved grab; SQ Darkvision 60 ft., hold breath, immunity to fire; AL NE; SV Fort +6, Ref +5, Will +4;

Str 15, Dex 13, Con 16, Int 9, Wis 11, Cha 10.

Skills and Feats: Balance +9, Listen +5, Swim +13, Spot +4; Alertness, Improved Initiative, Toughness.

Possessions: A gold ring of the ram (15 charges) bearing an onyx bull's head.

Area 1-4 – Warm Pool (EL 5):

The corridor widens into a small cavern. The floor drops abruptly, and the cavern is filled with clear, faintly blue water. Steam curls from its surface, and warmth radiates out. The pool is about 30 feet across, with a bare ledge on the far side. A cluster of stalactites overhangs the pool. Half a dozen yellow, spiny balls, the size of two fists placed together, are scattered across the pool floor. They move slowly across the ground.

Show the players handout B. The spiny balls are harpoon urchins, a subspecies that lives only within sulfur-tainted water. Two of the stalactites are lassos: creatures that look like stalactites, but can open their mouths to reveal rows of sharklike teeth and long, ensnaring tongues. The creatures have a symbiotic relationship: the lassos catch anything that tries to cross the pool, and the urchins eat the bits they drop into the water.

The pool is 30 feet across and 12 feet deep; the shore drops abruptly. The ledge on the far side is bare, but the wall conceals a secret door. The trigger for the door is a disguised pressure plate just below the waterline, so a character wishing to press it must put a hand (or something) in the water, potentially opening himself to attacks from the urchins.

Stone Secret Door: 4 in. thick; hardness 8; hp 60; Break DC 28; Search DC 22.

Trap: A fire trap protects the door. Characters attempting to open it without speaking the command word ("Greatness") trigger it.

Fire Trap: CR 2; spell; location trigger; no reset; 1d4+10 fire (Ref DC 18 half); Search DC 24; Disable Device DC 24.

Tactics: The urchins fire at anything entering the water, while the lassos ensnare anything moving above it.

Harpoon Urchins (6): CR 1; Diminutive magical beast; HD 1d10+2; hp 8 each; Init +3; Spd 0 ft., climb 0 ft.; AC 12, touch 8, flat-footed 10; Base Atk +1; Grp -16; Atk spine +8 ranged (1d4 plus poison); Full Atk spine +8 ranged (1d4 plus poison); Space/Reach 1 ft./0 ft.; SA Poison; SQ Immunity to fire, preternatural

awareness; AL N; SV Fort +4, Ref -2, Will +3; Str 1, Dex 2, Con 14, Int 2, Wis 16, Cha 3.

Skills and Feats: Climb +12; Weapon Focus (spine).

SA – Poison (Ex): Injury, Fortitude DC 12, initial damage 1d6 Str, secondary damage paralysis for 2d4 minutes.

SQ – Preternatural Awareness (Ex): A harpoon urchin can sense the presence of everything within 30 feet that touches the water by detecting vibration and tiny current shifts. It uses its Wisdom modifier in place of its Dexterity modifier to determine its initiative and ranged attack bonuses.

Lassos (2): CR 2; Medium aberration; HD 3d8+9; hp 22; Init +2; Spd 5 ft.; AC 20, touch 12, flat-footed 18; Base Atk +2; Grp +8; Atk tongue +9 melee touch (special), or bite +8 melee (2d4+6); Full Atk tongue +9 melee touch (special), or bite +8 melee (2d4+6); Reach 5 ft. (25 ft. with tongue); SA Improved grab (tongue); SQ Camouflage; AL N; SV Fort +4, Ref +3, Will +4; Str 22, Dex 14, Con 17, Int 2, Wis 12, Cha 5.

Skills and Feats: Listen +5, Hide +13, Spot +8; Alertness, Weapon Focus (tongue).

SA – Improved Grab (Ex): A lasso's improved grab ability works on creatures Medium or smaller.

SQ – Camouflage (Ex): Like a chameleon, a lasso can change its color to match its surroundings, improving its Hide ability. Camouflage grants lassos a +10 circumstance bonus to Hide checks. If hiding among stalactites, this bonus improves to +20.

Area 1-5 – Small Vault:

This smooth room is clear and clean. It manages to appear manmade and natural at the same time. But for a layer of damp dust on the floor, it is bare.

Soranna originally used this room as a storage area, but it was too small for her purposes and she grew weary of traversing area 1-4 to get here.

Treasure: Not much remains here, but hidden beneath the dust the PCs can find (Search DC 18) a *potion of resist energy* (fire) 10 (accidentally overlooked) and a *cursed -2 longsword* (left here due to its cursed nature). The sword is constructed of mithral with a gold hilt. Runes inscribed upon its length flare an angry orange when it is grasped.

Area 1-6A – Chieftain's Lair (EL 9):

A wide, sluggish magma stream bisects this long cavern, shedding a ruddy glow over its features. Many lobsterlike humanoids move about within. Designs and pictographs are smeared across the walls in dark gray soot –



evident are depictions of these clawed creature as well as humans, cows, and, in profusion, a reptilian form with many snakelike heads.

This cavern houses the bulk of the klaklin tribe, including their chieftain, the shaman Ikkik (well, that's the closest translation). They do not take kindly to visitors.

The lava stream is 15 feet wide and runs from a low hole in one wall and out a similar hole in the other. It is 3 feet deep. The lava poses an obstacle for the PCs, but the klaklin traverse it easily.

Development: If the klaklin expect intruders (because they heard combat elsewhere, for example), they receive +4 circumstance bonuses on their Listen and Spot checks. Ikkik instructs two of her soldiers to immerse themselves in the lava stream, where they lurk with their heads poking out (+12 circumstance bonus to Hide checks), ready to ambush attackers who try to cross the stream. Ikkik also summons Skrrit from area 1-7, who fishes out his *elixir of fire breath* and arrives with his fire snakes to take positions in the cavern's southern end.

If combat erupts here and Skrrit is not already present, he probably hears it in area 1-7 (Listen check DC 5). He spends a couple rounds attempting to shove the boulder off his *elixir of fire breath* (the DC is 15, and his Strength bonus is +2), then arrives, with or without the elixir, with his fire snakes.

If the PCs examine the markings on the walls, show them handout C then read or paraphrase the following:

The drawings are crude but distinct. Most show the lobsterlike humanoids engaged in various activities, like drawing on walls, removing circular shapes from pools, and kneeling by altars. One such creature appears several times, wielding lightning from its claw. Also depicted are snakelike creatures with spears, wreathed in fire; in some places the lobstermen battle them, while in others they stand together.

A bulky, reptilian creature with half a dozen snakelike heads appears often. In some pictures flames surround it, and in others only its long necks and heads are visible. The drawings lend it might and majesty. The lobster creatures are seen paying it obeisance, and in one gruesome series of images they capture a human child and feed it to the many-headed beast. Another series shows the creature's silhouette around a blocky altar, at which the lobsterlike creatures gesture and kneel.

The PCs can discern that the klaklin perform a ritual in front of the altar. The images are crude and patchy, but a DC 15 Decipher Script or Knowledge (religion) check allows a character to puzzle out that the beseecher stands with arms out to the sides, places his fists (or claws) together, kneels, bows his head, then throws his arms wide and falls backward, resting his back on his heels and his head on the floor. A character with at least 5 ranks in Knowledge (the planes) or Knowledge (religion) gets a +2 bonus on this check (+4 if he has 5 or more ranks in both). After discerning the ritual, a DC 20 Knowledge (the planes) or Knowledge (religion) check reveals that the ritual is a short, traditional prayer to the forces of fire. Discovering this ritual may help the PCs in area 1-10.

Tactics: The common klaklin engage the PCs in the southern end of the cavern, but fall back toward the lava, hoping to lure the characters close enough to grab them and drag them into the stream. They are aware of Ikkik's wand and try to leave a clear path for her lightning bolts. After Skrrit sees that he does not face salamanders, he gulps his *elixir of fire breath* and breathes away.

Ikkik stays in the north end, and two soldiers serve as her bodyguards. She casts *mirror image* first and then *command* on a strong melee opponent, and she is liberal with her *wand of lightning bolt*. She fights to the death. If she and two soldiers fall, the other klaklin retreat to area 1-8 to make a final stand.

Klaklin (4): CR 2; Medium monstrous humanoid; HD 2d8+4; hp 13; Init +5; Spd 30 ft., swim 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +2; Grp +4; Atk claw +4 melee (1d6+2); Full Atk 2 claws +4

melee (1d6+2); SA Improved grab; SQ Darkvision 60 ft., hold breath, immunity to fire; AL NE; SV Fort +2, Ref +4, Will +3; Str 15, Dex 12, Con 14, Int 9, Wis 11, Cha 10.

Skills and Feats: Balance +9, Listen +5, Swim +10, Spot +4; Alertness, Improved Initiative.

Klaklin Soldiers (4): CR 3; Medium monstrous humanoid; HD 4d8+8; hp 26; Init +5; Spd 30 ft., swim 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +4; Grp +7; Atk claw +8 melee (1d6+3 plus 1d4 and poison); Full Atk 2 claws +8 melee (1d6+3 plus 1d4 and poison); SA Improved grab, poison; SQ Darkvision 60 ft., hold breath, immunity to fire; AL NE; SV Fort +3, Ref +5, Will +5; Str 17, Dex 12, Con 15, Int 8, Wis 12, Cha 9.

Skills and Feats: Balance +9, Listen +7, Swim +11, Spot +6; Alertness, Improved Initiative, Weapon Focus (claw).

SA – Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d4 Dex.

Ikkik, Klaklin Adp4: CR 5; Medium monstrous humanoid; HD 2d8+4d6+15; hp 38; Init +5; Spd 30 ft., swim 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +4; Grp +6; Atk claw +6 melee (1d6+2); Full Atk 2 claws +6 melee (1d6+2); SA Improved grab; SQ Darkvision 60 ft., hold breath, immunity to fire; AL NE; SV Fort +4, Ref +5, Will +10; Str 14, Dex 13, Con 16, Int 11, Wis 17, Cha 12.

Skills and Feats: Balance +9, Concentration +11*, Diplomacy +3, Listen +10, Swim +10, Spot +10; Alertness, Combat Casting, Improved Initiative, Toughness. *Includes bonus from Combat Casting.

Spells (4/3/1, DC 13 + spell level): 0-level – *cure minor wounds, detect magic, purify food and drink, touch of fatigue*; 1st-level – *command, cure light wounds, obscuring mist*; 2nd-level – *mirror image*.

Possessions: An *obsidian wand of lightning bolt* (6th-level caster, 12 charges).

Area 1-6B – Klaklin Prison:

Several boulders dwarf this small room. The skeleton of a small humanoid torso is partially trapped beneath one, its legs and pelvis crushed beneath the rock. Its pale arms stretch beseechingly for the exit.

The klaklin do not have the wherewithal to create a proper prison, so instead they roll large boulders onto their enemies. This is effective in keeping them from escaping, but not so great at keeping them alive. Ikkik thinks herself enormously clever for having captured some of her enemies instead of simply killing them, though as the klaklin do not speak a common language with any other creature its usefulness is suspect.

The skeleton is that of a flamebrother salamander that the klaklin captured before Immolius quelled the conflict between the two factions. The klaklin did not feed the salamander to the pyrohydra because they were afraid its heat immunity would give it some power over their god. Its tail is trapped beneath the rock, so its otherworldly nature is not readily apparent. Other flamebrother bones are scattered throughout the chamber.

Area 1-6C – Klaklin Hatchery:

A pool of magma occupies most of this chamber. The pool looks shallow, for stalagmites, rocks, and the tops of leathery, circular objects protrude from its surface.

The circular objects are klaklin eggs. Each is about 5 inches in diameter, and none are ready to hatch (they have at least a good month to go).

Area 1-7 – Training Ground (EL 6):

Many large rocks limit maneuverability in this small cave. The walls are uneven, with numerous cracks and crevices. Steam vents from a split in the far wall.

Skrrit, the klaklin animal trainer, lairs here with five trained fire snakes. He spent many months training the snakes for combat, and now that the war with the salamanders is over the snakes grow restless. A nice PC dinner is just what they need.

There's a chance Skrrit is not present. If the PCs made a lot of noise in area 1-6A, Skrrit probably heard and ran to help. See area 1-6A for details.

Tactics: Skrrit is fiercely loyal to the tribe. Four snakes attempt to flank two opponents while Skrrit and the fifth snake hold off the others.

Treasure: Skrrit keeps his treasure hidden in a crevice in the floor, covered by a boulder. A DC 23 Search check allows a character to discover a leather thong poking out of the crack, but the PCs must shove the concealing boulder out of the way (a DC 15 Strength check) before they can obtain the item. The thong is attached to an *elixir of fire breath*.

Skrrit, Klaklin Exp3: CR 4; Medium monstrous humanoid; HD 2d8+3d6+10; hp 29; Init +5; Spd 30 ft., swim 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +4; Grp +6; Atk claw +6 melee (1d6+2); Full Atk 2 claws +6 melee (1d6+2); SA Improved grab; SQ Darkvision 60 ft., hold breath, immunity to fire; AL NE; SV Fort +3, Ref +5, Will +6; Str 15, Dex 12, Con 14, Int 9, Wis 11, Cha 14.

Skills and Feats: Balance +9, Handle Animal +10, Listen +7, Swim +10, Spot +7; Alertness, Improved Initiative.

Fire Snakes (5): CR 1; Small outsider (fire); HD 2d8+2; hp 11; Init +3; Spd 20 ft., climb 20 ft.; AC 17, touch 14, flat-footed 14; Base Atk +2; Grp -2; Atk bite +6 melee (1d4 plus paralysis); Full Atk bite +6 melee (1d4 plus paralysis); SA Paralysis; SQ Darkvision 60 ft., immunity to fire, vulnerability to cold; AL N; SV Fort +4, Ref +6, Will +4; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 7.

Skills and Feats: Balance +14, Climb +14, Hide +10, Listen +7, Spot +7; Weapon Finesse.

SQ – Paralysis (Ex): Those hit by a fire snake's bite attack must succeed a DC 11 Fortitude save or be paralyzed for 1d6 minutes.

Area 1-8 – Guard Post (EL 5):

A lake of magma stretches away into this large cavern, its fiery glow picking out shadows on the low ceiling. The walls and ceiling are irregular, with rocky protrusions and stalactites in abundance, some dipping down into the lava. Two of the lobsterlike humanoids stand on the shore. An icon – a beast with many snakelike heads – is smeared on their chest carapaces in soot. The same symbol, almost 6 feet across, appears on the walls to the right and left.

These two klaklin guard their god's chamber from intruders, which include salamanders and unworthy klaklin as well as PCs.

Klaklin Soldiers (2): CR 3; Medium monstrous humanoid; HD 4d8+8; hp 26; Init +5; Spd 30 ft., swim 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +4; Grp +7; Atk claw +8 melee (1d6+3 plus 1d4 and poison); Full Atk 2 claws +8 melee (1d6+3 plus 1d4 and poison); SA Improved grab, poison; SQ Darkvision 60 ft., hold breath, immunity to fire; AL NE; SV Fort +3, Ref +5, Will +5; Str 17, Dex 12, Con 15, Int 8, Wis 12, Cha 9.

Skills and Feats: Balance +9, Listen +7, Swim +11, Spot +6; Alertness, Improved Initiative, Weapon Focus (claw).

SA – Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d4 Dex.

Area 1-9 – Pyrohydra Lair (EL 9): Traversing the magma lake is not easy. The ceiling is low, barely 8 feet above the lake's surface. The walls and ceiling offer numerous handholds, making climbing easier here (Climb DC 15). However, being close to the magma for an extended period of time has its dangers: breathing the burning air above the lake deals 1d6 points of damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a -4 penalty on their saves. A character who takes any non-

lethal damage from heat exposure suffers from heatstroke and is fatigued. These penalties end when the character recovers the nonlethal damage she took from the heat.

Worse, when a character rounds the bend, the pyrohydra emerges from its resting place beneath the lava.

The magma parts smoothly to reveal a bright orange, snakelike head rising gracefully from the lake. Other heads rise around it. They gaze at you with golden eyes before their mouths drop open and fire gouts forth.

Note that climbing characters are unable to make Reflex saves to avoid the pyrohydra's breath weapon.

Tactics: The pyrohydra breathes fire on its foes, then lashes out with its bite attacks. The hydra is mostly submerged and benefits from cover (+4 AC).

Development: Due to the disadvantage the PCs suffer in this encounter, award them XP for overcoming a CR 9 creature if they defeat the hydra.

Six-Headed Pyrohydra: CR 7; Huge magical beast (fire); HD 6d10+33; hp 66; Init +1; Spd 20 ft., swim 20 ft.; AC 16, touch 9, flat-footed 15; Base Atk +6; Grp +17; Atk 6 bites +8 melee (1d10+3); Full Atk 6 bites +8 melee (1d10+3); Space/Reach 15 ft./10 ft.; SA Breathe fire; SQ Darkvision 60 ft., fast healing 16, immunity to fire, low-light vision, scent, vulnerability to cold; AL NE; SV Fort +10, Ref +6, Will +4; Str 17, Dex 12, Con 20, Int 4, Wis 10, Cha 9.

Skills and Feats: Listen +6, Spot +7, Swim +11; Combat Reflexes, Iron Will, Toughness, Weapon Focus (bite).

SA – Breathe Fire (Ex): The hydra can breathe a jet of fire 10 feet high, 10 feet wide, and 20 feet long. All heads breathe once every 1d4 rounds. Each jet deals 3d6 points of fire damage per head. A successful DC 18 Reflex save halves the damage.

Hydras can attack with all their heads at no penalty, even if they move or charge during the round.

A hydra can be killed either by severing all its heads or by slaying its body. To sever a head, an opponent must make a successful sunder attempt with a slashing weapon. (The player should declare where the attack is aimed before making the attack roll.) Making a sunder attempt provokes an attack of opportunity unless the foe has the Improved Sunder feat. Each of a hydra's heads has hit points equal to the creature's full normal hit point total, divided by its original number of heads (each head has 11 hit points, in this case). Losing a head deals damage to the body equal to half the head's full normal hit

points. A hydra can no longer attack with a severed head but takes no other penalties.

Each time a head is severed, two new heads spring from the stump in 1d4 rounds. A hydra can never have more than twice its original number of heads at any one time, and any extra heads it gains beyond its original number wither and die within a day. To prevent a severed pyrohydra's head from growing back into two heads, at least 5 points of cold or acid damage must be dealt to the stump (a touch attack to hit) before the new heads appear. A pyrohydra does not die from losing its heads until all its heads have been cut off and the stumps seared by cold or acid.

A hydra's body can be slain just like any other creature's, but hydras possess fast healing and are difficult to defeat in this fashion. Any attack that is not (or cannot be) an attempt to sunder a head affects the body.

Targeted magical effects cannot sever a hydra's heads (and thus must be directed at the body) unless they deal slashing damage and could be used to make sunder attempts.

Area 1-10 – Altar:

A smooth stone block, about 3-1/2 feet high and twice that long, lies on this ledge. Images of flames and the hydra are charcoaled onto all sides. On the top is drawn a glaive. A few burnt, cracked bones are scattered across the ledge.

This is a shrine to the pyrohydra and to Immolius (the glaive, his favored weapon, represents the efreeti). Immolius realized that he could control the klaklin if he merged himself with their idea of a god and thus created this altar for them. (The klaklin simply swim through area 1-9. The pyrohydra realizes that they feed it and leaves them alone – usually.) Klaklin or outsiders (like the PCs) wishing to speak to the salamanders or to Immolius must make proper obeisance at the altar.

Development: Performing the ritual described in area 1-6A in front of this altar triggers a short illusion.

Lurid orange flames outline the altar, slowly growing in size and brightness until they rise wild and high, almost to the ceiling. Two golden eyes appear above the altar, and a jeweled glaive flashes between them. Then the fire, the eyes, and the glaive vanish. The sound of a squeaky door opening echoes across the ledge, and ten small, candle-sized flames flash into being one by one at the altar's edges.

The illusion means that the archway in area 1-12 is open. It remains open for 10 minutes; one of the small flames on the altar vanishes each minute, and

when they are all out, the door closes, and the PCs must repeat the ritual to reopen it.

The bones in this area are those of cattle, sheep, and humans.

A DC 25 Search check reveals a hidden hollow near the altar's bottom. Within is the Treasure.

Treasure: Immolius figured that this desolate ledge was a safe place to hide some of his wealth. Within the secret compartment are nestled three fire opals (each worth 1,500 gp).

Area 1-11 – Lava Trap (EL 5): A small, 2-foot-deep pool of lava seethes on the south side of this corridor.

Trap: The first creature to pass into this area triggers a trap that causes the victim to think that a nice lava bath sounds like a good idea. A character who fails the Will save belly-flops into the magma pool.

The klaklin simply wade through the lava to avoid this trap, which resets itself after 12 hours.

Compulsion Trap: CR 5; magical; location trigger; automatic reset (12 hours); victim is compelled to jump belly-first into the nearby lava pool, DC 18 Will save resists; Search DC 29; Disable Device DC 29.

Area 1-12 – Ritual Door:

A collapsed tunnel once provided egress to the south, but now no other exits lead out of this cave. Upon the far wall is chalked the outline of a simple door. It is obviously not a real door – just a few thin lines scratched onto the wall.

Where the door is chalked the wall is only 2 feet thick, so the PCs may be able to use *stone shape*, *dimension door*, or similar magic to bypass it. The door radiates strong transmutation magic.

Development: As described in area 1-10, the PCs can open this door by performing the proper ritual at that location. Doing so causes the drawing to transform into a real door and swing open into area 1-13. After 10 minutes, the door closes and becomes a chalk outline again.

From the other side, the door is always a door, and the PCs can pass back through it easily.

Stone Door (Hidden): 2 ft. thick; hardness 15; hp 450; Break DC 35.

Area 1-13 – Guarded Staircase (EL 5):

At the far southern end of this irregular chamber is a well containing a spiral staircase. Near the top of the staircase are two creatures with the torsos of men and the tails of serpents. Red and black scales cover them, and they grip steel

spears in black-nailed hands. Feverish heat radiates from their bodies.

Two flamebrother salamanders serve as the last line of defense before intruders reach the lower levels. Their job is usually more ceremonial than functional, as they escort Ikkik and, occasionally, others to meet with Immolius (or, lately, with Ziz Ka-Seer, who may then pass them along to Immolius). However, they are wary, and if the door swings open they know to expect company.

The spiral stairs are a mix of stone shaped steps melded onto the original duergar work, giving them a strange appearance. They lead 15 feet down to the next level.

Tactics: The salamanders do not expect to have to fight, and if they do so they spend several rounds trying to figure out the best course of action. After

three rounds, or if one falls, the other attempts to flee down the stairs to warn its companions.

Flamebrother Salamanders (2): CR 3; Small outsider (extraplanar, fire); HD 4d8+8; hp 26; Init +1; Spd 20 ft.; AC 19, touch 12, flat-footed 18; Base Atk +4; Grp +1; Atk spear +6 melee (1d6+1/x3 plus 1d6 fire); Full Atk spear +6 melee (1d6+1/x3 plus 1d6 fire) and tail slap +4 melee (1d4 plus 1d6 fire); SA Constrict (1d4 plus 1d6 fire), heat, improved grab; SQ Darkvision 60 ft., immunity to fire, vulnerability to cold; AL NE; SV Fort +6, Ref +5, Will +6; Str 12, Dex 13, Con 14, Int 14, Wis 15, Cha 13.

Skills and Feats: Craft (blacksmithing) +8, Hide +12, Listen +11, Move Silently +6, Spot +11; Alertness, Multiattack.

SA – Heat (Ex): A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

Mount Rolnith Caves, Level 2

This level is of old duergar make. The stonework is well constructed and seamless. The floors, walls, and ceilings are made of large, smooth, puzzle-piece-shaped blocks. Loose stones from the ceiling have fallen in places, but footing is secure. The doors on this level are iron and closed, but they are unlocked unless otherwise specified. Several secret doors blend with the odd flagstone shapes and are difficult to spot.

Ceiling height is 8 feet. This level is unlit unless otherwise noted.

Secret doors on this level have the statistics presented below, along with other walls and doors as below unless noted otherwise in the text:

Masonry Stone Wall: 5 ft. thick (at least); hardness 8; hp 900; Break DC 65; Climb DC 25.

Iron Door: 2 in. thick; hardness 10; hp 60; Break DC 28.

Stone Secret Door: 4 in. thick; hardness 8; hp 60; Break DC 28; Search DC 25.

Wandering Monsters

The PCs have a 20% chance (1-4 on 1d20) every 30 minutes of experiencing a random encounter. Determine the nature of this encounter by rolling 1d6.

1d6	Encounter
1-2	1d4 flamebrother salamanders
3	Falling rocks
4	Steam vent
5-6	Rumbling

The following statistics are provided for easy reference.

Flamebrother Salamander: CR 3; Small outsider (extraplanar, fire); HD 4d8+8; hp 26; Init +1; Spd 20 ft.; AC 19, touch 12, flat-footed 18; Base Atk +4; Grp +1; Atk spear +6 melee (1d6+1/x3 plus 1d6 fire); Full Atk spear +6 melee (1d6+1/x3 plus 1d6 fire) and tail slap +4 melee (1d4 plus 1d6 fire); SA Constrict (1d4 plus 1d6 fire), heat, improved grab; SQ Darkvision 60 ft., immunity to fire, vulnerability to cold; AL NE; SV Fort +6, Ref +5, Will +6; Str 12, Dex 13, Con 14, Int 14, Wis 15, Cha 13.

Skills and Feats: Craft (blacksmithing) +8, Hide +12, Listen +11, Move Silently +6, Spot +11; Alertness, Multiattack.

SA – Heat (Ex): A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

Falling Rocks: CR 3; natural; random trigger; Atk +10 melee (4d6, rocks), multiple targets (all targets in two adjacent 5-ft. squares).

Steam Vent: CR 3; natural; random trigger; 5d4 fire in 15-ft. cone, DC 11 Reflex half.

Rumbling: The mountain shudders and rumbles. Pebbles rain from the ceiling and bounce on the ground. (You may replace this result with other mood-enhancing, harmless effects.)



Areas of the Map

Area 2-1 – Welcome Trap (EL 5):

The stairs spiral down into a long hall. The walls, floor, and ceiling are constructed of flagstones shaped like puzzle pieces; the stones are smooth and gray and outlined in black. An iron door stands on the far wall.

Behind the spiral staircase is a concealed nook with a small lever (Search DC 24). Pulling the lever deactivates the trap in this area. (When the salamander guards escort guests into this level, one goes on ahead to activate the lever.)

Trap: If the PCs do not deactivate the trap and walk across the floor at the point indicated, several flagstones swing away, dropping the victim down a 30-foot shaft into a thermal spring with several harpoon urchins.

Pit Trap: CR 5; mechanical; location trigger; automatic reset (2 minutes); DC 21 Reflex save avoids; 1d3 nonlethal damage plus 10d6 fire damage plus attacks from harpoon urchins; Search DC 26; Disable Device DC 23.

Harpoon Urchins (4): CR 1; Diminutive magical beast; HD 1d10+2; hp 8 each; Init +3; Spd 0 ft., climb 0 ft.; AC 12, touch 8, flat-footed 10; Base Atk +1; Grp -16; Atk spine +8 ranged (1d4 plus poison); Full Atk spine +8 ranged (1d4 plus poison); Space/Reach 1 ft./0ft.; SA Poison; SQ Immunity to fire, preternatural awareness; AL N; SV Fort +4, Ref -2, Will +3; Str 1, Dex 2, Con 14, Int 2, Wis 16, Cha 3.

Skills and Feats: Climb +12; Weapon Focus (spine).

SA – Poison (Ex): Injury, Fortitude DC 12, initial damage 1d6 Str, secondary damage paralysis for 2d4 minutes.

SQ – Preternatural Awareness (Ex): A harpoon urchin can sense the presence of everything within 30 feet that touches the water by detecting vibration and tiny current shifts. It uses its Wisdom modifier in place of its Dexterity modifier to determine its initiative and ranged attack bonuses.

Area 2-2 – Hall: There is nothing of value in this hall, but it is worth describing. Read or paraphrase the following:

This hallway is long and regular. Dancing orange light flickers from an archway on the left wall, and angry, red-orange light comes from the corridor's far end, perhaps 70 feet away.

Area 2-3 – Ancient Temple (EL 6):

Within this square room is a wide, circular pool of magma. Rising from the pool is a high pedestal, on which stands the statue of a dwarf. His left fist rests on his thigh, while his right hand is held out, palm up, near his chest. Lava bubbles from this hand and trickles from between his spread fingers. Small openings around the pedestal also emit streams of lava that run down the sides.

Innumerable tiny flames swirl in the air. They are roughly spherical and dance and dart about, most hovering close to the pool and the statue. They swarm in such profusion that discerning the room's details is difficult.

Show the players handout D. This room is an ancient duergar temple dedicated to their fire god. Not long ago, a swarm of fly-sized fire elementals escaped through the portal in area 2-4, and the temple's heat drew them here. They pose little danger to observers, but a character who spends more than a few rounds in here, or attempts to take the statue's treasure, risks attack.

Tactics: The fire elementals attack more out of instinct than malice. They do not pursue opponents who leave the room.

Treasure: A secret compartment (Search DC 22) exists in the pedestal between the statue's feet. Within the compartment are a few old offerings from the duergar: a ruby (1,000 gp), four amethysts (50 gp each), and a translucent orange *elemental gem (fire)*.

Fine Fire Elemental Swarm: CR 6; Fine elemental (fire, swarm); HD 9d8; hp 40; Init +8; Spd fly 30 ft. (perfect); AC 21, touch 18, flat-footed 17; Base Atk +6; Grp -14; Atk swarm (3d6 fire); Full Atk swarm (3d6 fire); Space/Reach 10 ft./0 ft.; SA Burn; SQ Darkvision 60 ft., elemental traits, swarm traits, immune to weapon damage, immunity to fire, vulnerability to cold; AL N; SV Fort +3, Ref +10, Will +3; Str 3, Dex 19, Con 10, Int 4, Wis 11, Cha 11.

Skills and Feats: Listen +8, Spot +8; Ability Focus (burn), Alertness, Dodge, Improved Initiative.

SA – Burn (Ex): Those hit by the swarm's attack must succeed on a DC 16 Reflex save or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame.

Any creature that begins its turn with a fine fire elemental swarm in its space must succeed on a DC 16 Fortitude save or catch on fire, as above.

SQ – Swarm Traits: In order to attack, a single swarm moves into opponents' spaces, which provokes an attack of opportunity. It can occupy the

same space as a creature of any size, since it moves all over its prey, but remains a creature with a 10-foot space. Swarms never make attacks of opportunity, but they can provoke attacks of opportunity.

Unlike other creatures with a 10-foot space, a swarm is shapeable. It can occupy any four contiguous squares, and it can squeeze through any space large enough to contain one of its component creatures.

Swarms are difficult to fight with physical attacks. However, a weapon with a special ability such as flaming or frost deals its full energy damage with each hit, even if the weapon's normal damage can't affect the swarm.

Area 2-4 – Portal (EL 7):

A vertical magic disc, about 7 feet across, hovers above the floor in this chamber. The disc reveals another world: a world of flames upon an endless field of smoldering ash and, in the distance, volcanoes spouting magma and smoke. Surrounding this disc are several snakelike humanoids, clutching pitchforks and scythes and dividing their nervous attention between this other world and you. Shattered weapons, mostly spears, are scattered across the ground, and half a dozen mummified human heads lie among them.

Show the players handout E. This room contains a permanent portal to the Elemental Plane of Fire. Immolius tried to use his magic to seal it, but he only partially succeeded, and the portal remains open about half the time. Immolius has several enemies back home and is nervous about them following him here; thus, he stations salamander guards around the portal. The salamanders do not like their job, because nasty creatures do have a tendency to come through the portal. Recently, a cluster of akyanzi – flaming, undead heads that shatter weapons – blazed through. The salamanders defeated them, but they lost most of their weapons in the process and now wield captured farming implements from the humans the klaklin captured. (Ziz Ka-Seer magically reinforced the wooden components to protect them from the salamanders' heat.)

The portal radiates strong conjuration magic. A successful *dispel magic* cast against caster level 18 renders the portal closed and dormant for 1d4 minutes.

Development: Another group of akyanzi waits just inside the portal, hoping that the salamanders will leave. If the player characters engage in combat with the salamanders, that's good enough for the akyanzi – they scream through the portal.

The PCs can step through the portal if they like, but the Elemental Plane of Fire is unkind to travelers. See the *DMG*, Chapter 5: Campaigns, "Plane Descriptions," *Elemental Plane of Fire*.

Tactics: The salamanders do the best they can against the PCs and the akyanzi. The akyanzi dart about, trying to shatter as many weapons as possible, making no distinction between PC and salamander. If they destroy all their opponents' weapons, they bite flesh.

Two salamanders wield pitchforks, one a scythe, and the fourth retains its spear. The pitchforks and scythe provide different attack statistics.

Flamebrother Salamander with Spear (1): CR 3; Small outsider (extraplanar, fire); HD 4d8+8; hp 26; Init +1; Spd 20 ft.; AC 19, touch 12, flat-footed 18; Base Atk +4; Grp +1; Atk spear +6 melee (1d6+1/x3 plus 1d6 fire); Full Atk spear +6 melee (1d6+1/x3 plus 1d6 fire) and tail slap +4 melee (1d4 plus 1d6 fire); SA Constrict (1d4 plus 1d6 fire), heat, improved grab; SQ Darkvision 60 ft., immunity to fire, vulnerability to cold; AL NE; SV Fort +6, Ref +5, Will +6; Str 12, Dex 13, Con 14, Int 14, Wis 15, Cha 13.

Skills and Feats: Craft (blacksmithing) +8, Hide +12, Listen +11, Move Silently +6, Spot +11; Alertness, Multiattack.

SA – Heat (Ex): A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

Flamebrother Salamanders with Pitchforks (2): As above, but Atk pitchfork +6 melee (1d4+1); Full Atk pitchfork +6 melee (1d4+1) and tail slap +4 melee (1d4 plus 1d6 fire).

Flamebrother Salamander with Scythe (1): As above, but Atk scythe +6 melee (2d4+1/x4); Full Atk scythe +6 melee (2d4+1/x4) and tail slap +4 melee (1d4 plus 1d6 fire).

Akyanzi (Sword-Eater) (6): CR 1; Small undead (fire); HD 1d12; hp 6; Init +3; Spd fly 30 ft. (good); AC 16, touch 14, flat-footed 13; Base Atk +0; Grp -4; Atk bite +4 melee (1d4); Full Atk bite +4 melee (1d4); SA Eat enchantment, profane sunder; SQ Darkvision 60 ft., immunity to fire, smell steel, vulnerability to cold; AL CE; SV Fort +0, Ref +3, Will +4; Str 10, Dex 16, Con -, Int 11, Wis 14, Cha 10.

Skills and Feats: Escape Artist +7, Hide +11, Intimidate +4, Knowledge (arcana) +3, Listen +6, Move Silently +7, Search +4, Sense Motive +4, Spot +6; Weapon Finesse.

SA – Eat Enchantment (Su): Akyanzi are inherently disruptive to a weapon's magical enchantments. Any time a sword-eater comes into contact

with an enchanted weapon, whether striking or being struck, that weapon's special abilities are suppressed for 1d4 hours. This is an antimagic effect, rendering the weapon mundane in all ways.

SA – Profane Sunder (Ex): Sword-eaters enjoy the benefits of the Improved Sunder feat, as well as a +8 profane bonus to opposed attack rolls when striking weapons. A sword-eater's bite deals 1d6 points of damage and ignores hardness. Sword-eaters only attack weapons and shields.

SQ – Smell Steel (Ex): Akyanzi automatically detect the presence of any steel objects within 100 feet. They are able to determine the general placement of steel objects, no matter how small, but gain no special means of precisely locating secret hiding places or seeing through disguises. This ability does not detect any other materials.

Area 2-5 – Eruption (EL 4): The mountain is unstable, and at this point a small, localized eruption occurs in the PCs' midst. The eruption is a random occurrence, and at your option can take place at another area or time. The floor bursts apart, sending flagstone chunks and gobs of magma in all directions.

Eruption: CR 4; natural; random trigger; no reset; DC 18 Reflex save half; 3d6 points of bludgeoning damage plus 3d6 points of fire damage to all creatures in a 10-foot diameter; Search DC -; Disable Device DC -.

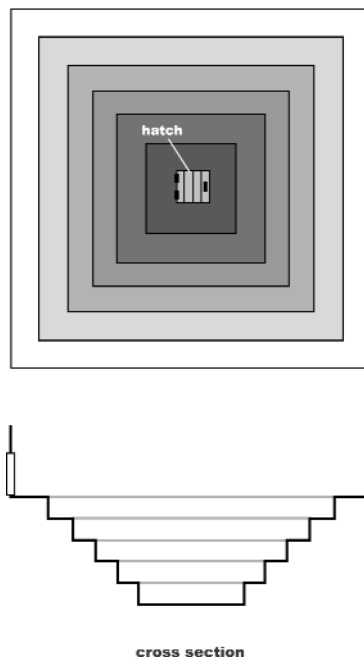
Area 2-6 – Central Room:

The floor of this large, square room is sunken about 10 feet below the entrance. A series of shallow steps spans the walls on all sides, gradually leading down, then back up. The lowest level is about 20 feet by 20 feet, and in its center is an iron hatch 10 feet wide. A complicated rune is etched in gold onto its surface.

A metal door stands to the south. To the east, a second door is wrenched and twisted on its hinges, crushed by rubble.

Any creature that enters this room without speaking a command phrase ("Ziz, I come") triggers a permanent, silent *alarm* (caster level 11) that alerts Ziz Ka-Seer in area 2-16 and Immolius in area 3-12 that

Area 2-6



unexpected guests have arrived, and they plan accordingly. See areas 2-16, 3-11, and 3-12 for more information.

Moving the rubble out of the way of area 2-7 requires ten DC 15 Strength checks, each of which takes 1 minute.

Centuries ago, an unknown calamity threatened the duergar who built this place, and they fled deeper into the earth through the hatch in this room. If the PCs open or bypass the hatch, they find that it leads into a 10-foot-deep shaft that ends in another, similar hatch. Soranna and Immolius, and possibly other powers, have attempted to open this second hatch, but all have failed. What lies beyond it is a mystery. Magic prevents creatures from teleporting beyond the second hatch, and both hatches radiate strong abjuration magic.

A DC 25 Knowledge (dungeoneering) or Knowledge (local) check reveals that the rune on the hatch(es) is a duergar symbol that roughly translates as "refuge," with connotations of escape and doom.

Iron Hatch: 6 in. thick; hardness 10; hp 90; Break DC 32.

Area 2-7 – Collapsed Tunnel: Fallen debris blocks this tunnel at both ends and is scattered throughout its length. The unsure footing and rocky barriers reduce speed by half. Moving the rubble at one end requires ten DC 15 Strength checks, each of which takes 1 minute.

Area 2-8 – Broken Room:

This room's far wall is destroyed, perhaps the victim of an eruption, revealing the irregular stone cavern beyond. Along the south, east, and north walls are several lavafalls; they flow from wide spouts (in the south and north walls) or holes (in the east) and pour down the walls into a narrow moat that encircles the floor. You must pass over a short, arched bridge to enter the room itself.

One lavafall conceals a secret door. A PC immune to fire damage can find the door with a DC 25 Search check. Those foolhardy enough to search the lavafalls without immunity to fire subject themselves to lava damage. There are 6 lavafalls that must be searched; roll 1d6 to determine how many

are searched before the PC finds the secret door. Each immersion to lava deals 20d6 damage plus 10d6 damage each round for 1d3 rounds.

Area 2-9 – Secret Chamber:

This cave is irregular. A pedestal stands in its center, and above it floats a fist-sized, translucent silver orb.

Treasure: Soranna hid one of her experiments in this room. The orb is *Soranna's universal elemental weapon*; see page 39 for more information.

Area 2-10 – Failures' Room (EL 8): Ziz Ka-Seer and Immolius are intelligent and work well together. In return for Ziz's loyalty, Immolius grants him occasional *wishes* that enhance his abilities to function as the efreeti's second-in-command. One of these *wishes* is the power to punish those who displease either of them: Ziz can *polymorph* beings into lemures. Many flamebrother salamanders have felt Ziz's wrath, and the unfortunate souls reside here, ostensibly a reserve fighting force, but really to keep them out of everyone's way and as further punishment.

Tactics: The former salamanders have orders to slay any intruders, and the mindless creatures carry out their orders with blank fervor. They throw themselves into combat with little regard for tactics, but they do try to gang up on vulnerable opponents.

Lemures (*polymorphed* flamebrother salamanders) (10): CR 1; Medium outsider (evil, extraplanar, lawful); HD 4d8; hp 18; Init +0; Spd 20 ft.; AC 14, touch 10, flat-footed 14; Base Atk +4; Grp +4; Atk claw +4 melee (1d4); Full Atk 2 claws +4 melee (1d4); SQ Damage reduction 5/good or silver, darkvision 60 ft., immunity to fire and poison, mindless, resistance to acid 10 and cold 10, mindless, see in darkness; AL LE; SV Fort +4, Ref +4, Will +4; Str 10, Dex 10, Con 10, Int -, Wis 11, Cha 5.

Skills and Feats: Hide +7, Listen +9, Move Silently +5, Spot +9; Alertness, Multiattack.

SQ – Mindless (Ex): Immunity to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Area 2-11 – Urchin Pool (EL 1): A deep puddle of warm (but not damagingly so) water stretches across the floor here. The pool is 2 feet deep at its deepest point, and a single harpoon urchin rests near the center.

Tactics: The urchin fires at any character who steps into the puddle.

Harpoon Urchin: CR 1; Diminutive magical beast; HD 1d10+2; hp 8; Init +3; Spd 0 ft., climb 0 ft.; AC

12, touch 8, flat-footed 10; Base Atk +1; Grp -16; Atk spine +8 ranged (1d4 plus poison); Full Atk spine +8 ranged (1d4 plus poison); Space/Reach 1 ft./0 ft.; SA Poison; SQ Immunity to fire, preternatural awareness; AL N; SV Fort +4, Ref -2, Will +3; Str 1, Dex 2, Con 14, Int 2, Wis 16, Cha 3.

Skills and Feats: Climb +12; Weapon Focus (spine).

SA – Poison (Ex): Injury, Fortitude DC 12, initial damage 1d6 Str, secondary damage paralysis for 2d4 minutes.

SQ – Preternatural Awareness (Ex): A harpoon urchin can sense the presence of everything within 30 feet that touches the water by detecting vibration and tiny current shifts. It uses its Wisdom modifier in place of its Dexterity modifier to determine its initiative and ranged attack bonuses.

Area 2-12 – Dead Fall:

To the north, the smooth passageway abruptly becomes irregular brown stone. A ratty tapestry depicting knights slaying a dragon hangs from a tarnished rod, concealing what lies beyond. A scrap of white cloth attached to the tapestry bears wavering runes.

The runes on the sign read "Bathing Room – No Peeking!" in Ignan.

Trap: A thin tripwire is strung just north of the tapestry. Tripping it causes several 3-foot-long dead spiders to tumble from a large wooden box attached to the ceiling. The mephits in area 2-13 wanted to protect their lair, and their brilliant trap involved the spiders biting and poisoning the victims. However, the mephits forgot to feed their trap.

Dead Spider Trap: CR -; mechanical; location trigger; manual reset; Search DC 15; Disable Device DC 15.

Area 2-13 – Bathing Room (EL 9):

A shimmering lava pool fills most of this small chamber. Three spindly, impish creatures that look to be composed of magma recline on a rock in the pool's center, dangling their feet into the molten fire. They look at you in surprise.

"How did you get past our brilliant spider trap?" one asks.

"Yeah – their venom could kill an army of flymen," says another. They look at you curiously and bear their sharp teeth.

Three magma mephits amuse themselves by allying (temporarily) with Immolius and claim this cave as their territory. The mephits are malicious but not immediately dangerous. They chat with the PCs for

entertainment, but offer no truths about anything unless they feel like it. They are adept at creating untrue, plausible stories. When they grow bored or the PCs attack them, they pull their favorite trick – they combine their forms and become a single greater fire elemental.

Tactics: The mephit-elemental fights from the lava pool if it can, denying opponents the ability to flank it. It can pass through the tunnel separating areas 2-13 and 2-12 by briefly turning back into mephits, but it does not pursue foes that flee beyond area 2-12. (Instead, the mephits reappear, cackling madly at their foes.)

Greater Fire Elemental: CR 9; Huge elemental (extraplanar, fire); HD 21d8+84; hp 178; Init +12; Spd 60 ft.; AC 24, touch 16, flat-footed 16; Base Atk +15; Grp +28; Atk slam +22 melee (2d8+5 plus 2d8 fire); Full Atk 2 slams +22 melee (2d8+5 plus 2d8 fire); Space/Reach 15 ft./15 ft.; SA Burn; SQ Damage reduction 10/-, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold; AL LE; SV Fort +11, Ref +20, Will +9; Str 20, Dex 27, Con 18, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +14, Spot +14; Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (slam).

SA – Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a DC 24 Reflex save or catch on fire. A burning creature can take a move action to put out the flame.

Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a DC 24 Reflex save.

Area 2-14 – Bezentaine's Tomb (EL 6): The door to this chamber is locked and secured with arcane lock (Open Lock DC 35).

Three shallow steps ascend to a platform in this chamber's center. On the platform rests a large stone casket. The image of a knight clutching a longsword and shield is carved into its surface.

Immolius has not yet entered this chamber because he senses powerful magic and the presence of his ancient enemy.

Trap: Any living creature that opens the casket falls victim to a trap that compels him to slay all nearby creatures. If he does, he then moves out into the hall to find more creatures to slay. The effect is permanent, and lasts until the victim dies or a *break enchantment* (against caster level 11) removes the *curse*.



Compulsion Trap: CR 6; magical; location trigger; no reset; victim is compelled to slay nearby creatures, DC 21 Will save resists; Search DC 31; Disable Device DC 31.

Development: When the PCs look into the sarcophagus, the *sword of Bezentaine* speaks.

A weary voice sounds from within the casket. "Greetings to you, whoever you are. I am Bezentaine. Once I was a man. Now I am an object, and a forgotten one at that. Tell me: how long have I been keeping my bones company? What is the year?"

Bezentaine has been in the casket for over 150 years, a fact that astounds him. Once he overcomes his shock, he willingly answers any questions the PCs have. He tells them his history and that of Soranna (see the Background Story section) and asks them about the current state of the caves and, heartbroken, about Soranna. He listens with small interest, though if the PCs tell him about Immolius, he responds angrily.

"The efreeti? He lives? Bah! Now that I can see the light again, I will also see him destroyed!"

In any case, Bezentaine agrees to accompany the PCs, at least until he has a chance to recover his senses and figure out if this new world has anything

to offer him. Unfortunately, his years in shadow have clouded his memory, and his knowledge of the dungeon's secrets (such as areas 3-5, 3-6, 3-15, and 3-16) is sketchy at best.

Treasure: Within the casket is Bezentaine's old, scorched skeleton. He wears +1 *full plate* and carries a +2 *heavy steel shield* and the *sword of Bezentaine*; see page 39 for more information.

Area 2-15 – Ziz Ka-Seer's Sitting Room (EL 0 or 7):

This room is well appointed. Several wrought iron benches and chairs with purple cushions stand about the room. A wrought iron cabinet stands against the far wall, and bottles of wine and other spirits are visible through the mesh design on its doors. A silver chandelier hangs from the ceiling, flames burning steadily in its wide, dripless red candles. In the far corner a spiral staircase winds down into shadow.

The light from this area is visible up to 30 feet away.

This chamber functions as Ziz's sitting room. He plans to use it to meet and impress potential allies. He also reclines on the benches, reading war histories, when not involved in overseeing Immolius's affairs or conducting his own schemes.

A pair of eyeholes is drilled into the north wall, allowing Ziz to keep an eye on this room if he likes. A hinged metal cover in area 2-16 shuts them when not in use.

The stairs spiral 25 feet down to area 3-1.

Traps: If Ziz is aware of intruders in the complex (for instance, if the PCs triggered the alarm in area 2-6), he has scattered scroll-cast *glyphs of warding* throughout the room. One *glyph* triggers when the PCs pass more than 5 feet into the room, another if they pass more than 15 feet into it, and a third when they set foot on the stairs.

Glyphs of Warding (3): CR 4; magical; location trigger; no reset; 4d8 sonic damage, DC 14 Reflex save half; Search DC 28; Disable Device DC 28.

Development: If Ziz is aware of intruders, he keeps tabs on this room through the eyeholes in the north wall (and via the noisy *glyphs of warding*). He prepares himself accordingly (see below) and strikes after the PCs trigger the first *glyph*, hoping to draw them into the second while they battle. See area 2-16 for his tactics.

Treasure: The wine and spirits in the cabinet are worth 1,000 gp. They weigh 30 pounds.

Area 2-16 – Ziz Ka-Seer's Chambers (EL 11):

This small chamber holds a wrought iron bed, chair, and desk. Several sheaves of parchment, an inkbottle, and a cup of quills stand on the desk.

This room is Ziz Ka-Seer's personal quarters. If the PCs have made it this far without alerting him, they probably surprise him here. When the PCs encounter Ziz Ka-Seer, show them handout F.

Ziz, a tiefling cleric with a penchant for fire magic, entered the caves several weeks ago, curious about Immolius's elemental summons. He allied himself with the efreeti and now serves as his second-in-command, taking care of details while Immolius devises new ways to increase his power. In return for Ziz's loyalty, Immolius has granted the cleric many wishes, which make him a dangerous opponent.

Ziz is an imposing figure: he floats just above ground level and is enclosed in black plate mail with red highlights. A black velvet cloak hangs from his shoulders. His gray hair seems to move as if in a light breeze and his eyes burn with confidence. He clutches a flaming mace in one mailed hand; two similar maces float close by.

Tactics: If given time to prepare, Ziz casts *entropic shield*, *divine power*, and *spell resistance* before entering combat. He allows his *dancing maces* to pound his opponents and trusts his formidable defenses to protect him while he casts *mass inflict light wounds* and spontaneously casts some of his other spells as *inflict damage* spells. He smites an opponent when he thinks it can kill her, uses his spells to counter whatever the PCs throw at him, and reads his scroll of *mass inflict moderate wounds* if they wear down his defenses. After his contingent *cure critical wounds* activates, Ziz continues to fight until reduced to 40 hit points or fewer, at which point he flees via *meld into stone*. If forced to do the latter, he uses a scroll of *sending* to alert Immolius of the PCs' presence and, after giving them a good head start, follows them to the lower level, hoping to hit them from behind as they battle Immolius.

Treasure: A small iron casket beneath the bed holds Ziz's wealth: 200 platinum pieces and two pink diamonds (worth 2,000 gp each).

Ziz Ka-Seer, male tiefling Clr9: CR 11; Medium outsider (native); HD 9d8+18; hp 94; Init +6; Spd 30 ft.; AC 27, touch 14, flat-footed 26; Base Atk +6; Grp +9; Atk heavy mace +11 melee (1d8+4); Full Atk heavy mace +11/+6 melee (1d8+4); SA *Darkness*, *dancing maces*, *flaming burst* weapons, Ziz's pun-

ishment; SQ *Contingency* effects, darkvision 60 ft., float, immunity to fire, resistance to cold 5 and electricity 5, *shield of faith*; AL NE; SV Fort +9, Ref +6, Will +11; Str 16, Dex 14, Con 15, Int 15, Wis 18, Cha 9.

Skills and Feats: Concentration +18 (includes bonus from Combat Casting), Knowledge (the planes) +14, Spellcraft +14, Use Magic Device +11; Blind-Fight, Combat Casting, Improved Initiative, Weapon Focus (heavy mace).

SA – *Darkness* (Sp): Ziz can use *darkness* once per day (caster level 9th).

SA – *Dancing Maces* (Su): When Ziz enters combat, two floating weapons appear at his sides. These weapons are identical to the weapon he wields (they are +1 *heavy maces* in this case) and strike at his enemies of their own accord, as if possessed of the *dancing* property (attacking adjacent opponents using Ziz's base attack bonus).

SA – *Flaming Burst Weapons* (Su): All weapons Ziz wields (and those that appear due to his *dancing maces* ability) have the *flaming burst* property.

SA – *Ziz's Punishment* (Sp): Once per day, Ziz can use *baleful polymorph* as a spell-like ability (caster level 9, save DC 13), except that he can only use it to *polymorph* the target into a lemure.

SQ – *Contingency Effects* (Sp): Both Immolius and Ziz want to keep the cleric alive, and the liberal use of *wishes* provides him with many safeguards. When Ziz falls to 80 hit points or fewer, *fire shield* (warm shield) and *stoneskin spells* (both

caster level 10) activate. When he falls to 30 hit points or fewer, a *cure critical wounds spell* (also caster level 10) activates. If Ziz dies, a *sending* alerts Immolius of the fact. Each of these effects occurs only once (unless Ziz and Immolius work to reestablish them).

SQ – *Float* (Su): Ziz does not walk, but instead floats about 6 inches off the floor. He can also traverse relatively stable liquid surfaces, like lava or calm water. This ability allows him a speed of 30 feet despite his heavy armor.

SQ – *Shield of Faith* (Sp): A *shield of faith* constantly protects Ziz, granting him a +3 deflection bonus to his AC.

Spells (6/6/6/5/4/2, DC 14 + spell level): 0-level – *cure minor wounds, detect magic, guidance, light, purify food and drink, read magic*; 1st-level – *bles, burning hands*, divine favor, doom, entropic shield, sanctuary*; 2nd-level – *aid, augury, enthrall, resist energy, shatter*, zone of truth*; 3rd-level – *bestow curse, contagion*, dispel magic, invisibility purge, meld into stone*; 4th-level – *dismissal, divine power, wall of fire**; 5th-level – *mass inflict light wounds*, spell resistance*. *Domain spell.

Domains: Destruction, Fire.

Possessions: +2 *full plate*, +1 *heavy steel shield*, +1 *heavy mace*, +1 *cloak of resistance*, potions of *cure serious wounds* and *freedom of movement*, scrolls of *gaseous form, glyph of warding* (x3; maybe already used), *mass inflict moderate wounds*, and *sending* (x2).

Mount Rolnith Caves, Level 3

This level is originally of duergar make, but Soranna modified it to suit her own purposes. Immolius, superstitious and searching for esoteric ways to bolster his power, felt confined in the narrow corridors and ordered his forces to enlarge them. Thus, much of the level is now natural stone (the irregular areas on the map), but a few walls, doors, and rooms remain that speak of the previous occupants.

The mountain is still uneasy. It rumbles. Pebbles and larger rocks fall from the ceiling and steam vents form cracks in the walls and floor.

Ceiling height varies; it is 10 feet in the constructed rooms and 15 feet or more in the expanded caverns. This level is unlit unless otherwise noted.

Secret doors on this level have the statistics presented below, along with other walls and doors as below unless noted otherwise in the text:

Masonry Stone Wall: 5 ft. thick (at least); hardness 8; hp 900; Break DC 65; Climb DC 25.

Unworked Stone Wall: 5 ft. thick (at least); hardness 8; hp 900; Break DC 65; Climb DC 20.

Iron Door: 2 in. thick; hardness 10; hp 60; Break DC 28.

Stone Secret Door: 4 in. thick; hardness 8; hp 60; Break DC 28; Search DC 25.

Wandering Monsters

The PCs have a 10% chance (1-2 on 1d20) every 30 minutes of experiencing a random encounter. Determine the nature of this encounter by rolling 1d6.

1d6	Encounter
1	Fiery magic blast
2	Falling rocks
3	Steam vent
4-6	Rumbling

The following statistics are provided for easy reference.

Fiery Magic Blast: CR 5; magic; random trigger; 1d4+7 fire to 10-foot area; DC 16 Reflex half.

Falling Rocks: CR 4; natural; random trigger; Atk +15 melee (6d6, rocks) multiple targets (all targets in two adjacent 5-ft. squares).

Steam Vent: CR 3; natural; random trigger; 5d4 fire in 15-ft. cone, DC 11 Reflex half.

Rumbling: The mountain shudders and rumbles. Pebbles rain from the ceiling and bounce on the ground. (You may replace this result with other mood-enhancing, harmless effects.)

Areas of the Map

Area 3-1 – Entrance:

The stairs spiral down into a large, natural cavern. Some portions of the wall appear melted, while others were obviously worked with mining tools. Chunks of gray flagstone lie about. To the east, the cavern abruptly merges with a corridor of the type seen on the level above: regular and smooth. A few of the puzzle-piece blocks at the entrance have been pried away.

This room is empty. There is a secret door in the eastern section of the south wall (see stats above).

Area 3-2 – Chamber of Runes (EL 7):

Diagrams, symbols, and chalked, occult patterns cover every surface of this large chamber. They appear in maddening profusion and with no discernible order. The mountain rumbles.

Immolius is a great believer in obscure rituals that he thinks might help him gather strength in this world. However, he does not really know what he is doing in this regard, and this chamber's unstable energies interact with the volcano and the earth beneath. The presence of living creatures disrupts the balance.

A DC 25 Knowledge (arcana) or Knowledge (the planes) check reveals the purpose behind the runes: an attempt to harness the volcano's power. A character who succeeds on this check by 5 or more realizes that the attempt is a failure and discerns the consequences of entering the cavern (see below).

Trap: When a creature moves into this chamber, the earth shudders. Pebbles and larger rocks drop from the ceiling to clatter and crack on the floor. A vent snaps open in the floor and bellows steam.

These occurrences grow more violent the further the creature moves into the cavern. If a creature moves more than 25 feet in, the chamber shakes, huge slabs of rock crash down, and steam vents crack open in the floor and walls. The effects persist

for 3 rounds before the chamber subsides again into peace – though for how long is for you to decide.

Falling Rock and Steam Blasts: CR 7; magical; location trigger; no reset; 4d6 bludgeoning damage and 4d6 fire damage per round, DC 19 Reflex save half; Search DC -; Disable Device DC -.

Area 3-3 – Statue Hall:

The southern wall of this large cavern is composed of the smooth, puzzle-piece-shaped flagstones of the upper level. A dozen or so statues of humanoids stand near the wall. Some are tipped over, broken, or melted.

Soranna used flesh to stone on her enemies and transported them here as trophies. Immolius's minions destroyed some of them in their recent construction efforts, but about half of them remain intact.

There is a secret door in the south wall. See page 19 for its stats.

The statues are as follows:

- A masked woman wielding a rapier and a dagger.
- A bearded man in a robe, clasping a staff, with large scorpions swarming over his shoulders.
- A man in mail wielding a shattered greatsword. His head is missing.
- A bristling dire weasel. Its tail is snapped off and lies nearby.
- A terrified young girl. Her left arm is melted away.
- A worried young man clasping his hands at waist level. Bits of his head, arms, and legs have been melted, but still visible is his signet ring, which bears the symbol of a nearby nation's royal family.
- A pair of boots. The rest of the statue has been broken away and lies in pieces, scattered about. (It was an elven archer.)
- A haughty woman in a crown, toppled on her side, holding a dagger behind her back.
- On the ground and broken into many pieces, a sad-looking dwarf with a mace.
- A halfling minstrel carrying a mandolin. His upper torso has fallen off and lies cracked near his legs.
- A serene orc, clad in a bearskin, wielding two short clubs. He lies facedown, his feet melted into slag.
- The head of a frightened old man.
- An armored woman crouched over a spear. Draconic wings emerge from her back.

This is an excellent area to plant adventure hooks and campaign mysteries.

Area 3-4 – The Screaming Collection (EL 6+):

The elements are restless in this cavern. The air shrieks and carries wisps of fire. The ground buckles and heaves, almost appearing liquid. Steam wafts from vents to swirl in the air, joining the chaos. Through it all, barely visible, are several short, obsidian pillars standing about, holding various objects. An axe, maybe? A wand?

Immolius's rituals bind elemental spirits to this chamber but are unable to control them. The spirits scream through the cavern, looking for living creatures that may house their essences for a time.

Trap: A living creature that moves more than 10 feet into this chamber is the subject of an intangible attack. The swirling energies bear down on him and enter his body through mouth, nose, ears, and skin. If he fails a Will save, over the course of a single painful round he transforms into a Large air, earth, or fire elemental (equal chance for each, or select one appropriate for the character's personality and physical traits). The elemental then battles the remaining party members. When the PCs slay such an elemental, their companion reappears, shaken but unharmed. While the elemental is present, the possessed PC blacks out and has no knowledge of what is going on. After the initial attempt at possession, the spirits do not threaten the PCs further unless they reenter the room.

In addition to gaining experience points for overcoming the trap, award the PCs XP for the elementals they defeat.

Elemental Spirit Trap: CR 6; magical; location trigger; no reset; victim turns into a Large air, earth, or fire elemental, DC 17 Will save negates; Search DC -; Disable Device DC -.

Treasure: Before capturing the elemental spirits, Immolius used this chamber to hold some of the items he stole from previous adventurers or brought with him from the Plane of Fire. The PCs can find a masterwork adamantite dwarven waraxe, a fist-sized, uncut amethyst (worth 750 gp), a *wand of cure minor wounds*, a *hat of disguise*, and a *Q's feather token (whip)*.

Large Air Elemental: CR 5; Large elemental (air, extraplanar); HD 8d8+24; hp 60; Init +11; Spd fly 100 ft. (perfect); AC 20, touch 16, flat-footed 13; Base Atk +6; Grp +12; Atk slam +12 melee (2d6+2); Full Atk 2 slams +12 melee (2d6+2); Space/Reach 10 ft./10 ft.; SA Air mastery, whirlwind; SQ Damage reduction 5/-, darkvision 60 ft., elemental traits; AL N; SV Fort +5, Ref +13, Will +2; Str 14, Dex 25, Con 16, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +5, Spot +6; Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Weapon Finesse.

SA – *Air Mastery (Ex):* Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

SA – *Whirlwind (Su):* The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 4 rounds. The elemental's movement while in whirlwind form does not provoke attacks of opportunity. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space. A creature one or more size categories smaller than the elemental must succeed on a DC 16 Reflex save when it comes into contact with the whirlwind or take 2d6 points of damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a -4 penalty to Dexterity and a -2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet.

An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.

Large Earth Elemental: CR 5; Large elemental (earth, extraplanar); HD 8d8+32; hp 68; Init -1; Spd 20 ft.; AC 18, touch 8, flat-footed 18; Base Atk +6; Grp +17; Atk slam +12 melee (2d8+7); Full Atk 2 slams +12 melee (2d8+7); Space/Reach 10 ft./10 ft.; SA Earth mastery, push; SQ Damage reduction 5/-, earth glide, darkvision 60 ft., elemental traits; AL N; SV Fort +10, Ref +1, Will +2; Str 25, Dex 8, Con 19, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +6, Spot +5; Cleave, Great Cleave, Power Attack.

SA – *Earth Mastery (Ex):* An earth elemental

gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

SA – Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

SQ – Earth Glide (Ex): An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Large Fire Elemental: CR 5; Large elemental (fire, extraplanar); HD 8d8+24; hp 60; Init +9; Spd 50 ft.; AC 18, touch 14, flat-footed 13; Base Atk +6; Grp +12; Atk slam +10 melee (2d6+2 plus 2d6 fire); Full Atk 2 slams +10 melee (2d6+2 plus 2d6 fire); Space/Reach 10 ft./10 ft.; SA Burn; SQ Damage reduction 5/-, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold; AL N; SV Fort +5, Ref +11, Will +2; Str 14, Dex 21, Con 16, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +5, Spot +6; Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse.

SA – Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a DC 17 Reflex save or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame.

Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a Reflex save.

Area 3-5 – Warded Room (EL 10):

This rectangular room is composed entirely of white-veined, green marble and is filled with clear water. The bottom looks to be a uniform 15 feet below the surface. The lake stretches away into darkness, but 30 feet from the shore is a small, circular island of marble 15 feet in diameter.

Soranna created this chamber, and Immolius has yet to discover it.

This area contains numerous magic protections, but they do not activate until an intruder approaches the door.

The door on the east wall is marble and allows access to a small chamber that Soranna used as a vault. A small slit next to the door is just the right size to *receive the sword of Bezentaine*, and sliding it in opens the door.

Magically Reinforced Stone Door: 4 in. thick; hardness 16; hp 120; Break DC 48.

Trap: The door itself is not trapped, but the 5-foot area in front of it is. Anyone stepping up to the door without speaking the password ("ha'mellia!") triggers a series of magical effects, among them a *glyph of warding* that propels the offender backward 25 feet, into the pool (see sidebar for more details on this new variation on *glyph of warding*). When this happens, read or paraphrase the following.

The water in the pool boils – bubbles and froth writhe on the surface, and steam vents from it. Bright yellow runes flash in a line along the walls, one after the other. Within each flash appears a ferocious, toothy fish that plunges into the water. The runes flash rapidly around the chamber, releasing over a dozen such fish into the pool. A burst of blue light over the island then reveals three huge glyphs floating in the air, which vanish, leaving three snake-tailed creatures in their wake.

The runes release devil fish (vicious, demonic fish with barbed fins) into the pool, which quickly go

New Glyph of Warding Option

Two types of *glyphs of warding* exist – blast glyphs and spell glyphs. Usually, blast glyphs simply deal damage, but a slight variation of the spell allows another option.

Instead of dealing damage with a *glyph of warding*, the caster may elect to have it blast the victim backward 5 feet per caster level (maximum 25 feet, or 50 feet for a *greater glyph of warding*). A successful Reflex save halves this distance (round down to the nearest 5-foot increment). If the path is obstructed, the victim takes 1d6 points of damage for every 5 feet he would have traveled and falls prone. The obstruction takes the same damage; if it is a creature, it may attempt a Reflex save to dodge out of the way.

about polluting the water and attacking anything within. (These particular devil fish have the added benefit of being immune to fire.) The creatures appearing on the rocky island are fiendish aquarrans, who launch electricity attacks at intruders. The steam grants all creatures concealment (20% miss chance).

The trap also causes all liquid within the chamber to boil. This includes the lake, obviously, but affects the PCs' potions as well. A PC who drinks a boiling potion takes 2d6 points of fire damage.

The trap's effects persist for 12 rounds. After this time, the water cools (as do the PCs' potions) and the devil fish and aquarrans, if still alive, return to their home planes.

Linked *Glyph of Warding* Trap: CR 5; magical; location trigger; no reset; victim blasted 25 feet back (a DC 19 Reflex save halves this distance; see sidebar for more information); Search DC 29; Disable Device DC 29.

Fiendish Aquarrans (3): CR 2; Medium outsider (Water); HD 3d8+6; hp 19; Init +1; Spd 20 ft., swim 60 ft.; AC 18, touch 11, flat-footed 17; Base Atk +3; Grp +6; Atk trident +6 melee (1d8+4), or trident +4 ranged (1d8+3), or electricity +4 ranged touch (2d6 electricity); Full Atk trident +6 melee (1d8+4, trident) and tail slap +4 melee (1d4+1 plus 1d6 electricity), or trident +4 ranged (1d8+3), or electricity +4 ranged touch (2d6 electricity); SA Electrical discharge, improved grab, thrash, smite good; SQ Amphibious, electricity immunity, underwater sense, cold and fire resistance 5, spell resistance 6; AL NE; SV Fort +5, Ref +6, Will +5; Str 16, Dex 13, Con 14, Int 13, Wis 14, Cha 11.

Skills and Feats: Diplomacy +3, Escape Artist +7, Hide +7, Intimidate +3, Listen +8, Move Silently +7, Search +7, Spot +8, Wilderness Lore +5; Lightning Reflexes, Multiattack.

SA – Electrical Discharge (Ex): Aquarrans generate electricity within their bodies that can be focused to deliver a shock to their enemies. When submerged, this shock deals 2d6 points of damage to all creatures within 5 feet and 1d6 points of damage to all creatures within 10 feet of the creature. A successful Fortitude save (DC 13) halves this damage. Outside the water, the shock can be focused into an arc of electricity that targets a single creature within 30 feet, dealing 2d6 points of damage on a successful ranged touch attack. The aquarran can use this ability against a creature that it has grappled, in which case it automatically deals 2d6 points of damage to the grappled creature each round.

SA – Thrash (Ex): An aquarran can use a move action to thrash the water around it with its tail. This

does not provoke an attack of opportunity. When the aquarran thrashes, all creatures within 5 feet take a -4 penalty on all Swim checks for one round, and the aquarran gains 25% concealment versus all ranged attacks from creatures farther than 5 feet away.

SA – Smite Good (Su): Once per day a fiendish aquarran can make a normal attack to deal +3 additional damage against a good foe.

SQ – Underwater Sense (Ex): An aquarran can locate creatures underwater within a 30-foot radius. This ability negates the effects of invisibility and poor visibility. It is less effective against creatures without central nervous systems, such as undead, oozes, and constructs. An aquarran can locate such creatures only within a 15-foot radius. Aquarrans are not fooled by figments while underwater.

Devil Fish (14): CR 1/2; Tiny outsider (aquatic, chaotic, evil); HD 1d8+1; hp 5; Init +6; Spd swim 20 ft.; AC 15, touch 14, flat-footed 13; Base Atk +1; Grp -6; Atk bite +3 melee (1d3+1); Full Atk bite +3 melee (1d3+1) and 2 fin rakes -2 melee (1d2); Space/Reach 2 1/2 ft./0 ft.; SA Pollute; SQ Darkvision 60 ft., immunity to fire; AL CE; SV Fort +3, Ref +4, Will +2; Str 13, Dex 15, Con 12, Int 10, Wis 10, Cha 7.

Skills and Feats: Listen +4, Spot +4; Improved Initiative.

SA – Pollute (Ex): Three times per day, a devil fish may infuse a 5-foot sphere of water surrounding it with an inky darkness that allows the fish total concealment; attackers have a 50% miss chance and must guess at the fish's location. The darkness has no effect on the devil fish, since it has darkvision. The ability also has a residual effect of poisoning the water. A solitary devil fish cannot foul any body of water bigger than a large pool, but in a full school, streams and harbors can be choked with its filth. This contact poison has a DC of 22, an initial damage of 1d12 hp, and a secondary damage of 1d6 temporary Constitution damage.

Area 3-6 – Small Vault:

This marble chamber is bare save for a blocky desk at one end. Several objects rest on its surface.

Treasure: Scattered on the desk are several empty vials, a *potion of reduce person* (5th-level), and a thin white tube. This tube has a small cap that can be pried open, revealing a recess that houses a tightly rolled scroll. The scroll contains the arcane spells *color spray* and *mirror image*. The tube's interior is silver and etched with divine symbols; it functions as a *wand of cure light wounds* (50 charges). A +1 *heavy steel shield of arrow catching* leans

against the desk. The shield's front resembles an enormous skull; its mouth opens wide to snare missile weapons.

Area 3-7 – Icy Protection (EL 7): The steel door leading into this room is locked (Open Lock DC 26) and cold to the touch. Within, frost lines the walls.

This bare room is constructed of polished, gray blocks, each two feet square. Two enormous blocky humanoids seemingly carved from ice stand along the south wall.

This chamber and the two beyond it were once Soranna's private sanctum. The temperature here is 20 degrees; it is a bit warmer in areas 3-8 and 3-9, but still below freezing.

Soranna created the ice golems here and magically protected them against her enemies' fire. She left them here when she vanished, and here they remain. Immolius remembers them with anger and fear and has not been able to overcome them.

The golems attack all intruders, but are subservient to Bezentinae. If he accompanies the PCs, he commands them to withdraw.

Tactics: The ice golems use their breath weapons immediately, then close to melee. They fight until destroyed or their opponents flee.

Ice Golems (2): CR 5; Large construct (cold); HD 7d10+30; hp 68; Init -1; Spd 20 ft. (can't run); AC 14, touch 8, flat-footed 14; Base Atk: +5; Grp: +12; Atk slam +7 melee (2d6+3 plus 1d6 cold); Full Atk 2 slams +7 melee (2d6+3 plus 1d6 cold); Space/Reach 10 ft./10 ft.; SA Breath weapon, cold; SQ Construct traits, magic immunity, damage reduction 5/adamantine, resistance to fire 20, immunity to cold, vulnerability to fire; AL N; SV Fort +2, Ref +1, Will +2; Str 17, Dex 9, Con -, Int -, Wis 11, Cha 1.

SA – Breath Weapon (Su): First or second round of combat; blast of cold air, 20-ft. cone directly in front of the golem; Reflex save (DC 15) halves, 5d6 points of cold damage.

SA – Cold (Ex): An ice golem's body generates intense cold, dealing 1d6 points of damage with its touch. Creatures attacking an ice golem unarmed or with natural weapons take cold damage each time their attacks hit.

SQ – Magic Immunity (Ex): An ice golem is immune to all spells, spell-like abilities, and supernatural effects, except as follows. Lightning-based effects *slow* it (as the spell) for 2d6 rounds. Cold-based effects heal all of its lost hit points; the ice golem rolls no saving throw against cold effects. Fire-based spells deal damage normally (though note these ice golems' fire resistance).





Area 3-8 – Prison:

A wall of iron bars bisects this small room. The area beyond the bars is a cell, in which is trapped a man-sized, snakelike humanoid. It lifts a weary head from its tail and looks at you with an unreadable expression.

This area is a holding cell for those who fall victim to the trap in area 3-10. Its occupant, the average salamander Volosizz, was once the leader of all the salamanders allied with Immolius. He ran afoul of the trap several weeks ago and has seen no one since.

Volosizz speaks Common and converses with the PCs if they like, having little else to do. He does not inform the characters of the trap that landed him here, hoping they will fall prey to it; he says that he blacked out one day and when he returned to his senses he was here.

Volosizz tries to convince the PCs to free him. He promises whatever he must to persuade them to do so, but he is conniving and plans to ambush the PCs at an appropriate time in order to win his way back into Immolius's good graces.

The bars are magically reinforced and the door to the cell enhanced with arcane lock.

Iron Bars: 2 in. thick; hardness 20; hp 120; Break DC 45.

Barred Door: 2 in. thick; hardness 20; hp 120; Break DC 45; Open Lock DC 30.

Volosizz, Average Salamander: CR 6; Medium outsider (extraplanar, fire); HD 9d8+18; hp 58; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +9; Grp +11; Atk spear +11 melee (1d8+3/x3 plus 1d6 fire); Full Atk spear +11/+6 melee (1d8+3/x3 plus 1d6 fire) and tail slap +9 melee (2d6+1 plus 1d6 fire); Reach 5 ft. (10 ft. with tail); SA Constrict 2d6+1 plus 1d6 fire, heat, improved grab; SQ Damage reduction 10/magic, darkvision 60 ft., immunity to fire, vulnerability to cold; AL NE; SV Fort +8, Ref +7, Will +8; Str 14, Dex 13, Con 14, Int 14, Wis 15, Cha 13.

Skills and Feats: Bluff +11, Craft (blacksmithing) +19, Diplomacy +3, Disguise +1 (+3 acting), Hide +11, Intimidate +3, Listen +8, Move Silently +11, Search +12, Spot +8; Alertness, Multiattack, Power Attack.

SA – Heat (Ex): A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

Area 3-9 – Soranna's Study:

This bare, cold room holds little besides a stone desk and wooden chair. Sheets of parchment and scraps of paper litter the desk's surface and the floor around it. An iron-banded wooden bucket stands near the desk.

This room was Soranna's study. She took most of her possessions with her when she left and destroyed some others to keep them from falling into enemy hands. She was not as thorough as she could have been, however, and a few items remain.

Treasure: Three of the sheets of parchment on the desk are scrolls, all containing arcane spells. The first bears *protection from arrows* and *knock*, the second *stinking cloud* and *stoneskin*, and the third *ice storm* and *dimension door*.

The scraps of paper are mostly worthless or incomprehensible (containing bits of words and phrases), but a few are complete enough to be legible. Give the players handout G.

The wooden bucket is a *bucket of holding*. It functions exactly as a *bag of holding* (type II), save that it is a bucket. Equipment from those who fall into the trap in area 3-10 appears in the bucket. It currently holds Volosizz's spear.

Sovereign glue affixes the bucket to the floor. Removing the bucket from this room severs its link to the trap, and *teleported* equipment falls to the floor in the bucket's original place.

Area 3-10 – Transporting Pit Trap (EL 5): A pit trap occupies a 15-foot-long area of the hallway. *Illusion* helps conceal the trap.

After Volosizz fell prey to the trap, Immolius tried to think of some way for his minions to bypass it, and inventing a solution was Ziz Ka-Seer's first task. A small cluster of runes appears on the north wall on either side of the pit; a creature that touches one *teleports* to the other, as *dimension door*. A DC 15 Search check allows a character to discover these runes, and a DC 20 Knowledge (arcana) check identifies their use.

A creature passing beyond this point, using the *dimension door* runes or otherwise, triggers a permanent, inaudible *alarm* (caster level 11) that alerts Immolius of intruders.

Trap: A creature that falls into the pit plummets 20 feet before being *teleported*, naked, to area 3-8. The victim's clothing and his equipment appear in the *bucket of holding* in area 3-9. The pit, however, is 40 feet deep. Steel spikes line its bottom. At the



same time the victim *teleports* to area 3-8, the trap creates an *illusion* of his dead body impaled on the spikes at the bottom of the pit.

The trap and all its components reset after 5 minutes.

Transporting Pit Trap: CR 5; mechanical and magical; location trigger; automatic reset (5 minutes); victim transported to area 3-8 and his equipment to area 3-9; Search DC 29; Disable Device DC 24.

Area 3-11 – Immolius's Antechamber:

Runes, diagrams, and geometric shapes cover all surfaces in this cavern. At first glance, the symbols appear laid out at random, but a longer look reveals a faint, growing impression of order.

A flame flickers in the cavern's center, then coalesces into an 11-foot-tall, muscular humanoid with orange-red skin. Flames dance on his head in lieu of hair and lick along his hairless skin. A small stone orbits his head. A glaive is slung across his back, and he holds his arms crossed in front of his chest. "Welcome," he speaks in a rumbling bass. "I am Immolius. You gentlemen have done a splendid job of gaining my interest. What brings you to my domain?"

Show the players handout H. This is not Immolius; it is an *illusion*. Immolius's extensive rituals have produced one small triumph, and that is his ability to use *project image* in this area and in area 3-12. While his phantom self converses with the PCs, Immolius is *invisible* in area 3-12.

Immolius is more curious than afraid. He asks details as to how the PCs bypassed his traps and bested his minions. He sees them as potential allies, and offers them places at his side. He proposes the same conditions that Ziz Ka-Seer accepted: if they agree to serve him, he will grant them

wishes in order to help them do so. To cement their loyalty, the first *wish* he grants to them is one of uncompromising loyalty to him and an oath never to harm him, directly or indirectly, or, through inaction, allow him to be harmed. If the PCs take Immolius up on this offer, he carries through with his end of the bargain – but the only way the PCs will be free from his service is if someone else shows up and slays the efreeti.

If the PCs rebuff or attack Immolius, the efreeti laughs before vanishing. He waits for them in area 3-12.

Area 3-12 – Immolius's Chambers (EL 12): This chamber is almost identical in appearance to area 3-11, save that a stone bookshelf on one wall holds several thick tomes. Immolius spends most of his time here, researching new ceremonies and trying anything he can to enhance his powers.

Tactics: Immolius waits until the PCs move into the room before swooping down from behind them and attacking, becoming visible (and gaining his sneak attack damage) as he does so. He laughs loudly, saying, "You should have accepted my offer, mortals! Now you will burn!"

Immolius's tactics are straightforward, as he enjoys melee combat. While *invisible* he casts *bull's strength* on himself and uses *detect good* to pinpoint the best target. He smites a good PC on his first attack, hoping to overwhelm and kill an opponent early. He uses *quicken scorching ray* for the first 3 rounds in addition to his attacks, targeting the same opponent he attacks. He eliminates wizard-types first, then rogues, clerics, and finally fighters. If reduced to 25 hit points or fewer, he flees via *invisibility*, *gaseous form*, and/or *polymorph self*. He then casts *cure moderate wounds* and *cure light wounds* on himself and attempts to join with Ziz Ka-Seer, if the cleric still lives, who can further heal his wounds. He tracks down the PCs with a vengeance.

Immolius, Male Efreeti Blackguard4: CR 12; Large outsider (extraplanar, fire); HD 4d10+10d8+28; hp 95; Init +7; Spd 15 ft. (armor – base 20 ft.), fly 30 ft. (armor – base 40 ft.) (perfect); AC 26, touch 10, flat-footed 25; Base Atk +14; Grp +25; Atk glaive +21 melee (2d8+11/x3); Full Atk glaive +21/+16 melee (2d8+11/x3) or 2 slams +20 melee (1d8+7 plus 1d6 fire); Space/Reach 10 ft./10 ft. (15 ft. with glaive); SA Aura of despair, change size, heat, smite good 1/day, sneak attack +1d6, spell-like abilities; SQ Aura of evil, command undead, dark blessing, darkvision 60 ft., detect good, immunity to fire, plane shift, poison use,

telepathy 100 ft., vulnerability to cold; AL LE; SV Fort +16, Ref +14, Will +13; Str 24, Dex 17, Con 14, Int 12, Wis 15, Cha 17.

Skills and Feats: Bluff +16, Craft (calligraphy) +14, Concentration +19, Diplomacy +11, Disguise +3 (+5 acting), Intimidate +22, Listen +15, Move Silently +16, Sense Motive +15, Spellcraft +14, Spot +15; Cleave, Combat Reflexes, Improved Initiative, Improved Sunder, Power Attack, Quicken Spell-Like Ability (scorching ray).

SA – *Aura of Despair (Su)*: Immolius radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

SA – *Change Size (Sp)*: Twice per day, Immolius can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (Immolius chooses when using the ability), except that the ability can work on Immolius. A DC 14 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

SA – *Heat (Ex)*: Immolius's red-hot body deals 1d6 points of extra fire damage whenever he hits in melee, or in each round he maintains a hold when grappling.

SA – *Smite Good (Su)*: Once a day, Immolius may attempt to smite good with one normal melee attack. He adds +3 to his attack roll and deals 4 extra points of damage. If he accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.

SA – *Spell-Like Abilities*: At will – *detect magic*, *produce flame*, *pyrotechnics* (DC 15), *scorching ray* (1 ray only); 3/day – *invisibility*, *wall of fire* (DC 17); 1/day – grant up to three *wishes* (to nongenies only), *gaseous form*, *permanent image* (DC 19), *polymorph* (self only). Caster level 12th. The save DCs are Charisma-based.

SQ – *Aura of Evil (Ex)*: The power of Immolius's aura of evil (see the *detect evil* spell) is equal to his blackguard level (4).

SQ – *Command Undead (Su)*: Immolius can command and rebuke undead. He commands undead as a 2nd-level cleric.

SQ – *Detect Good (Sp)*: At will, Immolius can use *detect good* as a spell-like ability, duplicating the effect of the *detect good* spell.

SQ – *Poison Use*: Immolius is skilled in the use of poison and never risks accidentally poisoning himself when applying poison to a blade.

Spells (2/2, DC 12 + spell level): 1st-level – *cause fear*, *cure light wounds*; 2nd-level – *bull's strength*, *cure moderate wounds*.

Possessions: Large +1 glaive, +1 glamered full plate, pale lavender ioun stone (7 spell levels remaining).

Area 3-13 – Illusory Wall: The corridor seems to come to an end here. Immolius created the wall, a *permanent image* (DC 18), to keep Tharaxis at bay. The spider has no desire to leave area 3-15, but Immolius and Ziz ran afoul of it several weeks ago and do not want it interfering with their plans.

Area 3-14 – Wall of Chill:

A shimmering, translucent blue wall stretches across the corridor.

This is a *wall of chill* (see sidebar) that Ziz erected as further defense against Tharaxis. The creature seemed immune to fire attacks, so Ziz dug out an old scroll and created this *wall of chill*. The cold flows toward area 3-15.

Area 3-15 – Chamber of the Guardian (EL 8):

A vast cavern stretches before you. The ceiling is perhaps 50 feet overhead, the floor perhaps 50 feet below you – except there is no floor. In its place is a vast network of white threads, each as thick as an arm, like an immense spider web stretched taut between the walls. In the gaps between the threads you can see farther down, perhaps another 30 feet, to a lake of seething magma. The ruddy light shines up through the web, casting eerie patterns against the walls.

Large chunks of rock, each one perhaps 10 or 15 feet across, float in the air. They are at roughly the same level you are, but bob up and down, alternating between being 15 feet above and 15 feet below your level. The rocks look to have been torn violently from the mountain, as their tops are flat but their bottoms irregular and long, like great stone teeth.

At the cavern's far end, 100 feet away or more, is a ledge with a single, gleaming door.

Show the players handout I. At one time, magic held the floating rock chunks level in the air and bridges stretched from one to another, allowing for easy crossing. Time and Immolius's meddling have disrupted the spells, however, and the rocks now bob in the air.

The rocks are roughly 15 feet apart and 15 feet from the ledges. A character attempting to leap from one to another gains a +2 circumstance bonus on her Jump checks if she waits until her target rock is below her current one, which generally takes 2 rounds (the rocks move 15 feet per round). Characters who fall plummet 50 feet into the giant spider web, which breaks their fall (they take no damage) but holds them fast. Such a character can make a DC 19 Escape Artist or Strength check to pull herself upright and walk on the web; however, she must succeed on such a check each round to avoid being entangled.

A vertical web, gossamer thin and difficult to detect (DC 20 Spot check) stretches from wall to wall before the last two rock chunks, though there is a 10-foot gap between it and the sheet web below. Flying or jumping characters may run into this web and become stuck fast.

The webs are the work of Tharaxis, a half-fiend Huge monstrous spider brought to intelligence by a variant of the *awaken* spell. Soranna gave Tharaxis his mind and bid him guard this area against all comers, and the spider has never questioned her request. He is content here.

The door on the far ledge is magically sealed and reinforced. A slit to the door's right allows *Bezontaine's sword* to slide in, and doing so opens the door.

Magically Reinforced Steel Door: 4 in. thick; hardness 16; hp 120; Break DC 48.

Wall of Chill

Evocation [Cold]

Level: Druid 5, Sorcerer/Wizard 4

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Translucent sheet of cold up to 20 ft. long/level or a ring of cold with a radius of up to 5 ft. per two levels; either form 20 ft. high

Duration: Concentration + 1 round/level

Saving Throw: None

Spell Resistance: Yes

This spell functions like *wall of fire*, except that it deals cold damage.

Arcane Material Component: A bit of ice, snow, or frost.

Tactics: Tharaxis dwells in a cave near the lower web. He waits until one or more intruders have started crossing the cavern, relying on its natural difficulty to separate them, before swooping out of hiding and attacking. He is a canny opponent, and begins any battle with *unholy blight* and strategically placed *darkness* spells to hinder his foes' movement. Tharaxis enjoys throwing webs at opponents and dragging them off the rocks to tumble to his web below. After he has separated and/or incapacitated the intruders, he attacks them individually with his bite. Unless his target is obviously not of good alignment, he smites good on his first melee attack. If reduced to 20 hit points or fewer, Tharaxis retreats to his cave to recover.

Tharaxis, Awakened Half-Fiend Huge Monstrous Spider: CR 8; Outsider (augmented vermin, native); HD 10d10+30; hp 85; Init +3; Spd 30 ft., climb 20 ft., fly 30 ft. (average); AC 19, touch 14, flat-footed 14; Base Atk +10; Grp +24; Atk bite +15 melee (2d6+6 plus poison) or +15 web ranged (special); Full Atk bite +15 melee (2d6+6 plus poison) and 2 claws +12 melee (1d8+3) or +15 web ranged (special); Space/Reach 15 ft./10 ft.; SA Poison, smite good, spell-like abilities, web; SQ Damage reduction 5/magic, darkvision 60 ft., low-light vision, immunity to fire and poison, resistance to acid 10, cold 10, and electricity 10, SR 20, tremorsense 60 ft.; AL NE; SV Fort +10, Ref +11, Will +3; Str 23, Dex 21, Con 16, Int 17, Wis 10, Cha 7.

Skills: Bluff +4, Climb +27, Concentration +9, Diplomacy +4, Hide +18 (+26 in web), Jump +19, Listen +6, Move Silently +18 (+26 in web), Sense Motive +6, Spot +13, Use Rope +11; Combat Reflexes, Flyby Attack, Multiattack, Weapon Focus (bite).

SA – Poison (Ex): DC 18, initial and secondary damage 1d8 Str.

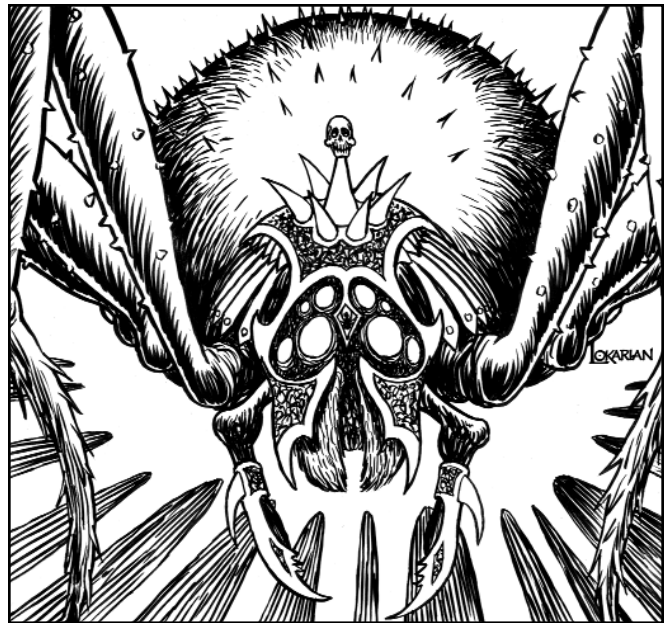
SA – Smite Good (Su): Once per day Tharaxis can make a normal melee attack to deal 10 extra damage against a good foe.

SA – Spell-Like Abilities: 3/day – *darkness*, *poison* (DC 12); 1/day – *contagion* (DC 11), *desecrate*, *unholy blight* (DC 12). Caster level 10.

SA – Web (Ex): Tharaxis can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider.

An entangled creature can escape with a DC 19 Escape Artist check or burst it with a DC 23 Strength check. Both are standard actions.

Tharaxis also creates sheets of sticky webbing. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a suc-



cessful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has 14 hit points, and sheet webs have damage reduction 5/-. Tharaxis's web is immune to fire damage.

Tharaxis can move across his own web at his climb speed and can pinpoint the location of any creature touching his web.

SQ – Tremorsense (Ex): Tharaxis can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with his webs.

Area 3-16 – The Vault:

This square room is composed of silver-flecked gold marble. Shelves are carved into the walls, and wooden desks and tables stand about.

Soranna used this room as a vault to hold most of her treasure. She took much of it with her, but a few items remain.

Treasure: Scattered about the room, the PCs may find an *ebony lesser metamagic rod of empower* topped with a violet glass sphere, a battered copper *ring of sustenance*, a pair of red leather *gloves of Dexterity* +2, an application of *universal solvent* in a shallow clay pot, and a lacquered jewelry box (worth 50 gp). In the box's lower compartment is a *Q's feather token (fan)* and a silver chain sporting a turquoise carved in the shape of a sea turtle (worth 250 gp). In clasps upon the underside of the box's lid are glass vials containing an *elixir of hiding* and *potions of eagle's splendor* and *darkvision*. Propped against the wall is a masterwork quarterstaff with molded grips.

Conclusion

The landscape looks unchanged as you emerge from the caves beneath Mount Rolnith. The volcano still rumbles disconcertingly, and smoke still licks from its peak. Perhaps in time it will settle again, now that you have destroyed the dark forces within it.

If the PCs have the sword of Bezentaine, after they slay Immolius and return to the surface, the spirit laments.

The sword of Bezentaine stirs in its sheath. "My friends," it says in a weary voice. "We have done what I needed to do. The efreeti is dead. This world holds nothing for me any more. I am tired. Please, shatter this blade, that my spirit may be free. I have been too long without my beloved. Perhaps I will find her in the after-life."

The PCs can attempt to reason with Bezentaine, but he does not wish to continue his unlife. If they refuse his wish, he pits his will against his wielder. (See the DMG, Chapter 7: Magic Items, "Intelligent Items," Items Against Characters.)

Eventually, word reaches the surrounding areas of the PCs and their triumph below the mountain. Most members of the populace find it hard to believe that they were in such danger, but they recognize the PCs for the heroes they are and cheer their passage through their lands. They run to them with gifts of bread or vegetables or words of thanks.

For slaying Immolius and making the land safe once again, award the PCs an XP story award as if they had overcome a CR 10 creature. Grant them an additional 500 XP each if they fulfilled Bezentaine's wish and destroyed the sword.

If you wish to advance some of the storylines introduced in this adventure, several options are available. Mount Rolnith may subside again into dormancy, but it may also erupt, and the surrounding people will be in need of heroes to save them from destruction and protect them while they rebuild. Creatures from the Elemental Plane of Fire may come through the portal in area 2-4, and thoughtful PCs would look into sealing or eliminating it. Immolius's rivals might come seeking their enemy and, when they discover that he is slain, may take an interest in the PCs' exploits. Soranna may have accomplished her goal and become a lich – perhaps she is the secret power behind the throne in a nearby kingdom. The ancient duergar fled beneath the world long ago, and perhaps they, or the calamity from which they fled, will appear again.

Appendix 1: New Monsters

The harpoon urchin, klaklin, and fire elemental swarm are entirely new monsters unique to this adventure. The other new monsters presented below – the akyanzi, aquarran, devil fish, ice golem, and lassoo – come from several third-party sources generous enough to allow us to use their creations through the Open Gaming License. If you need even more great monsters, be sure to check out the sources: *Minions: Fearsome Foes* (Bastion Press), *Penumbra Bestiary* (Atlas Games), *Tome of Horrors* (Necromancer Games), and the various adventures available from direkobold.com.

AKYANZI

Small Undead (Fire)

Hit Dice:	1d12 (6 hp)
Initiative:	+3
Speed:	Fly 30 ft. (good)
AC:	16 (+2 natural, +3 Dex, +1 size), touch 14, flat-footed 13
BAB/Grapple:	+0/-4
Attack:	Bite +4 melee (1d4)
Full Attack:	Bite +4 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Eat enchantment, profane sunder
Special Qualities:	Darkvision 60 ft., immunity to fire, smell steel, vulnerability to cold
Saves:	Fort +0, Ref +3, Will +4
Abilities:	Str 10, Dex 16, Con -, Int 11, Wis 14, Cha 10
Skills:	Escape Artist +7, Hide +11, Intimidate +4, Knowledge (arcana) +3, Listen +6, Move Silently +7, Search +4, Sense Motive +4, Spot +6
Feats:	Weapon Finesse
Environment:	Any land and underground
Organization:	Cluster (2-5) or pack (5-20)
Challenge Rating:	1
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	2-3 HD (Small), 4-5 HD (Medium)
Level Adjustment:	–

This disembodied, mummified head swoops through the air, cackling and shrieking. It trails fire as it darts around, sniffing.

Akyanzi, also called sword-eaters, are disproportionately large humanoid heads. Fire wreathes them. How they came to be is unknown, but evil priests and necromancers sometimes employ them to weaken opponents. Akyanzi can sniff out steel, and their greatest joy, if they can experience such an emotion, is shattering metal. Their bite also drains the enchantments from weapons.



AQUARRAN

Medium-size Outsider (Water)

Hit Dice:	3d8+6 (19 hp)
Initiative:	+1
Speed:	20 ft., swim 60 ft.
AC:	18 (+1 Dex, +7 natural), touch 11, flat-footed 17
BAB/Grapple:	+3/+6
Attack:	Trident +6 melee (1d8+4), or trident +4 ranged (1d8+3)
Full Attack:	Trident +6 melee (1d8+4, trident) and tail slap +4 melee (1d4+1 plus 1d6 electricity), or trident +4 ranged (1d8+3)
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Electrical discharge, improved grab, thrash
Special Qualities:	Amphibious, electricity immunity, underwater sense
Saves:	Fort +5, Ref +6, Will +5
Abilities:	Str 16, Dex 13, Con 14, Int 13, Wis 14, Cha 11
Skills:	Diplomacy +3, Escape Artist +7, Hide +7, Intimidate +3, Listen +8, Move Silently +7, Search +7, Spot +8, Wilderness Lore +5
Feats:	Lightning Reflexes, Multiattack
Environment:	Any underground
Organization:	Solitary, pair, or cluster (4-6)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	4-6 HD (Medium) or by character class
Level Adjustment:	+3

This creature has the torso and upper body of a humanoid; its lower body is long and serpentine, reminiscent of a great eel. Scales, fins and other piscine features cover its upper body. Lances of electricity occasionally play across its skin.

These strange creatures hail from the Elemental Plane of Water, where they have a successful society, due in large part to their empathy with the native creatures.

These serpentine creatures live in massive rock shelves that float free all over their home plane. They take what they need from other denizens of the plane, and occasionally cross over to the Material Plane to gather slaves or fulfill some other mission.

Rather than breathing through gills like most aquatic creatures, on the Prime Material Plane aquarrans breathe through the means of two respiratory glands on either side of their throats. These glands can be extracted and used to allow surface dwellers to breathe under-

COMBAT

Akyanzi swoop about a battlefield, searching out weapons to shatter. They make little distinction between friend and foe, and only if they have destroyed all available weapons do they turn their bites on living beings.

Eat Enchantment (Su): Akyanzi are inherently disruptive to a weapon's magical enchantments. Any time a sword-eater comes into contact with an enchanted weapon, whether striking or being struck, that weapon's special abilities are suppressed for 1d4 hours. This is an antimagic effect, rendering the weapon mundane in all ways.

Profane Sunder (Ex): Sword-eaters enjoy the benefits of the Improved Sunder feat, as well as a +8 profane bonus to opposed attack rolls when striking weapons. A sword-eater's bite deals 1d6 points of damage and ignores hardness. Sword-eaters only attack weapons and shields.

Smell Steel (Ex): Akyanzi automatically detect the presence of any steel objects within 100 feet. They are able to determine the general placement of steel objects, no matter how small, but gain no special means of precisely locating secret hiding places or seeing through disguises. This ability does not detect any other materials.



water. The glands must be placed in the creature's mouth to take effect. Each set of glands will allow one creature to breathe underwater for 10 minutes.

Aquarrans resemble the salamanders that roam the Elemental Plane of Fire, having long, serpentine bodies capped by a humanoid torso, head, and arms. Their scales range from pale white to sea greens and blues, and their skin is often blue or green streaked with white or black, depending on their bloodline. The aquarrans' favored weapon is a wicked five-forked trident that they wield with ferocious skill.

These creatures are summoned to the Material Plane by shamans of many underwater races, most often those of the sahuagin or locathah. They summon them to act as shock troops or to guard a location against enemy incursions, and several dozen aquarrans will often be *gated* in before a major battle.

Aquarrans reproduce by laying eggs, which must be incubated in special spawning pools. These pools must be kept in a beneficial condition throughout the gestation process. Eggs hatch into small aquarrans who reach maturity within 6 months of their hatching.

Aquarrans speak Aquan. Some also speak Common, especially if they have an ongoing relationship with someone on the Material Plane.

COMBAT

Aquarrans prefer to fight underwater, where they have the advantage over land-based opponents. They are equally comfortable fighting above ground, however, and show no mercy to anyone in combat.

Electrical Discharge (Ex): Aquarrans generate electricity within their bodies that can be focused to deliver a shock to their enemies. When submerged, this shock deals 2d6 points of damage to all creatures within 5 feet and 1d6 points of damage to all creatures within 10 feet of the creature. A successful Fortitude save (DC 13) halves this damage. Outside the water, the shock can be focused into an arc of electricity that targets a single creature within 30 feet, dealing 2d6 points of damage on a successful ranged touch attack. The aquarran can use this ability against a creature that it has grappled, in which case it automatically deals 2d6 points of damage to the grappled creature each round.

Improved Grab (Ex): In order to use this ability, the aquarran must hit an opponent no larger than Medium with its tail slap attack.

Thrash (Ex): An aquarran can use a move action to thrash the water around it with its tail. This does not provoke an attack of opportunity. When the aquarran thrashes, all creatures within 5 feet take a -4 penalty on all Swim checks for one round, and the aquarran gains 25% concealment versus all ranged attacks from creatures farther than 5 feet away.

Amphibious (Ex): Aquarrans can survive out of the water for 1 hour per 2 points of Constitution.

Underwater Sense (Ex): An aquarran can locate creatures underwater within a 30-foot radius. This ability negates the effects of *invisibility* and poor visibility. It is less effective against creatures without central nervous systems, such as undead, oozes, and constructs. An aquarran can locate such creatures only within a 15-foot radius. Aquarrans are not fooled by figments while underwater.

Feats: Aquarrans have the Multiattack feat, even without the requisite three natural weapons.



DEVIL FISH

Tiny Outsider (Aquatic, Chaotic, Evil)

Hit Dice: 1d8+1 (5 hp)
Initiative: +6
Speed: Swim 20 ft.; 10% can fly 10 ft. (poor)
AC: 15 (+1 natural, +2 Dex, +2 size), touch 14, flat-footed 13
BAB/Grapple: +1/-6
Attack: Bite +3 melee (1d3+1)
Full Attack: Bite +3 melee (1d3+1) and 2 fin rakes -2 melee (1d2)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: Pollute
Special Qualities: Darkvision 60 ft.
Saves: Fort +3, Ref +4, Will +2
Abilities: Str 13, Dex 15, Con 12, Int 10, Wis 10, Cha 7
Skills: Listen +4, Spot +4
Feats: Improved Initiative
Environment: Aquatic
Organization: Solitary or school (5-15)
Challenge Rating: 1/2
Treasure: None
Alignment: Always chaotic evil
Advancement: 2-3 HD (Tiny)
Level Adjustment: –

Slick, smelly oil clouds the water around this toothy fish. Barbs sprout from its many long, waving fins.

Devil fish are not fish. They are evil beings from another plane that befoul any liquid they encounter. Though they are intelligent, they do not speak.

COMBAT

Vicious, bad-tempered, and territorial, devil fish attack any other creature within reach.

Pollute (Ex): Three times per day, a devil fish may infuse a 5-foot sphere of water surrounding it with an inky darkness that allows the fish total concealment. Attackers have a 50% miss chance and must guess at the fish's location. The darkness has no effect on the devil fish, since it has darkvision. The ability also has a residual effect of poisoning the water. A solitary devil fish cannot foul any body of water bigger than a large pool, but in a full school, streams and harbors can be choked with its filth. This contact poison has a DC of 22, an initial damage of 1d12 hp, and a secondary damage of 1d6 temporary Constitution damage.

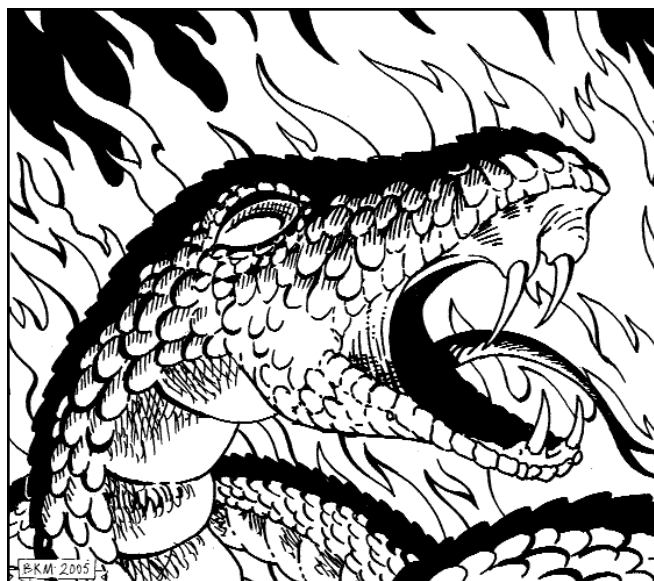
FIRE SNAKE

Small Outsider (Extraplanar, Fire)

Hit Dice: 2d8+2 (11 hp)
Initiative: +3
Speed: 20 ft. (4 squares), climb 20 ft.
Armor Class: 17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14
BAB/Grapple: +2/-2
Attack: Bite +6 melee (1d4 plus paralysis)
Full Attack: Bite +6 melee (1d4 plus paralysis)
Space/Reach: 5 ft./5 ft.
Special Attacks: Paralysis
Special Qualities: Darkvision 60 ft., immunity to fire, outsider traits, vulnerability to cold
Saves: Fort +4, Ref +6, Will +4
Abilities: Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 7
Skills: Balance +14, Climb +14, Hide +10, Listen +8, Spot +8
Feats: Weapon Finesse
Environment: Elemental Plane of Fire
Organization: Solitary or pack (2-5)
Challenge Rating: 1
Treasure: No coins; standard goods (gems only); no items
Alignment: Always neutral
Advancement: 3-5 HD (Small); 6 HD (Medium)
Level Adjustment: –

This creature looks like a snake with reddish-orange scales and stark white eyes without pupils.

A fire snake resembles a normal snake and ranges in size from 2 feet to 6 feet in length. Fire snakes make their homes in fires and rarely journey more than 30 feet from such an open flame. Sages conjecture that fire snakes are some form of larval salamander from the Elemental Plane of Fire.



COMBAT

A fire snake's preferred method of attack is to hide in a nearby fire and then surprise its foes as they come nearby. A fire snake attacks by biting its opponents with its sharp fangs.

Paralysis (Ex): A creature hit by a fire snake's bite must succeed on a DC 11 Fortitude save or be paralyzed for 1d6 minutes. The save DC is Constitution-based.

Skills: Fire snakes have a +4 racial bonus on Hide, Listen, and Spot checks and a +8 racial bonus on Balance and Climb checks. A fire snake can always choose to take 10 on a Climb check, even if rushed or threatened. Fire snakes use either their Strength modifier or Dexterity modifier for Climb checks, whichever is higher.

GOLEM, ICE

Large Construct (Cold)

Hit Dice: 7d10+30 (68 hp)
Initiative: -1
Speed: 20 ft. (4 squares)
Armor Class: 14 (-1 size, -1 Dex, +6 natural), touch 8, flat-footed 14
BAB/Grapple: +5/+12
Attack: Slam +7 melee (2d6+3 plus 1d6 cold)
Full Attack: 2 slams +7 melee (2d6+3 plus 1d6 cold)
Space/Reach: 10 ft./10 ft.
Special Attacks: Breath weapon, cold
Special Qualities: Construct traits, damage reduction 5/adamantine, darkvision 60 ft., immunity to cold, immunity to magic, low-light vision, vulnerability to fire
Saves: Fort +2, Ref +1, Will +2
Abilities: Str 17, Dex 9, Con -, Int -, Wis 11, Cha 1
Skills: -
Feats: -
Environment: Any
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 8-14 HD (Large); 15-21 HD (Huge)
Level Adjustment: -

This automaton is nearly twice as tall as a normal human and seems to be chiseled from ice and snow.

The ice golem is a humanoid formed of roughly chiseled ice, standing 10 feet tall and weighing around 800 pounds. Ice golems at rest appear to be normal ice sculptures and are often mistaken as such (DC 20 Spot check to notice the creature is alive).



COMBAT

An ice golem usually opens combat with its breath weapon. An ice golem never uses weapons or wears armor, preferring to attack with its powerful fists. Fire is an effective means of combating these creatures. (Note that the ice golems in this adventure were given magical resistance to fire by Soranna when she created them. They are an exception to the usual creation process.)

Breath Weapon (Su): Blast of cold air, 20-foot cone, once every 1d4+1 rounds; 5d6 points of cold damage, Reflex DC 15 for half. The save DC is Constitution-based and includes a +2 racial bonus.

Cold (Ex): An ice golem's body generates intense cold, dealing 1d6 points of damage with its touch. Creatures attacking an ice golem unarmed or with natural weapons take this same cold damage each time one of their attacks hit.

Immunity to Magic (Ex): An ice golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

Lightning-based effects *slow* an ice golem (as the spell) for 2d6 rounds. Cold-based effects *heal* all of its lost hit points.

CONSTRUCTION

An ice golem's body must be constructed from a single block of ice weighing at least 1,000 pounds. The ice is treated with magical powders and unguents worth at least 500 gp.

Assembling the body requires a successful DC 15 Craft (sculpting) check.

CL 12th; Craft Construct (see the MM), *chill touch*, *cone of cold*, *geas/quest*, *polymorph any object*, *resist energy (cold)*, caster must be at least 12th level; Price 19,600 gp; Cost 10,050 gp + 765 XP.

HARPOON URCHIN

Diminutive Magical Beast

Hit Dice:	1d10+2 (8 hp)
Initiative:	+3
Speed:	0 ft., climb 0 ft. (see below)
AC:	12 (+4 size, +2 natural, -4 Dex), touch 8, flat-footed 10
BAB/Grapple:	+1/-16
Attack:	Spine +8 ranged (1d4 plus poison)
Full Attack:	Spine +8 ranged (1d4 plus poison)
Space/Reach:	1 ft./0 ft.
Special Attacks:	Poison
Special Qualities:	Immunity to fire, preternatural awareness
Saves:	Fort +4, Ref -2, Will +3
Abilities:	Str 1, Dex 2, Con 14, Int 2, Wis 16, Cha 3
Skills:	Climb +12*
Feat:	Weapon Focus (spine)
Environment:	Warm aquatic
Organization:	Solitary, clump (2-5), or colony (6-12)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Always neutral
Advancement:	2-4 HD (Diminutive), 5-8 HD (Tiny)
Level Adjustment:	–

This small creature is a spiny orange ball. It moves slowly across the ground.

A harpoon urchin is a magic subspecies of urchin, adapted to live in the sulfur-rich waters of thermal hot springs. It resembles a normal urchin in many respects, but its precognizant awareness of its environment makes it a dangerous foe. It launches poison spines at any creature within range, and then slowly crawls over to feed on its victim.

A harpoon urchin is a bit larger than a normal urchin, almost a foot in diameter, with spines up to 4 inches long. It is bright orange with yellow at the tips of its spines.



Harpoon urchins are unintelligent. Some creatures have learned to use harpoon urchin colonies as traps and weapons.

COMBAT

A harpoon urchin can sense everything within the water in a 30-foot radius. It fires its spines at any living creature that moves within range. After paralyzing a victim, the urchin crawls over to it to feed. Sometimes other creatures develop symbiotic relationships with the urchins and are safe from their attacks.

Harpoon urchins effectively have an unlimited supply of spines. They have a 30 foot maximum range with no range increments.

Poison (Ex): Injury, Fortitude DC 12, initial damage 1d6 Str, secondary damage paralysis for 2d4 minutes. The save DC is Constitution based.

Preternatural Awareness (Ex): A harpoon urchin can sense the presence of everything within 30 feet that touches the water by detecting vibration and tiny current shifts. It uses its Wisdom modifier in place of its Dexterity modifier to determine its initiative and ranged attack bonuses.

* **Skills:** A harpoon urchin has a +8 racial bonus on Climb checks.

Movement: Harpoon urchins crawl along the ground at

an agonizingly slow rate, moving about 6 inches in a round (5 feet every minute). They can crawl up walls and along overhangs as easily as on the floor.

KLAKLIN

Klaklin

Medium Monstrous Humanoid

Hit Dice:	2d8+4 (13 hp)
Initiative:	+5
Speed:	30 ft. (6 squares), swim 20 ft. (4 squares)
AC:	17 (+1 Dex, +6 natural), touch 11, flat-footed 16
BAB/Grapple:	+2/+4
Attack:	Claw +4 melee (1d6+2)
Full Attack:	2 claws +4 melee (1d6+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab, poison
Special Qualities:	Darkvision 60 ft., hold breath, immunity to fire
Saves:	Fort +2, Ref +4, Will +3
Abilities:	Str 15, Dex 12, Con 14, Int 9, Wis 11, Cha 10
Skills:	Balance +9, Listen +5, Swim +10*, Spot +4
Feats:	Alertness, Improved Initiative
Environment:	Mountains and underground
Organization:	Group (3-10), clan (10-30), or tribe (31-50)
Challenge Rating:	2
Treasure:	Half standard
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adjustment:	+2

The humanoid stands almost seven feet tall. Plates of grayish-red carapace cover its body, and its overall impression is insectoid and crustacean. Two black, reflective eyes dominate its elongated head, and a straight, cylindrical beak protrudes from its face. Its arms end in long claws. Wrapped about its forearms are two tentacles that twitch and dance.

Klaklin are fierce humanoids that live around volcanoes and other areas of extreme heat. They are reminiscent of lobsters, but their bodies, particularly their heads, are insectoid. They aggressively protect their territory from all comers. Sometimes more powerful creatures, such as red dragons or efreet, dominate klaklin tribes and force them to work for them.

Klaklin are at home in lava and enjoy swimming and bathing in it. The tentacles around their forearms are too weak to carry weapons, but klaklin use them for deft manipulation and moving small objects. Most klaklin are grayish-red, but other colors and combinations of colors are possible, including black, orange, and dark green.

Klaklin speak their own language, which is composed of complex series of clicks they produce by means of armored flaps on their throats. They do not possess vocal cords and cannot speak most other languages.

COMBAT

Klaklin prefer to rush into combat to tear apart their adversaries, but they follow orders from their leaders and occasionally employ more complicated tactics. They use their fire immunity to full advantage and try to drag opponents into magma or boiling water. Klaklin cannot use weapons, but the tendrils around their forearms can hold wands or small darts.

Improved Grab (Ex): To use this ability, a klaklin must hit with a claw attack.

Hold Breath (Ex): A klaklin can hold its breath for a number of rounds equal to ten times its Constitution score.

Skills: *Klaklin feet are clawed, allowing them to maintain their footing on unsure surfaces. A klaklin has a +8 racial bonus on Balance checks.

A klaklin has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.



KLAKLIN, SOLDIER

Medium Monstrous Humanoid

Hit Dice:	4d8+8 (26 hp)
Initiative:	+5
Speed:	30 ft. (6 squares), swim 20 ft. (4 squares)
AC:	19 (+1 Dex, +8 natural), touch 11, flat-footed 18
BAB/Grapple:	+4/+7
Attack:	Claw +8 melee (1d6+3 plus 1d4 and poison)
Full Attack:	2 claws +8 melee (1d6+3 plus 1d4 and poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab, poison
Special Qualities:	Darkvision 60 ft., hold breath, immunity to fire
Saves:	Fort +3, Ref +5, Will +5
Abilities:	Str 17, Dex 12, Con 15, Int 8, Wis 12, Cha 9
Skills:	Balance +9, Listen +7, Swim +11*, Spot +6
Feats:	Alertness, Improved Initiative, Weapon Focus (claw)
Environment:	Mountains and underground
Organization:	Solitary, pair, squad (3-5), or troop (6-11)
Challenge Rating:	3
Treasure:	Half standard
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adjustment:	+3

These klaklin are larger and fiercer than their cousins. They serve as the tribe's elite combatants, and in any klaklin group, 20 to 40 percent of them are soldiers. A soldier klaklin's forearm tentacles end in bony, triangular blades, and the klaklin produces a numbing poison that coats these weapons. When a soldier klaklin hits with a claw attack, the tentacle automatically strikes the victim as well.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d4 Dex. The save DC is Constitution based.

KLAKLIN AS CHARACTERS

Klaklin are intelligent and able to take levels in character classes, but few are disciplined enough to become anything other than warriors. Most klaklin tribes include a shaman, however, who is an adept, cleric, or sorcerer. Klaklin clerics can choose from the Destruction, Fire, and War (favored weapon: claw) domains.

Klaklin characters possess the following racial traits.

- +4 Strength, +2 Dexterity, +4 Constitution, -2

Intelligence

- Medium size.
- A klaklin's base land speed is 30 feet. Its base swim speed is 20 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: A klaklin begins with two levels of monstrous humanoid, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +0, Ref +3, and Will +3.
- Racial Skills: A klaklin's monstrous humanoid levels give it skill points equal to 2 x (2 + Int modifier). Its class skills are Balance, Climb, Listen, Spot, Move Silently, and Swim.
- Racial Feats: A klaklin's monstrous humanoid levels give it one feat.
- +6 natural armor bonus.
- +8 racial bonus on Balance checks.
- A klaklin gains Alertness as a bonus feat.
- Natural weapons (see above): Claws.
- Special Attack (see above): Improved grab.
- Special Qualities (see above): Hold breath, immunity to fire.
- Automatic Language: Klaklin.
- Favored Class: Fighter.
- Level Adjustment: +2.

LASSOO

Medium Aberration

Hit Dice:	3d8+9 (22 hp)
Initiative:	+2
Speed:	5 ft.
AC:	20 (+8 natural, +2 Dex), touch 12, flat-footed 18
BAB/Grapple:	+2/+8
Attack:	Tongue +9 melee touch (special), or bite +8 melee (2d4+6)
Full Attack:	Tongue +9 melee touch (special), or bite +8 melee (2d4+6)
Space/Reach:	5 ft./5 ft. (25 ft. with tongue)
Special Attacks:	Improved grab (tongue)
Special Qualities:	Camouflage
Saves:	Fort +4, Ref +3, Will +4
Abilities:	Str 22, Dex 14, Con 17, Int 2, Wis 12, Cha 5
Skills:	Listen +5, Hide +13, Spot +8
Feats:	Alertness, Weapon Focus (tongue)
Environment:	Underground
Organization:	Solitary or cluster (2-16)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Always neutral
Advancement:	4-5 HD (Medium), 6-9 HD (Large)
Level Adjustment:	-



The stalactite splits vertically, revealing a mouth full of sharklike teeth. A thin, impossibly long tongue snakes out.

The lasso is a rare and unusual predator. It is an upside-down, cone-shaped beast, with a thick muscular foot at its top that it uses to attach itself to cavern ceilings. The lasso's lower portion consists of an alligator-like mouth containing a long, sticky tongue. The beast is covered with a thick, stony hide that makes the lasso look more like a natural stalactite than a living creature. The lasso's tongue can stretch up to 25 feet to grab food. In addition to its deceptive appearance, a lasso relies on a chameleon-like camouflage ability to surprise its prey.

COMBAT

The lasso waits in caverns for tasty creatures to walk beneath it. When a Medium or smaller opponent comes within its range, it attacks with its tongue and uses its improved grab ability to pick up the victim and bring him to its mouth. The lasso's tongue attack is quick; it usually attacks with surprise.

Camouflage (Ex): Like a chameleon, the lasso can change its color to match its surroundings, improving its Hide skill. Lassos have a +10 circumstance bonus to Hide checks. Among stalactites, this bonus improves to +20.

Improved Grab (Ex): To use this ability, the lasso must hit a Medium or smaller creature with its tongue attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it draws the opponent to its mouth and can bite.

SWARM, FINE FIRE ELEMENTAL

Fine Elemental (Fire, Swarm)

Hit Dice:	9d8 (40 hp)
Initiative:	+8
Speed:	Fly 30 ft. (perfect)
AC:	21 (+4 size, +4 Dex, +3 natural), touch 18, flat-footed 17
BAB/Grapple:	+6/-14
Attack:	Swarm (3d6 fire)
Full Attack:	Swarm (3d6 fire)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Burn
Special Qualities:	Darkvision 60 ft., elemental traits, swarm traits, immune to weapon damage, immunity to fire, vulnerability to cold
Saves:	Fort +3, Ref +10, Will +3
Abilities:	Str 3, Dex 19, Con 10, Int 4, Wis 11, Cha 11
Skills:	Listen +8, Spot +8
Feat:	Ability Focus (burn), Alertness, Dodge, Improved Initiative
Environment:	Elemental Plane of Fire
Organization:	Solitary, blaze (2-4 swarms), or inferno (5-8 swarms)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement:	None
Level Adjustment:	–

Innumerable candle flames swirl through the air.

Individually weak, together these miniscule fire elementals form a tangible threat. They are capricious, as likely to cluster and attack as they are to dance madly but leave potential victims alone. They enjoy setting things alight. A fine fire elemental swarm cannot enter water or any other nonflammable liquid.

Fire elementals speak Ignan, though they rarely choose to do so.

COMBAT

Like any swarm, a fine fire elemental swarm seeks to surround and attack anything it encounters. A swarm deals 3d6 points of fire damage to any creature whose space it occupies at the end of its move.

Burn (Ex): Those hit by the swarm's attack must succeed on a DC 16 Reflex save or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution-based.

Any creature that begins its turn with a fine fire elemental swarm in its space must succeed on a DC 16

Fortitude save or catch on fire. The flames burn for 1d4 rounds, as described above. The save DC is Constitution-based.

Swarm Traits: In order to attack, a single swarm moves into opponents' spaces, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it moves all over its prey, but remains a creature with a 10-foot space. Swarms never make attacks of opportunity, but they can provoke attacks of

opportunity.

Unlike other creatures with a 10-foot space, a swarm is shapeable. It can occupy any four contiguous squares, and it can squeeze through any space large enough to contain one of its component creatures.

Swarms are extremely difficult to fight with physical attacks. However, a weapon with a special ability such as frost deals its full energy damage with each hit, even if the weapon's normal damage can't affect the swarm.

Appendix 2: New Magic Items

Soranna's Universal Elemental Weapon: This silver orb is about the size of a fist. The wizard Soranna designed it as a weapon that automatically customizes itself to suit both its wielder and its foes.

When a character grasps the sphere, it changes immediately into a weapon. If the bearer has the Greater Weapon Focus or Weapon Focus feat, it changes into a weapon of the appropriate type. If the bearer has neither feat, the orb changes into a random weapon with which he is proficient. The orb remains in that form until another character grasps it or the bearer releases it for a period of 24 hours. In the former case, it becomes a weapon suitable to its new owner; in the latter, it returns to its natural form.

Soranna's universal elemental weapon is a +2 weapon of the appropriate type. When the wielder successfully hits a creature with the weapon, if that creature has vulnerability to an energy type, the weapon immediately becomes sheathed in that energy (acid, cold, electricity, fire, or sonic) and deals an extra 2d6 points of energy damage with every successful attack. However, Soranna has not perfected this item, and the wielder takes 2d6 points of energy damage every round. When the weapon is sheathed or stowed, it loses its energy properties until it again strikes a creature with energy vulnerability.

Soranna's universal elemental weapon can imbue itself with only one energy type at a time.

Strong transmutation; CL 15th; Craft Magic Arms and Armor, *fireball*, *ice storm*, *lightning bolt*, *M's acid arrow*, *polymorph any object*, and *shout*; Price 24,000 gp.

The Sword of Bezentaine: +1 *keen bastard sword*; AL N; Int 10, Wis 14, Cha 14; speech, 120 ft. vision, and hearing; Ego score 12.

Lesser Powers: Bless 6/day.

Special Purpose: To protect Soranna and slay her enemies. Since Soranna is gone, Bezentaine's purpose is to defeat her ancient enemy Immolius and his minions.

Dedicated Power: Gains the *frost* quality.

Personality: Bezentaine is kind, but he is tired of his existence. He misses Soranna and does not understand why she left him alone in the caves. He resents her for asking him to make such a sacrifice and then discarding him. He wonders what happened to her, but his weariness is overpowering. He hates Immolius and wants to defeat him for good; after that, he wants the sword, himself, shattered, so that his spirit will be free to go to its final rest.

Strong transmutation; CL; Craft Magic Arms and Armor, *keen edge*; Price 16,335.



Appendix 3: Pregenerated Characters

Basic Stats

Character	Yaxon Grey	Valoran	Tinus Pettybags	"Bruiser" (Lynette)
Sex	M	M	M	F
Race	Gnome	Dwarf	Halfling	Human
Class/Level	Fighter 8	Rogue 8	Cleric 8	Wizard 8
CR	8	8	8	8
Size	Small	Medium	Small	Medium
Height	3' 2"	4' 9"	3' 4"	5' 8"
Weight	48 lb.	200 lb.	43 lb.	150 lb.
Alignment	LG	NG	CG	NG
AC	23	21	26	12
Touch AC	14	15	12	11
Flat-footed AC	20	16	25	11
Hit Points	72	32	47	40
Speed	20 ft.	20 ft.	15 ft.	30 ft.
Initiative	+7	+5	+5	+5
Strength	20	10	12	8
Dexterity	16	20	12	12
Constitution	14	10	10	14
Intelligence	8	18	8	19
Wisdom	8	8	20	10
Charisma	8	6	16	11
Fort Save	+8	+4	+7	+5
Ref Save	+5	+13	+4	+6
Will Save	+3	+3	+11	+7
Armor	Mithral full plate	+1 <i>mithral breastplate of silent moves</i>	+2 <i>full plate, heavy steel shield</i>	None
Spells Per Day	None	None	6/6/5/5/4	4/5/4/4/3
Melee Bonus	+14	+6	+8	+3
Ranged Bonus	+11	+11	+8	+5
Melee Dmg Adj.	+5	+0	+1	-1
BAB	+8	+6	+6	+4
Grapple	+9	+6	+3	+3

Domains & Spellbooks

Tinus Pettybags: *Destruction, Fire*

Bruiser 0-*arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*; 1-*comprehend languages, disguise self, feather fall, identify, mage armor, magic missile*; 2-*darkvision, invisibility, mirror image, resist energy, scorching ray, see invisibility*; 3-*dispel magic, displacement, fireball, lightning bolt*; 4-*dimension door, globe of invulnerability, greater invisibility, stonewalk*

Skills & Feats

	Skills	Feats
Yaxon Grey	Climb +16	Combat Reflexes, Greater Weapon Focus (gnome hooked hammer), Improved Critical (gnome hooked hammer), Improved Initiative, Iron Will, Two-Weapon Fighting, Weapon Focus (gnome hooked hammer), Weapon Specialization (gnome hooked hammer)
Valoran	Climb +10, Decipher Script+16, Disable Device +15, Escape Artist +15, Hide +15, Listen +10, Move Silently +20, Open Lock +16, Search +15, Spot +10, Tumble +15, Use Magic Device +9	Point Blank Shot, Precise Shot, Rapid Shot
Tinus Pettybags	Concentration +11	Combat Casting, Improved Initiative, Extra Turning
Bruiser	Concentration +12, Knowledge (arcana) +15, Knowledge (dungeoneering) +12, Knowledge (geography) +8, Knowledge (history) +15, Knowledge (local) +8, Knowledge (the planes) +15, Spellcraft +15	Craft Wand, Greater Spell Focus (transmutation), Improved Initiative, Scribe Scroll, Spell Focus (transmutation), Spell Penetration

Weapons & Equipment

	Weapons	Magic Items	Other Items
Yaxon Grey	+2/+1 <i>gnome hooked hammer</i> , masterwork composite longbow (+2), 20 arrows	<i>Gauntlets of ogre power</i> , two <i>potions of cure moderate wounds</i>	Backpack with water skin, three day's trail rations, bedroll, flint and steel
Valoran	+1 <i>composite longbow of shock</i> , 60 arrows, dagger	<i>Cloak of resistance</i> +2, <i>gloves of Dexterity</i> +2, four <i>potions of cure moderate wounds</i>	Backpack with water skin, three day's trail rations, bedroll, sack, flint and steel, masterwork thieves' tools, grappling hook with 50 ft. of silk rope
Tinus Pettybags	Masterwork sickle, masterwork light crossbow, 20 bolts	<i>Wands of bless</i> (50 charges), <i>cure light wounds</i> (50 charges), <i>doom</i> (50 charges), and <i>inflict light wounds</i> (50 charges); <i>scrolls of bull's strength</i> (x5), <i>dismissal</i> , <i>freedom of movement</i> , <i>neutralize poison</i> , <i>remove curse</i> , <i>spell immunity</i> (8th-level), and <i>water breathing</i>	Backpack with water skin, three day's trail rations, bedroll, sack, 3 sunrods, torch, spell component pouch, holy symbol
Bruiser	Dagger, quarterstaff, crossbow, 20 bolts	<i>Amulet of natural armor</i> +1, <i>cloak of resistance</i> +1, <i>lesser silent metamagic rod</i> , <i>pearl of power</i> (1st-level, x2), <i>pearl of power</i> (2nd-level), <i>wand of scorching ray</i> (50 charges), <i>scrolls of identify</i> (x2) and <i>knock</i> (x2)	Backpack with water skin, one day's trail rations, bedroll, sack, flint and steel, spell component pouch, spellbook, 1,000 gp of diamond dust (for <i>stoneskin</i>), ten 100-gp pearls (for <i>identify</i>).

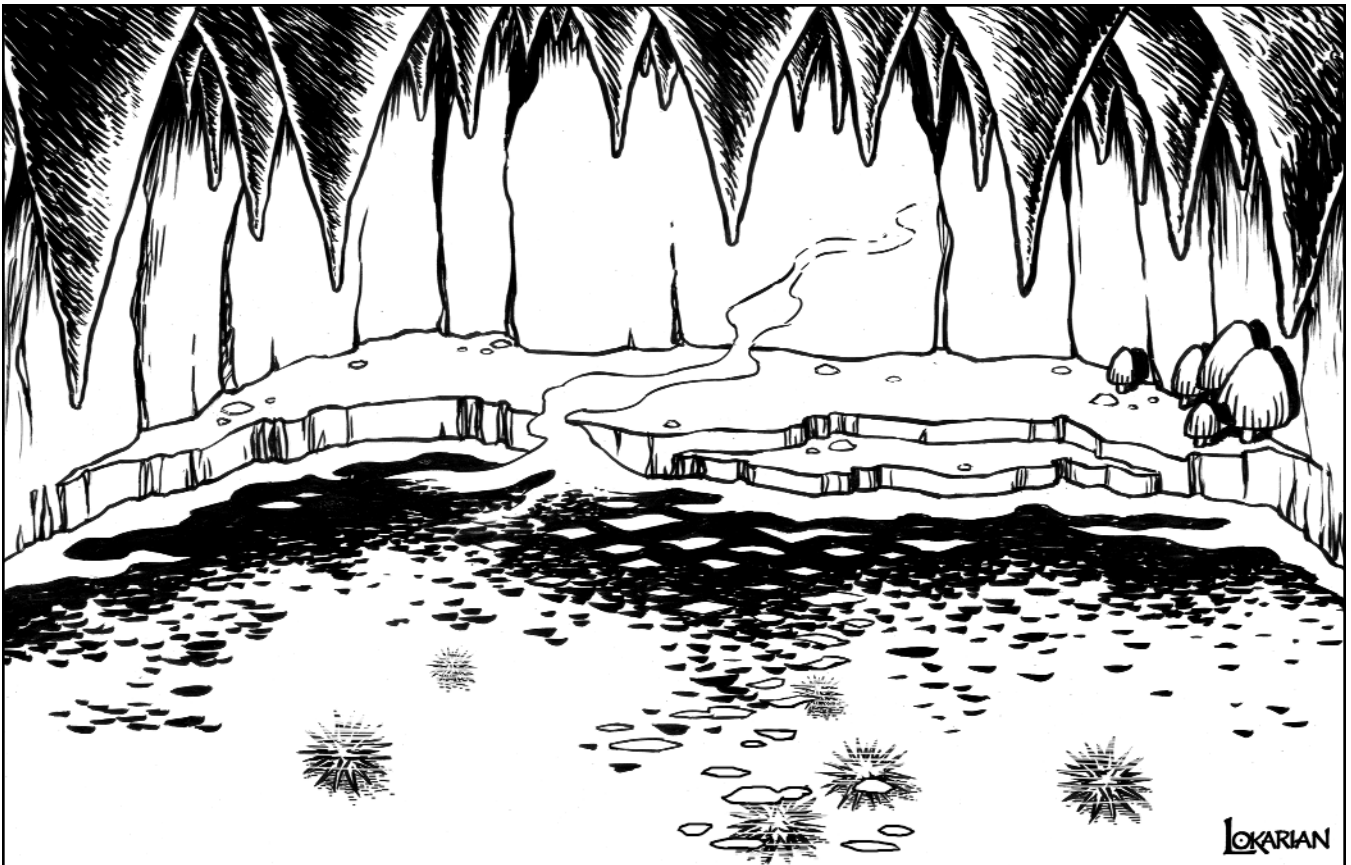
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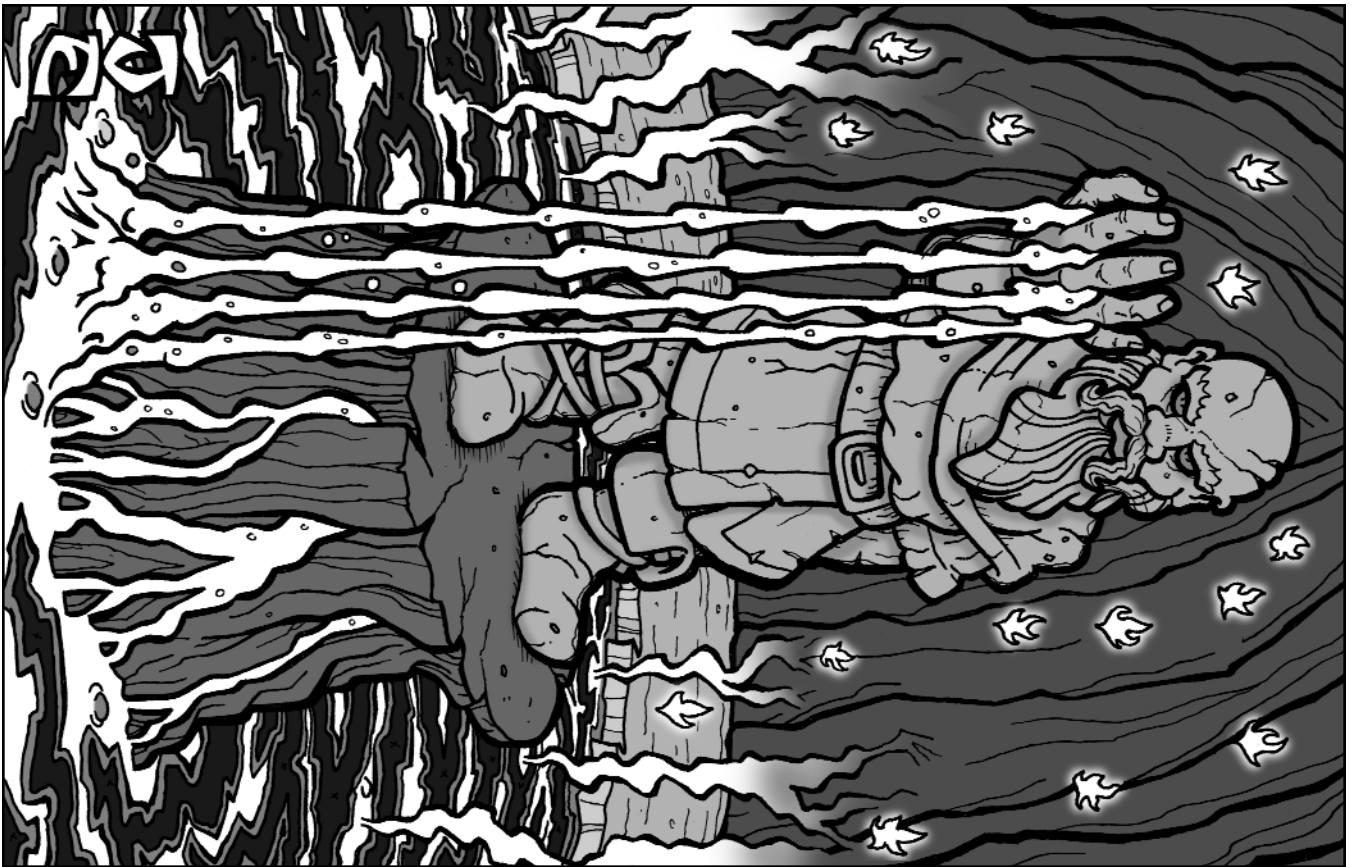
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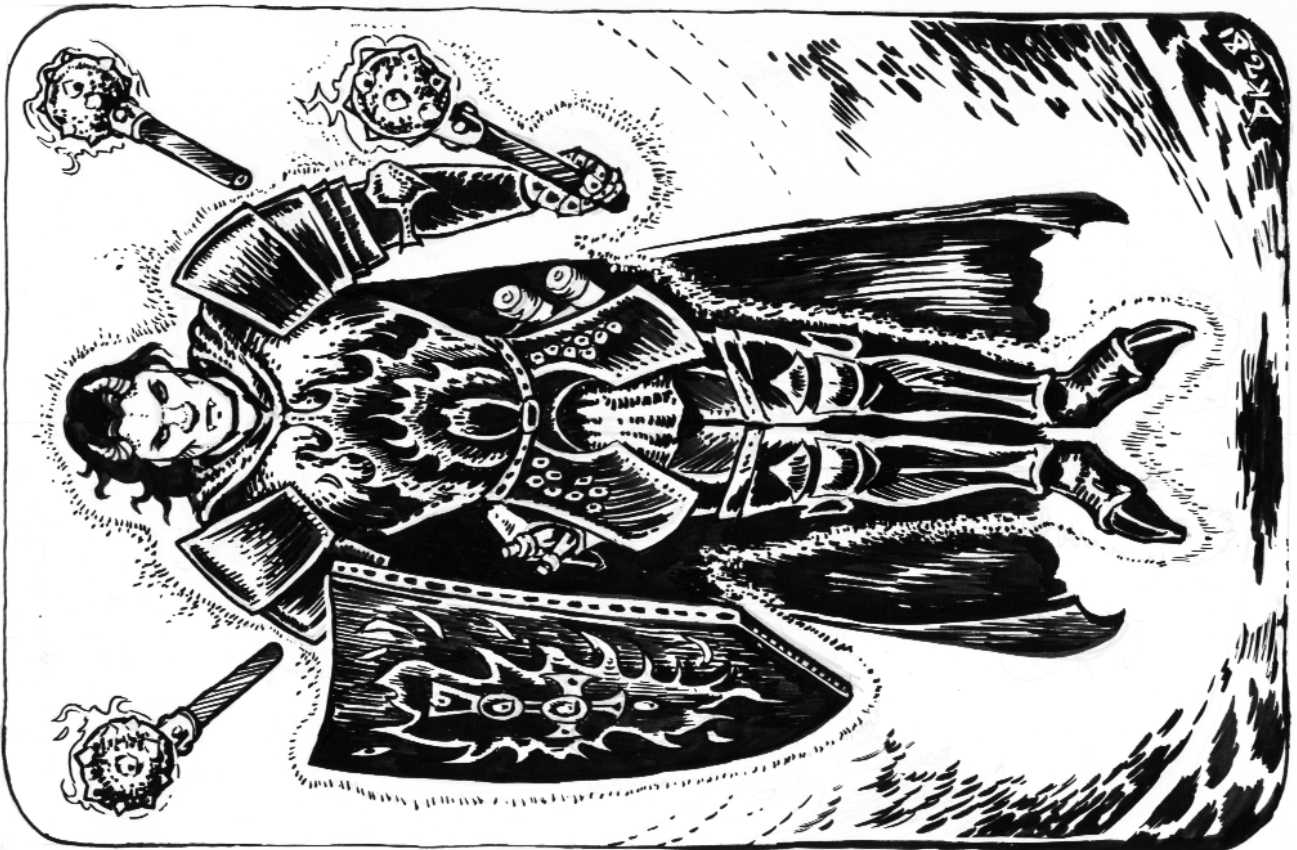
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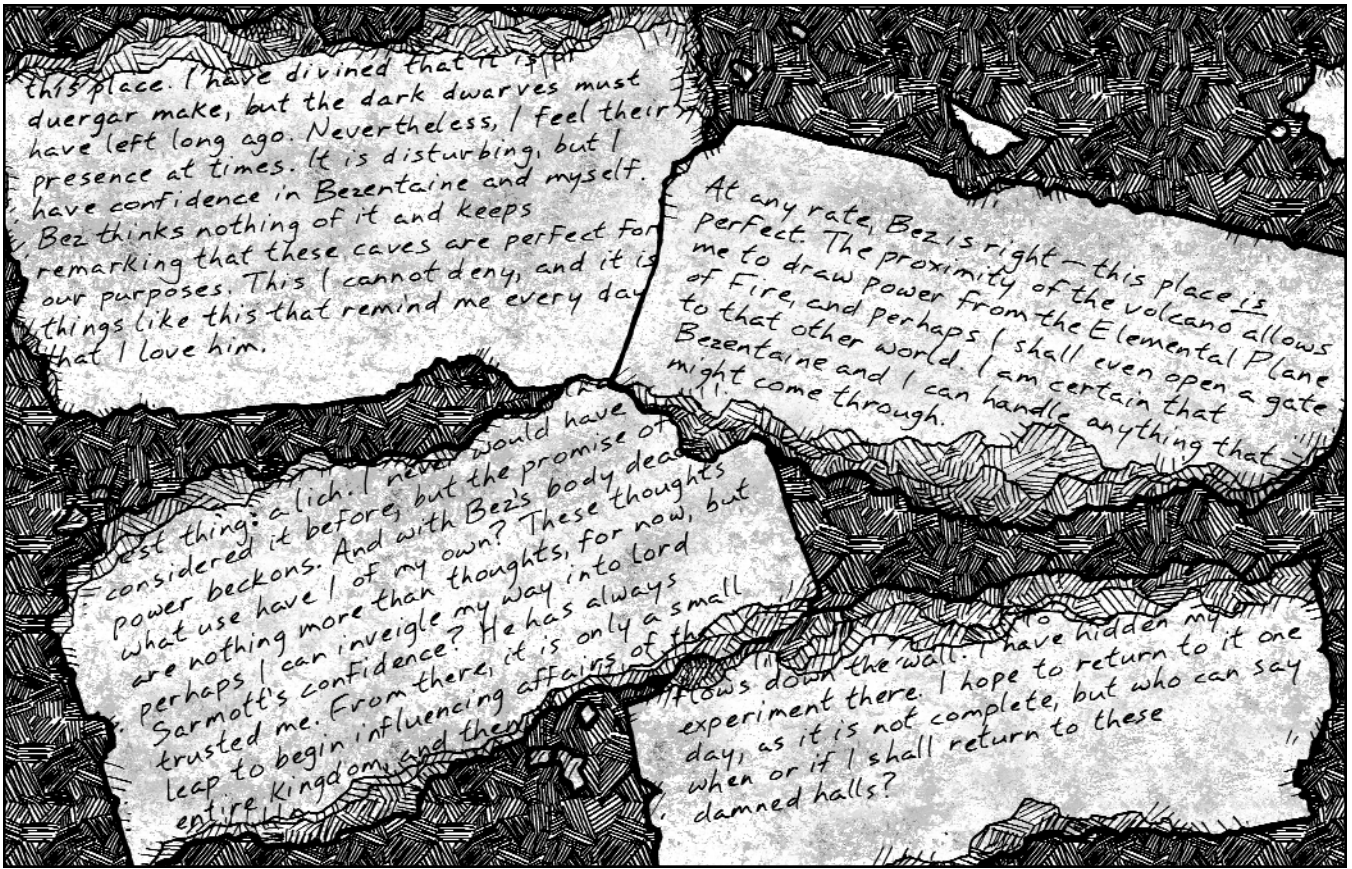


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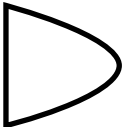
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Dungeon Crawl Classics Character Record Sheet

Player's Name _____ **Character's Name** _____
Race _____ **Class** _____ **Level** _____ **Alignment** _____
 **AC** _____ **Hit Points** _____ **Speed** _____ **XP** _____
Tch: _____ **Max:** _____ **Initiative** _____ **Spell Save DC** _____
FF: _____ **Nonlethal:** _____

BAB
Melee
2nd Hand
Ranged
Grapple

Strength	Modifier: _____
Dexterity	Modifier: _____
Constitution	Modifier: _____
Intelligence	Modifier: _____
Wisdom	Modifier: _____
Charisma	Modifier: _____

Fort Save
Ref Save
Will Save

Skills & Feats

Equipment & Treasure

Languages & Notes

Spells & Special Abilities

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