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Dungeon Crawl Classics #26

The Scaly God

by Rick Maffei

AN ADVENTURE FOR CHARACTER LEVELS 4-6



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 adventures 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 remember, and the secret doors you know are there somewhere.

A mountainside stronghold important to local trade has been completely destroyed. When the heroes investigate the situation, they find a tribe of savage goblinoids occupying the stronghold. But the goblinoids couldn't possibly have inflicted the damage evident on the mighty stronghold's foundations. The more the heroes dig for clues, the more they uncover, until soon they find an underground cavern complex unbeknownst to the nearby towns – and in that cave, they come face to face with the goblinoids' scaly god himself...

If you enjoy this adventure, look for the rest of the Dungeon Crawl Classics series!



Requires the use of the Dungeons & Dragons Player's Handbook, published by Wizards of the Coast, Inc.
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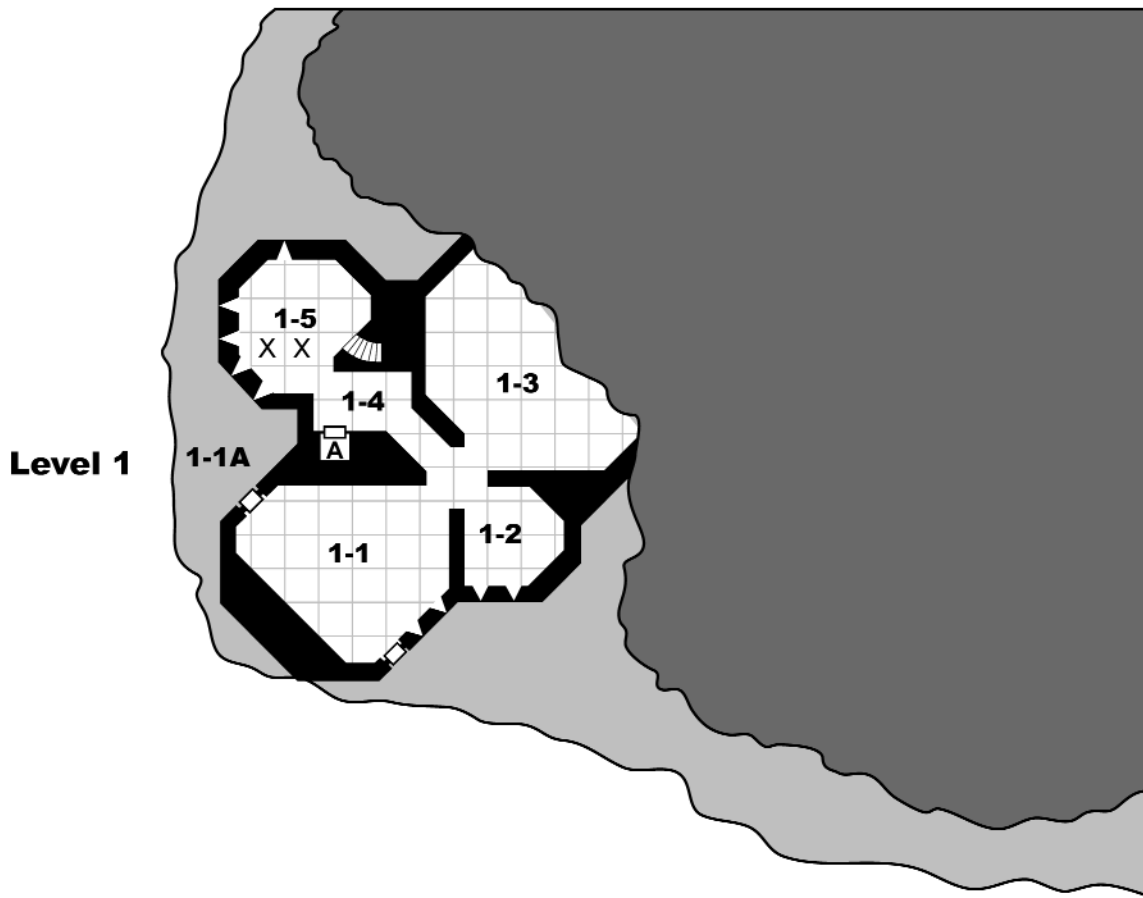
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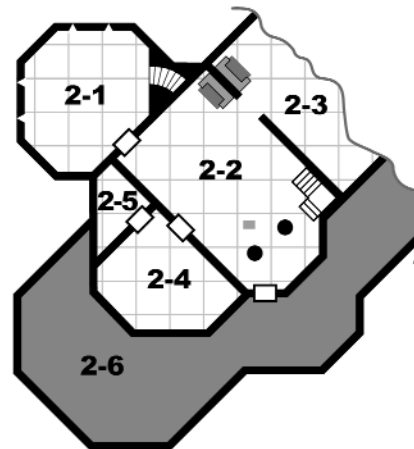
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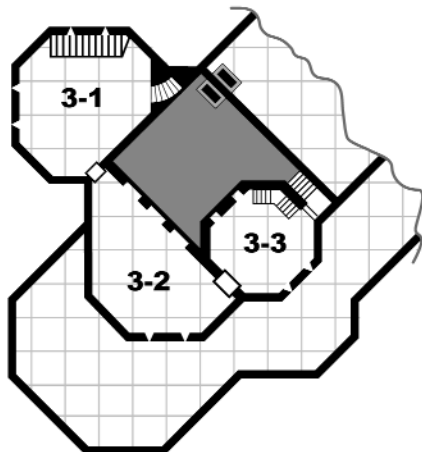
Whitefang Stronghold, Levels 1-3



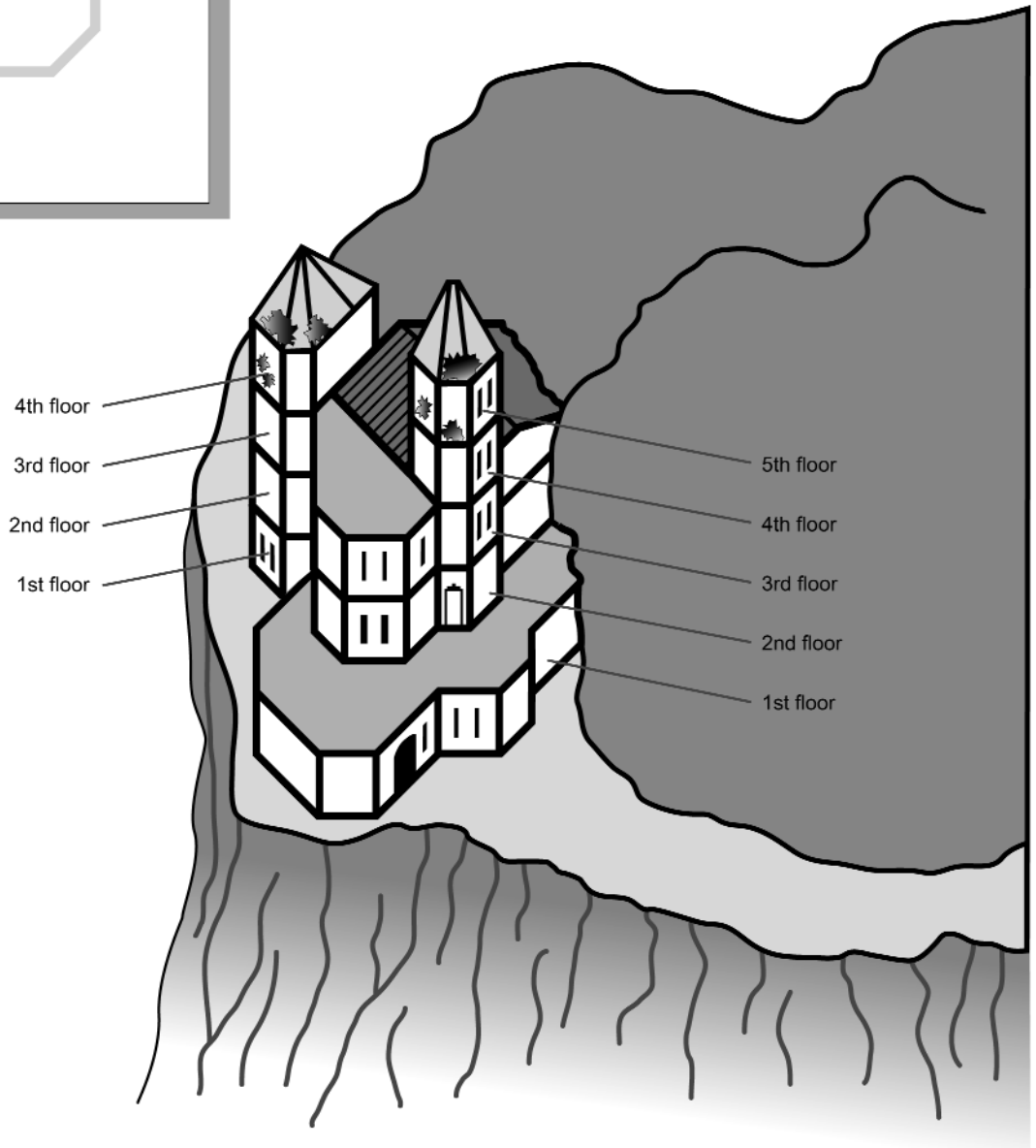
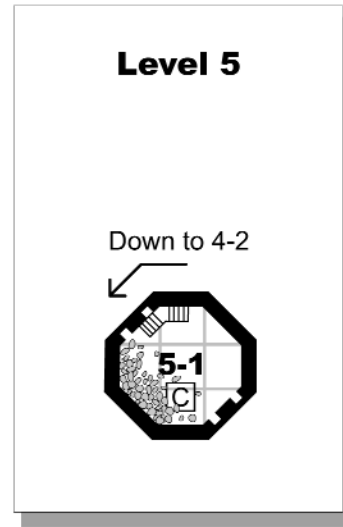
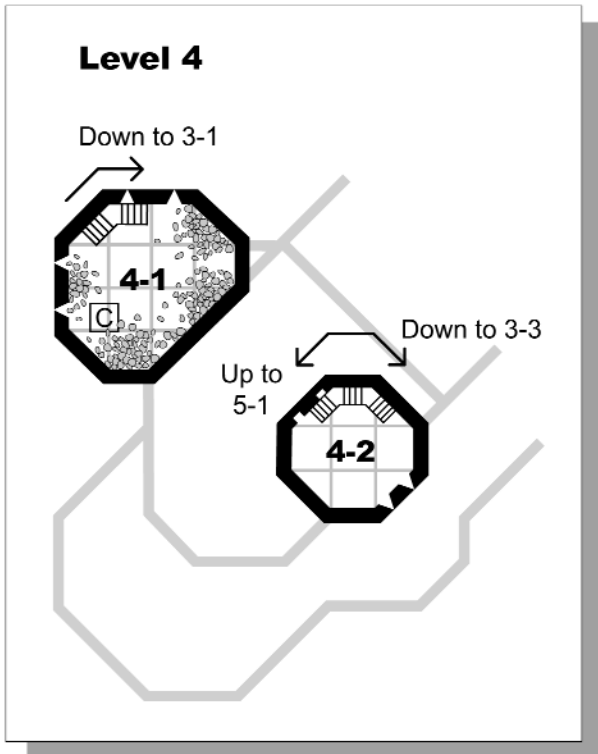
Level 2



Level 3



Whitefang Stronghold, Levels 4-5



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Dedicated to Nick. Thank you Amy; your loving support made this project possible.

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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 Scaly God is designed for 4-6 characters of 4th through 6th level. We recommend 25-30 character levels between the party members. While the characters can be of any basic character class, a good mix of character classes is helpful. A paladin or cleric would be helpful, as would several strong warrior types.

The setting requires a slightly mountainous, arid region at least ten miles from the nearest major city.

Adventure Summary

The adventure can take place on the outskirts of any barony or city. A hillside stronghold, perched on a high mountain road, serves as a way station and toll collection point. Caravans passing through the area stop at the stronghold and pay a small toll, and in exchange the stronghold garrison patrols the area for humanoids and keeps the high roads clear of falling debris and the like. All has gone well until recently, when a routine caravan arrived and discovered the stronghold to be the scene of utter destruction. The guards were slaughtered and the stronghold was structurally damaged as well.

The PCs are asked to investigate the near-destruction of the small mountainside stronghold. A local noble, incensed but unwilling to send more guardsmen into an unknown danger, has asked for any willing brave parties to investigate. The PCs also seek a priceless relic called the *Censer of Weal* that had been delivered to the stronghold. The PCs enter the stronghold and discover it to be inhabited by a band of goblins and bugbears. Clues soon lead the PCs to a nearby multi-level cavern complex inhabited by a number of underground creatures, including the true culprits responsible for planning the devastating attack on the stronghold – a scheming mountain troglodyte shaman and his tribe. The continued search for the *Censer* leads the PCs further underground to eventually find the cavern lair of the troglodyte tribe's "god" (actually an inexperienced, juvenile blue dragon).



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
S1-1	9	C	Goblins (4)	1
S1-2	9	C	Bugbears (2)	4
S1-3	10	C	Worgs (3)	5
S1-4	11	C	Goblins (4)	1
S2-1	12	C	<i>Tarkhmog</i> and <i>Wruzdid</i> , bugbear sergeants, War2 (2)	5
S2-2	13	C	Ogre, bugbears (2), goblins (8)	6
S2-3	14	C	Bugbear and rot grubs (2)	5
S3-1	17	C	Bugbears (2, asleep)	3
S3-3	17	C, T	<i>Bruzbid</i> , Bugbear Ftr2, needle trap	5
S4-1	19	T	Ceiling trap, beam trap	4
S5-1	20	C, T	Bloodhawks (8)	3
1-1	23	C	Young wyvern	4
1-2	24	C	Aurumvorax	9
1-4	25	C, T	Mites (8), pesties (2), tripwire trap	3
1-4A	26	C	Mites (4)	1
1-4B	26	C	Pesties (5)	1
1-4C	26	C	Mite "king"	3
1-5	27	C	Advanced impalers (6)	4
1-7	28	C	Fire beetles (6)	2
2-1	29	C	Tan shrieker	1
2-2	30	C	Mountain trogs (7)	6
2-3	30	C	Mountain trog War2 (2)	5
2-4	31	C	<i>Kinhul</i> , mountain trog subchief Ftr2	4

Loc	Pg	Type	Encounter	EL
2-5	31	C	<i>Sathsar</i> , trog chief Bbn3	4
2-6	32	C	Tan shriekers (3), tan fungi, phycomid	6
2-7	33	C	Female mountain trogs (6)	6
2-8	34	C	<i>Ssustre</i> , trog Adp4, mantari	4
2-9	34	C	Decapus	4
2-10	36	C	Crimson ooze	4
3-1	37	C	Trog zombies (2) w/ yellow mold	7
3-3	38	C	Cave crickets (4)	4
3-4	39	T	Pit trap	3
3-6	39	C	Pech (5)	8
3-7	42	C	Gas spore	4
3-8	42	C	Gorungs (2)	4
3-9	43	C	Ascomoid	5
3-10	44	C	Slashwings (4)	6
3-11	44	P	Altar	—
3-12	46	C	Advanced kampfult	4
3-14	47	C	Olive slime, olive slime zombies (2)	6
3-15	47	C	Cockatrice	3
3-16	48	C	<i>Rathulagon</i> , juvenile blue dragon	8

Scaling Information

The Scaly God is intended for 4-6 characters of 4th through 6th level, but it can be easily modified for parties of different sizes or levels. The adventure is more suited for scaling up than down, and using characters averaging 2nd level or below is not recommended. Consider adapting the adventure as follows:

Weaker parties (3 or fewer characters and/or below 4th level): Downgrade the two bugbear sergeants in S2-1 to War1. Decrease the trap damage in areas 3-4 and S4-1. Replace the aurumvorax in 1-2 with a dire weasel or similar creature. Reduce the number of mountain troglodytes by 1-2 per encounter. Replace the trog shaman's pet mantari in area 2-8 with a pet dire bat. Downgrade the trog chief in area 2-5 to a Bbn2. Remove the yellow mold from the zombies in area 3-1. Decrease Rathulagon's age to young adult.

Stronger parties (7 or more characters and/or higher than 6th level): Increase the number of humanoids in area

S2-2 by adding 2 bugbears and 2 additional goblins, and upgrade the ogre to an ogre mage or ogre Ftr2. Increase the trap damage in areas 3-4 and S4-1. The bugbears in area S3-1 are now awake. Upgrade the bugbear leader in S3-3 to a Ftr4. Replace the young wyvern in area 1-1 with a fully-grown specimen or have both the older and younger wyverns be present. Upgrade all impalers in area 1-5 by 1 HD. Replace the false green slime at area 1-6 with real green slime. Increase the overall number of mountain troglodytes by 1-2 per encounter and raise the trog shaman and trog chief one class level each. Double the number of zombies in area 3-1. Add an additional cockatrice to area 3-15. Increase Rathulagon's age to adult.

Challenge Level

The characters, if of suitable level for this adventure, should not have a terribly hard time "cleaning out" the Whitefang complex if they do not act recklessly. Indeed, most of the stronghold inhabitants should, by in large, be "outgunned" by a party of 4th-6th level characters. This is purposeful. After some exploration of the stronghold and encounters with the current inhabitants, the players should soon come to the conclusion that the bugbears and their allies could not have caused the massive destruction or loss of life inflicted on Whitefang. This, coupled with the various clues scattered throughout the complex, should eventually point the characters toward the troglodyte caves, where greater challenge awaits.

This is an adventure of attrition. Surviving most encounters is not difficult, particularly in the early going. But if the party does not pace itself wisely with regard to spell and item usage, the PCs will be in serious trouble long before they can reach the *Censer of Weal* and complete their mission.

Treasure

Treasure and magic items are not abundant in this adventure. A good number of creatures encountered in the troglodyte caves are not very intelligent and some (such as the crimson ooze or gas spore) have no concept of treasure or even what constitutes "valuables" at all. The troglodyte tribe has also offered up much of their treasure (including items pilfered from the stronghold) to the blue dragon Rathulagon. If the characters persevere and defeat Rathulagon, however, they will discover a considerable amount of treasure and magic in the blue dragon's lair.

Getting the Players Involved

The following hooks can be used to get the players involved in the adventure:

- Characters are sent by the leader of Orden to investigate the fearful reports he has received about the destruction of Whitefang. He offers the characters 1,000 gp each (half paid in advance) and any enemy loot found if they are able to determine the cause of the stronghold's current situation and recover the priceless *Censer of Weal*.

- The characters are providing an armed escort for a caravan passing through Aurora Pass. The caravan's route normally takes it through Whitefang's gates, and the caravan is scheduled to drop off foodstuffs for the soldiers. Upon arrival at Whitefang the caravan is immediately set upon by the humanoid "squatters" currently infesting Whitefang.
- The characters are traveling through Aurora Pass when a fierce storm forces them to seek shelter. The nearest civilized settlement is miles away and so the PCs seek out Whitefang Stronghold with the hopes of spending the night. When the PCs arrive at the stronghold they discover the devastation that has befallen the outpost.
- The PCs have been hired to accompany a small armed force to pick up the *Censer of Weal* from Whitefang and convey it safely back to Orden. When the stronghold is discovered in its current state, the guards ask the PCs to investigate while they race back to Orden to deliver the news.
- If a good-aligned paladin or cleric is among the group, the ghost of the captain or chaplain visits the PC in his or her dreams each night, asking him or her to recover the *Censer of Weal* and avenge them. The ghost can only impart rudimentary information and the PCs will be forced to piece things together on their own.

Background Story

Whitefang

Between the towns of Lastever and Orden lies a natural gorge cut hundreds of years ago by the still-flowing Ironflow River. The narrow mountain valley, known locally as Aurora Pass, has become a vital link between the cities. The Pass contains scrub, some game, and many natural mountain trails and caves; it is the easiest path through the mountains from one town to another. Caravans wishing to cross through the Dragonspire Mountains must travel through this pass, or take the long way around the mountains and lose at least ten days travel time in the process. Caravan masters, eager to sell their wares to both towns, have long used this natural defile through the mountains.

Early on, Aurora Pass was a dangerous place. Bandits, savage humanoids, and other monsters made traversing the Pass a hazardous task. Griffons and manticores were occasionally seen, as well as other ferocious flying animals. Ogres, hobgoblins, orcs, and all manner of evil creatures raided traders at will. Sometimes entire caravans disappeared without a trace. Eventually the caravan drivers, tired of braving the risks of Aurora Pass on a regular basis, threatened to divert their routes away from the Pass entirely. Merchants and caravan masters petitioned the rulers of the two closest towns for aid and protection from the bandits and monsters, threatening to stop trade deliveries entirely unless something could be done.

Realizing the value of the caravan shipments, the rulers of the nearby cities of Lastever and Orden combined efforts and funded the construction of a small but mighty stronghold in Aurora Pass, at the midpoint between the two towns. Nearby rulers, anxious to gain influence and favor, contributed construction funds as well. The towns of Lastever and Orden agreed to mutually man the stronghold, each sending a new group of soldiers out to the stronghold on an alternating monthly basis. The first garrison of soldiers came from Lastever and immediately the banditry was dealt a sharp check. Soon the bandit and humanoid attacks dissipated altogether. The merchant caravans took note and began to travel through Aurora Pass once again.

Lastever began charging a toll to all caravans passing through the gates of the stronghold to help pay the salaries of the guard contingent stationed there and for the upkeep of the stronghold itself. The leader of Lastever kept the toll a minimal one so as not to discourage caravans from using the Pass. The caravan masters in turn felt that the expense was negligible compared to the security provided by the stronghold. Caravans carrying ingots of precious metal or other extremely valuable cargo were furnished a special warning horn that could be winded to summon the nearby stronghold garrison in case of trouble.

The stronghold was quickly nicknamed Whitefang by local merchants because of its grey-white color and two tall towers. The name stuck, and now even the soldiers stationed there refer to the stronghold as Whitefang. In the three years Whitefang has stood, the depredations of the nearby humanoids have been severely checked, and merchants may now travel safely through Aurora Pass. A relief of fresh soldiers arrives every month like clockwork, and fresh supplies are purchased from caravans passing through as needed. The initial outlay of money to build the stronghold has been nicely offset by the tolls paid by the caravans. The merchants happily continue to pay the small toll, grateful for the reassuring presence of the Whitefang garrison.

A permanent captain has since been appointed to the stronghold; a soldier selected by mutual consent of the two towns. Bandit attacks occur rarely and small bands of humanoids can occasionally be spotted, but most monster tribes appear to have moved elsewhere or turned their attention on each other rather than face the might of Whitefang.

Rathulagon

A juvenile blue dragon called Rathulagon strayed into a region regularly patrolled by an old brass dragon. The inevitable encounter was as brief as it was violent. A mighty aerial battle ensued, and Rathulagon, burned and badly wounded, was forced to flee for his life. Flying south to safer ground, Rathulagon spotted a series of high caves. His intent was to take refuge in a deep mountain-side cave to slumber deeply and heal before moving on to warmer climes elsewhere.

But the caverns he chose for his temporary lair were inhabited.

The Tribe

Several months ago there existed a mountain troglodyte clan on the verge of extinction. Despite their ferocity, battles with ogres lairing nearby and internal squabbles were depleting their warriors at a frightening rate. The troglodyte shaman Ssustre, a particularly clever and ambitious trog, knew that the clan would soon be no more unless something could improve its lot. Ssustre was unable to convince the clan leader of the danger to the clan's existence. The leader was powerful but unwise, a huge creature of incredible strength but dull intellect, and his recent discovery of a magic weapon had made him dangerously overconfident.

Bitter over the defeats dealt to his tribe by other local humanoid bands and human patrols, Ssustre became locked in a power struggle with the trog chieftain. The chieftain ruled through raw strength, but the shaman grew resentful and felt that he alone could lead his tribe to greater glory and renewed strength.

Then one day, disaster struck from the heavens. As a trog raiding party was returning to the caves, a huge form swept down from the sky, blasting the warriors with lightning and tearing into the party with enormous talons. Reports of an enormous lizard, breathing lightning and covered in peeling (actually burnt) flesh, reached the embittered shaman. Some of the trogs believed the creature was actually their deity Lagos, attacking them in anger.

Unknown to the troglodyte clan, the creature was Rathulagon, the juvenile blue dragon. Rathulagon, sorely injured, was seeking shelter in the same cave complex the mountain trogs called home. As the dragon searched in desperation for an entrance large enough to admit his bulk, his frustration grew. Interrupted by the arrival of the trog hunting band, Rathulagon responded in fury, killing nine warriors and feasting on their remains.

As Ssustre stood in the entrance of the caves, shrouded in shadow and observing the creature, he plotted. Ssustre had known of dragons from the ancient tales, but to the rest of the clan and their chief, the burned blue dragon was viewed as a god. Ssustre did nothing to dispel this misconception, instead maintaining that the dragon was Lagos. Ssustre quickly convinced the fearful trog leader to let him attempt communication, and, moving cautiously toward the dragon, Ssustre was able to calm the creature. As the others watched in amazement, Ssustre walked out to meet the great beast and a silent discussion followed.

The shaman offered the dragon the tribe's worship and faithful obedience in exchange for an end of the bloodshed and the beast's future protection. Rathulagon agreed. The troglodyte shaman, happy simply not to have been consumed, immediately presented the dragon to his tribe as Lagos and began acting as liaison. Injured and not wishing to press his luck, the dragon played along with the charade. The dragon's lizard-like appearance, peeling skin, and breath weapon quickly convinced the tribe that he was indeed Lagos.

Lagos, the Scaly God

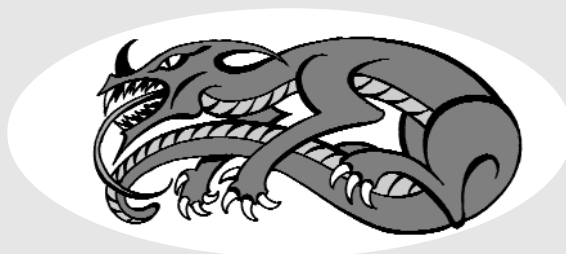
Lagos, also known as The Scaly God or The Scaled One, is a demigod worshipped by troglodytes of all sorts, including mountain troglodytes and other chaotic evil lizardfolk. On occasion kobolds and other types of evil reptilian humanoids have also been known to offer service to the demigod. Followers of other sorts, including human, are very rare.

Lagos is usually depicted as a huge, lizard-like creature with a wide maw, long tongue, fierce claws, scarred or peeling skin, and a thick, club-like tail. The color of his skin is teal or green-blue and he is often drawn with a large black horn above his mouth. His eyes glow a feral yellow color, even in complete darkness. Lagos is usually depicted in murals attacking enemies or in other displays of strength, never in passive poses. Sometimes Lagos is drawn emerging from darkness or partially concealed in shadow. His rumored abilities include regeneration, generation of magical darkness, the creation of foul odors, and the ability to spit acid or lightning.

Services to Lagos include blood sacrifice (offering defeated enemies is not uncommon) and the demigod demands regular homage. Worship places or shrines to the demigod are often crude or primitive in nature.

At heart Lagos is a lazy creature, preferring to be fed and accept worship from lesser creatures while offering nothing in return. Lagos is a cruel demigod, known to judge harshly those that appear before him. He is known by his worshippers to be an impatient deity that brooks no mistakes and is quick to slay (and eat) those that displease him overmuch. The strongest warriors may take his side as servants, but those deemed weak are promptly torn apart and eaten on the spot. He is extremely impulsive and yields easily to his anger, sometimes attacking his servants, priests, or allies on a whim. Lagos has been known to give aid to his worshippers or even arrive in person to assist warriors in combat, particularly those worshippers have offered frequent blood sacrifices, but such assistance is still very, very rare.

Lagos is chaotic evil but accepts followers of all evil alignments (although lawful evil followers are rare). The domains related to Lagos are Chaos, Destruction, Evil, and Strength. Lagos attacks with talons and teeth alone, but his faithful would use a morningstar. (Ssustre, always looking for a better deal, uses his viper rod in place of a morningstar.)





The arrangement has benefited both parties and the actions of Ssustre that fateful day were fruitful indeed. Local rivals to the clan, mainly ogres, have been all but eliminated by the blue dragon. Now the clan is strong once again. In exchange for Rathulagon's aid, the clan sacrifices large portions of treasure and captured victims to their "god." For the dragon, it is a comfortable arrangement.

Rathulagon has been careful not to draw undue attention to himself, only leaving the caves on moonless nights. The servitude of the clan has made him somewhat complacent. The healing dragon enjoys his newfound god status, relishing both the servitude and occasional bits of treasure and live "snacks" (captives) brought him by the trogs. For the tribe, handing over the occasional captive or trinket is a small price to pay for the direct assistance of their god. It was an easy matter for Rathulagon to fly forth and destroy a large group of hobgoblins harassing the trogs. More recently, at the shaman's behest, the dragon has attacked a nearby human stronghold – the same stronghold that the characters have been asked to investigate. This most recent attack has left the area without an armed human presence, and the trogs now enjoy dominance over the entire area.

Recent Events: The Attack

Whitefang has now stood for three years. Most tribes of vicious humanoids appear to have moved elsewhere or turned their attention on each other rather than face the might of Whitefang. That is, until recently.

Nights ago, the mountain troglodytes mounted a daring attack on Whitefang under cover of darkness. Great Rathulagon flew above the fortress, circled, and then dove, razing the battlements and upper floors with his lightning. The twin upper towers of Whitefang were destroyed in the blink of an eye. On his final pass, he sent a mighty lightning bolt down that tore the armored gates of Whitefang asunder.

Waiting troglodytes poured through the opening and savagely attacked the panicked soldiers. Stone axes struck metal long swords, and the fighting in the darkened stronghold was fierce. Wind howled through gaps in the broken masonry and swirled around the combatants as they clashed in the halls. Despite a valiant effort, the soldiers

that survived Rathulagon's initial assault were too scattered and surprised to offer much resistance. The battle was over almost as soon as it had begun. None of the guards survived.

Now that Whitefang has been eliminated as a potential danger, Ssustre and Rathulagon are confident that they may now attack all caravans passing through Aurora Pass at will. The clan is now secure and confident in their power; their god is with them, after all. Only Ssustre knows the truth, though the chief has begun to get suspicious as of late. The shaman, now confident in his position in the scheme of things, plans to eliminate the trog leader and take his place. Indeed, only the magic sword the leader bears has kept him from a quick death. The shaman meanwhile enjoys his spoils... and bides his time.

The Aftermath and Arrival of Bruzbid's Band

Two days after the attack of Whitefang, a small band of bugbears passing through the Aurora Pass noticed the damage to the stronghold. The bugbear leader Bruzbid, a particularly clever and ambitious fellow as bugbears go, decided to take his band directly to the stronghold and investigate. Word of Whitefang has spread and most local humanoids have learned to give the place a wide berth, but Bruzbid's curiosity won him over. The bugbears arrived at the stronghold to find the gates open and the place undefended, and they quickly swarmed in and assumed control of the place. Almost immediately a group of goblins offered their services to Bruzbid and were accepted into the group. Now the humanoids, including an ogre that has been at Bruzbid's side for months, happily infest the stronghold and plan to use it as a base of future attacks on caravans and other humanoid tribes.

The Censer

The *Censer of Weal* is a minor artifact considered priceless by the rulers of Orden and Lastever (see page 51 for further details of the *Censer*). Recently the artifact was transported to Lastever, loaned to the rulers of that city in an attempt to promote unity between Orden and Lastever. After its use in an important ceremony, an armed contingent conveyed the *Censer* to Whitefang, where it was stored (and presumed to be safe), awaiting the departure of the current guard shift (who would carry the *Censer* back to Orden). Needless to say, the arrival of Rathulagon and the pillaging mountain troglodytes cut that plan short.

The elders of Orden are now aware that the stronghold has been attacked and penetrated. In addition to their concern for the safety of the troop, there is an overriding concern for the safety of the *Censer*. The *Censer* is not only important in local ceremonies, but has stood as a symbol of cooperation between the two cities. If it is lost, a great deal of slowly earned trust between the two cities would be lost with it. The government of Orden considers it vital that the *Censer* be recovered and safely transported home.

Player Beginning

You have followed the mountainside track for several miles now. The well-used track has varied in width from 20 to 40 feet or more, beyond which is a steep plunge to the bottom of the ravine two hundred feet below. The trek has been grueling due in part to the loose rocks and earth of the trail. The mountainside is adorned with tiny animal trails and bits of scrub, and small rockslides have occurred in a few places. Your only company has been several reddish birds overhead flying in long circular patterns. All is quiet save for the occasional far-away howl or bird cry.

You turn another tight corner, and ahead of you suddenly looms a huge edifice constructed of grayish-white stone, what can only be the locally famed Whitefang stronghold.

The stronghold is an intimidating structure, and twin towers reach upward to the sky. But all is not well here. Huge gaps show in the masonry in places, and the light grey stone of the stronghold is marred by long black marks on the upper levels. Above, the nearest tower is badly damaged, its top floor (or floors) apparently sheared completely away – destroyed by some unknown force. As you draw closer to Whitefang, you note many bricks and larger slabs of stone that could only have fallen from above. The extensive damage to the stronghold could only have been caused by some great battle or mighty foe.

The worn dirt track continues directly toward the stronghold.

Aurora Pass Environs

Aurora Pass lies between Orden and Lastever. Its primary feature is Whitefang Stronghold, but it is also noted for the caves that dot the region. This adventure begins at Whitefang Stronghold (area B), then leads the characters on a search for humanoid bandits that concludes at the mountainside caves (area E). Refer to the map for the following locations:

A – Track: This well-worn, wide track skirts the edge of the mountain and has obviously seen both foot and caravan traffic. Individuals making a successful DC 12 Survival (Track) check will discern horse, human, and goblin footprints; a second successful check means bugbear, ogre, and worg footprints are identified as well. The distance from the cliffside to the bottom of the gorge is approximately 200 feet.

B – Whitefang Stronghold: The stronghold is described in detail in the following chapter.

C – The Ironflow River: The river winds through the bottom of the canyon, flowing toward the city of Lastever. The river width varies from 40 to 60 feet across, and the river depth is only a few feet near its banks but soon drops to 12 feet or more. During certain months the river teems with fish. The river flows quickly and the current is strong. There is a fording area about two miles upriver; fording elsewhere is extremely difficult due to the current and depth.

D – Destroyed Hobgoblin Encampment: Characters may spot this area, via DC 12 Spot check, from the outer pathway or upper parapets of Whitefang. Read or paraphrase the following:

The remains of a campfire area and many crude tents

would seem to indicate this was a large encampment at one time, perhaps for forty or more individuals, but now all lies in ruins. Some tents have been slashed wide open, and others have been burned. The ground is scarred by long scorch marks and scattered footprints, an ugly testimony to the chaos that transpired here. Looking closer, you can make out broken weapons half-buried in the mud and, more frightening still, the badly burned, near-skeletal remains of at least fifteen individuals. The destruction appears total.

The hobgoblin host, fully 56 individuals strong, camped here until Rathulagon swooped out of the sky days ago and laid all to ruin, slaying many hobgoblins and routing the rest. The surviving hobgoblins have left Aurora Pass for greener pastures, never to return. Characters carefully inspecting the tent will be able to discern huge, distinctive claw marks. Individuals successfully making a DC 12 Survival (Track) check will note a strange metallic scent to the air – an after-effect of the dragon's lightning breath. Characters spending a full hour sorting through the wreckage can recover the following items: 1 longsword, 2 spears, 1 dagger, 5 gp, and 12 sp. The weapons are all serviceable but none are masterwork items. A few shabby furs and blankets also lie about.

E – Mountainside Caves: At this point in the track, smaller paths lead up the mountainside. These narrow paths are steeply banked and littered with fallen bits of rock. Those looking above will be able to make out several cave openings dotting the mountainside. Characters successfully making a DC 10 Survival (Track) check will discern troglodyte footprints leading to Level 1: The Entry Caves (see page 24).

Whitefang Stronghold, Level One

Whitefang Stronghold was built hastily but stoutly; it is a minor keep for all intents and purposes. It has thick, reinforced walls, particularly on the lower floors, and the building was designed to fend off small assaults by bandits, humanoids, and the like. The captain of the stronghold had made plans to construct a ballista and place it on the upper parapet, but unfortunately the attack on Whitefang came before those plans could be realized.

The ground floor of Whitefang is strongly constructed as it was felt that any attacks would be directed toward the portcullises or walls of this floor. All interior walls are superior masonry. The thick outer walls should be treated as reinforced masonry. The southeastern portcullis is ruined (from the dragon's earlier attack) but the northwestern portcullis is intact. All doors on the ground level are iron-reinforced; all other doors are standard wooden doors.

Exterior Stronghold Wall: 1-1/2 ft. thick; hardness 8; hp 200; Break DC 45; Climb DC 15.

Iron Portcullis: 3" thick bars; hardness 10; hp 70; Lift 25; Break/bend DC 30.

Superior Masonry Wall: 1 ft. thick; hardness 8; hp 90; Break DC 35; Climb DC 20.

Iron-Reinforced Wooden Door: 2" thick; hardness 5; hp 20; Break DC 23; Open Lock DC 25.

Wooden Door: 1-1/2" thick; hardness 5; hp 15; Break DC 16; Open Lock DC 25.

A Note About Stronghold Defense

The humanoids currently dwelling in Whitefang Stronghold are chaotic in nature, but not stupid. The bugbears in particular will take steps to defend the stronghold if they feel Whitefang has been breached by an outside force. If intruders are detected inside the complex, the humanoids will not simply sit in their rooms waiting for the characters to arrive; they will arm themselves and take defensive measures such as blockading or spiking shut doors, setting simple traps, or moving barrels or furniture to provide cover. The bugbear sergeants and leader use their Move Silently skill to their benefit, and use the layout of the stronghold to circle around to catch the characters from behind when possible. If intruders enter the stronghold and subsequently depart, the surviving humanoids will likewise take step to bolster the defenses against future incursions, including posting crossbow-equipped guards at the arrow slits and repairing the ruined portcullis as best they are able.

The bottom line: Bruzbid is well aware that he has stumbled upon a very good thing in finding the defeated complex when he did, and he will not give up Whitefang without a struggle unless he feels his band has been clearly defeated. If Bruzbid and the two sergeants are defeated,

the survivors will rally around the ogre. If the ogre has also been defeated, the remaining forces will probably depart. (If all the bugbears and most goblins are slain or defeated, the ogre will also depart and give up the stronghold as lost.) The GM should play the antagonists as befits their level of intelligence and not simply treat them as static "room furnishings" that do not react to the presence of the PCs. These humanoids, while often savage, are living, thinking creatures and should be played as such.

Wandering Monsters

There is a 50% chance (1-10 on d20) per half hour that the PCs will encounter a wandering monster while on this level. Randomly determine the nature of the encounter by rolling 1d6:

1d6 Encounter

- | | |
|-----|---|
| 1-2 | 1d2 goblins (from area S1-1 or S1-4) making the rounds |
| 3-4 | 1 bugbear (from area S1-2) out for a stroll |
| 5 | 1 worg (from area S1-3) sniffing around |
| 6 | False alarm: A sound caused a by trick of echoes or shifting of rubble above. |

Monster statistics have been provided for your convenience. Slain monsters should be removed from the total number of monsters in the appropriate area.

Goblins (1d2): CR 1/3; Small humanoid; HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk/Full Atk Morningstar +2 melee (1d6) or light crossbow +3 ranged (1d8/19-20); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

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

Possessions: Light crossbow, morningstar, 1d20 sp, 1d10 gp.

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

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

Possessions: Morningstar, leather armor, wineskins, rucksack holding foodstuffs.

Worg (1): CR 2; Medium magical beast; HD 4d10+8; hp 24; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +4; Grp +7; Atk/Full Atk +7 melee (1d6+4, bite); SQ Darkvision 60 ft., low-light vision, scent; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +4, Listen +6, Move Silently +6, Spot +6, Survival +2; Alertness, Track.

Areas of the Map

Area S1-1 – Gatehouse (EL 1): Read or paraphrase the following:

You have arrived at the outer gate of Whitefang Stronghold. The road ahead is blocked by a huge iron portcullis. The portcullis is ruined, its bars blackened and twisted; there is a gap in the bars big enough to allow a man to pass through.

There are four goblins waiting at the arrow slits to attack characters who come near. See below for their stats.

The outer gates are constructed of thick iron portcullises. Each portcullis consists of several vertical bars and four cross members as well; the outer surfaces of the crossbars bear rows of blunt spikes to discourage physical assault. The portcullises are raised via inner winches. (A single person possessing a great enough Strength score may turn either winch with some effort. Completely lowering or raising a portcullis using a winch takes two full rounds time. Raising the working portcullis by hand requires a successful DC 25 Strength check.) The northwest gate is intact and in the lowered position. The southeastern portcullis is ruined, the sundered bars badly bent and blackened; this portcullis may not be raised due to extent of the damage, and it can be bypassed easily by Medium-size characters or creatures.

If the PCs enter the stronghold gatehouse proper via the ruined portcullis (where they almost certainly will come under crossbow fire by the goblins therein) read or paraphrase the following description:

A well-used roadway, about 20 feet across, leads from the ruined portcullis across a dirt-floored area. Marks from wagon wheels can clearly be seen in the muddy earth; the dirt track has obviously been well used by caravan carts. Lying across the dirt track are two dead human soldiers. The soldiers are dressed in chainmail armor and a few weapons lie nearby – a morningstar, a broken sword, and a split wooden shield. None of the bodies possess anything of real value. To the east of the track lies the ashen remains of a cooking fire. There is an archway to the northeast.

Directly ahead of you is a second portcullis and winch, and it appears the rutted roadway leads back out of the stronghold through that portcullis and continues along the mountainside. Unlike the gate to the southeast, the second portcullis looks to be in sound operating condition.

Allow any character inspecting the ground a Survival (Track) check at DC 12; if successful the PC will discern goblin, bugbear, and troglodyte footprints here (The troglodyte footprints are three-toed, clearly indicating their reptilian nature; anyone with the Track feat

will know this). All the prints run from the archway to either portcullis in both directions. (The trogs entered through the ruined portcullis to the southeast, and later left to the northwest, leaving the gate wide open as they left. Bruzbid's band arrived from the northwest and, after searching for defenders and inspecting the place, closed the northwestern portcullis and posted the goblin guards to watch the ruined entrance).

Caravans normally travel into and through this area. Soldiers would briefly inspect the cargo and caravan size and assign a suitable toll. Searches were minimal and tolls cheap; normally the process only detained a caravan for twenty minutes or so.

Monsters: Four goblins are stationed inside the gatehouse area. They maintain a watch through the arrow slits, and there is a reasonable chance they will spot anyone approaching from the southeast unless special precautions are taken (allow two of the goblins DC 12 Spot checks to spy the party; if the party attempts to approach the stronghold in a stealthy manner, the GM should use opposed skill checks). If forewarned, they will hunker against the walls and attempt a surprise attack against intruders entering via the sundered gate.

Goblins (4): CR 1/3; Small humanoid; HD 1d8+1; hp 6,5,5,4; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp –3; Atk/Full Atk morningstar +2 melee (1d6) or light crossbow +3 ranged (1d8/19-20); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will –1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

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

Possessions: Light crossbow, morningstar, 1d20 sp, 1d10 gp.

Area S1-1A – Outer Path: Characters observing the ground outside the west gate notice tracks in the dirt leading west along the road. The tracks are identifiable as troglodyte with a successful DC 15 Survival check. The only way a character can determine that tracks are surely made by troglodyte is if that character has already viewed lizardman or troglodyte tracks in the past. The tracks can be followed for approximately a quarter of a mile before they disappear. Characters following the faint tracks will eventually come to the Aurora Pass caves (areas 1-1, 1-2, and 1-3).

Area S1-2 – Toll Room (EL 4): Read or paraphrase the following:

You have entered a small, square room furnished with a bare minimum of furniture: a large desk, a small table knocked over on its side, and several wooden chairs. A large pool of ink lies below the desk. One of the chairs, broken apart and partially dismantled, lies on its side in one corner. The room appears to be in complete disarray.

Two large, furred humanoids look up at you from



the opposite side of the room. They lunge across the broken furniture and attack!

Two bugbears are currently here, supposedly supervising the goblins on this floor. This area was formerly used as an office to process and hold all tolls collected. The area is wrecked; the bloodied desk and broken chair attest to the furious fighting that took place here.

Beneath the desk are several quills and a shattered bottle lying in the pool of ink (which has dried around the edges). Also beneath the desk, out of sight from the doorway, is a javelin that was dropped in the recent conflict between the mountain trops and humans. The javelin is obviously of primitive manufacture and does not resemble the make of any weapons carried by the goblins or bugbears. The chair has been broken apart for firewood. The desk has two drawers filled with additional quills, one extra bottle of ink, a short stack of parchment, a block of brown wax, a small wax stamp, and a bound ledger used to record the arrival of caravans and delivery of various goods to the stronghold. Characters searching the desk should be allowed a DC 5 Spot check to discover spattered (human) blood along the desk's side.

Tactics: As the characters near the area, the two bugbears charge over the ruined desk and attack furiously. They give no quarter and attack until dead. They are both armed with large morningstars and flee if disarmed.

The bugbears have no treasure, but a broken (and empty) strongbox can be found behind the desk. The funds found here have already been taken back to the caves by the trops to be offered to Rathulagon.

Bugbears (2): CR 2; Medium humanoid; HD 3d8+3; hp 18, 16; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +2; Grp +4; Atk morningstar +5 melee (1d8+2); Full Atk morningstar +5 melee (1d8+2); SQ

Darkvision 60 ft., scent; AL CE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

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

Possessions: Morningstar, leather armor, wineskins, rucksacks holding foodstuffs, 3d10 gp.

Area S1-3 – Cistern Area (EL 5): Read or paraphrase the following:

This large, open area contains an uncovered cistern filled with clear, fresh water. Several bales of hay sit in the northern corner. There is an odd smell in the air here, a musky scent akin to wet fur. Three large wolf-like creatures stare maliciously from their reclined positions in the hay.

This large cistern area has many uses. On rare occasions in the past, prisoners or even flocks of chickens have been kept here, but as of late it served as a tack room. The water is cool and potable.

Three worgs are resting here. They normally serve as the steeds and companions of Bruzbid and his two sergeants. They are intelligent but do not have treasure or valuables.

Tactics: If these worgs catch scent of any intruders, they attempt to Move Silently and catch the PCs by surprise. They flank a lone individual if possible. If confronted by superior magic, they attempt to run past the characters and escape.

Worgs (3): CR 2; Medium magical beast; HD 4d10+8; hp 24(x3); Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +4; Grp +7; Atk/Full Atk bite +7 melee (1d6+4); SQ Darkvision 60 ft., low-light vision, scent; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +4, Listen +6, Move Silently +6, Spot +6, Survival +2; Alertness, Track.

Area S1-4 – Guard Room (EL 1): Read or paraphrase the following:

There is a large wooden table and five battered stools here. One stool lies on its side, and a bloody dagger sticks out of the tabletop. A small podium-like cabinet stands against one wall. There is an open exit to the northwest, and a very short door in the wall to the south.

Four of the stools hold seated goblins, who look up and bark something at you.

This rectangular area was formerly the station of the on-duty lieutenant and additional soldiers. When the trogs originally erupted into the courtyard, the men here ran to assist their fellows. The overwhelmed soldiers eventually retreated and the battle worked its way back to this area. The humanoids now have posted their own guard here and use the room for its original purpose. The dagger is nothing special, and the cabinet holds twine and small tools: a hammer, awl, small saw, hand drill, nails, etc.

Four goblins hold watch duty here. They are hopelessly bored but stand their post out of fear of the bugbears. When the party arrives they will be deep into a game of knucklebones, unless the sound of battle elsewhere has put them on alert.

Tactics: The goblin guards gruffly inquire as to the business of any intruders (in Goblin) and then immediately (regardless of any response in any language) charge around the table and attack. If confronted by five or more intruders, one goblin instead flees for area S2-1 to alert the bugbear sergeants there.

Treasure: Stacked on the table in piles of varied heights is the combined treasure of the goblins: 64 sp and 45 gp.

Goblins (4): CR 1/3; Small humanoid; HD 1d8+1; hp 6,5,5,4; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk/Full Atk Morningstar +2 melee (1d6) or javelin +3 ranged (1d4); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

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

Area S1-4A – Short Door: Read or paraphrase the following:

A short door is set into the wall at this point. Judging from its appearance, this door was constructed to be strong, with thick bands of metal reinforcing the wood and a massive lock, but it has been battered in by what could only have been a massive effort. Lying on the floor by your feet is a huge stone axe with a snapped wooden haft.

The door is unlocked. This tiny room was used to store

goods that were deemed particularly valuable, including the *Censer of Weal*. When the mountain troglodytes invaded the stronghold the subchief noticed the hatch-like door and, working in tandem with another strong trog, battered it down. They happily seized a masterwork dagger with a jeweled pommel and gems found within, and took the priceless *Censer* as an afterthought only.

A successful DC 22 Knowledge (dungeoneering) skill check identifies the broken stone axe as the sort of stone tool commonly used by troglodytes.

Area S1-5 – Storage: Read or paraphrase the following:

Arrow slits are arrayed around the periphery of this chamber, and every so often the wind blows through the openings with a low moaning sound. The main purpose of this area is evidently for storage, as much of the chamber is filled with barrels, crates, casks and sacks of all sorts, heaped in some places to the ceiling. One cask has broken open, filling the air with the scent of sour beer. Your eyes are drawn to a body drooped over a large crate.

A small winding stair leads up to the next level.

The bottom floor of the soldier tower is piled high with sacks of grain and smaller bags of flour. One barrel holds weak ale, one holds water, and two other smaller barrels hold mead. The sealed casks contain salted beef, salted fish, weak ale, and oil (for use upstairs and elsewhere). The crates hold bolts of cloth (minor worth at best) and vegetables, now spoiled. The soldiers normally kept excess foodstuffs here, where it is cooler, before eventually bringing them upstairs to the kitchen as needed.

The body lying over the crate is a human garbed in normal clothes and an apron. A cleaver dangles from one of his hands. Lying behind the crate is a second body. The second corpse is that of a dead soldier, still dressed in torn chainmail. Both humans died fighting the invading troglodytes, and their bodies were tossed here by the humanoids that arrived later.

Characters walking through the areas marked on the map with an "X" are subject to attack to a hot oil attack from the bugbears above (see area 2-1 for full details).

The steps lead to area S2-1. Characters making a successful DC 8 Spot check will see spatters of blood (human and trog) on the lower steps – testimony to the furious battle that recently took place.

Whitefang Stronghold, Level Two

Unless noted otherwise, all ceilings on this level are 10 feet high. All doors are standard wooden doors. Outer walls are considered exterior stronghold walls as detailed below. All interior walls and walls separating rooms are considered superior masonry walls.

Exterior Stronghold Wall: 1-1/2 ft. thick; hardness 8; hp 200; Break DC 45; Climb DC 15.

Superior Masonry Wall: 1 ft. thick; hardness 8; hp 90; Break DC 35; Climb DC 20.

Wooden Door: 1-1/2" thick; hardness 5; hp 15; Break DC 16; Open Lock DC 25.

Wandering Monsters

There is a 25% chance (1–5 on d20) per half-hour that the PCs will encounter a wandering monster while on this level. Randomly determine the nature of the encounter by rolling 1d6:

1d6	Encounter
1-2	1d3 goblins (from area S2-2 or elsewhere)
3-4	1 bugbear lieutenant (from area S2-1)
5	1 ogre (area S2-2)
6	False alarm: A sound caused by a trick of echoes or shifting of rubble above.

Monster statistics have been provided for your convenience. Slain monsters should be removed from the total number of monsters in the appropriate area.

Goblins (1d3): CR 1/3; Small humanoid; HD 1d8+1; hp 6,5,5,4; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk/Full Atk Morningstar +2 melee (1d6) or javelin +3 (1d4); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

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

Possessions: Morningstar, javelin, 1d8 gp.

Bugbear lieutenant (Tarkhmog or Wruzdid from area S2-1), male bugbear War2: CR 3; Medium humanoid; HD 5d8+5; hp 35, 30; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +2; Grp +5; Atk/Full Atk warhammer +9 melee (1d8+3/x3) or javelin +5 ranged (1d6+3/x2); SQ Darkvision 60 ft., scent; AL CE; SV Fort +5, Ref +4, Will +1; Str 16, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +4, Hide +4, Listen +4, Move Silently +6, Ride +2, Spot +4, Survival +1; Alertness, Weapon Focus (warhammer).

Possessions: Warhammer, leather armor, wineskins, rucksacks holding foodstuffs. Each bugbear carries 2d20 gp and 1d8 pp; Tarkhmog also carries a silver cloak clasp worth 50 gp.

Urggar, ogre (from area S2-2): CR 3; Large Giant; HD 4d8+11; hp 27; Init -1; Spd 30 ft.; AC 16, touch 8, flat-footed 17; Base Atk +3; Grp +12; Atk/Full Atk battleaxe +8

melee (1d8+5/x3) or javelin +1 ranged (1d6+5/x2); Space/Reach 10 ft./10 ft.; SQ Darkvision 60 ft.; AL CE; SV Fort +6, Ref 0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +10, Listen +2, Spot +2; Toughness, Weapon Focus (battleaxe).

Possessions: Battleaxe, hide armor, javelin.

Areas of the Map

Area S2-1 – Watch room (EL 5): Two bugbears wait in this room. The characters likely encountered them in S1-5 when they poured hot oil down from above. When the PCs enter 2-1, the bugbears are standing beside the stairway entrance, flanking it. Resolve this combat, then read or paraphrase the following:

You emerge into a round chamber that is nearly empty. Four rude bedrolls and a few wooden chairs are scattered about. Along the walls are racks and pegs meant for holding weapons, and, while the racks are largely bare, you can see several pole arms, some shields, and a leather scabbard. A small wooden chest sits against the far wall below some wall pegs. In the center of the area is a three-legged brazier over which is suspended two iron posts. Hot coals glow in the brazier and warm the room slightly.

Two bugbear sergeants maintain watch here, peering through the arrow slits and watching the path outside area S1-5 below.

The bedrolls belong to the goblins in area S1-4. These rudimentary beds consist of dirty, smelly blankets and old cloaks, and they contain nothing of value. Each iron pot holds approximately two gallons of hot oil.

As evidenced by the weapons present, this area also served the stronghold as an armory. The troglodytes pilfered the few swords that were here but left the pole arms, as they are not used to such weapons. The wall racks hold four spears, two glaives, a voulge, and a halberd. All are normal quality, well-kept weapons. The small wooden box holds 120 light quarrels.

The stairs in this room lead to S3-1.

Tactics: If the bugbears here detect intruders in the chamber below (area S1-5) they make use of the murder holes. (Allow each bugbear a DC 14 Listen check to detect the party; the GM should adjust this difficulty level as needed if the party is being carelessly loud, taking pains to travel silently, etc.) Each bugbear pours hot oil down through the murder holes and they then adopt flanking positions on either side of the spiral stairway. They do not raise the alarm, as they would prefer to deal with intruders personally – so better to impress their leader.

If the bugbears pour oil through the murder holes, any character below must make an immediate DC 18 Ref save or suffer 1d8 damage from the hot oil.

Treasure: Each sergeant carries 2d20 gp and 1d8 pp. Tarkhmog also carries a silver cloak clasp (found in the stronghold) worth 50 gp tucked in his pocket.

Tarkhmog and Wruzzid, male bugbears War2: CR 3; Medium humanoid; HD 5d8+5; hp 35, 30; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +2; Grp +5; Atk/Full Atk warhammer +9 melee (1d8+3/x3) or javelin +5 ranged (1d6+3/x2); SQ Darkvision 60 ft., scent; AL CE; SV Fort +5, Ref +4, Will +1; Str 16, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +4, Hide +4, Listen +4, Move Silently +6, Ride +2, Spot +4, Survival +1; Alertness, Weapon Focus (warhammer).

Possessions: Warhammer, leather armor, wineskins, rucksacks holding foodstuffs.

Area S2-2 – Great Hall (EL 6): The majority of Bruzbid's force is currently in this room. Two bugbears, eight goblins, and one surly ogre are here. These fellows are eating, drinking, and socializing (i.e., bellowing, toasting, gambling, wrestling, and arguing amongst themselves). When the PCs first enter, read or paraphrase the following:

This large, ornate chamber appears to be a great hall. It is filled with a huge table surrounded by dozens of chairs, with serving platters, wall tapestries, and other decorations. But before you have a chance to examine the room, something else draws your immediate attention: the evil glares of nearly a dozen monstrous humanoids! A mass of goblins, bugbears, and a larger creature push back their chairs and charge you, weapons drawn!

Refer to the Tactics section below and resolve the combat. Note that the bugbear leader Bruzbid is in area S3-3 overlooking the Great Hall. He observes the combat and may join the battle if it's favorable to do so; refer to area S3-3 for details. When the battle is over, read or paraphrase the following more detailed description:

This ornate chamber has a high ceiling, except to the east where the windows of an overhead gallery supported by pillars can be seen. A large

chandelier overhead and a lit fireplace provide light and warmth. A huge oak table sits in the center of the room. A few flagons, bread, a battered drinking horn, and scraps of food litter the table. Arranged about the table are twenty-four chairs, the chairs at the head and foot of the table being slightly taller and more ornate than the rest. Several chairs lie on the floor on their backs, as if they were pushed away from the table in a hurry.

Close to the long rosewood tables are several smaller serving tables, three in all. A grouse carcass and bones adorn one smaller table.

In the alcove beyond the gallery is a large chest of drawers and a small cabinet constructed of dark, polished wood.

A wooden doorway carved with praying soldiers and valiant holy figures leads to the southwest, and to the north a simple archway, just to the right of the fireplace, leads to another room. Just west of the stairway and east of the arch stands a suit of ornate plate armor. A round shield hangs on the wall just northeast of the door you've just entered. A few long tapestries hang from the walls, a total of eight in all. Above the tapestries on the southwestern wall is a row of slender windows.

Give the players handout A. Characters approaching the round archway to the southwest notice a symbol of a shield crossed by a ranseur carved into the arch keystone above the wooden door. Those with the Knowledge (religion) skill that make a successful DC 10 check identify it as the holy symbol of Thormyr. The GM may wish to allow characters not possessing the Knowledge skill instead an Intelligence check to discern the same thing.

Allow a DC 14 Search check for those inspecting the (medium) round shield. A successful check means the character notices two discolored wall areas on either side of the shield – two long objects have been removed from the wall, weapons perhaps? The missing objects are actually two ceremonial longswords, claimed by the trogs and carried off to the cave complex.

The stairs in this room lead to S3-3.

Tactics: If confronted with intruders, six goblins over-

Thormyr, God of Honorable Duty

Thormyr is a lawful neutral god of good tendencies, favored by soldiers, guardsmen, and warriors. His followers are primarily human. He is stern but generous to his followers, and he has been known to render aid those he deems particularly valiant or steadfast in the battle versus evil. He has also been known to appear at the funerals or graves of especially brave soldiers or warriors.

Thormyr is often depicted as a tall warrior clad in bright silver scale mail and brandishing a huge ranseur, his favored weapon. His symbol is a ranseur laid slantwise across a silver shield. Thormyr is sometimes referred to as the Dutiful One or Loyal One. The domains he is associated with are Healing, Law, Protection, and Strength.

turn two of the smaller tables and begin firing arrows at the party from a kneeling position. Three goblins position themselves behind each table, effectively giving them one-half cover (+2 AC bonus, +1 Ref saves). The two bugbears and two remaining goblins draw their weapons and position themselves to the side of the tables.

The ogre Urggar draws out his enormous battleaxe and waits for the characters to approach. Urggar baits the characters, taunting them in an attempt to lure them farther into the room. If any characters enter the circular area marked "X" on the area 2-2 blow-up map, he slices the rope with his axe and sends the heavy chandelier crashing down on the characters' heads! Those within the circular "danger zone" beneath the chandelier must make a DC 16 Reflex save. Failure indicates 3d6 damage from a direct hit; success indicates a glancing blow for half damage.

If the characters attack him with missile fire and do not approach, the ogre charges them. If wounded to 50% of his hit points Urggar bellows for aid; allow the bugbear in area S2-3 a DC 5 Listen check every melee round; if successful he comes to Urggar's aid immediately.

If the party returns fire, the bugbears, two goblins without missile weapons, and ogre circle the tables and attack hand-to-hand, trying to split up the party and surround individual party members if possible. The ogre Urggar also charges party members if given a chance. If the ogre or half the humanoids present are slain or incapacitated, one bugbear attempts to warn their leader in area S3-3. (As noted in area S3-3, there is a chance that the bugbear leader Bruzbid himself will look out one of the windows in his gallery above and take notice of a battle.)

Treasure: Each goblin carries 2d10 sp and 2d8 gp, and each bugbear carries 2d10 sp and 2d10 gp. The stronger bugbear also carries a detailed brass mug strapped to his belt (worth 30 gp). The ogre has a sack that contains his treasure: 130 sp, 48 gp, a masterwork dagger in a leather sheath (worth 302 gp), and a gold necklace set with eight bloodstones (worth 400 gp, or 320 gp for the gems alone).

The chest holds many pewter and clay dishes, some glassware, and an engraved silver serving set (used for special occasions and worth 210 gp for the entire set). The serving set takes up an entire large sack if properly packed for travel. One drawer holds several folded linen tablecloths.

The cabinet is locked and only the captain (now dead in area S5-1) has the key; inside are several bottles of average red and white wine and a jug of aged brandy worth 150 gp.

Behind one tapestry, undiscovered by the humanoids, is a tiny wall niche that holds a *ring of feather falling*,

hidden some time ago by an officer. (The tapestry must be physically moved to find this niche; there is otherwise no chance to discover the niche unless the PCs have a magical means of looking *through* the tapestry.) This magical ring appears to be a plain silver band, but any character handling the ring should be granted a DC 12 Search check; if the check is successful that character discovers a small symbol resembling a feather inscribed on the inside band of the ring.

Goblins (8): CR 1/3; Small humanoid; HD 1d8+1; hp 5 each; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk/Full Atk morningstar +2 melee (1d6) or light crossbow +3 ranged (1d8/19-20); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

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

Possessions: Light crossbow, morningstar, 2d20 sp, 2d8 gp.

Bugbears (2): CR 2; Medium humanoid; HD 3d8+3; hp 20, 17; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +2; Grp +4; Atk/Full Atk morningstar +5 melee (1d8+2); SQ Darkvision 60 ft., scent; AL CE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

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

Possessions: Morningstar, leather armor, wineskins, rucksacks holding foodstuffs, 3d10 gp.

Urggar, ogre: CR 3; Large giant; HD 4d8+8; hp 27; Init -1; Spd 30 ft.; AC 16, touch 8, flat-footed 17; Atk/Full Atk battleaxe +8 melee (1d8+5/x3) or javelin +1 ranged (1d6+5/x2); Space/Reach 10 ft./10 ft.; SQ Darkvision 60 ft.; AL CE; SV Fort +6, Ref 0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +10, Listen +2, Spot +2; Toughness, Weapon Focus (great club).

Possessions: Battleaxe, hide armor, javelin.

Area S2-3 – Kitchen (EL 5): Read or paraphrase the following:

This food preparation area is crowded with furniture and supplies. There are many small tables here, a huge wooden chopping block, sacks of dry goods, a large cask of water, a smaller tapped cask, and shelves holding bundles of dried herbs and spices of all sorts. Stacked against the walls are several barrels of varied sizes. Pots and pans hang from hooks near the shelves, and strings of sausage and large cheese rounds hang from the two rafter beams. A metal cooking rod is slung across the large fireplace and nearby is a small iron cooking pot set on a trivet. Long metal forks and skewers are propped against a wall nearby as well. A wooden rack holds many knives and

cleavers, but one seems to be missing.

There is a vile stench to the air here.

A lone bugbear lurks herein; he has come to the kitchen seeking more edible tidbits.

The tapped cask holds good ale. The barrels hold pickled fish in brine, salted pork, pickles, and the like.

If the characters touch any of the pots or pans hanging overhead, there is a 75% chance one will fall with a loud clatter, possibly drawing the attention of all nearby humanoids, including Bruzbid. (The GM should roll an immediate Listen check at DC 8 for both Bruzbid and all humanoids on this level.)

Near the rear of the room, behind the barrels to the north, is a dead troglodyte. The body lies face down, its skull apparently crushed by a blow from a mace or similar blunt weapon. The body is devoid of weapon or treasure. Two rot grubs infest the troglodyte body; they attack any warm-blooded person handling the corpse. Characters handling the body must make a successful DC 15 Spot check to detect these deadly vermin. If this check fails, a grub has stealthily penetrated the skin of the victim and that character should be allowed a DC 15 Wisdom check each round to notice the strange burrowing beneath his or her skin. Each round following a DC 17 Fortitude save must be made, and if failed the victim sustains 2d6 points temporary Constitution damage. A victim reaching a Constitution of 0 dies, and which time the grubs seek out a new victim. During the first two rounds the grubs may be slain by applying flame to or cutting open the affected skin area; this "treatment" causes 2d6 points of damage but the cutting damage may be reduced to 1d6 if a successful DC 15 Heal check is made.

Enough food can be found in this area to feed twenty people for two weeks. Many of the sacks here are no different from those in the storage level of the soldier tower (area S1-5). The missing cleaver was taken by the stronghold chef "Cookie" before he ran downstairs to join the battle. His remains lie in area S1-5.

Tactics: If the bugbear is caught unawares, he speaks to the characters (in Bugbear), calmly asking their business while inching back toward the nearest countertop; once there he grabs a large container of pepper and throws it at the nearest unhelmed character. The bugbear then seeks to flee the room to the safety of the Great Hall if it's possible, otherwise he draws out his morningstar and fights to the bitter end. His treasure is under a bedroll in area S3-1.

The GM should treat the pepper container as a ranged touch attack, with a -4 nonproficiency penalty to the attack roll. If struck, victims must make a DC 18 Fort save or be blinded for 1d4 melee rounds, the first round of which is spent in extreme discomfort, uncontrollably clawing the grains of pepper from their eyes



(no other actions are possible that first round).

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

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

Possessions: Morningstar, leather armor, wine-skin, 2d10 sp, 2d10 gp.

Area S2-4 – Chapel: Read or paraphrase the following:

Two ornate rose windows constructed of stained glass let beams of sunlight into this area. The rows of wooden pews and silver wall sconces would seem to denote that this area is the stronghold chapel. The doors and settle-style pews are constructed of dark wood, carved with ornate scrollwork and symbols of good. A simple altar of polished rosewood and a lectern are near the south wall. A white and silver fringed cloth lies over the altar. The altar cloth bears the sign of the ranseur and shield. To one side of the altar is a touchier upon which stands a silver candelabrum. Each of the candelabrum's four arms holds unlit white candles.

A paneled wooden door leads northwest.

Give the players handout B. There are various religious ornaments here suitable for worship services dedicated to Thormyr, god of honesty, valor, steadfastness, and loyalty. Any character successfully making a DC 10 Knowledge (religion) check discerns the god worshipped here. The lectern has a hollowed-out area in the back that holds a book of religious writings. The writings are all written in Common and are easily discerned as lawful neutral or lawful good teachings. At the rear of each pew is a wooden holder pierced with holes; many of the holes hold white candles used by the soldiers for special ceremonies. In addition, the seats of each pew swing upwards if the covering cushion is removed, allowing access to a storage area within the seat. The first three seats checked are nearly empty, only containing hymnbooks, but the last seat checked holds a masterwork heavy mace wrapped in a blue silk pouch (worth 312 gp) and a crystal cruet

set. The cruet set is worth 740 gp, but stealing it would certainly be an evil act.

The bugbears have not yet entered this chamber, fearing that the symbols on the archway outside could be hazardous magic. Given time they will eventually overcome their fears and plunder both the chapel and chaplain's office.

If a character kneels at the altar and asks Thormyr for aid, there is a chance the god will render some assistance. Assume there is a base 5% the god will take notice, modified as follows: fighters and rangers may add 5%, clerics may add 10%, and paladins or clerics of Thormyr may add 15% to this base percentage. In addition, if the kneeling character personally defeated one or more of the humanoids that currently infest Whitefang Stronghold, increase the aid chance by a further 10%. After the percentage is determined, roll a d% for the character and refer to the table below (see sidebar). All spell effects are as if by 10th-level caster.

Area S2-5 – Chaplain's Office: Read or paraphrase the following:

This crowded room appears to be the office of a minor official. The furniture consists of a desk, several chairs, a small wall-mounted bookshelf, and a short table. There is a scattering of papers across the desktop. Hanging from one wall is a small but detailed tapestry depicting a knight or cavalier kneeling before a smiling queen. A screen of dark wood blocks the rear corner of the room from view.

This room served as the office of Chaplain Korde until the time of the attack. The bookshelf holds a few books dedicated to the worship of Thormyr (a cleric of Thormyr might pay a few silver pieces for them, but they are otherwise of no great value). A fish carved from a block of wood (a gift from a talented soldier to the nature-loving chaplain) and a circular wooden container holding a few white owl feathers sit on the shelf as well. The papers were scattered by the surprised chaplain and have been left here untouched since. All

the papers, if placed together in proper order, constitute a detailed sermon. The desk drawers hold writing implements, a stack of vellum, and records of religious services and related matters. The tapestry is worth 20 gp.

Behind the thin screen is the chaplain's sleeping area, which consists of a simple pallet and a stout trunk. The trunk holds clothing and a little-used light mace. A cassock of dark blue cloth, used for services, hangs from a wall peg here as well.

A small bundle of cloth is strapped to the bottom of the small table (DC 15 Search check to locate). Inside this bundle of grey cloth is a single huge scale. The blue scale was lost by the wounded Rathulagon during a fly-over then discovered by a soldier outside the stronghold and given to Korde for possible identification weeks ago. Korde kept the scale safely hidden in the hopes of getting it identified by a visiting sage in the near future. Characters making a successful DC 17 Knowledge (nature) check can identify it as a dragon scale.

Area S2-6 – Roof Parapet: Read or paraphrase the following:

The door opens out onto the roof of the complex. The roof is rough and gritty. Large pieces of masonry are littered about and seem to have fallen from above. A parapet equipped with alternating merlons and embrasures runs along the edge of the roof on all sides.

A fine gravel has been spread across the rooftop here. Characters walking across the roof outside the southwestern wall of area S2-4 should be allowed to make a DC 10 Spot check; if successful they notice an enormous blue scale lying on the roof. This great scale was left behind by the wounded Rathulagon during his vicious attack on the stronghold. Characters making a successful DC 17 Knowledge (nature) check identify it as a dragon scale.

Character Alignment	% Roll Successful	% Roll Unsuccessful
Lawful good, lawful neutral	Character affected as if by a <i>cure light wounds</i> spell if wounded, otherwise character receives <i>divine favor</i>	Thormyr ignores the whole thing
Chaotic good, true neutral, chaotic neutral	Character affected as if by a <i>calm emotions</i> spell	Thormyr ignores the whole thing
Lawful evil	Thormyr ignores the whole thing	Character is shaken for 1 round
Chaotic evil, neutral evil	Character glows red for 1d3 rounds	Character is shocked for 1d6 damage and will be further shaken for 1d3 rounds, with no saving throw!

Whitefang Stronghold, Level Three

Unless noted otherwise, all ceilings on this level are 10 feet high. All doors are standard wooden doors. Outer walls are considered exterior stronghold walls as detailed below. All interior wall and walls separating rooms are considered superior masonry walls.

Exterior Stronghold Wall: 1-1/2 ft. thick; hardness 8; hp 200; Break DC 45; Climb DC 15.

Superior Masonry Wall: 1 ft. thick; hardness 8; hp 90; Break DC 35; Climb DC 20.

Wooden Door: 1-1/2" thick; hardness 5; hp 15; Break DC 16; Open Lock DC 25.

Wandering Monsters

There are no wandering monsters on this level.

Areas of the Map

Area S3-1 – Training Room (EL 3): Read or paraphrase the following:

This circular chamber is devoid of furniture. Several large, woven mats are spaced about the floor and wall pegs hold wooden staves and wooden practice swords. Thrown down on one side of the room is a messy conglomeration of bedrolls, cloaks, and soiled garments.

This was once a training and practice area for the stronghold guards. The chamber is now being used as a sleeping chamber by the bugbear force. Two bugbears are currently here, deep asleep and snoring in a deep bass range. Allow each bugbear a DC 20 Listen check to awaken when the party enters; otherwise the bugbears should be treated as helpless defenders. (The GM should obviously modify the Listen DC appropriately if the party is not making a reasonable effort to be quiet.)

The stairs lead to area S4-1.

Treasure: Poking through the bedstuffs is an odorous task, as the place reeks of bugbear, but a diligent party spending a few minutes searching will discover a small sack holding 48 gp, a thick silver bracelet (worth 80 gp), and a set of thieves' tools amid the assorted bedding.

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

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

Possessions: Morningstar, leather armor, wineskins, rucksacks holding foodstuffs.

Area S3-2 – Meeting Room: This area is the stronghold's conference chamber and was used on a weekly basis by the captain and his men. Read or paraphrase the following:

A long rosewood table surrounded by twelve chairs dominates this long, roughly triangular room. A tall cupboard and a few stools are against one wall. To the east, small windows overlook the Great Hall below. The room appears unoccupied.

The windows overlook area S2-2. Allow any character peering through a window a DC 6 Spot check to see humanoids in chamber below, assuming of course that those same humanoids still live.

This area is unoccupied. The cupboard holds several rolled maps, blank parchment, writing quills, and a pot of ink. Characters spending a turn or more searching the cupboard will discover a crude, hand-drawn map of the mountainside paths (give out players' handout C).

Area S3-3 – Captain's Office (EL 5): The bugbear leader Bruzbid occupies this room. The characters have probably already encountered him in area S2-2. Read or paraphrase the following:

This area appears to be a rather spartan office of sorts. A writing desk and comfortable chair are near the wall, and a low, round table surrounded by a couch and several chairs sits near the center of the place. Also in plain sight is a small trunk, battered open and ruined. A large animal fur and a shield bearing an unusual design hang on opposite walls. A lit lantern in a wall niche provides stark illumination.

If the characters have not encountered Bruzbid and manage to surprise him, read or paraphrase the following:

A large, fearsome looking humanoid with battle-torn armor and weapons drawn looks upon you from one of the chairs. He stands warily, ready for battle.

Narrow side windows here offer an overhead view of the Great Hall below. If the characters have not entered the Great Hall, allow any character specifically looking through a window a DC 6 Spot check to spy the humanoids below.

Bruzbid, leader of the bugbear band, has currently taken up residence here. Bruzbid is a wily creature who is used to dominating his fellows by fear tactics and bargaining. He demands the best loot, but knows



when to reward faithful allies as well. The recent addition of an ogre to his ranks pleases him immensely, and he takes care to treat the giant well, offering him choice bits of treasure and food as needed. Bruzbid and his comrades are less kind to the goblins, treating them as third-rate hangers-on and picking on them when the opportunity presents itself. The goblins get last choice of loot, food, and everything else; eventually they will tire of the cruel treatment and move on, but for now they stay, pleased with the security offered by the company.

The seizing of Whitefang was a wonderful stroke of luck for Bruzbid. His band was in the right place at the right time, arriving less than a day after the initial attack by Rathulagon and the mountain troglodytes. Upon their arrival at Whitefang the goblinoids easily slew the wounded defenders that remained in the stronghold and took control of the place. Eventually they will search the entire stronghold, but for now they have happily settled in a few rooms and grabbed what treasure lay within easy grasp. Bruzbid knows that the arrival of more human troops is a near-certainty and he hopes to recruit more goblinoids from the surrounding area into his ever-enlarging band. If he has his way, Whitefang will soon be defended by an enormous band of humanoids and solidly under his control.

The stairs here lead to area S4-2.

Tactics: If any commotion occurs below, allow Bruzbid a DC 10 Listen check to hear the ruckus. If he has ample warning, Bruzbid bars the door (wooden bar, DC 25 Strength check to break), arms himself, pockets his loot, and takes a circular route to escape, moving through the meeting room (area S3-2) and training room (area S3-1) and down into the watch room (area S2-1). He then peers through the door into the Great Hall to evaluate the situation. If a battle in progress appears to be evenly matched, or the bugbears are winning, he attempts to sneak up on the characters from behind and attack, hurling his javelin at any obvi-

ous spellcasters as he closes the distance. If the party appears to be handily winning or the ogre has been defeated, he heads down the stairs and exits the complex with all due speed, never to be seen again. (If the worgs remain alive he rides one to safety.)

Treasure: The desk has two drawers, one atop the other. The top desk drawer holds a few pieces of parchment and records of routine stronghold matters, such as the delivery of supplies, a listing of merchant goods recently inspected, training and disciplinary notes regarding the soldiers, and the like. The lower desk drawer is locked (Open Lock DC 18); the key can be found on the body of the captain at area S5-1. This drawer contains a slip of parchment listing pay records, a wooden cash box, and a small leather-bound journal. The cash box is also locked (with the same key) and pin-trapped; it holds 88 sp and 62 gp. The desk also contains a clever secret compartment (discovered with a successful DC 26 Search check) that contains a small silk pouch. The pouch holds 4 tourmalines (worth 80 gp each), 6 jaspers (worth 50 gp each), and a platinum signet ring (worth 300 gp).

Needle Trap: CR 1; mechanical; touch trigger; manual reset; lock bypass, Open Lock DC 30; Atk +8 melee; (1d3, blue whinnis, DC 14 For save resists poison only, 1 Con/unconsciousness; Search DC 22; Disable Device DC 20.

Bruzbid, male bugbear Ftr2: CR 4; Medium humanoid; HD 3d8+2d10+5; hp 33; Init +2; Spd 30 ft.; AC 21, touch 12, flat-footed 19; Base Atk +2; Grp +6; Atk/Full Atk longsword +9 melee (1d8+4/19-20) or javelin +6 ranged (1d6+4); SQ Darkvision 60 ft., scent; AL CE; SV Fort +5, Ref +5, Will +1; Str 19, Dex 14, Con 13, Int 12, Wis 10, Cha 7.

Skills and Feats: Climb +2, Handle Animal +2, Hide +4, Listen +4, Move Silently +0, Ride +4, Spot +4; Alertness, Mounted Combat, Quick Draw, Weapon Focus (longsword).

Possessions: Chain shirt, javelin, longsword, shield (heavy wooden).

Whitefang Stronghold, Level Four

Ceilings on this level are 10 feet high. Outer walls are considered exterior stronghold walls as detailed below, although the walls in S4-1 are damaged as described below.

Exterior Stronghold Wall: 1-1/2 ft. thick; hardness 8; hp 200; Break DC 45; Climb DC 15.

Wandering Monsters

There are no wandering monsters on this level.

Areas of the Map

Area S4-1 – Barracks (EL 4): Read or paraphrase the following:

This octagonal area appears to have been the sight of a horrible slaughter. Huge gaps pierce the walls, and broken masonry and fractured beams have fallen upon blackened, near-skeletal figures and burned beds – a thoroughly frightening sight. Several figures appear to have been killed while still asleep in their beds. Other figures appear to have been buried beneath flying debris. The extent of the carnage makes an exact body count difficult, but a rough count reveals at least a dozen corpses.

This area served as the stronghold barracks, and the room contained a number of bunk beds for resting soldiers. Rathulagon struck in the middle of the night, when most of the guard was asleep, and his first blast of lightning slew fourteen soldiers instantly.

A successful DC 20 Knowledge (architecture) or Knowledge (arcana) skill check identifies the damage as being caused (at least in part) by lightning.

Characters looking overhead will see a pull-down trapdoor, fixed by a pin. If the pin is pulled, rubble and pieces of masonry from the ruined level above rain down on the party. The GM should treat this as a trap – characters thinking back to the devastation they witnessed from the outside may realize that opening the trapdoor would be a very bad idea indeed. If the pin is pulled and the door swings down, any characters beneath the trapdoor or within 10 feet must make a Ref save (DC 24) or take 3d6 damage from the falling rubble.

Anyone attempting to move any of the beams that have fallen across the bunks – including during the course of a Search check – has a 75% chance of causing the unstable wall to collapse further. Those within 10 feet of the collapsing wall must make a successful DC 18 Ref save or immediately take 2d6 damage. A blinding cloud of dust is kicked up for a round, accompanying by the thunderous sound of falling

masonry. Characters who specifically inspect the beams for safety concerns before moving them should be allowed a DC 12 Knowledge (architecture) or Craft (engineering) check to discern the possible danger.

Falling Rubble Trap: CR 3; mechanical; touch trigger; no reset; DC 24 Reflex save avoids; stone rubble (3d6); multiple targets (all targets in two adjacent 5-ft. squares); Search DC 24 or Knowledge (architecture and engineering) DC 20; Disable Device DC 20.

Collapsing Beam Trap: CR 2; mechanical; touch trigger; repair reset; DC 18 Reflex save avoids; falling beams and rubble; 2d6 damage; DC 18 Reflex save avoids; multiple targets (all targets within 10 ft. of wall); Search DC 20 or Knowledge (architecture and engineering) DC 12 or Craft (engineering) DC 12; Disable Device DC 20.

Area S4-2 – The Library: Read or paraphrase the following:

This chamber appears to be a library or study of some sort. There are several shelves against the walls here that hold books, scrolls, and various manner of bric-a-brac. In the center of this room is a well-polished, circular table over which hangs a brass lantern. A writing desk is against one wall, and several comfortable chairs are spread about. Most of the floor is covered by a large circular throw rug.

A stairway leads up to the next level.

There are approximately 60 books and scrolls here of various types and sizes. If a particular work is examined, roll on the following two tables to determine length and subject:

Book Type

01-20	Chapbook (1d4x6 pages)
21-30	Very short book (1d6x6 pages)
31-59	Short book (1d8x10 pages)
60-80	Medium book (1d10x10 pages)
81-89	Long book (1d20x10 pages)
90-95	Volume (2d10x10 pages)
96-00	Scroll

Roll Subject

01-20	Meteorology or astrology
21-40	History (local or otherwise)
41-60	Nature (birds, plant life, etc.; 10% chance work includes monsters or magical beasts)
61-70	Armscraft (weapon use, weapon repair) or tactics
71-80	Leadership or management
81-95	Hobby instruction
96-00	Maps or full-page illustrations (any)

There is a 25% chance a book will be illustrated. A

member of the fighter class (including all subclasses) spending a full week reading a book on armscraft or tactics will gain 200 XP at the end of the week. (Allow this experience bonus for the first such book examined only; if the party finds multiple books of this sort a single individual cannot gain multiple XP awards, but three different fighters could benefit from three different books.)

The following books should serve as samples for the GM:

- *Beasts of the Northlands* by Sage Grokus; 98 pages; has a short chapter detailing the general habits of reptilian humanoids, including troglodytes, which mentions a rare offshoot of the standard troglodyte race that prefers to live in mountainous terrain and high-altitude caves.
- *Winds and Weather* by Alfren Dodde; 42 pages; a short, simple work that details cloud types and basic weather patterns.
- *Fantastical Flying Beasts* by Eldrammar the Wise; 30 pages; book describing griffons, hippogriffs, giant owls, and wyverns, with small illustrations.
- *A Soldier's Manual* by Captain Fahrfield Hall; 56 pages; book relates good soldiering (weapon care and common drills) and habits (self-discipline, loyalty, etc.).

Most of the books are somewhat worn and would fetch 1d10 gp each if sold (add an additional 5 gp worth, cumulative, if the work contains maps or illustrations, is or is longer than 40 pages in length). Also on the shelves are other sundry items of no great worth: three wooden figures (a nymph, a mounted soldier, and a running knight, all carved by a skilled soldier in his spare time), a round obsidian paperweight, a bear claw, and a small, empty clay jar.

Tucked atop a few books on a lower shelf is a furled arcane scroll of the following three spells: *detect thoughts*, *fog cloud*, *protection from arrows*; allow searching characters a DC 12 Search check to find this item. The rug has no great value and there is nothing hidden beneath it.



Whitefang Stronghold, Level Five

The ceiling on this level is 10 feet high. Outer walls are considered exterior stronghold walls as detailed below, but note that the walls of area S5-1 have been weakened by the recent attack (reflected in the stats below).

Exterior Stronghold Wall: 1-1/2 ft. thick; hardness 8; hp 90; Break DC 40; Climb DC 15.

Wandering Monsters

There are no wandering monsters on this level.

Areas of the Map

Area S5-1 – Captain's Quarters (EL 3): Read or paraphrase the following:

This room, once nicely appointed from its look, is now the scene of destruction. A gaping hole in the far wall exposes this room to the open air. Pieces of masonry have fallen on a chair and crushed it. A blackened skeleton lies near a burnt and broken bed, and black marks, like soot, mar the walls. A once-rich circular throw rug is barely recognizable beneath chips of fallen masonry and stone dust. A ladder leans haphazardly against a small window. A few pieces of furniture escaped the devastation: a small writing table with a torn journal upon it, a wardrobe, a simple chair, and a trunk near the bed.

Several hawk-like creatures with red talons and red beaks look up from roosts amidst the rubble. They suddenly lunge for you, screeching as they come!

A flock of eight bloodhawks has taken roost here. They entered the chamber through the ruined wall. They viciously attack anyone entering the chamber. The birds are recent arrival and have no treasure.

If the skeleton is inspected, a thong around its neck will be discovered that holds the key to the cash box inside his office desk (see area S3-3) and the cellaret (in area S2-2).

The wardrobe holds regular clothing (a cloak, breeches, etc.) and a rough-cut walking stick made of oak. A small drawer inside the wardrobe holds a few items of jewelry, most worthless except for a pewter brooch worth 30 gp. A long box lies beneath the wreckage of the bed and can be retrieved after about 10 minutes of work. Inside this box is a normal suit of chainmail, gauntlets, and a masterwork longsword. The rug is of no value and hides nothing.

The Journal: The journal contains the following entries of interest (also available as players' handout D):

Dated 26 days before the party's arrival: "We spotted the hobgoblin group again today. They are a large host, some 20 or stronger. We have spotted other humanoids over the last several months, various goblinoids, gnolls, bugbears, and the odd ogre, but their numbers have never been as large. I will instruct the men on lookout to watch for this group... they could be troublesome."

Dated 21 days before the party's arrival: "My worries appear to have been exaggerated. The large band of hobgoblins has not been seen, and the men, while foraging for firewood, spotted an abandoned camp at the bottom of the gorge about a mile from here. We've spotted a few goblins and bugbears this week, but their numbers are few and they are clearly not the larger group originally spotted. I can only assume, thankfully, that the hobgoblins have departed the ravine and moved on."

Dated 19 days before the party's arrival: "Lerhart discovered an unusual item on the trail today. It appears to be an enormous scale of some sort. I've given it to Chaplain Korde for possible identification."

Dated 18 days before the party's arrival: "Spotted an ogre and bugbears in the ravine today, traveling together. They quickly departed at the first sight of our patrol. Not sure what to make of this, but such creatures do at times work together. Still no sign of the large hobgoblin group. They've obviously departed."

Dated 14 days before the party's arrival: "There was an ominous development today. Many footprints were discovered near the dirt track, on an upper trail leading off toward the high mountain caves. We cannot identify the tracks – the creatures that made them have three toes and feet quite different from the humanoids that frequent this area. Korde likens the tracks to those of a bird or reptile. Whether these new creatures had anything to do with the displacement or disappearance of the hobgoblins is unknown." (PCs with 5 ranks in Knowledge (nature), or 5 ranks in Survival and the Track feat, know that three-toed footprints are associated with lizardfolk, including mountain troglodytes.)

Dated 10 days before the party's arrival: "We took possession of the *Censer* today. I've placed it in a double-locked strongbox for safekeeping. When the relief guard arrives, we'll convey the *Censer* to the city. In the meantime I've instructed the men to protect it at all costs."

Dated 7 days before the party's arrival (this is the very last entry in the journal): "Dunham was on lookout tonight and claimed to have spotted an enormous flying shape – he said the silhouette was huge against the nighttime clouds. I have no idea what to make of this, but Dunham was sober and clearly believes what he says. I've instructed Rolan to double the parapet guard tomorrow night just in case."



The ladder leads to a ceiling trapdoor that is pegged shut. If opened, those beneath the trapdoor must make a successful DC 25 Ref save or take an immediate 2d6 damage as blocks of masonry fall from the chamber above. The resulting collapse will block the trapdoor with rubble. (The room above, once an observatory, was completely sheared away by the dragon's attack a week ago.)

Bloodhawks (8): CR 1/2; Small magical beast; HD 1d10+1; hp 8, 6, 6, 6, 5, 5, 4, 4; Init +2; Spd 10 ft., fly 80 ft.; AC 15, touch 13, flat-footed 13; Base Atk +1; Grp -2; Atk claw +4 melee (1d4+1); Full Atk 2 claws +4 melee (1d4+1 x2) and bite -1 melee (1d6); SQ Low-light vision, scent; AL N; SV Fort +3, Ref +4, Will +2; Str 12, Dex 15, Con 12, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +4, Spot +4*; Weapon Finesse. *Blood hawks gain a +8 racial bonus to Spot checks in daylight.

Falling Rubble: CR 2; mechanical; touch trigger; no reset; DC 25 Reflex save avoids; stone rubble (2d6); multiple targets (all targets in two adjacent 5-ft. squares); Spot DC 24 or Knowledge (architecture and engineering) DC 20; Disable Device DC 20.

Aurora Pass Caves

If the PCs have carefully explored a sizable portion of the Whitefang complex, they should have amassed enough clues to guess that their ultimate goal lies in the mountain-side caves to the west. Here is a summary of the possible clues and their location:

Area	Clue
S1-1	Mountain troglodyte footprints
S1-1A	Mountain troglodyte footprints lead to cliff caves
S1-4A	Stone axe (unlike the metal weapons carried by goblins and bugbears)
S1-5	Mountain troglodyte blood in room
S2-3	Mountain troglodyte body
S2-5	Dragon scale
S2-6	Dragon scale
S3-2	Map of the mountainside paths (players handout C)
S4-1	Lightning damage to room
S4-2	Book mentioning mountain troglodytes and their preferred lairs
S5-1	Journal entries mention mysterious scale, troglodyte tracks

The above clues and the continued search for the *Censer of Weal* should point the PCs toward the area of the Aurora Pass Caves. If the PCs have completely missed the journal, or are having trouble “connecting the dots,” the GM can steer the PCs to the caves via a successful bardic knowledge check (DC 12) or Knowledge (local) check (DC 15). The check reveals that Aurora Pass was fraught with monsters before the construction of Whitefang, at which time the humanoid, bandit, and monster troubles sharply declined. Humanoid bands still travel the area from time to time, but rarely stay in the area longer than a week. Recent rumors tell of unusual humanoid activity in the area of Whitefang – reptilian humanoids that have driven away many of the “standard” humanoid bands. The mountain-side pass west of Whitefang is said to possess numerous offshoot paths that lead to deep caves, some inhabited by various creatures or humanoids.

If all else fails, introduce the following encounter once the PCs make camp. (If they make camp inside the keep, they hear Rathulagon’s shrieking cry and see his shape through the nearest window.)

A deafening roar from somewhere above draws your eyes to the source. A huge, dark form swoops high overhead, banks in a graceful dive, and turns away, flying away in a northwesterly course that closely parallels the mountain path leading away from the stronghold. The creature gives a last mighty flap of its broad wings and disappears behind some rocky outcroppings in the distance.

Allow all viewers a DC 10 Spot check. Success indicates that the viewer identifies the color of the form as dark blue. Otherwise the form appears only as a dark silhouette.

If this does not spur the PCs toward the caves, a trog war party approaches the stronghold from the northwest to for-

age at Whitefang for more weapons. (Draw upon the trogs from areas 2-2 and 2-3.) Upon encountering the party, they hurl a few javelins and retreat back to their caves at top speed. The GM should encourage pursuit, but not allow the PCs to catch the trog party (perhaps with a well-placed rockslide or the unintentional intervention of the aurumvovax might work toward this goal).

Wandering Monsters

There is a 10% chance (1-2 on a d20) per hour that the PCs will encounter a wandering monster while in Aurora Pass.

1d6 Encounter

1-2	1d4 blood hawks
3-4	2d4 gnolls
5	Rockfall
6	Young wyvern

The following descriptions and statistics blocks are provided for easy reference for the GM.

Blood Hawks: These dangerous birds are looking for an easy meal; if offered any serious opposition, they will depart in haste. They carry no treasure.

Blood hawks (1d4): CR 1/2; Small magical beast; HD 1d10+1; hp 6 each; Init +2; Spd 10 ft., fly 80 ft.; AC 15, touch 13, flat-footed 13; Base Atk +1; Grp –2; Atk claw +4 melee (1d4+1); Full Atk 2 claws +4 melee (1d4+1 x2) and bite –1 melee (1d6); SQ Low-light vision, scent; AL N; SV Fort +3, Ref +4, Will +2; Str 12, Dex 15, Con 12, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +4, Spot +4*; Weapon Finesse. *Blood hawks gain a +8 racial bonus to Spot checks in daylight.

Gnolls: These fellows are traveling to the stronghold and hope to join the forces there, drawn by the prospect of easy loot.

Gnolls (2d4): CR 1; Medium humanoid; HD 2d8+2; hp 11 each; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +1; Grp +3; Atk/Full Atk battleaxe +3 melee (1d8+2/x3) or shortbow +1 ranged (1d6/x3); SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills and Feats: Listen +2, Spot +3; Power Attack.

Possessions: Battleaxe, shortbow, 1d12 gp.

Rockfall: A sharp cracking sound is heard from above the party. Moments later several hundred pounds of rock come tumbling down the mountainside to strike the road. Falling rubble litters the roadway in a 10-foot half-circle radius extending out from the mountainside. All characters in the area take 4d6 damage (DC 12 Ref save for half damage). Any character taking more than 16 points of damage is pinned under rock rubble. A trapped character is allowed one DC 12 Strength check to dig out from under the pile of

rubble; otherwise the character is trapped until others can render assistance.

The rockfall partially blocks the road with rubble. Horses or carts may not pass through the area unless 6d10 minutes are spent by at least four people clearing the rubble. This encounter only happens once.

Young wyvern: This draconian horror is hunting game. If defeated, remove this creature from area 1-1. See area 1-1 for stats.

Areas of the Map

Area 1-1 – Wyvern Lair (EL 4): Read or paraphrase the following:

The ledge narrows at this point, slowing your progress. The path eventually dwindles to nothing about 30 feet ahead of you. A large cave opening is visible a few feet above the path; if you carefully climb over a rough boulder you could reach it. Beyond the opening you can see only darkness.

If the characters make the climb (no check required) and enter the cave, read or paraphrase the following:

Just inside the cave opening, amidst the many loose rocks, is a small animal skull and a few cracked bones. The cave beyond is rough-walled, with a ceiling perhaps 20 feet overhead at most. The floor of this place is cragged and littered with many small rocks and round stones.

This area is the lair of two wyverns. One wyvern, a young but hungry specimen, lurks in the rear of the cave. The other wyvern, a full-grown female and the mother of the first, is currently out hunting and will not return for several hours.

Woe to the characters if the mother returns to find her child slain! Her statistics are provided just in case – if she does return to find her child dead or under attack, grant her a +2 morale bonus to all attacks; this bonus is not included in the stat block that follows.

Tactics: This young wyvern is in a growing cycle and is voracious. It blindly and stupidly attacks any intruders until slain. Upon sighting the characters the creature begins drooling and roaring excitedly before rushing to the attack. Note that the young wyvern is not yet mature enough to use its wings as weapons.

Characters fighting on the narrow ledge outside the cave place themselves at considerable risk. If the wyvern scores a critical hit, or strikes a victim for 10 (or more) points of damage, the character struck must immediately make a DC 15 Dexterity check or plunge 70 feet to the road below, taking 7d6 damage upon landing. Furthermore, there is a 10% chance that characters taking such a fall will actually miss the pathway and fall to the bottom of the valley, suffering 20d6 damage and (almost) certain death!



Treasure: In the rear portion of the cave are nesting material and bones from past victims. Characters spending at least a minute searching the nest will also discover 22 pp, 31 gp, a badly torn suit of chainmail, a rusty helm, a +1 *dwarven battleaxe*, and a dwarven skull scattered about.

Young wyvern: CR 4; Medium dragon; HD 5d12+10; hp 40; Init +1; Spd 20 ft., fly 60 ft. (poor); AC 19, touch 11, flat-footed 18; Base Atk +5; Grp +9; Atk sting +9 melee (1d4+4) or talon +9 melee (1d8+4) or bite +9 melee (1d10+4); Full Atk sting +9 melee (1d4+4) and bite +7 melee (1d10+4) and 2 talons +7 melee (1d8+4); SA Poison, improved grab; SQ Darkvision 60 ft., immunity to sleep and paralysis, low-light vision, scent; AL N; SV Fort +6, Ref +5, Will +5; Str 18, Dex 12, Con 15, Int 6, Wis 12, Cha 9.

Skills and Feats: Hide +7, Listen +9, Move Silently +9, Spot +14; Ability Focus (poison), Alertness, Multiattack.

Wyvern mother: CR 6; Large dragon; HD 7d12+14; hp 60; Init +1; Spd 20 ft., fly 60 ft. (poor); AC 18, touch 10, flat-footed 17; Base Atk +7; Grp +15; Atk sting +10 melee (1d6+4) or talon +10 melee (2d6+4) or bite +10 melee (2d8+4); Full Atk sting +10 melee (1d4+4) and bite +8 melee (1d10+4) and 2 wings +8 melee (1d8+2) and 2 talons +8 melee (2d6+4); Space/Reach 10 ft./10 ft.; SA Poison (injury, Fort DC 17, initial and secondary 2d6 Con), improved grab; SQ Darkvision 60 ft., immunity to sleep and paralysis, low-light vision, scent; AL N; SV Fort +7, Ref +6, Will +6; Str 19, Dex 12, Con 15, Int 6, Wis 12, Cha 9.

Skills and Feats: Hide +7, Listen +13, Move Silently +11, Spot +16; Ability Focus (poison), Alertness, Flyby Attack, Multiattack.

Area 1-2 – Irregular Cave (EL 9): Read or paraphrase the following:

This cave has jagged, irregular sides. A small branch of the cave twists off at the rear, slanting downward somewhat. A few tiny stalactites hang from the ceiling here.

Characters searching the entry area (DC 10 Spot check) find a few tufts of golden fur lying about. As the characters proceed into the cave, they hear a low growling sound. The western elbow leads to the lair of a hungry aurumvorax. This beast is not evil, but it does not accept any intruders in its lair, and its personality makes an enraged pit bull seem mild in comparison. It is a relatively new tenant to the area, and the trogs have found out (the hard way) that it is both fearless and immensely strong for its small size. It has resisted their best efforts to drive it out of the area, and it has already sent one startled trog warrior hurtling over the rock ledge to his doom on the rocky ground far below. Troglodyte parties currently pass its cave quickly, using javelins and stone-tipped spears to fend it off on the rare occasions it emerges. Eventually, the shaman will persuade Rathulagon to breathe lightning into the cave, forcing it to move elsewhere in that manner.

The beast has no treasure per se, but the main cave contains an exposed gold vein. If properly mined, this vein will produce 1d6 x 100 gp worth of gold per day for 1d8 + 12 days before being exhausted; such a mining operation would require two properly equipped workers working eight hours per day.

Aurumvorax: CR 9; Small magical beast; HD 12d10+24; hp 78; Init +2; Spd 30 ft., burrow 10 ft.; AC 20, touch 13, flat-footed 18; Base Atk +12; Grp +16; Atk bite +18 melee (1d6+4); Full Atk bite +18 melee (1d6+4) and 4 claws +12 melee (1d4+2); SA Improved grab, rake 1d4+2; SQ Damage reduction 10/slashing or piercing, darkvision 60 ft., low-light vision, immunity to poison, scent; AL N; SV Fort +12, Ref +10, Will +5; Str 18, Dex 14, Con 14, Int 2, Wis 12, Cha 10.

Skills: Hide +10, Listen +8, Move Silently +5, Spot +7.

SA – Rake: 4 claws, attack bonus +18 melee, damage 1d4+2.

Note for the GM: An enraged aurumvorax may indeed be more than the average party of 4-6th level can handle. Do not decrease the encounter level or weaken the animal – sometimes adventurers must learn when it is wise to retreat and accept that an opponent is too strong to handle. Feel free to give the party warnings, however: via growls and the fierce appearance of the aurumvorax, they may realize that this foe is beyond their current level of ability. If the characters insist on taking on the creature before inspecting the other caves, leave them to whatever fate befalls them.

The Entry Caves (Level One)

This level consists of natural caves carved by years of slow water action. There are no doors on this level. Ceilings approximately 12 to 15 feet high unless otherwise noted in the text.

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

Wandering Monsters

There is a 20% chance (1-4 on a d20) per half-hour that the PCs will encounter a wandering monster while on this cave level.

1d10 Encounter

- 1-2 1d4 dire rats
- 3-4 1d3 mites
- 5-6 1d3 mountain troglodytes
- 7-8 1d3 fire beetles
- 9-10 Small critter (see note following)

The following statistics blocks are provided for GM reference.

Dire rats (1d4): CR 1/3; Small animal; HD 1d8+1; hp 5 each; Init +3; Spd 40 ft., climb 20 ft.; AC 15, touch 14, flat-footed 12; Base Atk +0; Grp –4; Atk/Full Atk bite +4 melee (1d4 plus disease); SQ Disease, low-light vision, scent, vermin traits; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 2, Cha 4.

Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse.

Mites (1d3): CR 1/4; Small humanoid (goblinoid); HD 1d8+1; hp 5 each; Init +1; Spd 20 ft.; AC 12, touch 12, flat-footed 11; Base Atk +1; Grp –3; Atk club +3 melee (1d4) or bite +2 melee (1d3); Full Atk club +3 melee (1d4) and bite –2 melee (1d3); SQ Darkvision 60 ft.; AL LE; SV Fort +1, Ref +3, Will +0; Str 11, Dex 13, Con 12, Int 8, Wis 11, Cha 6.

Skills and Feats: Craft (trapmaking) +4, Hide +6, Move Silently +2, Spot +1; Weapon Focus (club).

Possessions: Club.

Mountain troglodytes (1d3): CR 2; Medium humanoid; HD 2d8+4; hp 15 each; Init –1; Spd 30 ft.; AC 16, touch 9, flat-footed 16; Base Atk +1; Grp +2; Atk club +2 melee (1d6+1) or claw +2 melee (1d4) or javelin +1 ranged (1d6) or spit +0 ranged touch (blindness); Full Atk club +2 melee (1d6+1) and claw –1 melee (1d4) and bite –1 melee (1d4); or 2 claws +2 melee (1d4+1) and bite +0 melee (1d4); or javelin +1 ranged (1d6+1); or spit +0 ranged touch (blindness); SA Spit, stench; SQ Darkvision 60 ft.; AL CE; SV Fort +5, Ref –1, Will +0; Str 13, Dex 9, Con 14, Int 8, Wis 10, Cha 10.

Skills and Feats: Hide +9*, Listen +3; Multiattack, Weapon Focus (javelin). *In current underground setting.

Possessions: Club, javelin.

Fire beetles (1d3): CR 1/3; Small vermin; HD 1d8; hp 4

each; Init +0; Spd 30 ft.; AC 16, touch 11, flat-footed 16; Base Atk +0; Grp -4; Atk/Full Atk bite +1 melee (2d4); SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +2, Ref +0, Will +0; Str 10, Dex 11, Con 11, Int -, Wis 10, Cha 7.

Small critter: The PCs encounter one or more harmless animals – a flurry of bats above their heads, a squeaking rat running down the corridor far ahead of them, an inquisitive possum that plays dead if the characters get too close, a hairy spider crawling along a tunnel wall, etc. The players need not know the animal is harmless at first, so the GM should have fun: let them be dive-bombed by a rogue bat or whatever you can dream up.

Areas of the Map

Area 1-3 – Large Cave Opening: Read or paraphrase the following:

The entrance to this wide cave is nearly blocked by several stunted trees. The trees are nearly bare of leaves, and they probably serve as a perch for vultures or other birds. Right now the trees are empty of occupants, but abandoned nests and spoor are evident enough. The cave area is strewn with dead leaves and small twigs. A thin layer of sandy dirt covers the floor.

Characters examining the soil may identify rat and mountain troglodyte tracks with a successful DC 10 Survival (Track) check. A few yellowed bones have been tossed in the southern tip of this place; were there any way to know, these would be revealed as rat bones tossed here by the mites farther inside.

Area 1-4 – The Trapped Corridor (EL 3): Read or paraphrase the following:

You travel approximately 50 feet inside the cave entrance and the natural tunnel proceeds steadily downward via smooth stone terraces. You pass unworked stone walls on either side and see the telltale signs of vermin, but little else thus far. The corridor continues straight ahead into the darkness.

The adventurers will reach this point after descending approximately 20 feet downward via natural terraced steps of stone. A tripwire trap awaits those in front, and a cluster of hidden mites in the tiny tunnels nearby attack those dropped by the tripwire.

Tripwires: This area of corridor is trapped; the first two ranks of characters entering the area may stumble across an extremely thin tripwire stretched across the corridor. Characters making the first Search check successfully (see stats below) are automatically allowed a second check at +4 to notice a second tripwire immediately beyond the first.

Failure to notice a tripwire means that the character stumbles and falls, taking no damage except being knocked prone. There is a 50% chance that falling

characters will drop whatever is in hand when they tumble to the ground.

Rockfall: Eight mite guards lurk in the narrow tunnels to the south. They have a second trap designed to attack those who fall to the tripwires. If they hear any characters fall, they yank a thin but strong rope (woven of human hair) to drop a net from the ceiling over the tripwires. The net is not meant to capture; instead, it holds approximately 160 pounds of rock rubble. Characters within 10 feet of the tripwires take 2d6 damage (DC 15 Ref to avoid; prone characters get no save). The release rope for the net trap runs along the ceiling into the mite tunnel just off the main corridor, so PCs cannot detect this trap until they venture into the mite tunnels (at which time the rope is fairly obvious).

Mite Attack: As soon as dust begins to settle, eight mites scuttle forth to attack. At the same time, two pesties emerge from the nearby side tunnels and attempt to carry away any items dropped. If nothing was dropped, they use Sleight of Hand to pick a pocket. The pesties retreat as soon as each has grabbed an item of value, which they are fairly skilled at identifying. The mites attack with clubs, attempting to beat the characters into submission. If all the characters are knocked unconscious, they are stripped of all valuables and equipment, bound hand and foot, and left in the corridor to die.

If a pestie succeeds in its Sleight of Hand attempt, the GM should roll a d% to determine the item stolen (50% gem, 25% coins, 25% small magic item). If a magic item is taken, it will be a dagger, potion, rod, or similar item not held in hand by the character but rather strapped to a belt, lodged in a boot, etc. Obviously items buried deep in haversacks or otherwise secured cannot be so stolen, but the GM should then consider the location of the item the next time the PC wishes to quickly draw it out! If a pestie successfully swipes an item, they hightail it to their caves and the robbery victim may not even know what was stolen until the culprit is caught or the character takes a full inventory of their belongings.

Tripwire Trap (2): CR 1; mechanical; location trigger; manual reset; Atk +12 melee (knock prone); Search DC 22; Disable Device DC 20.

Mites (8): CR 1/4; Small humanoid (goblinoid); HD 1d8+1; hp 6, 6, 5 (x4), 4, 4; Init +1; Spd 20 ft.; AC 12, touch 12, flat-footed 11; Base Atk +1; Grp -3; Atk club +3 melee (1d4) or bite +2 melee (1d3); Full Atk club +3 melee (1d4) and bite -2 melee (1d3); SQ Darkvision 60 ft.; AL LE; SV Fort +1, Ref +3, Will +0; Str 11, Dex 13, Con 12, Int 8, Wis 11, Cha 6.

Skills and Feats: Craft (trapmaking) +4, Hide +6, Move Silently +2, Spot +1; Weapon Focus (club).

Possessions: Club.

Pesties (2): CR 1/4; Small humanoid (goblinoid); HD



1d8; hp 6, 6, 5, 4, 3; Init +3; Spd 40 ft.; AC 14, touch 14, flat-footed 11; Base Atk +1; Grp -3; Atk dagger +5 melee (1d3); Full Atk dagger +5 melee (1d3); SQ Darkvision 60 ft.; AL N; SV Fort +1, Ref +5, Will +0; Str 11, Dex 17, Con 12, Int 6, Wis 10, Cha 6.

Skills and Feats: Hide +8, Move Silently +8, Sleight of Hand +8, Spot +1; Weapon Finesse (dagger).

Possessions: Dagger.

Areas 1-4A, 1-4B, and 1-4C – The Mite Caves: These mite tunnels are dug out of the hard dirt. Tunnel ceilings are approximately 3 feet high (lower in some areas) and tunnel widths range from 2 to 3 feet across. Medium-sized characters make all melee attacks at a -4 penalty and lose all Dexterity bonuses. Movement for Medium-sized characters in the cramped tunnels is halved. Due to the tight, twisting nature of these tunnels, no ranged attacks or melee attacks with reach weapons are possible.

Area 1-4A – Filthy Caves (EL 1): These two filthy chambers are guard rooms. If the characters have already slain the mites in the main corridor, neither area has occupants. Otherwise four mites are located in each of these areas.

These caves are strewn with chewed rat bones, little scraps of clothing, rotting food, and a few coins. Characters carefully searching the area will find 1d12 gold and silver pieces in the refuse.

Area 1-4B – Littered Cave (EL 1): This cave is the lair of five pesties. Subtract any pesties already slain from this number. They flee at the sight of adventurers, chit-

tering loudly and heading to the northwest or southeast. There is a chance their chittering alerts the occupant of area 1-4C; allow the mite “king” a DC 12 Listen check.

There are five small piles of bedding here, constructed of sticks, leaves, pieces of old clothing and blankets, and the like. Hidden in the piles are the following items, found on a successful Search check (DC 7): a 50 gp moonstone (stolen from the mite king in area 1-4C), a pretty brass belt buckle carved with a unicorn head (worth 5 gp), 4 gp, 15 sp, and three worthless quartz crystals that appear to be worth at least 10 gp apiece to the untrained eye (a successful DC 10 Appraise check can discern the difference).

Pesties (5): CR 1/4; Small humanoid (goblinoid); HD 1d8+1; hp 6, 6, 5, 4, 3; Init +3; Spd 40 ft.; AC 14, touch 14, flat-footed 11; Base Atk +1; Grp -3; Atk dagger +5 melee (1d3); Full Atk dagger +5 melee (1d3); SQ Darkvision 60 ft.; AL N; SV Fort +1, Ref +5, Will +0; Str 11, Dex 17, Con 12, Int 6, Wis 10, Cha 6.

Skills and Feats: Hide +8, Move Silently +8, Sleight of Hand +8, Spot +1; Weapon Finesse (dagger).

Possessions: Dagger.

Area 1-4C – King’s Cave (EL 3): Read or paraphrase the following:

You have emerged into a small cave with a very low ceiling. The odor of spoiled food is strong here. The floor is crowded with food scraps, tiny bones, wood sticks, soiled garments, and the like. Amid the rubbish you can see a brass belt buckle, a shoelace, one rusty greave, an old wooden spoon, and a multitude of other worthless items. A heap of leaves against one wall might serve as a bed to some very small creature or animal. The most prominent item in this cave is a square chair with a wide seat, all of three feet in height, constructed of wooden planks and scraps.

Sitting on the chair is a rather ugly humanoid who is about two feet tall. It has long pointed ears and a large round nose. Its skinny arms protrude from garments made of torn, baggy rags. Reclining on the ground around it are four other similar creatures.

This cave has a ceiling nearly four feet high in the center. This is the lair of the mite “king,” a clever, capricious creature of some ability.

The mites have an extremely loose truce with the mountain troglodytes. The trogs are aware of the tripwires, and the mites are not foolish enough to release the net trap on a trog, for fear of retribution. The trogs allow the mites to live, using them as an unintentional first line of defense. The mites are too small to create competition for food so the trogs leave them alone, although the trogs are not above capturing and eating

lone mites that stray too far south. Any mite entering the upper caves is typically fair game.

Monsters: The mite king is dressed in torn, baggy rags taken from former victims. A silver bracelet (worth 30 gp) is worn like an armband on one skinny arm. Four female mites attend the mite king at all times and will fight to defend him. If personally attacked, he screeches for aid, this call bringing all living mites in the caves to his defense. He is stupidly proud and will fight to the death before retreating.

Treasure: Hidden beneath his “throne” is a sack holding four moonstones (worth 50 gp each) and twenty quartz crystals (worthless). Lying in one corner of the cave is a forgotten *cure serious wounds* potion in a worthless metal vial plugged with cork.

Mite “King” War2/Rog2: CR 3; Small humanoid (goblinoid); HD 2d8+2d6+4; hp 28; Init +3; Spd 20 ft.; AC 14, touch 14, flat-footed 11; Base Atk +3; Grp 0; Atk/Full Atk club +6 melee (1d6+1) or bite +5 melee (1D3+1); SQ sneak attack +1d6, trapfinding, evasion; AL LE; SV Fort +4, Ref +6, Will +1; Str 13, Dex 16, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +4, Craft (trapmaking) +8, Escape Artist +6, Hide +11, Listen +5, Move Silently +7, Spot +5; Blind-Fight, Toughness, Weapon Focus (club).

Possessions: Club.

Mite females (4): CR 1/4; Small humanoid (goblinoid); HD 1d8; hp 4, 4, 3, 3; Init +1; Spd 20 ft.; AC 12, touch 12, flat-footed 11; Base Atk +0; Grp -5; Atk/Full Atk bite +1 melee (1d3-1); AL LE; SV Fort +0, Ref +3, Will +1; Str 8, Dex 12, Con 11, Int 8, Wis 12, Cha 9.

Skills and Feats: Craft (trapmaking) +8, Hide +6, Move Silently +2, Spot +3; Weapon Finesse.

Area 1-5 – The Echoing Cave (EL 4): When characters enter, read or paraphrase the following:

The central feature of this roughly circular cave is a pool of water, fed by water dripping from a multitude of long, pointed stalactites above. The droplets echo in the quiet chamber with an almost musical sound. The pool is completely surrounded by many small, pointed stalagmites. There are some small tracks in the dirt floor of this cave.

The cave is the lair of a colony of impalers, four average and two larger specimens. The water here is cool and potable.

Tactics: The hungry impalers attack any who enter their abode, bursting up from their hiding places around the pool. After their initial attack they all burrow back down in the soil. If anyone passes over their positions a second time, they attack again.

Treasure: The impaler colony has no treasure per se, but lying on the floor to the east of the pool is a normal helmet (complete with a partial faceplate that encircles

the eyes) and a few bones left from a previous victim. A tiny but poisonous spider has taken up residence inside the helm. It will scramble forth to bite any hand grasping the helm.

Any character touching the helm should make an immediate DC 22 Spot check; if the check is successful the character spots the critter and may react. Otherwise the spider gets one attack and, if the helm holder fails to make a DC 17 Ref save, it bites the grasping hand. The spider may be easily destroyed once spotted. Any character bitten suffers the effects of the spider’s virulent poison (injury, Fort DC 12, initial damage 1d4 Str/no secondary damage).

Characters who probe the loose earth here may discover (DC 15 Search) a long-lost *ring of counterspells* partially buried in the loose earth.

Advanced Impalers (4): CR 1/2; Small magical beast; HD 2d10+2; hp 16, 14, 12, 11; Init -3; Spd 5 ft.; AC 16, touch 8, flat-footed 16; Base Atk +0; Grp -3; Atk gore +1 melee (1d6); Full Atk gore +1 melee (1d6); SA Improved critical, improved surprise attack; SQ Tremorsense 10 ft.; AL N; SV Fort +0, Ref -3, Will +3; Str 10, Dex 5, Con 11, Int -, Wis 10, Cha 8.

Skills: Hide +5*. *In current underground setting.

Advanced Impalers (2): CR 1; Small magical beast; HD 3d10+3; hp 16, 14; Init -3; Spd 5 ft.; AC 16, touch 8, flat-footed 16; Base Atk +0; Grp -2; Atk gore +1 melee (1d6); Full Atk gore +1 melee (1d6); SA Improved critical, improved surprise attack; SQ Tremorsense 10 ft.; AL N; SV Fort +1, Ref -2, Will +3; Str 10, Dex 5, Con 11, Int -, Wis 10, Cha 8.

Skills: Hide +5*. *In current underground setting.

Area 1-6 – Small Cave: Read or paraphrase the following:

The walls of this small cave glisten with moisture. There is a scattering of stalagmites near the center of the floor, amid which lie a handful of small, sparkling crystals. Overhead the ceiling lies in shadow, but a slow drip of water can be heard. Otherwise, all is quiet here.

The crystals are simple quartz crystals, eight in all, worth a mere 1 gp each. If any character proceeds to the crystals, allow that individual a DC 10 Spot check. Those succeeding notice a large slimy growth of a dark emerald hue covering a good part of the ceiling. Read or paraphrase the following description:

On the ceiling directly overhead, nearly hidden in shadow, is a huge mass of slime-like growth, approximately eight feet across and blue-green in color. It seems to tremble slightly, but it could be a trick of the light.

The mass is a harmless mold growth, cultivated by the humidity here. PCs spotting the green growth may believe it be green slime and there may be a stampee out of the room when the growth is spotted; all

characters attempting to flee must make a successful DC 16 Ref save or lose their footing on the slippery floor. If characters do attempt to flee, the GM should play it up for all it's worth. If characters slip and fall, don't discourage the players from believing their PCs are in dire trouble! Characters brave enough to probe the mass with a pole or implement should be allowed a Knowledge (dungeoneering) check or Intelligence check to determine that the slime is harmless.

Area 1-7 – Fire Beetle Cave (EL 2): Read or paraphrase the following:

As you enter this place, a few small bats rustle overhead. This cave shows the effects of water and time; a few tiny stalagmites jut from the floor in spots, and in other areas flowing water has worn the floor smooth in small trails. A few pale white mushrooms grow in a far corner of the cave. Near them is a cluster of pale, fiery lights illuminating dark creatures shuffling on the floor.

The mushrooms are bitter-tasting but harmless. Most have been consumed by the six fire beetles that inhabit this place. They mindlessly pursue and attack anyone entering the cave. The beetles have nothing of value.

Fire Beetles (6): CR 1/3; Small vermin; HD 1d8; hp 4 each; Init +0; Spd 30 ft.; AC 16, touch 11, flat-footed 16; Base Atk +0; Grp –4; Atk bite +1 melee (2d4); Full Atk bite +1 melee (2d4); SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +2, Ref +0, Will +0; Str 10, Dex 11, Con 11, Int –, Wis 10, Cha 7.

Area 1-8 – The Final Resting Place of Daras the Bold: Read or paraphrase the following:

A short, twisting corridor runs south and eventually widens into a small cave. Droplets of water fall from tiny stalactites on the ceiling, feeding small, scattered pools of water on the slick floor below. In the far south corner is a figure of some sort. It is a gauzy white color and almost seems to float above the floor, garbed in a velvety black cloak. The figure holds a short sword, its silver edge resting against the floor.

As the adventures draw nearer, allow each PC two DC 14 Spot checks. Those making a first successful check notice that the body is completely still. A second successful check and the PC notices that the hand holding the sword is skeletal.

The party may believe this figure to be an undead creature of some sort; it is actually the body of Daras the Bold, a human thief. Daras entered the cave complex with two companions eight months ago, long before the destruction of Whitefang or arrival of Rathulagon to the caves. Daras and his two fellow adventurers entered the cave complex hoping to find treasure and adventure. Instead they found only death.

Daras' party entered through area 1-3 and was attacked by the impalers in 1-5, leaving Daras badly wounded but still alive. Daras' companions dragged him into this isolated cave, seated him on a rock ledge, gave him water, and told him to sit tight while they explored the southern caves. The two greedy adventurers never returned. Their remains can be found in area 3-15.

Daras sat alone in the small cave, shivering with fever and bleeding from his wounds, vainly waiting for his companions to return and rescue him. Eventually, days later, he died from exposure and shock. His body has lain here since, gathering cobwebs, which give it a hazy white appearance.

The body is still dressed in rotting leathers and a blue cloak (now black with mildew). His backpack contains the moldy remains of a cheese wheel and dry rations, an empty wineskin, and an 80 ft. coil of strong, thin silk rope. A leather pouch containing a mere 5 gp is attached to his belt, as is a normal dagger. His boots are mostly intact. If his left boot is removed and the inner sole lifted (Search DC 20), a hollow holding three 50 gp gems (blue jaspers) will be found. The short-sword clutched in his hand is magical +1 *stealth short-sword*. (See page 51 for details about this magic item.) Anyone grasping the sword instantly knows of its special abilities and how to mentally summon them forth.

Area 1-9 – Oval Cave: Read or paraphrase the following:

The corridor widens at this point into a small cave. Guano marks the floor and overhead hang straw-like stone projections that might be stalactites in an early stage of development. A short distance ahead, the corridor resumes its normal width and continues in a southward direction.

The thin stone projections are indeed hollow tubes of calcite that will eventually become stalactites if left alone. The delicate tubes are easily destroyed if roughly touched. If any characters look at the floor, allow them a DC 5 Spot check to find a blackened torch stub lying flush against the east wall. The small, low openings in the west lead to the mite and pestie tunnel complex (see area 1-4). This cave is damp and otherwise contains nothing of great interest.

As the party passes through this area, two pesties from area 1-4B scramble out of the narrow tunnels (using their Move Silently skill) and attempt to steal something (via Sleight of Hand) from the last character in line. Anything worn on a belt, such as a small weapon or vial, is fair game, but they also might attempt to take arrows from quivers, cut loose belt pouches, or slit open sacks. If the five pesties from area 1-4B have all been slain, ignore this encounter.

The Upper Caverns (Level Two)

This level consists of natural caves carved by years of slow water action. There are no doors on this level and ceilings are approximately 12 to 15 feet high unless otherwise noted in the text.

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

Notes on Mountain Troglodyte Behavior

The GM should remember that mountain troglodyte society is overall a primitive “might makes right” hierarchy, wherein combat prowess, fearlessness, and strength (or the appearance of strength) are very important. The trogs, with exception of the shaman Ssustre, are very reluctant to retreat when in the company of their fellows. Typically mountain trog warriors do not retreat unless reduced to a third of their starting hit points or faced with displays of destructive magic (such as fireballs). If they do retreat, the trogs seek out other trogs so they may bolster their numbers and attack anew. The chief and subchief *never* retreat from combat if in the company of what they view to be common trogs (i.e., anyone but each other).

Wandering Monsters

There is a 25% chance (1-5 on a d20) per half-hour that the PCs will encounter a wandering monster while on this cave level. If any mountain troglodytes are encountered as wandering monsters and slain, the GM should reduce the number in their “home caves” accordingly. Standard troglodytes will come from area 2-2, female trogs will come from area 2-7, and a patrol will come from areas 2-2 (the average trog) and 2-3 (the warrior trog).

1d8 Encounter

- 1-2 1d4 mountain troglodytes
- 3-4 1d4 mountain troglodyte females
- 5-6 Trog guard patrol: 2 mountain trogs led by 1 mountain trog War2
- 7-8 1d3 fire beetles

The following statistics blocks are provided for GM reference.

Mountain troglodytes (1d4): CR 2; Medium humanoid; HD 2d8+4; hp 15 each; Init +1; Spd 30 ft., climb 30 ft.; AC 16, touch 9, flat-footed 16; Base Atk +1; Grp +2; Atk club +2 melee (1d6+1) or claw +2 melee (1d4) or javelin +1 ranged (1d6) or spit +0 ranged touch (blindness); Full Atk club +2 melee (1d6+1) and claw –1 melee (1d4) and bite –1 melee (1d4); or 2 claws +2 melee (1d4+1) and bite +0 melee (1d4); or javelin +1 ranged (1d6+1) or spit +0 ranged touch (blindness); SA Spit, stench; SQ Darkvision 60 ft.; AL CE; SV Fort +5, Ref –1, Will +0; Str 13, Dex 9, Con 14, Int 8, Wis 10, Cha 10.

Skills and Feats: Hide +8*, Listen +3; Multiattack,

Weapon Focus (javelin). *In current underground setting.
Possessions: club.

Female mountain troglodytes (1d4): CR 2; Medium humanoid; HD 2d8+4; hp 12 each; Init +1; Spd 30 ft.; AC 16, touch 9, flat-footed 16; Base Atk +1; Grp +2; Atk claw +2 melee (1d4) or bite +0 melee (1d4) or spit +0 ranged touch (blindness); Full Atk 2 claws +2 melee (1d4) and bite +0 melee (1d4) or spit +0 ranged touch (blindness); SA Spit, stench; SQ Darkvision 60 ft.; AL CE; SV Fort +5, Ref –1, Will +0; Str 13, Dex 9, Con 14, Int 8, Wis 10, Cha 10.

Skills and Feats: Hide +8*, Listen +3; Multiattack, Weapon Focus (javelin). *In current underground setting.
Possessions: none.

Male mountain troglodyte War2: CR 3; Medium humanoid; HD 2d8+6 + 2d8+6; hp 32; Init +1; Spd 30 ft., climb 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +3; Grp +7; Atk greatclub +7 melee (1d10+4) or claw +2 melee (1d4) or javelin +5 ranged (1d6) or spit +4 ranged touch (blindness); Full Atk greatclub +7 melee (1d10+4) and claw +5 melee (1d4) and bite +5 melee (1d4); or 2 claws +7 melee (1d4+1) and bite +5 melee (1d4); or javelin +5 ranged (1d6+1) or spit +4 ranged touch (blindness); SA Spit, stench; SQ Darkvision 60 ft.; AL CE; SV Fort +9, Ref +1, Will +0; Str 18, Dex 12, Con 17, Int 9, Wis 10, Cha 8.

Skills and Feats: Hide +11*, Intimidate +1, Listen +3; Multiattack, Weapon Focus (javelin). *In current underground setting.

Possessions: greatclub, javelin.

Fire beetles: CR 1/3; Small vermin; HD 1d8; hp 4 each; Init +0; Spd 30 ft.; AC 16, touch 11, flat-footed 16; Base Atk +0; Grp –4; Atk/Full Atk bite +1 melee (2d4); SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +2, Ref +0, Will +0; Str 10, Dex 11, Con 11, Int –, Wis 10, Cha 7.

Areas of the Map

Area 2-1 – The Watchfungus (EL 1): Read or paraphrase the following:

At this point the passage splits into three distinct pathways: one running to the east, one running roughly southeast, and the last heading in a southwesterly direction.

Characters examining the ground here may make a DC 7 Survival (Track) check. If the check is successful, they find a considerable number of troglodyte tracks leading down the southwest passage.

If the party takes the southwestern passage, read the following:

An enormous mushroom-like growth has sprouted up near the wall in this passage. This tan-colored plant is nearly five feet in height. The cap of this fungus is pierced with deep openings at regular intervals.



The fungus is a local variety identical in all respects to a normal shrieker except in color. If the players come within 10 feet of the fungus, it begins shrieking. The piercing sound automatically alerts the troglodytes in areas 2-2 and 2-3. The troglodyte tribe has purposely grown this fungus from a tiny sprouting to serve as a watchfungus.

Tan-Colored Shrieker: CR 1; Medium plant; HD 2d8+2; hp 12; Init -5; Spd 0 ft.; AC 8, touch 5, flat-footed 8; Base Atk +1; Grp -4; Atk -; Full Atk -; Space/Reach 5 ft./0 ft.; SA Shriek; SQ Low-light vision, plant traits; AL N; SV Fort +4, Ref -, Will -4; Str -, Dex -, Con 13, Int -, Wis 2, Cha 1.

Area 2-2 – Long Gallery (EL 6): Read or paraphrase the following:

This long gallery has a very high ceiling decorated with many long stalactites. In a few spots they nearly join lower stalagmites to form columns. The southern wall immediately catches your attention. Colored pigments or clays have been smeared on the wall, apparently by hand, to form a huge mural of many colors – vivid reds, sickly ochres, bold blues, deep browns, blacks, and still other hues. The mosaic is a horrific visage; it presents a huge, blackish-blue, lizard-like form that is tearing into a host of figures with claws and teeth, causing great panic and rout. The figures are only superficially detailed but appear to represent humans, elves, and possibly various humanoids as well. The mural is nearly 40 feet long and easily 10 feet in height. Some parts of the picture, particularly toward the outer edges, appear to have been added more recently, and other parts appear to contain several layers of pigment. Clearly this ghastly picture was drawn over a period of months and new additions are still being made.

In front of the mural are a collection of bedding materials, sacks of possessions, and small fire pits surrounded by cracked bones. Seven tall brown reptilian creatures are sitting on the floor. When they see you, they reach for clubs lying nearby and start to rise!

This cavern has a ceiling that is dotted with long, slender stalactites and reaches a good 80 feet overhead. The cavern serves as a common area for the troglodyte tribe. The tribe painted the mural over a series of months, and the trogs continue to add new figures and details to the gruesome illustration when time allows.

There are currently seven mountain troglodytes lairing here, armed with crude clubs and javelins.

Tactics: These trogs viciously attack intruders while waiting for help to arrive. Half their number take to the ceiling and hurl javelins at the PCs while the others throw their ranged weapons from the rear of the cave. If the party appears weak or numbers four or less, the trogs attempt to circle around the party (using the walls and ceiling if needed) to cut off their exit route.

These troglodytes have no treasure, as it was recently collected by their shaman and given to their “god” (in area 3-16).

Mountain troglodytes (7): CR 2; Medium humanoid; HD 2d8+4; hp 16, 15, 15, 14, 14, 13, 13; Init +1; Spd 30 ft., climb 30 ft.; AC 16, touch 9, flat-footed 16; Base Atk +1; Grp +2; Atk club +2 melee (1d6+1) or claw +2 melee (1d4) or javelin +1 ranged (1d6) or spit +0 ranged touch (blindness); Full Atk club +2 melee (1d6+1) and claw -1 melee (1d4) and bite -1 melee (1d4); or 2 claws +2 melee (1d4+1) and bite +0 melee (1d4); or javelin +1 ranged (1d6+1) or spit +0 ranged touch (blindness); SA Spit, stench; SQ Darkvision 60 ft.; AL CE; SV Fort +5, Ref -1, Will +0; Str 13, Dex 9, Con 14, Int 8, Wis 10, Cha 10.

Skills and Feats: Hide +8*, Listen +3; Multiattack, Weapon Focus (javelin). *In current underground setting. *Possessions:* club.

Area 2-3 – Guard Cave (EL 5): This small cave has many narrow outcroppings and jagged wall fissures. The floor here is smooth but uneven, and the ceiling is a mere seven feet overhead in places.

This smallish, low-ceilinged cave serves as a guard post. Two troglodyte warriors stand ready here at all times. If the shrieker cries out (from area 2-1), they

charge up the northern passage, bellowing an alert to their fellow trogs in area 2-2 as they go. If they hear combat (such as from area 2-2 when the PCs show up), they move out to assist. They are armed with greatclubs and javelins.

Tactics: The guards make alerting their fellows a priority. Upon spotting intruders, they hurl their javelins and then close for combat with their greatclubs. They will fight without quarter until slain.

Treasure: Hidden in a tiny wall niche is their treasure: five rose quartz crystals (worth 40 gp each) and two brilliant amethyst crystals (worth 120 gp each).

Male mountain troglodytes War2 (2): CR 3; Medium humanoid; HD 4d8+12; hp 37, 32; Init +1; Spd 30 ft., climb 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +3; Grp +7; Atk greatclub +7 melee (1d10+4) or claw +2 melee (1d4) or javelin +5 ranged (1d6) or spit +4 ranged touch (blindness); Full Atk greatclub +7 melee (1d10+4) and claw +5 melee (1d4) and bite +5 melee (1d4); or 2 claws +7 melee (1d4+1) and bite +5 melee (1d4); or javelin +5 ranged (1d6+1) or spit +4 ranged touch (blindness); SA Spit, stench; SQ Darkvision 60 ft.; AL CE; SV Fort +9, Ref +1, Will +0; Str 18, Dex 12, Con 17, Int 9, Wis 10, Cha 8.

Skills and Feats: Hide +11*, Intimidate +1, Listen +3; Multiattack, Weapon Focus (javelin). *In current underground setting.

Possessions: Greatclub, javelin.

Area 2-4 – Subchief's Lair (EL 4): Read or paraphrase the following:

This round cave is festooned with furs and littered with bones and what appear to be meal remnants: chewed cave cricket legs, bits of hide, tufts of fur, and a furry wing from what might have been a huge bat. A smooth, natural column flows from ceiling to floor near the eastern wall. A few primitive javelins stand between the column and the wall. A small stalagmite near where you have entered is marked with a vertical row of deep slashes. There is a wide entrance leading further to the north.

Hunched near the center of this cave is a stocky, reptilian humanoid, busily gnawing on a bat wing. This creature's thick brown scales bear numerous scars. The creature suddenly looks up, tosses the wing aside, and quickly reaches for his weapon – a huge, spiked club.

This cave is the lair of troglodyte Subchief Kinhul, second to Chief Sathsar. Kinhul attacks immediately. The noise of combat alerts Chief Sathsar in area 2-5. Mountain troglodytes are loathe to call aid to themselves, but eager to join a fight. Kinhul will not cry out for aid, but Sathsar nonetheless takes 1-2 rounds to prepare himself then joins the fray.

Room Contents: The scraps are indeed meal rem-

nants; the wing is actually from a slashwing, caught by the subchief after a considerable battle. The party could spend much time searching here but they will find nothing of any value in the rude mess except for the javelins, for the subchief has already donated his valuables to the Scaly God (via Ssustre). The hash marks on the stalagmite, 14 in all, record the number of human, demihuman, and humanoid kills to the subchief's name. Every time another foe falls in battle he happily carves another slash to record his victory for all to see. Kinhul is very loyal to Sathsar but he has grown envious of Sathsar and greatly desires one of the longswords recovered from the stronghold (see area 2-5A).

Tactics: Kinhul greatly wishes to impress his chief and earn one of the coveted longswords. He viciously attacks intruders with his greatclub. He usually keeps his back to the wall (and avoids being flanked) while standing his ground and making full round attacks until his foes drop in their tracks. He gives no quarter and fights until dead.

Kinhul will not seek out aid, but it's almost certain that Chief Sathsar, who is waiting only forty feet to the north in area 2-5, will hear any combat. Chief Sathsar comes to join the fight immediately.

Subchief Kinhul, male mountain troglodyte War3: CR 4; Medium humanoid; HD 5d8+15; hp 41; Init +6; Spd 30 ft., climb 30 ft.; AC 19, touch 12, flat-footed 17; Base Atk +4; Grp +8; Atk greatclub +8 melee (1d10+4) or claw +8 melee (1d4+4) or javelin +7 ranged (1d6+4) or spit +6 ranged touch (blindness); Full Atk greatclub +8 melee (1d10+4) and claw +6 melee (1d4+4) and bite +6 melee (1d4+4); or 2 claws +8 melee (1d4+4) and bite +6 melee (1d4+4); or javelin +7 ranged (1d6+4) or spit +6 ranged touch (blindness); SA Spit, stench; SQ Darkvision 60 ft.; AL CE; SV Fort +6, Ref +6, Will +1; Str 18, Dex 14, Con 17, Int 9, Wis 10, Cha 8.

Skills and Feats: Hide +12*, Jump +6, Listen +3, Swim +5; Feats: Improved Initiative, Multiattack, Weapon Focus (javelin). *In current underground setting.

Possessions: Greatclub, javelin.

Area 2-5 – Cave of the Chief (EL 4): Read or paraphrase the following:

This ghastly cave appears to be either a crypt or a trophy chamber of some sort. Small ledges at varying heights have been carved out of the rough stone wall and in these niches sit skulls of all kinds. You can see what appear to be human skulls, a smaller skull that looks dwarven in nature, tiny skulls that might possibly be kobold, and other varied animal and monster skulls, nearly thirty in all. The lowest skulls sit about two feet off the floor and the highest are about five feet up. Some of the skulls are yellowed and older in appearance, but some appear very new indeed.

You cannot help but notice the empty niches that await new skulls.

As you survey the place more fully, there are some indications of recent inhabitation. Slabs of stone have been cleverly used to construct a crude, if serviceable, table and a wide seat. Near the rear of the cave is a recess covered with branches and grasses – perhaps a primitive bed. Heaped near the center of the cave are pieces of a shell-like material and some small, cracked bones. An axe with a stone head lies nearby.

A hugely muscled, lizard-like humanoid stands here. Sharp spurs of bone jut from his shoulders and elbows, and a huge scar runs down his face, pulling half his mouth into a sneer. As his yellow eyes fix on you, he raises the enormous axe he clutches high and half of his mouth turns up in a savage, toothy smile.

This gruesome cave is the lair of the mountain troglodyte leader, Chief Sathsar. Sathsar is a huge troglodyte, nearly seven feet tall, and all of it muscle. Large spurs of bone jut from his shoulders and elbows, and his scales are thick and dark. His face is the most intimidating thing about him; a hideous scar, earned in battle long ago, runs down the left side of his face from just below his eye to his chin, pulling the left side of his mouth open in a permanent, fang-bearing snarl.

Sathsar has risen to his current rank through savagery and brute force. He handily put down all usurpers to his position, besting all contenders in single combat. He is not without guile, however; he killed one potential rival in his sleep. Losers in these combats have quickly earned a spot on his trophy wall, which helps discourage others from attempting the same thing. He is quite fearless and secure in his power. The recent arrival of Rathulagon was unexpected and startled the normally unflappable chief, but he is confident that Ssustre will bear the brunt of his god's anger if "Lagos" should be displeased.

Room Contents: Allow a DC 12 Knowledge (nature) check to determine the skulls' type: 7 human, 4 elf, 1 dwarf, 6 kobold, 3 hobgoblin, 5 goblin, 3 troglodyte (former rivals for his station), 2 mite, 2 choker, 1 dire weasel, 1 wyvern, and 1 manticore. Any character approaching the choker skulls may discover a secret door (DC 20 Search) – if one removes the upper choker skull and pushes the wall at the rear of its niche a hinged section of wall devoid of skulls will pivot inward. See Area 2-5A for details of this hidden area.

The shell-like material heaped in the center of the cave are pieces of discarded chitin from a recent meal of fire beetle and bats.

Tactics: Sathsar attacks any intruders with his prized axe, charging them if possible. He is quite adept at fighting while sticking to a wall sideways or upside-

down, and he takes such a position rather than allow himself to be surrounded by a superior force. The relatively low ceiling and tight quarters do not give Sathsar any combat benefit by fighting from a wall position, but he can avoid being flanked or surrounded easily enough. The GM should note that Sathsar's movement when climbing is no different from his ground movement when scaling a non-slippery wall, and he may move his full movement distance during a move action or even charge when moving from the floor to the wall or vice-versa.

Treasure: The chief wears a woven necklace adorned with three red garnets worth 250 gp.

Chief Sathsar, male mountain troglodyte Bbn3: CR 4; Medium humanoid; HD 2d8+3d12+12; hp 54; Init +1; Spd 30 ft., climb 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +4; Grp +8; Atk greataxe +9 melee (1d12+5/x3) or claw +8 melee (1d4+4) or javelin +6 ranged (1d6+4) or spit +5 ranged touch (blindness); Full Atk greataxe +9 melee (1d12+5/x3) and claw +6 melee (1d4+4) and bite +6 melee (1d4+4); or 2 claws +7 melee (1d4+1) and bite +5 melee (1d4); or javelin +6 ranged (1d6+4) or spit +5 ranged touch (blindness); SA Rage (1/day), spit, stench; SQ Darkvision 60 ft., illiteracy, fast movement, trap sense +1, uncanny dodge; AL CE; SV Fort +9, Ref +2, Will +1; Str 19, Dex 12, Con 17, Int 9, Wis 10, Cha 8.

Skills and Feats: Hide +11*, Intimidate +3, Jump +6, Listen +6; Multiattack, Combat Reflexes, Weapon Focus (javelin). *In current underground setting.

Possessions: +1 thundering greataxe, javelin.

Area 2-5A – Hidden Storage: Hidden in this secret niche are the following treasures that Sathsar did not wish to offer up to the Scaly God: a human skull with two sizable bloodstones set into the eye sockets (gems worth 50 gp each), two longswords (stolen from Whitefang, they are greatly prized by the trogs and being held by the chief to use as rewards to loyal trog warriors), and a quiver of 12 masterwork arrows.

Area 2-6 – The Fungi Forest (EL 6): Read or paraphrase the following:

As you enter this cavern, you cannot help but stare at the amazing variety of plant life here. Many huge mushroom-like growths of white, yellow, and green stretch toward the ceiling, some easily as tall as a man. Other strange growths are everywhere: weird puffballs, morels, and lichens in a great multitude of colors, with ochre, black, and brown being predominant.

There are signs that refuse has been spread on the floor, so the cultivation of these growths must be purposeful. This floor covering of offal only adds to the dreadful stench of the fungi. As you study the area more carefully, you can now discern several narrow paths winding here and there amidst the fungi and growths.

The troglodyte tribe cultivates the fungi as a food source, though they greatly prefer fresh meat. Lately fresh meat has been rare, so the omnivorous trogs have been surviving on fungi. The chief and subchief occasionally venture deeper into the caves or out into the gorge in search of game, but the weaker trogs, females, and young are routinely denied such greater fare. The shriekers and other dangerous fungi are not edible but the trogs allow them to remain as guardians and warning devices.

Monsters: As one might expect, there are some dangerous plants here amid the other fungi. Three shriekers are here and they will begin howling once they detect the PCs, automatically warning the occupants of area 2,-6, 2-7 and area 2-8. More dangerous are two other occupants of this cave, a tan fungi (similar to a violet fungi but tan colored) and a phycomid. The tan fungi looks much like a shrieker, but attacks any PCs that comes in range of its tentacles. The fungi shambles from its position to attack if necessary. The phycomid has been purposefully grown by Ssustre as a guardian, and he often enriches its soil with blood. When it detects a live target, it attacks by shooting a glob of acid. The violet fungi and phycomid do not attack the trogs.

Tan Shrieker (3): CR 1; Medium plant; HD 2d8+2; hp 12; Init -5; Spd 0 ft.; AC 8, touch 5, flat-footed 8; Base Atk +1; Grp -4; Atk -; Full Atk -; Space/Reach 5 ft./0 ft.; SA Shriek; SQ Low-light vision, plant traits; AL N; SV Fort +4, Ref -, Will -4; Str -, Dex -, Con 13, Int -, Wis 2, Cha 1.

Tan Fungi (like violet fungi) (1): CR 3; Medium plant; HD 2d8+2; hp 12; Init -1; Spd 10 ft.; AC 13, touch 9, flat-footed 13; Base Atk +1; Grp +3; Atk tentacle +3 melee (1d6+2 plus poison); Full Atk 4 tentacles +3 melee (1d6+2 plus poison); Space/Reach 5 ft./10 ft.; SA Poison; SQ Low-light vision, plant traits; AL N; SV Fort +6, Ref -1, Will +0; Str 14, Dex 8, Con 16, Int 0, Wis 2, Cha 1.

Phycomid (1): CR 4; Small plant; HD 4d8+4; hp 22; Init +0; Spd 10 ft.; AC 15, touch 11, flat-footed 15; Base Atk +3; Grp -2; Atk/Full Atk fluid globule +4 ranged touch (1d6 plus spore infection); Space/Reach 5 ft./0 ft.; SA Acid stream, spore infection; SQ Plant traits, tremorsense 30 ft.; AL N(E); SV Fort +5, Ref +1, Will +1; Str 8, Dex 10, Con 13, Int -, Wis 11, Cha 1.

SA – Fluid Globule: may fire acid globule 20 feet (range increment of 5 ft.), 1d6 damage plus spore infection.

SA – Spore Infection: Victim hit by acid stream must make a DC 13 Fort save or take 1d2 Constitution damage and sprout mushroom-like growths, and take an additional 1 Constitution damage every 10 minutes thereafter until treated with a *heal*, *miracle*, *remove disease*, or *wish* spell.

Area 2-7 – Birthing Cave (EL 6): Read or paraphrase the following:

This cave is filled with steam and is almost uncomfortably warm. The walls here are dotted with moisture. The clinging mist makes it difficult to get a clear view of the cave. Grouped in the center of the chamber is a mass of large eggs, obviously cared for and tended. As you watch, one of the eggs begins to tremble and shake.

A number of reptilian creatures are milling about this cave, and react with alarm at your approach. These humanoids have small head fins, dun-colored scales, and forked tongues that flick nervously at the air. They carry no obvious weapons.

There are twelve mountain troglodyte eggs here. One will hatch in the next half-hour, the rest sometime within the next two hours. The newborn trogs are helpless and easily slain if that is the party's desire, but that could be considered an evil act.

Six female mountain trogs are here tending the eggs. They are unarmed but viciously attack any warm-blooded creature approaching the eggs.

Tactics: The females spit at the party members first, then attack with claws and teeth. If half or more of their number is slain, one flees to bring aid from the common cave (area 2-2). The GM should allow the trog shaman (area 2-8) a DC 10 Listen check to hear to commotion of a battle here.

The presence of a small natural spring makes the room extremely humid, and moisture has collected on every surface here. All Climb checks are made at DC 20. (The female trogs will not attempt to climb walls in this chamber). In addition, every round there is a 10% (1 in 10) chance that a burst of steam will shoot from the rock fissure and the area will briefly fill with mist for 1d3 combat rounds. The female trogs are quite used to this occurrence and hence take no penalty striking at targets in the misty conditions, but while the mist lasts they are considered concealed targets when attacked by PCs.

Female mountain troglodytes (6): CR 2; Medium humanoid; HD 2d8+4; hp 12 each; Init +1; Spd 30 ft., climb 30 ft.; AC 16, touch 9, flat-footed 16; Base Atk +1; Grp +2; Atk claw +2 melee (1d4) or bite +0 melee (1d4) or spit +0 ranged touch (blindness); Full Atk 2 claws +2 melee (1d4) and bite +0 melee (1d4) or spit +0 ranged touch (blindness); SA Spit, stench; SQ Darkvision 60 ft.; AL CE; SV Fort +5, Ref -1, Will +0; Str 13, Dex 9, Con 14, Int 8, Wis 10, Cha 10.

Skills and Feats: Hide +8*, Listen +3; Multiattack, Weapon Focus (javelin). *In current underground setting.

Possessions: none.

Area 2-8 – The Shaman’s Lair (EL 4): Read or paraphrase the following:

A hanging curtain composed of vertical strands of rope blocks the entrance to this cave. The coarse threads of rope are adorned with sewn-on bits of shell, wood, leaves, and small bones. There seems to be an odd order in the sequence of sewn objects, but the overall pattern, if any, eludes you. The curtain appears light and you can push through it easily enough if desired.

The curtain is harmless. If the characters continue, read or paraphrase the following:

The walls of this cave have been decorated with tiny objects – a feather on a ledge over here, an animal skull on a jutting ledge over there. Areas of each wall have been painted with very crude frescoes picturing flying beasts, lizard-like creatures that walk on two legs, and common cave creatures such as bats, fire beetles, and the like. There are many handprints on the walls, as if a child dipped his hand in dye and stamped the wall – except the handprints are man-sized.

A fire beetle carapace and two flint knives lie on the floor before you. In the rear of the cave is a hollowed-out area lined with grasses, twigs, and several animal furs. To one side of the cave is a circle of round stones around a concave depression. Against the opposite wall lean three long javelins.

Once Ssustre appears, provide the players with the following description:

A muscular reptilian humanoid stands before you. It is garbed in a loincloth and a reddish cape-like garment, crude bracers, and a neck pouch adorned with an animal claw. The creature brandishes a sharp javelin in one hand and grasps a staff in the other. Before your eyes, the staff animates into a twisting, hissing serpent! The humanoid bares his fang-like teeth in a snarl and prepares to hurl his javelin!

This cave is the lair of Ssustre, the mountain troglodyte shaman.

Tactics: Ssustre is ambitious, treacherous, and canny. If the shriekers let loose with a piercing cry he is automatically alerted to the presence of intruders (no Listen check needed). Ssustre moves quickly in such an instance, first casting *protection from good* on himself, then climbing up the cave wall to a position just above the entrance to his lair. From there he prepares his *scorching ray* spell and waits (trusting in his natural camouflage ability and location to keep him hidden).

As intruders walk into the room Ssustre casts his *scorching ray* spell, targeting the back of the

strongest-looking fighter, followed by a spittle attack or hurled javelin directed at any obvious spellcasters. He then drops to the floor and backs out the entrance, fighting with additional spells and his *viper rod*. His mantari pet, Drashzas, flies about and attacks. Drashzas has been a faithful companion of Ssustre for years and is absolutely loyal to the shaman.

If things go badly, Ssustre retreats into the fungi garden and casts *obscuring mist* over the area, nimbly winding his way through the dangerous fungi to freedom while the party blunders about.

Treasure: Ssustre ostensibly gives his wealth to the Scaly God, but hidden in a tiny animal gut pouch strung about his neck is a 1,000 gp fire opal.

Ssustre, male mountain troglodyte Adp4: CR 4; Medium humanoid; HD 2d8+4d6+18; hp 41; Init +1; Spd 30 ft., climb 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +3; Grp +6; Atk viper rod +8 melee (1d8+3) or claw +6 melee (1d4+3) or javelin +5 ranged (1d6+3) or spit + 4 ranged touch (blindness); Full Atk viper rod +8 melee (1d8+3) and claw +4 melee (1d4+3) or javelin +5 ranged (1d6+3) or spit + 4 ranged touch (blindness); SA spit, stench; SQ Darkvision 60 ft., summon familiar; AL CE; SV Fort +7, Ref +2, Will +5; Str 16, Dex 12, Con 17, Int 11, Wis 12, Cha 8.

Skills and Feats: Concentration +6, Hide +12, Listen +8, Spellcraft +3, Survival +3; Combat Casting, Improved Counterspell, Multiattack, Weapon Focus (javelin).

Spells (3/3/0, DC 11 + spell level): 0-level – *detect magic, read magic, touch of fatigue*, 1st-level – *cause fear, obscuring mist, protection from good*, 2nd-level – *scorching ray*.

Possessions: *Viper rod*, javelin.

Viper Rod: Strikes as +2 *heavy mace*. 1/day – becomes serpent for 10 minutes, during which time a successful strike deals 1d8+3 damage plus poison (injury, Fort DC 14, 1d10 Con/1d10 Con). This is an evil weapon.

Drashzas the Mantari: CR 1/2; Medium magical beast; HD 1d10; hp 9; Init +2; Spd 5 ft., fly (good) 60 ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk/Full Atk sting +2 melee (1d6); SQ Darkvision 60 ft., low-light vision; AL NE; SV Fort +2, Ref +4, Will +0; Str 12, Dex 14, Con 11, Int 3, Wis 11, Cha 6.

Skills and Feats: Listen +3, Move Silently +3, Spot +4; Alertness.

Area 2-9 – The Twisting Passage (EL 4): When characters reach the spot marked “X,” read or paraphrase the following:

The natural passage before you twists and turns as it slopes downward at an increasingly steep grade. The floor is darkly streaked and littered with small bones, twigs, and other such rubbish, and a short distance down the passage lies a small item made of leather or hide. A strong smell

of refuse is present here.

From somewhere below, you hear a low male voice cry in pain. The voice weakly cries out, "Help me... my leg... I cannot move. Please help..."

If the party calls out in answer to the voice, the only answer is a similar but weaker-sounding plea for aid. The leather item is a worn scabbard holding a normal dagger.

The floor here is streaked with grease. The two lead characters walking past this point should make an immediate DC 20 Balance check. Those failing lose their footing on the slippery stone and slide uncontrollably down the remainder of the sloped passage and into the cave proper below. Characters falling in this manner take no damage, as they land on the soft mud floor of the cave below (about five feet below the passage floor). If the characters successfully save, or are roped together (or taking similar precautions), they may enter the cave normally.

If the characters slip, read or paraphrase the following:

Your feet slip out from under you and you find yourself sliding uncontrollably down this sloping passage. Soon your harsh trip comes to an abrupt end and you spill out into a cave, landing rudely but without injury on the muddy floor.

Once they reach the bottom of the slope, read or paraphrase the following:

Toward the center of the cave lies a man garbed from head to toe in full plate armor. He lies on his side and is not moving. One of his legs is splayed out at an odd angle from his body. He wears a white and blue surcoat over his armor, and the side of his torso is red with blood. He appears human and his blond hair is matted and damp with sweat. His helm sits on the floor next to him, and a short distance away lies a broken longsword. There are a few smears of blood on the floor behind him and it appears he crawled a few feet before collapsing.

The image the PCs see is a clever illusion created by the cave's real occupant, a decapus. The image represents a real person, a paladin named Theland who visited these caves some months ago. Theland was a lone adventurer, seeking to help others and spread his faith while traveling the world. He was a worshipper of Thormyr and a good man, if somewhat young and perhaps dangerously inexperienced. A few victories over marauding goblins and similar humanoids only helped to boost his confidence and encourage his small crusades into perilous areas.

While passing through Aurora Pass (with the intent to stop over at Whitefang), Theland spotted a band of troglodytes returning to the caves. Having heard tales

of their unsavory reputation, he pursued the group into the cave complex then lost their trail.

Theland wandered through the caves, fighting off mites, dodging impalers, battling a fire beetle, and finally sliding helplessly down the slippery passage to land much as the illusion depicts him. In reality, however, the vicious decapus soon set upon the injured paladin and made short work of him.

The decapus lurks above, hanging from the ceiling and awaiting fresh prey. The creature is a clever mimic and while not particularly imaginative at creating new illusions from scratch, it can create convincing images if given something to work with. The decapus has found the injured paladin ruse a successful way to lure humanoids (including at least one mountain troglodyte) to their doom. The creature can only mimic a few words in the Common tongue, but that has been enough.

Allow PCs a DC 14 Will save to see through the illusion, at which time the individuals shrugging off the illusion should be allowed a Listen check to hear the raspy sound of the decapus's tentacles sliding across the ceiling above as it attempts to move silently into position.

Tactics: If the characters proceed toward the illusionary fallen paladin, the decapus swiftly lowers itself from the ceiling behind the PCs and attacks by surprise, lashing out long tentacles at all those within its reach. The creature is hungry and continues fighting until reduced to 20 or less hit points, at which time it retreats to the farthest corner of the ceiling, folds its tentacles beneath it, and produces an illusion in an attempt to blend in with the surrounding stone.

Once the decapus attacks, the illusion of the fallen paladin disappears only to reveal the decapus's nest – a noisome heap that contains bones, hide scraps, bits of clothing, bits and pieces of armor, and a few items of value.

Treasure: Characters searching the pile (a somewhat disgusting business) find an item of value for every 10 minutes spent in the search (one roll per character searching each 10-minute period). Use the following table to determine what is found. Each item on the table below may only be found once.

Roll	Treasure
01-20	a rusty but usable dagger
21-30	a single (right-hand) gauntlet
31-40	a normal round buckler
41-50	1d8 silver pieces
51-60	1d6 gold pieces
61-70	a masterwork dagger
71-80	a yellow-green peridot (gem, worth 70 gp)
81-90	a <i>jump</i> potion
91-00	one <i>ioun stone</i> (clear spindle)

Any character spending 30 minutes or more searching



the pile may contract a disease called the shakes: Fort DC 13, incubation period 1 day, damage 1d8 Dex.

Characters wishing to climb from the cave up to the passage mouth need not make a skill check as long as they move half speed. Moving any faster requires a DC 18 Balance check or the character slips and falls back down.

Advanced Decapus: CR 4; Large aberration; HD 6d8+12; hp 40; Init +1; Spd 5 ft.; AC 15, touch 11, flat-footed 14; Base Atk +4; Grp +6; Atk tentacle +6 melee (1d4+2); Full Atk 9 tentacles +6 melee (1d4+2); Space/Reach 10 ft./10 ft.; SA Constrict (1d4+2), improved grab; SQ Brachiation, darkvision 60 ft., illusion, sound imitation; AL CE; SV Fort +4, Ref 3, Will +5; Str 14, Dex 13, Con 15, Int 10, Wis 11, Cha 12.

Skills and Feats: Climb +13, Listen +8, Move Silently +6, Spot +6; Alertness, Blind-Fight, Power Attack.

SA – Illusion: A decapus may create an illusion similar to a *mirror image* spell (caster level 5th); DC 13 Will save to see through the ruse.

SA – Sound Imitation: May mimic any creatures previously encountered; DC 13 Will save to detect the deception.

Area 2-10 – Long Cave (EL 4): Read or paraphrase the following:

This cavern winds its way to the west, growing wider as it does. In the southwest corner, a smooth mass of flowstone runs downward and is fluted with a beautiful stone drapery at its bottom, which hangs above a clear pool of water. The steady run of water has produced a multitude of unusual stone formations in the pool itself. From

above, the steady drip of water can be heard.

A lone crimson ooze regularly sweeps this cave for food. It occasionally wanders into area 2-11 or as far northeast as the wide passage bearing the three natural columns in its search for prey.

Tactics: At the approach of any intruders, the ooze begin its unique color swirl attack. It is non-intelligent and attacks any PCs it encounters until it is destroyed.

Crimson Ooze: CR 4; Medium ooze; HD 3d10+18; hp 32; Init –5; Spd 10 ft.; AC 5, touch 5, flat-footed 5; Base Atk +2; Grp +3; Atk/Full Atk slam +3 melee (1d6+1 plus 1d4 blood drain); Space/Reach 10 ft./10 ft. (15 ft. with tentacle); SA Blood drain, color swirl, constrict, improved grab; SQ Blindsight 60 ft., split, immunity to cold, ooze traits; AL N; SV Fort +7, Ref –4, Will –4; Str 13, Dex 1, Con 22, Int –, Wis 1, Cha 1.

Skills: Climb +8.

Area 2-11 – Glittering Cave: If the characters carry a light source, read or paraphrase the following:

Your eyes are dazzled by an array of sparkling crystals that bud from the western wall of this cave. Long, purple crystals jut from the wall in joined groups, reflecting light onto the ceiling and walls in a dazzling display.

Treasure: The characters, with some small effort, can remove 3d6 amethyst crystals from the western wall. The unguarded crystals are worth 100 gp each.

The Lower Caverns (Level Three)

This level consists of natural caves carved by years of slow water action. There are no doors on this level and ceilings are approximately 15 to 20 feet high unless otherwise noted in the text.

These caverns feel old and alien to those individuals used to living beneath sunlight and open sky, and the characters (save perhaps dwarves) get the sense they are intruding where they do not belong. Everywhere the effects of long years are present, and the stone in most places has been worn smooth by the passage of water at one time or another. There is no natural light here, save the occasional phosphorescent glow given off by weird lichens and similar growths. The air is also noticeably colder than in the levels above.

The GM should stress the natural, unworked condition of the place to the players. Mapping is difficult due to the uneven natural passages and unusual turns, uneven floors, ceilings that rise and fall in odd spots, and an environment that constantly changes with the inexorable passage of time.

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

Wandering Monsters

There are no wandering monsters on this level.

Areas of the Map

Area 3-1 – The Shrine (EL 7): Give out players handout E, then read or paraphrase the following:

The passage before you slopes down, and you feel the air growing more musty and damp as you proceed.

A small mural painted on the southern wall catches your attention. The primitive image, apparently painted with natural clays and animal fat, depicts troglodytes presenting struggling live offerings (humans, elves, and assorted humanoids) to a huge, lizard-like being partially draped in shadow. The scaled lizard creature is depicted in a hunched pose, crouched before a waterfall under stalagmites. Beneath the frightening mural is a line of crude runes chiseled into the wall.

The passage continues, until sitting directly in its center is a carved statue or idol of some sort. The crude stone figure stands approximately five feet high and depicts some sort of gruesome, lizard-like beast. The creature has been carved with peeling, tattered folds of skin, a small pair of wings, long foreclaws, and a huge gaping maw filled with teeth. The long claws and snout horn add to the beast's dangerous appearance. The

statue has two large red gemstones for eyes. The statue is posed as if it were ready to leap and attack the viewer. Its stone scales shine with moisture, and despite the crude level of workmanship it almost seems to breathe.

The statue stands about twenty feet before the entrance to the room. If the party proceeds into the room, read the following:

A short distance beyond the statue, two forms are slumped against the walls, one on either side of a northern exit passage. As your company draws closer, the forms reveal themselves to be troglodytes, but they are in an advanced state of decay. They have lost many scales, bones show in some places while in other places their scales are covered with yellowish mold, and their head fins droop. The bodies appear to have been purposefully propped up against the walls – perhaps as a warning to those who dare proceed farther down the passage.

Suddenly their glassy eyes swivel in your direction and they move, lurching toward you!

The hideous statue was constructed by the mountain trogs under Ssustre's dutiful direction. It is meant to represent the demigod Lagos and serves as both a place of worship and a warning marker. Trogs are expected to ceremoniously place their plunder here before the statue, and Ssustre then gathers the valuables and makes the lonely pilgrimage to deliver these items to the Scaly God. Characters specifically examining the statue should be allowed a DC 8 Search check; if successful they find signs that blood has been poured into the mouth of the statue (evidence of the evil rituals and homage to Lagos that sometimes take place here).

The two zombies were animated by Ssustre (using a scroll) and placed here to prevent anyone but the shaman from proceeding past this point. In this way, Ssustre keeps himself in the power position and also prevents visits to the Scaly God that could betray the demigod's true nature. The zombies have been commanded to attack any other living creature that attempts to pass them, including the mountain trog chief (although the chief does not know this last fact).

The runes (readable to those that speak Troglodyte) warn that beyond this point is the lair of the great lizard god and that death awaits to those that proceed further.

Yellow mold has grown on the shoulders and upper chest of these two zombies. It does not bother the zombies – undead are immune to poison – but there is a 50% chance every time a zombie's torso is physi-



cally struck that the spores will spread in their usual poisonous cloud.

Troglodyte Zombies (2): CR 1; Medium humanoid; HD 4d12+3; hp 29, 29; Init -2; Spd 30 ft. (cannot run); AC 16, touch 8, flat-footed 16; Base Atk +2; Grp +3; Atk/Full Atk bite +3 melee (1d4+1) or slam +3 melee (1d6+1); SA -; SQ single actions only, damage reduction (5/slashing), darkvision 60 ft., undead traits; AL NE; SV Fort +1, Ref -1, Will +4; Str 12, Dex 7, Con -, Int -, Wis 10, Cha 1.

Feats: Toughness.

Yellow Mold: CR 6; all within 10 feet of the poisonous spores must make a DC 15 Fort save or take 1d6 Constitution damage. A second such save must be made 1 minute later (even if first was successful) or victim will take 2d6 Constitution damage. Sunlight or equivalent renders yellow mold dormant and fire will destroy it.

Area 3-2 – Oblong Cave: Read or paraphrase the following:

This oblong cave contains a pool of water, fed by small dripping ceiling protrusions high above. The water is clear and does not look very deep. A bit of shelfstone extends from the wall over the far edge of the pool. Aside from several flat rocks and some plant life, the cave appears largely bare and uninhabited. The entire scene is lit by a yellow-green luminescence shed by some odd lichens

growing near the south wall. This place feels oddly comforting to you.

The glowing lichens are harmless and can actually provide nourishment, as detailed later. Characters peering into the pool will discover a golden holy symbol (worth 50 gp) submerged beneath the water with a DC 12 Spot check.

This cave can actually be a safe haven or retreat for the PC party if the holy symbol is not disturbed. The holy symbol originally belonged to Theland, the paladin that fell in area 2-9. His holy symbol found its way here, stolen from the decapus by another creature that eventually met an untimely end, and it has lain in this pool undisturbed since. Theland worshipped Thormyr, and while the god was not disposed to assist the paladin directly, he was saddened enough by the young paladin's demise to focus a tiny portion of his power on the holy symbol here. The effect of this divine intervention has produced the following effects (in area 3-2 only):

- Characters of good alignment resting in the cave heal double the standard amount of hit points.
- Clerics or paladins drinking from the pool will regain one spent spell of their choice, limited to one per day maximum. Other characters of lawful neutral or any good alignment drinking from the pool will feel completely refreshed.
- Consuming a lichen here will fill a character's stomach as if they ate normal rations. There are 36 lichens here.
- If wandering monsters enter this cave, the characters gain protection as if a *protection from evil* spell was cast. The effect fills the entire cave and lasts as long as the characters are here. In addition, while creatures of an evil bent are not prevented from entering the cave, the magic here does dissuade them from lairing here or staying for more than 1d6 rounds. Creatures "exceeding the time limit" will seek to leave the cave after that time period ends, even if they must break off a winning battle to do so.

If the holy symbol is removed from the pool and not replaced within the same day, the cave will permanently lose all its special properties the following day.

Area 3-3 – Cave of the Great Crickets (EL 4): Read or paraphrase the following:

There are small rocks scattered about the floor of this cave, and the uneven floor makes walking about riskier than usual. A large, wavy stone drapery hangs from the far wall and seems to reflect the sound of your footfalls. There is much evidence of flowing water here, judging from the smooth walls.

This cave is the lair of four cave crickets. These over-

grown crickets are a ghostly white, almost translucent color and may appear frightening, but they are not aggressive or truly dangerous.

Tactics: These giant vermin are effectively mindless and will flee from fire or bright light, chirping all the while.

Cave Crickets (4): CR 1; Small vermin; HD 1d8+1; hp 5 each; Init +0; Spd 30 ft., 40 ft. leaping charge; AC 16, touch 11, flat-footed 16; Base Atk +0; Grp -2; Atk kick +3 melee (1d4+2); Full Atk 2 kicks +3 melee (1d4+2); SA Chirp; SQ Darkvision 60 ft., leap, vermin traits; AL N; SV Fort +3, Ref +0, Will +0; Str 14, Dex 10, Con 12, Int -, Wis 10, Cha 7.

Skills and Feats: Jump +12.

SA – *Chirp:* Drowns out normal speech within 20 ft., spellcasters must make a Concentration check (DC 12) to cast spells, chirping adds 30% to wandering monster chances.

Area 3-4 – The Pit (EL 3): The pech in area 3-6 have rigged a simple covered pit trap in this section of corridor. The floor of the 20 foot deep pit is littered with large, sharp rocks that inflict an additional 1d6 damage on falling victims.

In addition, the pech have loosened a thin, flat slab of stone on the corridor ceiling. Any creature crawling across or clinging to this surface that weighs in excess of five pounds will cause the slab to dislodge, dropping the individual directly into the pit below. The pech, aware that the trogs and other creatures in the caves can climb on ceilings, set the delicate ceiling slab as an additional trap. There is also a 25% chance that the mere vibrations of one or more individuals falling into the pit will dislodge the ceiling slab in the same manner.

If the ceiling slab falls, it cleanly seals the pit below (and anyone within). A successful DC 30 Strength check is required to raise the slab away from the pit. Characters may make one lifting attempt every half hour for every 5 points of Constitution they have (e.g., a character with a 14 Constitution could make two attempts per half hour to lift the slab before becoming too exhausted to continue). The slab can be raised from within the pit, provided the pit victims can raise themselves up high enough (perhaps by piling up rocks or using magic) to gain access to the slab.

Camouflaged Pit Trap: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep; 2d6, fall + 1d6, sharp rocks; multiple targets (first target in each of two adjacent 5-ft. squares); falling slab seals pit; Search DC 22; Disable Device DC 19.

Area 3-5 – The Corridor of Faces: Read or paraphrase the following:

As you proceed down this natural tunnel, what you first thought were merely bulges in the walls

reveal themselves to be faces, apparently sculpted from the living rock. The faces line the corridor on either side, eight to the west and seven to the east, spaced out two to five feet apart from each other. They are staggered up and down the walls at varying heights; some lie as far down as knee-level whilst others seem to stare at you from eye-level. The faces are different, some monstrous, some simple, some odd, and they range in size from small to rather large. The workmanship is outstanding, and although you can discern tiny tool marks the faces have been carved to portray an amazing amount of detail.

Give the players handout F. Note that the pech in area 3-6 may hear the PCs while they explore the faces, and will probably attack them in the midst of their curiosity.

These faces were created by a pech sorcerer some time ago. For a good number of years a band of pech lived on this level of the cave complex. Eventually the arrival of the mountain troglodytes and several particularly dangerous monsters (such as the ascomoid in area 3-9) took a serious toll on the band. The remaining pech withdrew to a small area (mainly areas 3-5 and 3-6) for their own protection, but life was still difficult – the food supply was growing ever more scarce and forays into the surrounding caves had become ever more risky. Curious or hungry creatures penetrated into the heart of the pech lair itself on occasion.

A pech sorcerer, in an attempt to protect his band, created the stone faces to confuse aggressive or evil intruders. The sorcerer also added miscellaneous odd details and illusions to the faces, as befits pech creativity and sensibilities, and included small cantrips and enchantments that could potentially aid friendly visitors. This same sorcerer eventually fell to a trog attack, but his faces remain and continue to function. The remaining pech, now only five in number, are grateful for the minor protection and audible alarm system provided by the corridor of faces. Given time, these four pech, now extremely xenophobic even for members of their race, will leave this cave system and delve deeper underground seeking a new refuge.

There are 18 faces, identified with letters A through J on the close-up map. Their descriptions, read-aloud text, and effects are as follows.

If any sort of *detect magic* spell or effect is cast in this corridor, all the faces will babble, growl, howl, or talk, causing a hideous din of mixed voices. Anyone in the corridor when this effect occurs must make a DC 15 Will save or uncontrollably clasp their hands over their ears and be confused for 1d3 rounds. Deaf characters will not be so affected. This effect immediately alerts the pech in area 3-6.

A – Man: Impassive, but frowns if touched.

This face appears human, a man of perhaps 50

winters in age. The face is complete with many realistic details, including a mustache. His expression is somewhat impassive and he stares straight ahead, as if concentrating on something past you.

If touched, the face briefly frowns before reverting back to its inactive state. This effect can be repeated endlessly.

B – Kobold: Bites for damage.

This face resembles a reptilian humanoid with tiny, pebbled scales and stubby horns. This small but fierce-looking face stares at you, fangs bared and mouth slightly ajar. A gleam of gold shines from within the mouth of this carving.

Allow characters a Knowledge (dungeoneering) or Knowledge (nature) check to identify it as a kobold (DC 8 or DC 4 if the individual has already encountered kobolds in person). The gold shine comes from a heavy coating of pyrite (commonly known as “fool’s gold”) dust over the stone tongue. If any character touches the face or reaches a hand inside its mouth, the face bites (atk +8 melee, 1d4 damage). Treat the first character attacked in this fashion as flat-footed. The face will attempt to bite every time it is touched.

C – Ogre mage: Frowns if closely examined but if touched opens mouth to reveal minor item.

This large, monstrous face depicts a giant with large eyes, a bulbous nose, drooping, wooly sideburns, and a sneering mouth that bears two large, upturned tusks. The creature’s expression appears somehow haughty and threatening at the same time.

Allow characters a Knowledge (dungeoneering) or Knowledge (nature) check to identify it as an ogre mage (DC 12 or DC 4 if the individual has already encountered such a giant in person). Despite its fierce countenance, the face does not attack in any way. If touched, it begrudgingly (or so it seems) opens its mouth and sticks out its tongue for 1 round. Sitting on the tongue is a *pearl of power* (1st-level spell, 1,000 gp), there for the taking.

D – Old face: Whispers a secret.

This sculpture presents a wizened old face with long flowing hair and a hanging beard. The face has eyes made from pink crystals of some sort set into the stone. A mass of wrinkles have been carved around the eyes, and the face is deeply lined and cragged. The face appears human and denotes a feeling of extreme age and weariness combined with an air of wisdom.

The eyes of this face have been constructed from two oblong pieces of rose quartz (worth 10 gp each if the characters take the 10 minutes required to pry them from the stone). If touched, the face asks in a papery

voice (in Common) for a character to bend close. The face then whispers into the ear of that character, uttering a single short sentence. The GM should provide a short, cryptic sentence that is prophetic in nature – something that can provide a clue to clever players of a challenge that lies ahead. The GM can roll a d6 on the table below, or simply choose, to determine the utterance:

1. “Look above when you hear the water below” (refers to the bridge danger in area 3-10)
2. “Fear the emerald minions and their master” (refers to the olive slime zombies and olive slime in area 3-14)
3. “The water leads the way” (refers to the steady flow of the underground river toward area 3-16, the PCs’ ultimate destination)
4. “The hidden eye lies beyond the river” (refers to the hidden temple in area 3-11)
5. “Beware floating falsehoods” (refers to the gas spore – a monstrous falsehood – in area 3-7)
6. “Beware the bridge” (refers to the trapped bridge in area 3-16 but could also refer to the bridge in area 3-10!)

The face whispers but one clue per day; if touched a second time the same day or asked to repeat its utterance the face does not animate or react in any way, remaining motionless. If the rose quartz eyes are removed from this face it will no longer function.

E – Troll: Shakes head.

This ugly, elongated face has a long nose, warty skin, and hair that closely resembles a mass of writhing worms. Triangular, pointed teeth are visible in the creature’s mouth. The vile face appears to represent a sinister yet simplistic persona.

Allow characters a Knowledge (dungeoneering) or Knowledge (nature) check to identify it as a troll (DC 12 or DC 4 if the individual has already encountered trolls in person). When touched, the troll shakes its head but does nothing else.

F – Wolf: Snarls (fear effect).

A ferocious wolf face is carved here in sharp bas-relief, its toothy snout extending several inches from the wall. This is a large face, somewhat larger than a normal wolf face and certainly more threatening in countenance. Long teeth and a tongue are visible in the wolf’s mouth, and its eyes seem to shine with a feral yellow light.

If the wolf face is touched, it utters a low snarl and then howls. All those within a 10-foot radius of the face when it howls are affected as if by a *cause fear* spell (as if by 8th-level caster). This effect can only occur once per day.

Two large citrine crystals, worth 20 gp each, serve as the wolf's eyes and may be pried out with 10 minutes of effort. If the agate eyes are removed from this face it no longer functions.

G – Old hag: Sticks out tongue.

This sculpture depicts a stern hag, complete with deep-set eyes surrounded by wrinkles and crows-feet, a wild crown of hair, hanging jowls, and peg-like teeth.

If touched or simply observed closely for too long, the face briefly sticks out a tongue at the viewer before returning to normal. The effect can be repeated endlessly.

H – Young woman: Winks and smiles.

This stone face presents a comely elven woman with delicate features, perhaps 30 winters or less in age. She stares just overhead, as if intent on something beyond you. A slight smile seems to play about her lips.

If touched, this face smiles and offer a quick wink to the viewer. The effect can be repeated endlessly.

I – Demon: Spits acid.

This stone face is fearsome and depicts a monstrous face with horns, a hooked nose, long ears, chin spurs, and deep-set eyes set in two skull-like eye sockets. The mouth has been sculpted in detail, with clenched, fanged teeth between which a pointed tongue can be seen. The stony skin of this face is covered in tiny runes and swirls.

If any PC stands before this face or touches it in any way, the face spits a stream of acid from its mouth at that individual. The stream of acid emerges from the face's mouth, approximately four feet above the floor, at an attack bonus of +7. Treat the first character attacked in this fashion as flat-footed. The stream of acid does 2d6 damage, or half damage with a DC 15 Ref save.

J – Unremarkable face: At this location is a carved bas-relief face that is unremarkable. This face does not animate or react in any way. The GM should create a list of different faces and descriptions for these face locations. Suggestions include: a teenage human, a mischievous-looking mite, an elven wise-woman, a frowning goblin, a scarred dwarf, or a pech. Most of the faces should represent creatures that the pech could have met at some point.

Area 3-6 – Refuge of the Pech (EL 8): Read or paraphrase the following:

The walls of this cave immediately catch your attention. Everywhere your eye can see there are bas-reliefs and carvings depicting cave creatures: fire beetles, spiders, cave crickets, bats, and

more. Between the pictures are all manner of sculpted lines, abstract patterns, and odd shapes that seem to swirl around the animals. Snakes and weird, pincerd worms seem to writhe between circular patterns that flow between the legs of a xorn, over huge beetles, and in between the anatomy of the creatures. In places the wall has been carved to produce a three-dimensional effect, so here a toad's nose pokes out, there a fire beetle mandible emerges, and so forth. You cannot see an area of wall that has not been carved or inscribed in some way. Even the hanging stalactites are carved with twisting spiral patterns or seem to be dripping with miniscule sculpted insects and bats. The overall effect is staggering in its complexity and abstract artistry.

A number of small humanoids are gathered here, busily chipping away at the farthest wall with pick-like tools. Their skin is the color of stone and their eyes appear completely white, lacking pupils, yet they raise their thin arms to block their faces from the light as you enter.

The last of the Pech clan is lairing here temporarily. They are but five members strong, and they are (justifiably) suspicious of intruders. One of their number is visibly wounded and sports a bad limp. This band is all that is left of a group that originally numbered more than 30 but was decimated by trog raids and incursions by slimes and other dangerous monsters. They brandish their weapons in a defensive posture and ask the party's business. If the PCs enter the cave with a light source, they shout for the light to be extinguished. If such lights are not readily extinguished, the pech remain ill-disposed toward the party until this is done.

The Wall: If a character studies the walls at length (10 minutes or more) he sees a scene that provides a warning in a future encounter, including a depiction of a cockatrice and an ascomoid. (The pech encountered the cockatrice more than once – they are immune to its petrification effect – and they narrowly escaped the ascomoid). When the character reaches the encounters that follow, allow them a DC 10 Intelligence check to recall the scene from the wall.

Tactics: If the party is hostile, the pech curse the PCs and attack once each before seeking to escape. If overwhelmed they use their ability to create a *wall of stone* to block off potential attackers, even if this means sealing themselves with their cave (their abilities allow them to escape the self-made tomb easily enough after hostile parties depart).

If the PC party approaches in a friendly manner and offers aid or proof that they have defeated any troglodytes or other dangerous monsters, the pech hesitantly greet them as friends. The pech are, by their nature, not particularly talkative with "top-worlders" but they can offer information regarding the gorungs (area

3-8), ascomoid (area 3-9), and cockatrice (area 3-15) if asked. They have seen the trog shaman Ssustre traveling by himself on the third cave level and can describe him. They have no knowledge of (or interest in) the *Censer of Weal* and they know nothing of Rathulagon, but if asked about the river they might (30% chance) relate that a now-deceased member of their clan told of a hidden room somewhere along the path of the underground river (area 3-11). Their love and obsession is stone-working and they care little about the affairs of humans and others above ground, only wishing to be left alone to carry out their stone-crafting projects in peace.

If the party cures the wounded pech, or if a PC befriends them and successfully demonstrates the Craft (stonemasonry) skill, they give the party a special ring of iron as a gift. The magical ring allows the wearer to cast *stone tell* once per day (at the 8th caster level). The ring is worth 1,000 gp. They will not accompany or join the party adventuring under any circumstances.

Treasure: The pech's treasure is located behind a low-set secret door. A carved stone spider leg sticks out of the wall slightly at this spot. If the leg is pushed downward, the concealed stone portal silently sinks into the floor and gives access to the tiny room beyond. Heaped in this tiny room are 12 gold nuggets (worth 20 gp each), 3 deep red garnets (worth 120 gp each), and a magical iron ring (which the pech may give the party as detailed above).

Pech (5): CR 3; Small fey (earth); HD 4d6+4; hp 25, 22, 22, 18, 11 (injured from 17); Init +1; Spd 20 ft.; AC 17, touch 12, flat-footed 16; Base Atk +2; Grp +2; Atk/Full Atk heavy pick +7 melee (1d4+4); SA Earth mastery, spell-like abilities, stone knowledge; SQ Damage reduction (10/cold iron), immunity to petrification, light blindness, darkvision 60 ft.; AL N(G); SV Fort +2, Ref +5, Will +5; Str 19, Dex 13, Con 13, Int 12, Wis 13, Cha 12.

Skills and Feats: Climb +8, Craft (stonemasonry) +12, Hide +5, Knowledge (stonework) +8, Listen +10, Move Silently +4, Profession (miner) +12, Spot +10, Survival +4; Alertness, Power Attack.

Possessions: heavy pick, adze (a hand tool for shaping stone).

Area 3-7 – Cavern of Echoes (EL 4): Read or paraphrase the following:

You've entered a vast gallery. Even minor sounds echo throughout this large area and bounce off the ceiling high above. Long, jagged stalactites reach down from overhead, perhaps numbering in the hundreds. In several places to either side, close to the walls, huge stalactites have met the stalagmites below and joined into thick columns. In other places stalactites have fallen from above to shatter on the floor. Everywhere the walls are

worn smooth by ages of water action and the slow passage of time.

All Listen checks undertaken here receive a +8 circumstance bonus due to the highly acoustic nature of this cavern.

Every 1d6 minutes while in this cavern, the characters hear a startling noise: a loud bang, a whoosh of air, a sharp ping, or something else. These are mundane noises from elsewhere in the cavern or from the sinkhole (see below) which are amplified by the acoustic nature of the cavern. Use this effect to build tension and fear, and perhaps to foreshadow upcoming encounters.

There is a sinkhole in the northern end of this cave. It is not really possible for characters to fall into the sinkhole by accident unless they are very careless, but they may purposely lower individuals into the sinkhole if desired. The shaft leads straight down for 70 feet, slants for another 50 feet, and then emerges into another level of natural caves. This lower cave level is not detailed here, but provides an opportunity for an enterprising GM to expand and continue the PCs' underground adventures.

A gas spore lurks in this area. From a distance greater than 10 feet this plant creature is 90% likely to be mistaken for a similar and far more dangerous monster that is round and tentacled.

Tactics: The unintelligent gas spore slowly floats toward any living creatures it detects in an attempt to touch them.

Gas Spore: CR 4; Medium plant; HD 1/4d8; hp 2; Init +0; Spd 5 ft., fly 10 ft. (poor); AC 10, touch 10, flat-footed 10; Base Atk +0; Grp -4; Atk/Full Atk slam -4 melee (1d3-4 and rhizomes); SA Death throes, rhizomes; SQ Low-light vision, mimic eye-sphere, plant; AL N(E); SV Fort +2, Ref +0, Will +1; Str 3, Dex 10, Con 10, Int -, Wis 12, Cha 1.

SA – Rhizomes: Those injected with gas spore rhizomes must make a Fort save (DC 12, +2 per day until cured) until treated with a *remove disease* spell. If this save is failed the victim takes 1d6 points temporary Constitution damage; at Constitution 0 the victim dies, sprouting 2d4 gas spores. If cured, a victim must make a Fort save (DC 10) per Constitution point lost after the third day of infection or lose the point permanently.

Area 3-8 – Gorung Lair (EL 4): Read or paraphrase the following:

The tunnel before you opens up into a huge cavern. You stand on a smooth ledge perhaps eight feet wide that sweeps along the cavern wall and banks down at a curving angle to eventually meet the cavern floor some distance below. A short distance ahead is an opening to another passage or

cave that leads away from the ledge, about halfway down the incline. A few small stalagmites dot the bottom of this natural ramp; otherwise, the ledge is clear of debris except for splatterings of bat guano. Peering over the ledge, you can make out what appears to be a ribcage and possibly other bones littering the cave floor far below.

The side cave marked 3-8A on the map is the lair of two gorung. As soon as they become aware of intruders, they emerge to initiate combat.

The small stalagmites at the bottom of the curved ledge prevent the ascomoid in 3-9 from rolling upwards (something the gorung are quite happy about).

Tactics: The gorung grapple any intruders and attempt to hurl them over the side of the embankment, to take 2d6 damage from the fall and draw the immediate attention of the ascomoid lurking below (see area 3-9). Later they recover any valuables from the remains left below.

If the PCs offer them 800 gp or more in gems, they allow the party to pass unmolested... but they again seek such a tribute on the party's return trip.

If attacked by powerful magic (fireballs, lightning, or the like), the gorung retreat deep into their lair and wait for the party to leave. If followed into their cave by an obviously superior party, they offer the party free passage through their area first, followed by an offer of passage through the area below (with the gorung interposing themselves between the party and the ascomoid). If all else fails the gorung begrudgingly offer up their "treasure," a leather case holding five masterwork daggers, for the party's immediate departure. The gorung find the daggers pretty and recognize their inherit worth, but they cannot use weapons of their small size (and normally attack bare-handed in any case); if they feel their lives depend on it, they will give up the daggers.

Treasure: The gorung have collected a few bits of treasure over the years, and they also scoop up valuable items from the ascomoid's victims when the opportunity presents itself. They have consumed all gemstones they've encountered except for a curious ruby sealed in a liquid-filled glass vial. This gem, unbeknownst to the gorung, is actually an *exploding gem (flame)*; see page 51 for more details. Eventually hunger will overcome curiosity and one gorung will attempt to consume the gem... and soon get what may well be a fatal case of heartburn.

Gorong (2): CR 2; Medium aberration; HD 3d8+9; hp 22, 19; Init +6; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +2; Grp +4; Atk claw +4 melee (1d6+2); Full Atk 2 claws +4 melee (1d6+2); Space/Reach 5 ft./10 ft.; SA Crush (2d6+2), improved grab, toss; SQ Blindsight 60 ft.; AL N; SV Fort +4, Ref +1, Will +4; Str

15, Dex 10, Con 16, Int 8, Wis 12, Cha 9.

Skills and Feats: Hide +2, Listen +5, Spot +5; Alertness, Toughness.

Area 3-9 – Huge Gallery (EL 5): Read or paraphrase the following:

The sweeping ledge leads down into a large cavern. The ceiling here is very high, perhaps 80 feet, and is dotted with stalactites. The floor here is largely flat with very few stalagmites or loose rock present. There are some loose bones lying about and several whole skeletons as well. One skeleton is particularly large, perhaps being the remains of an ogre or similar size creature.

The skeletons here reveal themselves to be those of humans, troglodytes, and an ogre. This large cave is the home of an ever-hungry ascomoid. Characters successfully making a DC 14 Listen check hear a low, scraping sort of sound from the east – the advance of the ascomoid as it quickly rolls in their direction!

Tactics: This creature rolls toward creatures entering its domain and attempts to crush them. If multiple intruders are encountered, it attempts to roll over the first and shoot spores at the rest. A few stubby stalagmites at the base of the curved embankment prevent it from rolling up toward area 3-8. This creature has a dim, alien intelligence, and on a vague, peripheral level it realizes that food often falls from above and so it makes no hostile moves toward the gorung if they pass through this area (which they typically do very quickly).

Treasure: Beneath the remains of the ogre is his treasure: a sack containing a bent fork (the former ogre's favorite eating utensil), a rotted and maggot-filled joint of mutton, 48 gp, and a black wire necklace set with a small black bead. The tiny, lusterless bead is actually a *bead of force*.

Ascomoid (1): CR 5; Large plant; HD 6d8+18; hp 44; Init +1; Spd 40 ft.; AC 17, touch 10, flat-footed 16; Base Atk +4; Grp +12; Atk/Full Atk slam +7 melee (1d8+6); Space/Reach 10 ft./0 ft. (30 ft. with spores); SA Run over, spores; SQ Damage reduction (10/piercing), plant traits, resistance to fire 10, resistance to electricity 10, tremorsense 60 ft.; AL N(E); SV Fort +8, Ref +3, Will +2; Str 14, Dex 13, Con 17, Int 1, Wis 11, Cha 1.

SA – Run Over: Medium-size or smaller opponents subject to a run-over attack as a standard action, knocking them prone and inflicting 1d8+6 damage; opponents not making attacks of opportunity may make Ref save at DC 17 to be only pushed back/aside (victim's choice).

SA – Spores: Ascomoid may shoot spores in a 30 ft. line once per round, spores burst into a 20 ft. cloud upon striking a hard surface; Fort save (DC 16) or take 2d6 Constitution damage (if save succeeds, victim is still blinded and nauseated for 1d4 rounds).

Area 3-10 – The Slender Bridge (EL 6): Read or paraphrase the following:

You emerge into a small cave with a high ceiling that reaches 30 feet or more. Short stalactites drip from the ceiling above. Ahead of you the floor drops sharply away to an unknown depth, except for a seemingly natural span of stone that stretches across this dangerous plunge and connects to a similar ledge some 40 feet away. This bridge of sorts looks solid but the stone appears both damp and smooth. Luckily, the very center of the span is worn down slightly, creating a slight lip to either side that at least gives the illusion of safety. The sheen of moisture is present on the walls, the bridge... everywhere you can see.

From somewhere beyond comes a low, continuous sound – the sound of moving water far below.

This natural bridge presents a natural span over which one single Medium-size creature can pass at a time. The party must cross the bridge single file. As soon as a party member reaches the halfway point, four slashwings will swoop down from the ceiling and attack.

Tactics: The slashwings have subsisted on insects and the occasional rat but are extremely hungry and will not hesitate to attack human-size individuals. These bat-like creatures have proved a major annoyance to the trog shaman, who will often toss a rat carcass into the air as a distraction while he quickly moves across the bridge to safety. They swoop down from above, screeching loudly and slashing with their foreclaws, and then fly back up toward the ceiling. They continue this pattern until their prey falls down, at which time several slashwings break off the attack to feed. As befits their low intelligence, they otherwise attack until slain.

Bridge Hazards: The slippery bridge presents special hazards of its own. Characters struck for 5 or more points of damage by a slashwing whilst on the slick bridge must immediately make a DC 12 Balance check or fall. Characters that fall can make an immediate DC 15 Ref save to grab the lip of the bridge as they fall off. Otherwise they fall 80 feet into the water below. Falling characters plunge approximately 80 feet to land in a fast-moving underground river below, taking 4d6 damage plus 2d3 nonlethal damage.

Characters in the river may make a DC 15 Swim check to reach the side of the lower cave before they are swept ahead toward area 3-11 at a rate of 40 feet every round.

The slashwings have no treasure.

Slashwings (4): CR 2; Large animal; HD 3d8+9; hp 24, 22, 20, 20; Init +6; Spd 10 ft., fly 40 ft.; AC 17, touch 15, flat-footed 11; Base Atk +2; Grp +9; Atk/Full Atk claw +7 melee (1d6+3); Space/Reach 10 ft./5 ft.;

SA Claw slash (1d4); SQ Blindsight 90 ft.; AL N; SV Fort +6, Ref +9, Will +2; Str 17, Dex 22, Con 17, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +8, Move Silently +7, Spot +7; Flyby Attack, Weapon Finesse.

Area 3-11 – The Forgotten Cave: Read or paraphrase the following:

The underground river slows here and turns slightly. To the east, sandy sediment and earth has piled up, creating a small beach area. Beyond this area of sandy ground is a cragged wall of stone.

There is a large, cleverly concealed secret door in the far wall (Search DC 24). The secret passage operates by pushing in a hand-sized section of wall.

If the secret door here is triggered, a thick stone slab sinks directly into the floor with a low grinding sound and allows access into a hidden room beyond. After 1 hour the secret door rises back up, sealing the chamber; it takes 1 round for the door to fully close. There is no way to open the door from inside the hidden room, so the GM should carefully track time spent in this area! If the PCs step over the low lintel and into the chamber, read or paraphrase the following:

This chamber feels old and there is an odd, unsettling feel to the place. The air is stale, as if the room has been sealed for years, but there isn't as much dust as you would expect in an old room. The room has no true corners; the edges have been rounded off in an odd way that sets your teeth on edge. The rear wall of this chamber is not simple worked stone, but instead is a glassy black, obsidian-like material that almost seems to absorb the light instead of reflecting it. Before the rear wall is a low, square block constructed of a dark stone – perhaps an altar block of some sort.

This place is cold. Within a few minutes characters detect a noticeable temperature difference. If characters spend more than a half-hour here their breath will be visible in the air and they start to shiver. After 30 minutes in the chamber, PCs begin taking 1d3 cold damage every 10 minutes.

Any character walking across the floor should be allowed a DC 6 Search check. If successful, the character spots a design or picture engraved into the floor partially hidden by the dust. If one or more characters spends a few moments sweeping away the dust, read the following:

As your gaze sweeps across the newly uncovered floor, you stare at what has been revealed – an inscribed sigil in the floor that resembles an enormous eye. Suddenly you detect movement around you, and you notice tiny swirls of a purple luminescent mist rising from the floor. The purple mist eddies and flows about the room, sending lit-

tle tendrils here and there, some winding toward the walls and others seeming to curl about your feet in an oddly disturbing way.

If the characters take no action, the misty eddies dissipate in a few minutes and the room reverts to its inactive state. If one or more characters stand atop the eye sigil and stare toward the altar, read or paraphrase the following:

Your gaze is drawn to the far wall behind the altar. The glassy stone has changed from its former black color, and now a swirling, wavering band of violet has appeared on the wall's surface...or beneath the surface, it's impossible to tell for sure. The brilliant purple haze twists and bends and folds in upon itself in a disturbing, stomach-churning way. It is difficult to watch the colorful display, yet you feel compelled to keep your eyes on the ever-changing wall. Strange images begin to float to the surface of your thoughts, odd shapes and colors twisting together and merging with shadows, yet all hiding something fearsome that lurks beyond. Somewhere beneath the spiraling eccentric circles of violet mist you can barely perceive a large round object that slowly is revealed to be a great purple-black eye staring at you through the layers of haze. The gaze of the lidless eye seems to pierce through the core of your very being, yet it is difficult, if not impossible, to look away.

The character must make an immediate DC 6 Intelligence check. If successful, the character feels an urge to mentally express his or her desire to the stone, specifically something the character wishes to gain. The character understands that the desire expressed should not be for material goods (gold, magic items, etc.) but rather something more intangible.

The GM should ask the players involved to name a single word that expresses what the character desires and use the guidelines that follow. Give the players 5 seconds to write down one word on a piece of paper, counting aloud "1, 2, 3, 4, ... 5" then immediately col-

lect all papers, blank or not, once the "5" is reached. If the player has not written down a word after 5 seconds, that player's PC is unaffected by the altar and is instead shocked for 1d6 damage and stunned for 1d3 rounds. There is a possibility one or more characters may desire something not named in the guidelines that follow, but the GM should create a suitable reward/punishment, using the guidelines presented as an example.

- Characters desiring *knowledge* have their mind flooded with 1d4 visions of likely future events that show the likely outcomes of actions a PC (either of the player granted the visions or her associates) may undertake in the next 24 hours. There is a danger, however. If the character does not make a DC 13 Will save, the effect is increased to 1d6 visions, and the character also experiences some false visions predicting dire events, such as party members dying or being maimed, a certain (or unknown) party member betraying the others, etc. In the latter outcome, about a third of the visions will be false. (The GM should have the player make a few rolls during the process so the Will save is not as obvious.)
- Characters desiring *skill* are granted either 6 skill points (to be assigned immediately in the normal fashion) or a bonus feat, at the player's option. These characters must make a DC 13 Will save, and if they fail their save they lose 1d6 skill points (chosen randomly from the character's skills after the bonus points have been assigned) or a random feat (determine via random selection, but a prerequisite feat required for a second possessed feat cannot be lost; e.g., a fighter with the Power Attack and Cleave feats could lose the latter feat but not the former). Thus it is possible for a character to both gain a new feat and lose an old one. Feats and skill points lost in this manner cannot be restored short of a *wish*.
- Characters desiring *experience* will gain 500 XP, but

Sothulth

Sothulth, also known by other titles including the Great Eye and All-Seeing Orb, is a demigod that has few worshippers. It is said that Sothulth was banished from the outer planes by the other gods, and now lurks at the fringes of the known universe, appearing just long enough to work its will before moving elsewhere. Worship of Sothulth has fallen out of favor except for the desperate, the insane, or those evil individuals bent on destruction.

Sothulth is typically depicted as a great purple or ebony eye emerging from a dark mist. Other times Sothulth is imagined as a slime-like creature, but again with one great staring eye. In any incarnation, the colors black, gray, and purple are always predominant. Worship to Sothulth includes chanting, the ringing of deep-sounding gongs or bells, and the sacrifice of prized possessions or live victims.

Sothulth is a cruel, unpredictable creature, given to odd bouts of generosity or callousness. Sothulth is chaotic neutral (with evil tendencies) but accepts followers of any alignment, and will even grant boons to those of good alignment according to its whim at the time. The domains related to Sothulth are Chaos, Destruction, Knowledge, Trickery. The favored weapon of Sothulth is the scythe.



if they fail a DC 13 Will save they instead *lose* 100 XP.

- If a character focuses on a specific ability, such as *Strength* or *Intelligence*, the character must make a DC 13 Will save. If the save is successful, the character's specified ability score increases by 1 point. If the save is unsuccessful, the character instead loses 1 point in that ability. This ability change is permanent and cannot be reversed short of a *wish*!
- Characters desiring *vision* gain darkvision for 6d10 days if they make a successful DC 13 Will save; if the save is failed that character instead experiences clouded vision (treat the PC as if dazzled) for a similar length of time.
- Characters desiring *power* are affected as if they desired *experience*.
- Characters desiring *might* should be treated as if they focused on the Strength ability.
- Characters desiring *clout, influence, or beauty* should be treated as if they focused on the Charisma ability.

As can be seen, the altar is both powerful and dangerous. If the altar is touched during the room's active state, the character touching the block must make a DC 15 Will save or be shaken for 1d3 rounds time. If a character touches the violet wall behind the altar during the room's active state, they will be frightened for 1d3 rounds, no save allowed!

The altar stone affects all PCs simultaneously, after which the wall slowly transforms back to its normal state – the swirls of mist dissipate and the altar becomes dormant for 1d6 months. Touching the altar or wall during this dormant phase makes a PC feel somewhat uneasy, but otherwise there are no effects and the room will not react in any way.

This room does not directly relate to this adventure, but should be used by the GM to add a bit of mystery to the proceedings. Curious PCs may wish to research this odd temple and investigate the deity it represents. Such an investigation would not be easy, and the GM can use this as a basis for future adventures. Perhaps

the PCs must travel to a far location to visit a sage knowledgeable in obscure religions. A PC may also personally make a Knowledge (religion) check at DC 30 to learn more, and eventually the PCs may arrive at a fully populated temple of the god in question, where a real challenge awaits! The deity of the temple is Sothulth, but has purposely been left vague so the GM can fill in the details as best fits their campaign.

Area 3-12 – Pool Cave (EL 4): Read or paraphrase the following:

The cave has rippled, uneven sides and it is difficult to see how many passages lead out of it. Water enters this cave through many small openings in the lower northeast wall and flows out of the cave to the southwest, flowing across the center of the cave as it goes. As it passes through the cave the water collects in a natural depression and a pool of unknown depth has been created. The current stirs the sediment in the pool, creating a murky swirl. Thrusting up from the center of the cloudy pool is a stunted tree – apparently dead, judging by the drooping, bare branches and the unhealthy-looking blackish color of the bark. The tree trunk bears numerous scars, and the whole thing leans slightly to one side. A long white bone and a single silver piece are visible just beneath the water, near the edge of the pool. A narrow walkway skirts the pool on either side.

A large kampful grows in the center of the pool. Like many creatures in the caverns, it doesn't usually get enough food and must subsist on the occasional cave cricket or large bat. The mountain trogs normally traverse this area by walking across the ceiling, just out of the frustrated kampful's reach.

The bone is a human femur. The silver piece is easily grasped, but the character will be within range of the kampful's tentacles by that point. Once the kampful begins moving the PCs will see other bones previously hidden beneath the creature's bulk.

Tactics: The kampful is very hungry, and its reduced diet has almost forced it into a period of hibernation. Once it realizes that live prey has entered its lair, it remains still until at least one sizable target has moved

well into the cave. Then it lashes out at any targets within reach of its branch-like tentacles and attempts to catch a meal!

Treasure: An ivory scroll tube containing three divine spells (*cure moderate wounds*, *resist energy*, *remove disease*) is amidst the bones. The tube is fitted with a stopper and is watertight. A DC 12 Search check (DC 12) is required to distinguish the scroll tube from the other bones. Also scattered underwater is the rest of Kampfult's treasure: 4 lumps of rose quartz (worth 40 gp each) and 22 gp. These items are tucked beneath the Kampfult's roots and will not be discovered until the Kampfult is slain.

Kampfult, advanced: CR 4; Medium Plant; HD 5d8+10; hp 44; Init +1; Spd 10 ft.; AC 16, touch 11, flat-footed 15; Base Atk +3; Grp +6; Atk tendril +6 melee (1d3+3); Full Atk 6 tendrils +6 melee (1d3+3); SA improved grab (grapple +4), constrict 1d3+3; SQ blindsight, plant; AL N(E); SV Fort +6, Ref +2, Will +2; Str 16, Dex 12, Con 14, Int 6, Wis 12, Cha 6.

Skills and Feats: Hide+7, Listen +7, Move Silently +6; Skill Focus (Hide), Stealthy.

Area 3-13 – Crevasse: Read or paraphrase the following:

You come to an abrupt halt. A large crevasse cuts cleanly through the corridor floor, blocking your advance. The gaping chasm falls away to an unknown depth. Beyond the crevasse, the corridor slopes downward and turns to the left.

The crevasse is approximately 12 feet wide. The characters must bypass this natural hazard if they wish to proceed. When Ssustre or the other mountain trops come this way, they simply walk across the ceiling. Characters may attempt a long jump using the Jump skill if desired, but the corridor does not allow for more than a 10-foot running start. Characters may use other means to get across, including building a crude bridge, roping individuals together, or simply using magic to cross the gap. The GM should evaluate attempts and assign appropriate skill checks and difficulty classes as needed.

The crevasse is, for all intents and purposes, bottomless. Characters falling into the crevasse are lost.

Area 3-14 – Uneven Cavern (EL 6): Read or paraphrase the following:

In this wide, uneven cave, water drips from the ceiling to collect in tiny pools on the floor. Echoes of dripping water can be heard in the distance. The rock floor here is smooth but uneven, and you can see long trails of a greenish substance on the floor.

Silently shambling your way are two blob-like creatures that leave trails of viscous, drab green slime behind them. They stretch their arms out toward you as they approach.

This cave is infested with an olive slime and two olive slime zombies that were previously mountain troglodytes. The zombies have left the green trails on the floor.

Tactics: The zombies shamble toward the PCs and will attempt to herd them toward the mass of olive slime. The zombies are unintelligent but are being controlled by the slime.

Olive Slime: Characters coming into contact with the olive slime take 1d6 points of permanent Intelligence damage for each round of contact. The olive slime may be scraped off a character during the first round of contact, but on subsequent rounds must be burned, frozen, or cut away (and the victim will take an equal amount of damage from such applications as does the slime). A character brought to an Intelligence of 0 by contact with olive slime is considered devoured and will emerge from the center of the slime patch as a slime zombie (fully under control by the slime) in 1d6+6 days.

Olive Slime Zombies (2): CR 3; Medium plant; HD 5d8+10; hp 36, 30; Init +0; Spd 15 ft.; AC 17, touch 11, flat-footed 17; Base Atk +3; Grp +4; Atk/Full Atk slam +4 melee; SA Infestation; SQ Death throes, immunities, mind link, plant, telepathic bond, vulnerabilities; AL N; SV Fort +6, Ref +0, Will -4; Str 13, Dex 9, Con 14, Int 1, Wis 1, Cha 1.

Area 3-15 – Grotto of the Statues (EL 3): Read or paraphrase the following. The description assumes the PCs carry a light source of some sort, otherwise modify the description accordingly.

This cavern has many ledges and the ceiling extends at least thirty feet overhead. A great many jagged pieces of stone litter the floor just inside the cave entrance – fallen stalactites or perhaps the remains of a large vessel or statue. Three dark figures of some sort stand near the center of the cavern, and beyond them something large and shiny catches the light for a moment.

If the party continues into the cavern, read or paraphrase the following:

Your eyes are drawn to the central feature of this cavern: three statues of exquisite workmanship. The first statue, somewhat nearer the cave entrance, depicts a lizard-like humanoid nearly six feet in height. The creature holds a crude club overhead in a threatening manner and seems to snarl at the viewer. While frightening, the statue is obviously the work of a master craftsman. Every detail, from tooth to scale, has been painstakingly carved.

Toward the center of the cavern are the other two statues, standing mere feet apart. One depicts a human fighter or soldier, outfitted in chain mail

and holding a sword aloft in a guarded pose. The nearby statue represents a dwarf, girded in banded mail and a helmet. The expertly carved figure brandishes a large axe and looks either angry or startled; it's difficult to tell which.

If characters have previously encountered trogs, they immediately recognize the first figure to be a troglodyte. As clever players may deduce from the statues, this cavern is the lair of a cockatrice. The “statues” are three petrified victims that ventured into this cavern and never left – two low-level adventurers and an over-inquisitive trog.

(The GM may wish to create more detailed descriptions and statistics for the previously petrified victims on the off chance they are restored via a *stone to flesh* spell or the like. If restored, the adventurers would no doubt be grateful and might serve with the party for a time if asked. The trog, if so restored, will simply flee back to his fellows.)

A fourth petrified victim (revealed to be an elf if the pieces are carefully sorted through over 2d4 rounds) has since been shattered, hence the many shards near the cavern entrance. This former adventurer can only be saved if a *mending* or *wish* spell is used to restore the statue before a *stone to flesh* spell is cast.

A dented brass lantern lying abandoned on the floor caused the flash of light the adventurers observed.

Tactics: The normally foul-tempered cockatrice recently lost its mate to Rathulagon's breath weapon and has thus been driven into a seething fury. It immediately attacks anyone who enters its lair. During its waking hours, the creature normally lurks on a ledge directly above the entrance, and it drops down behind a party that enters the cavern, blocking their exit. It relentlessly attacks until slain.

Treasure: Mixed in with the refuse and twigs of the cockatrice nest is a small leather pouch and three eggs. The pouch holds 12 pp and a small rock crystal statuette worth 80 gp. The cockatrice eggs will hatch in two days time if kept reasonably warm. If somehow brought to a large city (albeit rapidly!) the eggs can fetch up to 1,000 gp each, provided the PCs can find a buyer willing to take them.

Cockatrice: CR 3; Small magical beast; HD 5d10; hp 26; Init +3; Spd 20 ft., fly 60 ft. (poor); AC 14, touch 14, flat-footed 11; Base Atk +5; Grp –1; Atk/Full Atk bite +9 melee (1d4-2, plus petrification); SA Petrification; SQ Darkvision 60 ft., low-light vision; AL N; SV Fort +4, Ref +7, Will +2; Str 6, Dex 17, Con 11, Int 2, Wis 13, Cha 9.

Skills and Feats: Listen +8, Spot +7; Alertness, Dodge, Weapon Finesse (beak).

Area 3-16 – The Lair of Rathulagon (EL 8): Read or paraphrase the following:

You have entered an enormous cavern. The ceiling towers above you, perhaps 150 feet in height or more. Long, jagged stalactites hang from the ceiling by the hundreds in tight clusters, and great, convoluted draperies of stone hang along the walls. The floor beneath your feet is loose, sandy soil. Beyond this small beach is a great pool of dark water that goes from one end of the cavern to the other.

Since you entered this cavern a continuous roar has filled your ears. Looking to the north you now see the source: a great waterfall that plunges over a soaring ledge to spill into the pool far below. Where the water strikes the pool, the dark water swirls and bubbles spiral to the surface.

A flat bridge constructed of stone slabs stretches across the water at its widest point to reach another larger sandy beach far to the west. The bridge appears to be a primitive work, yet it is stoutly constructed, and the builder was clever enough to include small handrails on either side and a walking surface made from giant, flat slabs of grey stone. The beach to the west appears unoccupied except for a scattering of boulders and large rocks here and there. You can dimly make out what might be a cave entrance beyond the far beach.

The majesty of this cavern is nearly overwhelming and you cannot help but believe that you have discovered the great scaly god's lair at long last.

Give the players handout G.

The waterfall is 60 feet above the pool. Characters going over the falls take 2d6 falling damage. The pool is approximately 30 feet deep at the center and a slight current moves the water eastward to exit at the eastern side of the cavern. Where the underground river leads after this cavern is the purview of the GM (with some possibilities described in the Further Adventures section below).

The roar of the waterfall adds a +5 DC situational penalty to all Listen checks made in this cavern. Rathulagon is used to the roar of the waterfall—this is his home after all—and he can differentiate sounds without a Listen penalty.

This giant cavern is the lair of Rathulagon, the Scaly God. He is used to weekly visits by Ssustre (the last being two days ago) but expects no other visitors. When the PCs arrive, Rathulagon is resting (but not sleeping) just inside the entrance to the western cavern spur. There is a 35% chance when the PCs enter the cavern that the dragon will have recently cast his *alarm* spell on a tiny stalagmite just inside the cavern entrance. If this is the case and the characters trip the

alarm (a near certainty if they walk through the entrance) Rathulagon will be mentally alerted of this unauthorized act of trespass. If alerted and given time, the dragon will immediately cast *mage armor* on himself before engaging the PCs, temporarily raising his armor class to 27.

In any case, once alerted to the arrival of the PCs (via spell or other more mundane means), Rathulagon flies out to the main cavern to greet them. When that happens, read or paraphrase the following description to the players:

A monstrous form emerges from the cave entrance to the west. An enormous winged lizard flies overhead, staying aloft with a few mighty beats of its wings. The creature has deep indigo scales that are scarred in patches, frilled ears, deep-set eyes, and a single serrated horn jutting from above its tooth-filled mouth.

The bridge was specially constructed for Rathulagon by several captive pech...before the dragon consumed them in a bout of anger. The bridge is trapped and serves as a first line of defense against unwanted intruders. (Ssustre, aware of the danger, ignores the bridge and either swims or walks across the wall to reach the opposite beach.) The middle slab of the span is rigged to drop away if more than 75 pounds of weight is placed upon it. The first characters to cross the span must make a DC 15 Ref save to grasp a bridge handrail; otherwise, they plunge 30 feet into the water below. Victims falling in this manner take only 1d3 nonlethal damage, as the water breaks their fall, but those wearing armor may risk drowning.

Above the southern beach a part of the ceiling (marked with a dotted circle on the map) opens into a vertical shaft. This natural tunnel runs 340 feet straight up and then banks at a slight angle for another 80 feet before emerging on the far side of the mountain. If the PCs somehow manage to exit this way, they can expect a truly difficult climb down the mountainside to reach safety. The walls of this tunnel are natural but fairly smooth; treat the surface as DC 22 for climbing purposes,

Tactics: Rathulagon, despite his rather young age, is a ruthless, shrewd opponent. His youth leads him to make some rash decisions, but he is not stupid. This encounter is the climax of the adventure, so make it a real challenge!

Rathulagon's opening tactics vary depending on the actions of the PCs:

PCs swim across the water: Rathulagon breathes a bolt of lightning at the water near them, electrifying the pool. Characters in the water automatically take half damage (4d8) or one-quarter damage (2d6) if they make a DC 12 Fort save.

PCs walk across the bridge: Rathulagon waits for the trap to be sprung and attacks as if the PCs were swimming.

PCs fly across the water: Rathulagon directs his breath weapon at the ceiling, causing a shower of stalactites to fall down on the PCs. Each character within a 30 foot radius of the blast point may be struck by 1d4 stalactites. Each stalactite strikes at +8 attack and does either 2d6 or 3d6 damage, depending on whether the stalactite is small or large (50% chance of either; the GM should determine missile sizes before making the attack roll for each). The falling rubble automatically collapses the bridge's center section.

If things go poorly for the dragon, he casts *ghost sound* in an attempt to distract the party – perhaps creating the sound of running feet at the entrance to the cavern – and he seeks escape via the cavern's vertical shaft.

Ways to make the combat more interesting:

- Rathulagon strikes the sand with a wing or his tail (50% either), forfeiting that direct attack but sending a spray of sand in a cone that reaches 30 feet and measures in width from 5 feet across at its origin to 20 feet across at its terminus. All characters caught in the sand blast take no damage but must make a DC 10 Ref save or be blinded for 1d2 rounds. Any characters wearing visored headgear receive a +4 bonus to the save. Rathulagon only attempts this ploy once, expecting the characters to be on their guard afterward.
- Rathulagon rolls one of the huge boulders toward a group of PCs. Treat the attack as +12 substituted for both claw attacks. The boulder rolls in a straight line for 40 feet (unless stopped earlier by a wall or falling into the pool) and all characters in that 10-foot wide space are subject to being struck. The GM should make one attack roll for the boulder toss but decrease the attack bonus by 2 for each person in line after the first, so the boulder attack on the first character is at +12, the second +10, the third +8, etc. The boulder does 4d6 damage (DC 10 Ref save for half).

Treasure: Rathulagon sleeps next to his hoard in the western spur of the cavern. Rathulagon's hoard contains the following items, most in plain sight:

- 1,316 gp and 5,566 sp.
- A wooden puzzle box consisting of fitted, interlocking pieces, made of rare wood inlaid with platinum (requires a successful DC 15 Intelligence check to open); inside the box is a smooth jade "egg" worth 3,000 gp. The box alone is worth 200 gp.
- Four ivory figurines (of four gods, whichever fit the GM's campaign) in a padded box – 350 gp for the set or 75 gp per figure.

- A silver goblet chased with gold worth 200 gp.
- A silver armband set with a large moonstone worth 400 gp (50 gp for the gem alone).
- A masterwork dagger with a mother-of-pearl pommel worth 340 gp.
- A masterwork glaive worth 308 gp.
- 6 small sapphires (worth 75 gp each), 2 red spinels (100 gp each), and 1 large topaz (400 gp).
- 3 potions of *cure light wounds*.
- +1 *flaming longsword* (caster level 10).
- +1 *buckler*.
- A *ring of spell storing*, minor (currently holds the arcane spells *magic missile*, *knock*, and *shatter*; caster level 10).
- A mithril shirt, sized for an elf.
- +2 *cursed backbiting shortspear*.
- The *Censer of Weal*.

The ring and gems are mixed in with the coinage and will take a full hour of careful searching to discover.

Rathulagon, juvenile blue dragon: CR 8; Large Dragon; HD 15d12+45; hp 152; Init +0; Spd 40 ft., fly 150 ft. (poor), burrow 20 ft.; AC 23, touch 9, flat-footed 23; Atk bite +18 melee (2d6+4); Full Atk bite +18 melee (2d6+4), 2 claws +13 melee (1d8+2), 2 wings +13 melee (1d6+2), and tail slap +13 melee (1d8+6); Space/Reach 10 ft./5 ft.; SA breath weapon, create/destroy water (1/day, Will DC 19); SQ sound imitation (Will DC 19), immunities (electricity, sleep, paralysis), blindsight, keen senses; AL LE; SV Fort +12, Ref +9, Will +11; Str 19, Dex 10, Con 17, Int 14, Wis 15, Cha 14.

Skills and Feats: Bluff +17, Concentration +18, Diplomacy +17, Escape Artist +15, Listen +17, Search +17, Sense Motive +17, Spellcraft +17, Spot +17; Cleave, Flyby Attack, Hover, Power Attack, Snatch, Wingover.

SA – Breath Weapon: Lightning, 80 ft. long line, every 1d4 rounds; 8d8 damage, Ref DC 20 for half damage.

Spells (5/4, save DC = 12 + spell level): 0-level – *detect magic*, *ghost sound*, *read magic*, *resistance*; 1st-level – *alarm*, *mage armor*.

Wrapping Up

It has been a long struggle. Your quest began battling humanoids in the heart of Whitefang Stronghold before clues led to the true culprits behind the destruction of Whitefang. This path led into the depths of the earth to a sinister tribe of mountain troglodytes and their scaly god. After an arduous battle you have defeated the dragon Rathulagon and recovered the Censer of Weal for the forces of good.

Further Adventures

The Scaly God can spur various follow-up adventures or entirely new quests. The GM can customize future adventures to suit his or her game world. Some suggested ways in which the adventure may continue:

- Characters are contacted magically by the town's leader and asked to defend the reclaimed stronghold from local humanoids and monsters until a full guard contingent arrives and assumes command. Perhaps a large group of gnolls or a giant decides to attack Whitefang at just that time...
- Additional caves may be discovered in Aurora Pass. These caves could contain beast lairs, bandits, fleeing criminals, or ancient crypts.
- A new level of caves (or several levels!) may be discovered beneath the lower caverns. The sinkhole (area 3-7), the underground stream, or a heretofore undiscovered secret door could lead the way to a new underground level.
- Perhaps the *Censer of Weal* is not in Rathulagon's lair, but has instead been traded by the trogs to another humanoid tribe for weapons. The search for the *Censer* must continue...
- Upon the delivery of the *Censer* to the town's leader, a member of the Baron's coterie transforms, revealing himself as a doppelganger. He seizes the *Censer* and flees with it. The PCs must track the doppelganger through the city – and perhaps they will be charged by the Baron with discovering the doppelganger's ultimate destination.
- The hidden temple (area 3-11) could hold all manner of secrets a GM could turn into future adventures.



EKM 2005

Appendix 1: New Items

Stealth Sword

In addition to its attack bonus (typically +1 but can vary), this magical weapon grants the wielder a +5 bonus to Move Silently and Hide skill checks. A *stealth sword* also grants the Dodge feat to its wielder, and if the wielder already possesses the Dodge feat he gains the benefit of the Improved Dodge feat. Characters already possessing the Improved Dodge feat receive no feat-related bonus from the magic weapon. Anyone grasping the sword instantly knows of its special abilities and how to mentally summon them forth. These items are normally fashioned as shortswords, but longsword and rapier stealth swords have also been created.

Moderate enchantment; CL 7th; Craft Magic Arms and Armor; *cat's grace, haste*; Price 15,310 gp; Cost 7,810 gp + 600 XP.

Exploding Gem

These odd magical curiosities are precious gems that have been treated with magic and encased in a container of some sort. When the container is opened or broken, the gem glows for 1d4 rounds before violently exploding and releasing its magical energy in a circular radius.

Types of exploding gems can vary, and many unusual types have been discovered, but the standard types are:

Citrine: typically encased in a ceramic container, this gem releases a burst of searing heat.

Emerald: typically encased in a glass sphere, this gem releases an acid spray.

Ruby: typically encased in a liquid-filled vial, this gem functions as a small fireball.

Sapphire: typically encased in a ceramic container, this gem releases a burst of electricity.

The strength and range of an exploding gem is directly linked to both gem quality and caster level. The gem must have a value of no less than 1,000 gp per damage die. For example, a 2,000 gp ruby would be required to create an exploding gem that does 2d8 damage. Regardless of the energy type, the gem does 1d8 points of damage and has a 5-foot effect radius for every three levels of its creator. For example, a gem created by a 9th level mage would do 3d8 damage and have a circular radius of 15 feet.

Minor evocation; CL 6th; Craft Wondrous Item; spell varies (*scorching ray* for citrine, etc.); Price varies by gem quality.

The Censer of Weal (minor artifact)

A Brief History: The *Censer of Weal* was created more than a century ago in Orden, by the High Priest Aameysth. The magical item, actually a minor artifact, has been passed from ruler to ruler. It is normally held by the church and only brought out during the coronation of important

individuals or religious leaders. Recently the artifact was transported to Lastever, loaned to the rulers of that city in an attempt to promote unity between Orden and Lastever. After its use in an important ceremony, an armed contingent conveyed the *Censer* to Whitefang, where it was stored (and presumed to be safe), awaiting the departure of the current guard shift (who would carry the *Censer* back to Orden). Needless to say, the arrival of Rathulagon and the pillaging mountain troglodytes cut that plan short.

The *Censer* must be fueled by rare incense of a cost of no less than 1,000 gp. There is always a 5% chance that the incense used will still be of insufficient quality and the *Censer* will not generate any magical effects; this chance may be decreased by 1% (down a 1% minimum chance) for each additional 100 gp spent beyond the 1,000 gp minimum cost. Incense of this sort is usually only found in large cities.

If properly fueled, the *Censer* burns for 1 week, but if swung for a specific effect (detailed following), the *Censer* consumes extra fuel generating the specific effect. No further material components are required beyond the incense mentioned above, but after 7 days of active use the *Censer* must be cleansed with a full vial of holy water and sit unused for a day. If not cleansed, there is a 20% cumulative chance per day that a specific effect will fail.

Loading the *Censer* with fuel and lighting it is a full-round action. Using the *Censer* to create specific effect is considered a standard action.

The *Censer* may be wielded by a cleric or paladin of good alignment. Other classes or characters of other alignments cannot produce specific effects with the *Censer*. The *Censer's* automatic effects are not affected by user alignment and will transpire even if there is no one touching the *Censer* at all. The *Censer* has no intelligence and is not sentient.

Automatic Effects

- The *Censer* is immune to mundane physical harm (denting, being dropped from any distance, etc.) and normal fire and cold do not affect it. This immunity to mundane damage is continual even if the *Censer* is not burning or being swung. It can be damaged by magical fire, electricity, or cold (including monster breath such as that from behirs or dragons).
- Those resting within 10 feet of the burning *Censer* and inhaling its magical smoke heal an additional 1 hp per character level for every 8 hours of rest, and dying characters automatically stabilize if inhaling the *Censer's* incense for a like period. In addition, resting near the burning *Censer* for a full week rids the body of any disease, natural or otherwise (in a similar fashion to the 3rd-level cleric spell *remove disease*).
- If the *Censer* is hung in one place and burns there for at least 12 hours without being moved or touched, the

area in a circular radius around the device will be affected as if the 2nd-level cleric spell *consecrate* had been cast (as by 10th-level caster).

Specific Effects

- A wielder of the burning *Censer* may cast the spells *daylight* (as by 10th-level caster), *obscuring mist* (as by 10th-level caster), or *searing light* (as by 6th-level caster). To utilize these powers, the wielder need only hold the *Censer* aloft and concentrate on the desired result. Using either effect consumes 2 days' worth of fuel. If either one of these effects is called forth, the *Censer* cannot produce that specific effect again until 1 day has passed, regardless of the *Censer's* current fuel level.
- The *Censer*, when burning and continually swung in short horizontal arc, produces an effect identical to the 3rd-level cleric spell *magic circle against evil* in a 15-foot radius circle around the *Censer*. The effect's duration lasts as long as the *Censer* is swung and the *Censer's* fuel lasts. Using either effect consumes 1 day's worth of fuel.
- Purposefully swinging the burning *Censer* in a horizontal arc over the chest of a single individual will affect that individual as if the 3rd-level cleric spell *remove curse* was cast on him or her. This effect consumes 1 day's worth of fuel for every individual treated.
- Purposefully swinging the burning *Censer* in a tight circular motion will affect the holder as if the 1st-level cleric spell *shield of faith* (as by 10th-level caster) were cast on that individual. This effect consumes 1 day's worth of fuel.
- Purposefully swinging the burning *Censer* around the head of a kneeling individual will affect that individual as if the 2nd-level cleric spell *owl's wisdom* (as by 10th-level caster) was cast on him or her. This effect consumes 1 day's worth of fuel.

Side Effects

When burning, the *Censer* creates an effect similar to the 2nd-level cleric spell *zone of truth* (as if cast by a 5th-level caster).

Using the *Censer* carries a price. Those using the *Censer* to produce 3 or more specific effects within 1 week's time must make a DC 15 Will save or feel compelled to perform an act of good, such as seeking out an evil creature to slay or traveling a distance to cure a sick individual. The GM may use the *Censer* to inspire minor quests for a single character or entire party of adventurers. The quest should not be impossible, but it should not be extremely easy either – something suitable to the current PC experience level is appropriate.

Intelligence

The *Censer* has a barely perceivable intelligence and may impart tiny flashes of information to a user if actively wielded. No more than one flash of information per week will be imparted.

Appendix 2: New Monsters

ASCOMOID

	Large Plant
Hit Dice:	6d8+18 (45 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	17 (-1 size, +1 Dex, +7 natural), touch 10, flat-footed 16
Base Atk/Grapple:	+4/+12
Attack:	Slam +7 melee (1d8+6)
Full Attack:	Slam +7 melee (1d8+6)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Run over, spores
Special Qualities:	Damage reduction 10/piercing, plant traits, resistance to fire 10, resistance to electricity 10, tremorsense 60 ft.
Saves:	Fort +8, Ref +3, Will +2
Abilities:	Str 18, Dex 13, Con 17, Int –, Wis 11, Cha 1
Skills:	–
Feats:	–
Environment:	Underground
Organization:	Solitary
Challenge Rating:	5
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Always neutral
Advancement:	7-13 HD (Large); 14-18 HD (Huge)
Level Adjustment:	–

This creature appears as a large, wide puffball of living fungus. Its surface is brownish-green. Small pocks dot its form, and seem to function as some sort of sensory organs.

Ascomoids are subterranean fungus monsters that exist on a diet of living creatures. Ascomoids feed by sitting atop a slain creature and absorbing its body fluids into their own form. Creatures slain in this manner appear as rotting husks. Ascomoids generally avoid light and the surface world, though they have no adverse reaction to sunlight or bright light. The typical ascomoid lair is a large, damp, dark, natural cavern with a single entrance and exit. Bones of its victims are strewn about the lair. The monster itself does not collect treasure, so any such valuables found in its lair are the only remaining possessions of those it has killed.

The average ascomoid is 10 feet wide and weighs 300 pounds.

COMBAT

An ascomoid attacks by rolling over its opponents or slamming into them. Though mindless, the ascomoid reacts to those that attack it by firing spores at those opponents.

Run Over (Ex): An ascomoid can simply run over opponents up to one size smaller as a standard action. It can-

not make a slam attack in any round in which it runs over its foes. The ascomoid simply moves over its opponents affecting as many as it can cover. Opponents can make attacks of opportunity against the ascomoid, but if they do so they are not entitled to a save. Those who do not attempt attacks of opportunity must succeed on a DC 17 Reflex save or be knocked prone and run over (taking slam damage). Those that make the save are not knocked prone but are pushed back or aside (opponent's choice). The save DC is Strength-based.

Spores (Ex): Once per round, an ascomoid can fire deadly spores in a 30-foot line. Upon impacting a solid surface, the spores billow into a cloud that fills a 20-foot radius. The cloud lasts 1 round before dispersing. Creatures caught within the cloud must succeed on a DC 16 Fortitude save or take 2d6 points of Constitution damage. Even if the save succeeds, affected creatures are blinded and nauseated for 1d4 rounds. The save DC is Constitution-based.

Tremorsense (Ex): An ascomoid can automatically sense the location of anything within 60 feet that is in contact with the ground.

AURUMVORAX (GOLDEN GORGER)

	Small Magical Beast
Hit Dice:	12d10+24 (90 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), burrow 10 ft.
Armor Class:	20 (+1 size, +2 Dex, +7 natural), touch 13, flat-footed 18
Base Atk/Grapple:	+12/+16
Attack:	Bite +18 melee (1d6+4)
Full Attack:	Bite +18 melee (1d6+4) and 4 claws +12 melee (1d4+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab, rake 1d4+2
Special Qualities:	Damage reduction 10/slashing or piercing, darkvision 60 ft., low-light vision, resistance to fire 10, immunity to poison, scent
Saves:	Fort +12, Ref +10, Will +5
Abilities:	Str 18, Dex 14, Con 14, Int 2, Wis 12, Cha 10
Skills:	Hide +10, Listen +7, Move Silently +5, Spot +7
Feats:	Alertness, Endurance, Great Fortitude, Weapon Focus (bite)
Environment:	Temperate plains, hills, and forest
Organization:	Solitary
Challenge Rating:	9
Treasure:	50% standard
Alignment:	Always neutral
Advancement:	13-15 HD (Small); 16-36 HD (Medium)
Level Adjustment:	–



This small, feral creature resembles an 8-legged wolf with bright golden fur.

The aurumvorax (also called the golden gorger) is an extremely vicious creature, attacking any living prey within its territory (and its territory often extends up to 1 mile in all directions away from its lair).

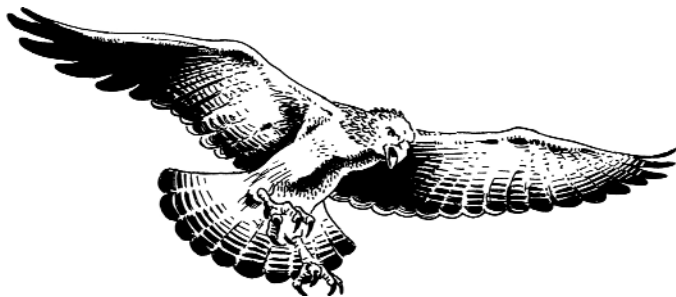
The aurumvorax is 3 feet long and weighs about 200 pounds. The creature's claws end in razor-sharp, copper colored nails. The aurumvorax's eyes are silver with gold pupils. Small whiskers and hairs near its face are bronze in color.

COMBAT

The aurumvorax attacks by biting a foe and holding on with its powerful jaws. It then rips the foe apart with its claws. An aurumvorax that grabs its prey with its jaws does not release the hold until either it or its prey is dead.

Improved Grab (Ex): To use this ability, an aurumvorax must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Rake (Ex): 4 claws; attack bonus +18 melee, damage 1d4+2.



BLOOD HAWK

	Small Magical Beast
Hit Dice:	1d10+1 (6 hp)
Initiative:	+2
Speed:	10 ft. (2 squares), fly 80 ft. (average)
Armor Class:	15 (+1 size, +2 Dex, +2 natural), touch 13, flat-footed 13
Base Atk/Grapple:	+1/-2
Attack:	Claw +4 melee (1d4+1)
Full Attack:	2 claws +4 melee (1d4+1) and bite -1 melee (1d6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +3, Ref +4, Will +2
Abilities:	Str 12, Dex 15, Con 12, Int 2, Wis 14, Cha 6
Skills:	Listen +4, Spot +4*
Feats:	Weapon Finesse
Environment:	Any forest, hills, plains, and mountains
Organization:	Flock (6-11)
Challenge Rating:	1/2
Treasure:	No coins; double goods (gems only); no items
Alignment:	Always neutral
Advancement:	2-3 HD (Medium)
Level Adjustment:	—

This creature appears as a hawk with red talons and a dull red beak.

The blood hawk is nearly identical to a normal hawk and is often mistaken for one, but a blood hawk is stronger and far more aggressive than a normal hawk. Blood hawks love the taste of human flesh and are relentless in their hunt of human prey. They often steal gems from the corpses of their humanoid prey, which they use to line their nests.

COMBAT

Blood hawks are fierce combatants and quickly swoop down on their prey, attacking with their razor sharp talons and beak. Blood hawks fight to the death.

Skills: *Blood hawks have a +8 racial bonus on Spot checks in daylight.

CAVE CRICKET

	Small Vermin
Hit Dice:	1d8+1 (5 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	16 (+1 size, +5 natural), touch 11, flat-footed 16
Base Atk/Grapple:	+0/-2
Attack:	Kick +3 melee (1d4+2)
Full Attack:	2 kicks +3 melee (1d4+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Chirp
Special Qualities:	Darkvision 60 ft., leap, vermin traits
Saves:	Fort +3, Ref +0, Will +0
Abilities:	Str 14, Dex 10, Con 12, Int —, Wis 10, Cha 7
Skills:	Jump +12
Feats:	—
Environment:	Underground
Organization:	Solitary or cluster (2-5)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral
Advancement:	2 HD (Small); 3 HD (Medium)
Level Adjustment:	—

This creature appears to be a giant cricket, about the size of a dog. Its body is pale gray in color.

Cave crickets are larger versions of normal crickets, and, much like the smaller crickets they resemble, are relatively harmless. The cave cricket's chirping can be heard to a range of 300 feet. Cave crickets are about 3 feet long.

COMBAT

Cave crickets are mostly harmless, noisy insects and rarely attack living creatures. If attacked, a cave cricket uses its powerful legs to kick its opponents before hopping away.

Chirp (Ex): Creatures within 20 feet of a chirping cave cricket cannot be heard unless they scream. Spellcasters in the area must succeed on a DC 12 Concentration check to successfully cast a spell. The chirping increases the chance of wandering monsters by 30%. The check DC is Constitution-based and includes a +1 racial bonus.

Leap (Ex): A cave cricket is a natural leaper and gains a +10 racial bonus on Jump checks.



CRIMSON OOZE

	Medium Ooze
Hit Dice:	3d10+18 (34 hp)
Initiative:	-5
Speed:	10 ft. (2 squares)
Armor Class:	5 (-5 Dex), touch 5, flat-footed 5
Base Atk/Grapple:	+2/+3
Attack:	Slam +3 melee (1d6+1 plus 1d4 blood drain)
Full Attack:	Slam +3 melee (1d6+1 plus 1d4 blood drain)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blood drain, color swirl, constrict, improved grab
Special Qualities:	Blindsight 60 ft., split, immunity to cold, ooze traits
Saves:	Fort +7, Ref -4, Will -4
Abilities:	Str 13, Dex 1, Con 22, Int —, Wis 1, Cha 1
Skills:	Climb +8
Feats:	—
Environment:	Temperate land or underground
Organization:	Solitary or cluster (2–3)
Challenge Rating:	4
Treasure:	None or incidental
Alignment:	Always neutral
Advancement:	4–6 HD (Medium); 7–9 HD (Large); 10–12 (Huge)

This creature resembles a pool of thick, undulating blood.

A crimson ooze can grow to a diameter of up to 10 feet and a thickness of about 6 inches. This ooze is normally a red-dish-brown color but turns a vivid crimson after feeding. A typical specimen weighs about 600 pounds, but on rare occasions much, much larger specimens have been observed.

These oozes hibernate for periods when no food can be found, but when awake they relentlessly seek sources of blood. They can consume enormous amounts of blood at one sitting.

COMBAT

A crimson ooze strikes like a serpent, attempting to make contact with a pseudopod to drain blood.

Blood Drain (Ex): A crimson ooze pseudopod drains blood on contact. Any melee hit or constrict attack deals blood drain damage. A crimson ooze is sated when it has dealt blood drain damage equal to its own hit points.

Color Swirl (Ex): At will a crimson ooze may change its surface color, covering its surface with rapid swirls of bright red, deep scarlet, dull pink, and crimson. Any sentient being within 60 feet viewing this swirl of colors must make a Will save (DC 11) or immediately become confused (as per the *confusion* spell, caster level 8th).

Constrict (Ex): A crimson ooze deals automatic slam and blood drain damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a crimson ooze must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Split (Ex): Electricity attacks deal no damage to a crimson ooze. Instead the creature splits into two identical blobs, each with half of the original's current hit points (round down). An ooze with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Skills: A crimson ooze has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

DECAPUS

	Medium Aberration
Hit Dice:	4d8+8 (26 hp)
Initiative:	+1
Speed:	10 ft. (2 squares), climb 30 ft.
Armor Class:	15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Atk/Grapple:	+3/+5
Attack:	Tentacle +5 melee (1d4+2)
Full Attack:	9 tentacles +5 melee (1d4+2)
Space/Reach:	5 ft./5 ft. (10 ft. with tentacles)
Special Attacks:	Improved grab, constrict 1d4+2
Special Qualities:	Brachiation, darkvision 60 ft., illusion
Saves:	Fort +3, Ref +2, Will +4
Abilities:	Str 14, Dex 13, Con 15, Int 10, Wis 11, Cha 12
Skills:	Climb +13, Listen +6, Move Silently +4, Spot +6
Feats:	Alertness, Power Attack
Environment:	Temperate forests and underground
Organization:	Solitary (or rarely, a mated pair)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	5-8 HD (Medium); 9-15 HD (Large)
Level Adjustment:	—

This creature is a large spheroid with ten octopus-like tentacles protruding from its body. Hair grows in broken patches along its body. Its eyes are stark white and pupil-less. Its large mouth sports long, yellow fangs.

Decapuses are solitary creatures that dwell in dense forests or underground. Most prefer the forests as their ability to move among the trees allows them to either pursue their prey or flee in situations not to their advantage. On the ground, decapuses are slow-moving, thus they spend most of their time among the tree tops.



Decapuses are nocturnal hunters and are quite fond of human, elf, and halfling flesh. In times when food is scarce, they exist on a diet of rats, snakes, and other small forest creatures (or dungeon denizens in the case of the subterranean decapus).

Decapuses prefer a solitary life; the only time more than one will ever be encountered together is during mating season (usually the fall). Young decapuses are born live and the female only ever gives birth to a single young during each mating season. If food is extremely scarce, some decapus females have been known to eat their young.

This creature's body is a 4-foot diameter globe of pallid green. On rare occasions, a purple or even yellow hued decapus may be encountered. Patches of dark hair, brown or black, grow in various locations. Regardless of its body color, each decapus has 10 octopus-like tentacles protruding from its spherical body. Each tentacle is covered in suction cups that aid the creature in not only climbing and moving through trees, but also in holding on to its prey. Its large wide maw sports sickly yellow teeth and foul breath.

Decapuses seem to be able to speak with others of their kind using a series of guttural noises.

COMBAT

A decapus prefers to use its illusionary ability and sound mimicry ability to lure prey in close where it can strike with its tentacles. When its prey is within range, the creature drops from the trees, hanging from a tree limb with a sin-

gle tentacle, and grabs and slashes with its remaining tentacles. A decapus can use only three tentacles against a single foe.

Brachiation (Ex): A decapus can move through trees at its base climb speed (30 feet per round) by using its tentacles to swing from tree to tree. Trees used by the decapus in this manner can be no further than 10 feet apart.

Constrict (Ex): A decapus deals tentacle damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a decapus must hit a creature of any size with its tentacles. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and automatically deals tentacle damage.

Illusion (Su): At will, a decapus can create an effect identical to the *minor image* spell (caster level 5th). Creatures that make a DC 13 Will save see through the illusion. The save DC is Charisma-based.

Sound Imitation (Ex): A decapus can mimic any creature it has previously encountered with near total accuracy, though it cannot mimic humanoid speech longer than two or three words at a time. A DC 13 Will save detects the ruse. The save DC is Charisma-based.

Skills: A decapus has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

GAS SPORE (CR 4 HAZARD)

From a distance greater than 10 feet, the gas spore is likely to be mistaken for another well-known round monster that sports eye tentacles (Spot check DC 30 to notice the difference). The gas spore is not related to that creature, but uses its mimicry to lure would-be victims to their doom. The gas spore has a fly speed of 10 feet with average maneuverability.

When a gas spore contacts a living creature (or a living creature touches a gas spore unarmed or with natural attacks), it injects poisonous rhizomes into the foe if that opponent fails a DC 15 Fortitude save. Each day thereafter, an infected creature must succeed on a Fortitude save (DC 12, +1 per additional day) or take 1d6 points of Constitution damage. Constitution damage continues until the victim dies or the rhizomes are destroyed. At Constitution 0, a victim dies and 2d4 gas spores emerge from its body. A *remove disease* spell cast on an affected creature before it dies destroys the rhizomes and prevents any further Constitution damage.

If a gas spore is struck for a single point of damage (by a weapon, natural attack, spell, or effect), it explodes in a violent blast of gas that deals 6d6 points of damage to all creatures within a 30-foot radius. A successful DC 15 Reflex save reduces the damage by half.

GORUNG

Medium Aberration

Hit Dice:	3d8 + 9 (22 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	15 (+5 natural), touch 10, flat-footed 15
Base Atk/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:	Crush, improved grab, throw
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +4, Ref +1, Will +4
Abilities:	Str 15, Dex 10, Con 16, Int 8, Wis 12, Cha 9
Skills:	Hide +2*, Listen +5, Spot +5
Feats:	Alertness, Toughness
Environment:	Any underground
Organization:	Gang (2-8)
Challenge Rating:	2
Treasure:	None or Incidental
Alignment:	Always neutral
Advancement:	4-6 HD (Medium); 7-9 HD (Large); 10-12 (Huge)

This hunched creature looks like a short, stocky humanoid with gray, stone-like skin and powerful, over-sized hands and arms. It has two compound eyes and a large pair of mandibles.

Gorungs are stocky, wide humanoids that are approximately 5 feet tall. They appear to be roughly humanoid in shape, possessing two arms, two legs, and a head, but their arms are disproportionately long and their hands are double the size of those of the average human. Gorung faces appear somewhat crustacean or insect-like; they possess mandibles and their eyes protrude on short stalks. Their rough, gray skin closely resembles unworked stone.

They greatly prize gems, hoarding them over all other things. Other material goods have little value to them, although they will retain magic items and other things of value to trade with the other denizens of the underdark.

Gorungs are extremely reclusive by nature and normally attack those intruding on their lair, only stopping to negotiate or parley if their initial attack is unsuccessful.

COMBAT

Gorungs grab prey in their stony grasp and use their hands to either crush it or throw it. Gorungs prefer to outnumber their prey. When outnumbered themselves, they throw their opponents to keep their enemies at a distance. Gorungs are intelligent enough to make use of natural terrain when fighting, and they purposefully throw opponents into pits, or ledges, and the like.

Crush (Ex): A gorung that makes two successful claw attacks may make an immediate grapple check using its



improved grab ability. If successful, it can crush its victim for an additional 2d6+2 damage.

Improved Grab (Ex): To use this ability, a gorung must hit with both claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can crush or toss (but not both).

Toss (Ex): If a gorung makes two successful claw attacks, it may make an immediate grapple check using its improved grab ability. If successful, it can toss an opponent. Opponents two or more sizes larger may not be thrown. Thrown opponents land 1d4x10 feet away from the gorung and take 1d3 damage per 10 feet thrown. Victims are automatically knocked prone if thrown.

Skills: *Because of their stony hide, gorungs receive a racial +4 Hide bonus in underground settings.

Gorung Society

Gorung society is largely unknown to outsiders, but gorung (singular and plural) are known to band together in small groups for mutual protection and benefit. They are asexual, and any one can breed with another, something that benefits their race when encounters between gorungs are rare. They consume gemstones by the handful, although it is unknown whether this is their primary source of nourishment or if the gems are deposited in a gizzard-like organ to aid the digestion of other edibles. When speaking among themselves they click their mandibles in odd, staccato patterns, but when required they can speak aloud in a gravelly, halting voice for short periods.

Gorungs are primarily interested in eating. They are strictly neutral and have little care for the goals or wants of other races. They can be opportunistic, greedy, and sometime conniving but they are not evil as much as they are selfish. They always put their own needs before those of others. If stealing food from another race meant that race would starve, the gorung would take the food, but they would likewise not hold a grudge if their own food was stolen – that is simply the luck of the draw. They have been known to trade or exchange information with other races, although

such meetings are usually brief. Gorung are loyal to their own group, but different bands of gorung have been known to fiercely compete for food or living space; gorung from different groups will always band together temporarily to battle other races however.

It is believed that gorung have some sort of tie to the Elemental Plane of Earth, and they are rumored to be distant relatives of xorn. Other sages believe they originally came from the Elemental Plane of Earth but have bred with other creatures until only vestiges of their heritage remain.

IMPALER

Small Aberration

Hit Dice:	1d8 (4 hp)
Initiative:	-3
Speed:	5 ft. (1 square)
Armor Class:	16 (+1 size, -3 Dex, +8 natural), touch 8, flat-footed 16
Base Atk/Grapple:	+0/-4
Attack:	Gore +1 melee (1d6/17-20)
Full Attack:	Gore +1 melee (1d6/17-20)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved critical, improved surprise attack
Special Qualities:	Tremorsense 10 ft.
Saves:	Fort +0, Ref -3, Will +2
Abilities:	Str 10, Dex 5, Con 11, Int —, Wis 10, Cha 8
Skills:	Hide +5*
Feats:	—
Environment:	Any underground
Organization:	Colony (5-20)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral
Advancement:	2-3 HD (Small), 4 HD (Medium)

What appeared to be a stalagmite has suddenly come to life. Its base opens up into a mouth as it lunges toward you!

An impaler closely resembles a stalagmite. It is grayish in color and typically grows 1-3 feet in length, although specimens of up to 7 feet in length have been encountered. At the "base" of the impaler is its mouth, with fine teeth used for borrowing through earth and stone. Impalers have no eyes, instead relying on other senses to pinpoint their prey. The impaler's primary sense input is a series of tiny canals



dotted with nerve endings that cover its skin and register minute changes in temperature, pressure, and air currents.

Impalers operate purely on instinct and do not collect treasure as such (or recognize its value). But in an attempt to keep their area clean, they will sometimes bury objects made of materials they cannot consume. Metal weapons, metal objects, or hard gemstones are sometimes found buried in the vicinity of impaler lairs.

COMBAT

Impalers typically burrow down into stone and conceal two-thirds of their bodies beneath a layer of fine rock shards. When they sense movement above they thrust upwards with surprising quickness, impaling their victims. They slowly consume the bodies of their victims over several days.

Improved Critical (Ex): An impaler threatens a critical strike on an attack roll of 17-20.

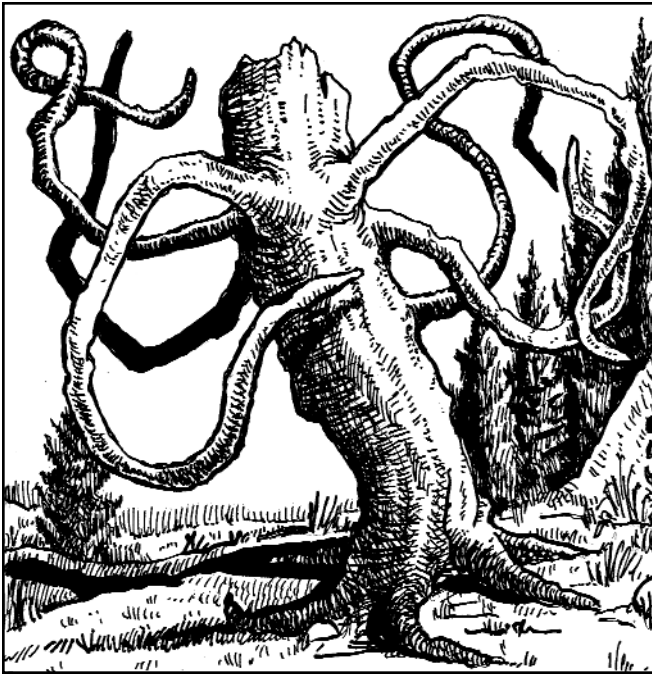
Improved Surprise Attack (Ex): If an impaler attacks an unaware victim during a surprise round, the impaler receives a +3 attack bonus.

Tremorsense (Ex): An impaler can pinpoint the location of anything within 10 feet passing above or nearby its location.

Skills: *An impaler's rough, grayish-brown skin gives it a +8 racial bonus on Hide checks in its natural surroundings.

KAMPFULT (SINEWY MUGGER)

	Medium Plant
Hit Dice:	2d8+4 (13 hp)
Initiative:	+1
Speed:	10 ft. (2 squares)
Armor Class:	16 (+1 Dex, +5 natural), touch 11, flat-footed 15
Base Atk/Grapple:	+1/+4
Attack:	Tendrils +4 melee (1d3+3)
Full Attack:	6 tendrils +4 melee (1d3+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Constrict 1d3+3, improved grab
Special Qualities:	Blindsight 30 ft., plant traits
Saves:	Fort +5, Ref +1, Will +1
Abilities:	Str 16, Dex 12, Con 14, Int 6, Wis 12, Cha 6
Skills:	Hide +5, Listen +6, Move Silently +2
Feats:	Skill Focus (Hide)
Environment:	Underground
Organization:	Solitary
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually neutral (evil tendencies)
Advancement:	3-5 HD (Medium); 6 HD (Large)
Level Adjustment:	—



This creature is a man-sized monster resembling a tree trunk with six long sinewy tendrils spaced evenly around the upper portion of its body. Six smaller tendrils located at the base of its trunk seem to aid it in locomotion. Its body is dark grayish-green and its tendrils are dark gray changing to dark green at the tips.

The kampfult is a tree-like creature that haunts subterranean realms in search of prey, grabbing any living creature that passes by. Creatures slain by a kampfult are slowly absorbed into the base of the trunk and digested.

A kampfult stands 6 feet tall and weighs about 600 pounds. Kampfults do not speak, but it is thought that they can understand Sylvan.

COMBAT

A kampfult attacks from surprise, waiting until its prey moves within reach and then lashing out with its tendrils, attempting to grab and entangle its prey. A kampfult rarely attacks creatures larger than itself unless it is extremely hungry. It fights until either it or its opponent is dead.

Constrict (Ex): A kampfult deals 1d3+3 points of damage on a successful grapple check.

Improved Grab (Ex): To use this ability, a kampfult must hit with a tendril attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Blindsight (Ex): Kampfults have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

MANTARI

Medium Magical Beast

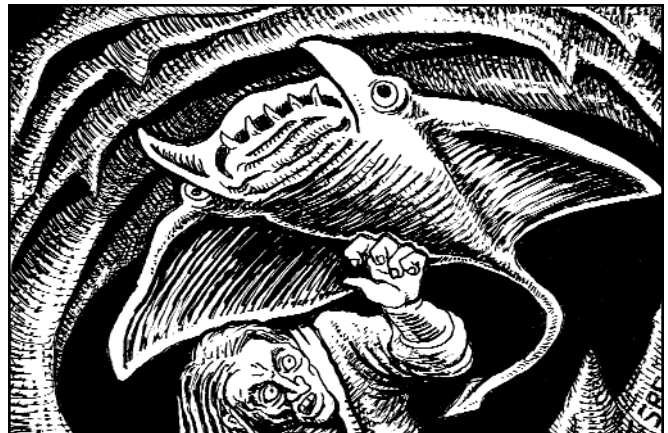
Hit Dice:	1d10 (5 hp)
Initiative:	+2
Speed:	5 ft. (1 square), fly 60 ft. (good)
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Base Atk/Grapple:	+1/+2
Attack:	Tail sting +2 melee (1d6)
Full Attack:	Tail sting +2 melee (1d6)
Space/Reach:	5 ft./5 ft. (10 ft. with tail)
Special Attacks:	–
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +2, Ref +4, Will +0
Abilities:	Str 12, Dex 14, Con 11, Int 2, Wis 11, Cha 6
Skills:	Listen +3, Move Silently +3, Spot +4
Feats:	Alertness
Environment:	Underground
Organization:	Solitary or pack (2-4)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral evil
Advancement:	2-3 HD (Medium)
Level Adjustment:	–

This creature looks like a man-sized flying manta ray, dark gray in color.

Mantari sustain themselves on a diet of rats, carrion, and subterranean plants, but prefer the taste of fresh meat – particularly humans and gnomes. Mantari appear as large manta rays, gray in color, with long smooth tails that end in a sharpened barb. The mantari flies silently through its underground world in search of prey, and when encountered, it is often hungry and immediately attacks.

COMBAT

The mantari attacks by slashing and stinging with its tail. Its preferred method of attack is to dive on its target from higher areas, gaining surprise with its sting.



MITE

	Common Mite, 1st-Level Warrior Small Humanoid (Goblinoid)	Pestie, 1st-Level Warrior Small Humanoid (Goblinoid)
Hit Dice:	1d8+1 (5 hp)	1d8+1 (5 hp)
Initiative:	+1	+3
Speed:	20 ft. (4 squares)	40 ft. (8 squares)
Armor Class:	12 (+1 size, +1 Dex), touch 12, flat-footed 11	14 (+1 size, +3 Dex), touch 14, flat-footed 11
Base Atk/Grapple:	+1/-3	+1/-3
Attack:	Club +3 melee (1d4) or bite +2 melee (1d3)	Dagger +5 melee (1d3)
Full Attack:	Club +3 melee (1d4) and bite -2 melee (1d3)	Dagger +5 melee (1d3)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	–	–
Special Qualities	Darkvision 60 ft.	Darkvision 60 ft.
Saves:	Fort +1, Ref +3, Will +0	Fort +1, Ref +5, Will +0
Abilities:	Str 11, Dex 13, Con 12, Int 8, Wis 11, Cha 6	Str 11, Dex 17, Con 12, Int 6, Wis 10, Cha 6
Skills:	Craft (trapmaking) +4, Hide +6, Move Silently +2, Spot +1	Hide +8, Move Silently +8, Sleight of Hand +8, Spot +1
Feats:	Weapon Focus (club)	Weapon Finesse
Environment:	Underground	Underground
Organization:	Mob (6-24)	Solitary or mob (3-8)
Challenge Rating:	1/4	1/4
Treasure:	Standard	Standard
Alignment:	Usually lawful evil	Usually neutral
Advancement:	By character class	By character class
Level Adjustment:	+0	+1

This creature is a rather ugly humanoid that stands about 2 feet tall. It has long pointed ears and a large round nose. Its skin is grayish-brown.

Mites are thought to be distant relatives of the goblins. Mites live their lives deep under the surface of the earth and are never encountered on the surface world. While sunlight does not harm a mite, they prefer the darkness and dampness of their underground realm.

Common mites speak their own language of garbled twittering, though some can speak Goblin. Pesties generally prefer not to communicate with others (even those of their own race) except through body language and hand signals. It is unknown whether pesties cannot speak or choose not to speak.

COMBAT

Trickery and surprise are the forte of the mite. They avoid direct melee with opponents, preferring to attack from ambush. Often, the first tell-tale signs that mites may be nearby is the plethora of traps, snares, and tripwires encountered. Mites prefer to attack those they feel they



can overpower or dispose of quickly. Extremely tough or powerful opponents are ignored and left to pass through unabated or swarmed by a massive number of mites. Though considered unintelligent and stupid by other races, there is a sort of weird cooperation and strategy to mite tactics (that only mites can understand).

A typical mite ambush has the creatures digging narrow tunnels that parallel a dungeon's corridors. When a foe traverses these corridors, the mites burst from the walls and tunnels and strike quickly with their daggers. Opponents are rarely killed, but any knocked unconscious are relieved of coins, weapons, or any other item of value. If forced into melee, mites seek escape at the first possible opportunity. Mites attack with clubs and a bite in combat, while pesties prefer to utilize their great speed and employ hit-and-run tactics to keep opponents off-balance.

Skills: Common mites have a +4 racial bonus on Craft (trapmaking). Pesties have a +4 racial bonus on Move Silently and Sleight of Hand checks.

MITE SOCIETY

Mites make their homes underground in deep, dark dungeons and caverns where they survive by stealing from those unfortunate enough to wander near their lair. A mite lair is often a large central room or cavern from which many small and winding tunnels lead. A mite lair is a filthy place littered with garbage and refuse. Cleanliness and sanitation are virtually unknown in a mite community. Pesties often are found working with or lairing with goblins or (more usually) common mites. The trapmaking skills of the mite complement the pestie's adeptness at speed and hit-and-run tactics. Mite young are almost never encountered, but a typical lair contains a number of noncombatant young equal to the number of adult mites.

MITES AS CHARACTERS

Common mites and pesties favor the rogue class; leaders tend to be rogues or fighter/rogues. Clerics worship can choose two of the following domains: Earth, Protection, and Trickery. Most mite spellcasters are adepts.

Mite characters possess the following racial traits.

- 2 Strength, +2 Dexterity, -2 Intelligence, +2 Wisdom, -2 Charisma (common mite); -2 Strength, +6 Dexterity, -4 Intelligence, -2 Charisma (pestie).
- Small size: +1 bonus to Armor Class, +1 bonus on

attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.

- A common mite's base land speed is 20 feet; a pestie's base land speed is 40 feet.
- Darkvision out to 60 feet.
- Natural Weapons: Bite (1d3) (common mite only).
- +4 racial bonus on Craft (trapmaking) checks (common mite); +4 racial bonus on Move Silently and Sleight of Hand checks (pestie).
- Automatic Languages: Mite. Bonus Languages: Goblin, Gnoll, Orc.
- Favored Class: Rogue.
- Level Adjustment +0 (common mite); +1 (pestie).

The common mite and pestie warriors presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

MOUNTAIN TROGLODYTE

	Medium Humanoid (Reptilian)
Hit Dice:	2d8+4 (13 hp)
Initiative:	-1
Speed:	30 ft. (6 squares), climb 30 ft.
Armor Class:	16 (-1 Dex, +7 natural), touch 9, flat-footed 16
Base Atk/Grapple:	+1/+2
Attack:	Greatclub +2 melee (1d10+1) or claw +2 melee (1d4) or javelin +1 ranged (1d6)
Full Attack:	Greatclub +2 melee (1d10+1) and claw -1 melee (1d4) and bite -1 melee (1d4); or 2 claws +2 melee (1d4+1) and bite -1 melee (1d4); or javelin +1 ranged (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spittle, Stench
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +5, Ref -1, Will +0
Abilities:	Str 13, Dex 9, Con 14, Int 8, Wis 10, Cha 10
Skills:	Hide +5*, Listen +3
Feats:	Multiattack, Weapon Focus (javelin)
Environment:	Temperate or warm mountains and underground
Organization:	Clutch (2-5), squad (6-11), or band (12-80 plus 20% non combatants)
Challenge Rating:	1
Treasure:	50% coins; 50% goods; 50% items
Alignment:	Usually chaotic evil
Advancement:	By character class

The reptilian humanoid is slightly taller than a human, with powerfully built legs, muscular arms, and a thick tail. The creature's body is covered with thick, brown scales and its head resembles that of a lizard. The head bears a long frill and bone-like spurs project from the creature's elbows and shoulders. It has baleful yellow eyes.

A mountain troglodyte stands about 6 feet tall and weighs about 180 pounds. At quick glance these creatures appear to be larger, stronger versions of typical troglodytes. The natural color of their tough, scaly hides is a dark brown shade. They can easily walk on walls and even upside-down on ceilings, due to special pads on their feet. Mountain troglodytes speak Draconic.

Like all lizardfolk, mountain troglodytes have three toes and leave three-toed footprints.

COMBAT

Half of a group of troglodytes are armed only with claws and teeth; the rest carry one or two javelins and huge clubs set with cruel spikes. They normally conceal themselves first, launch a volley of javelins, then close to attack. Unlike their smaller brethren, the near-fearless mountain trogs are loath to break off an attack once it's begun.

Blinding spittle (Ex): Mountain trogs may attack by expectorating a wad of their caustic saliva at an opponent's eyes. The mountain trog may make a ranged attack in 20 foot line, once every 3 hours; those struck must make a Fort save (DC 10) or be blinded for 1d4 rounds and make



an additional Fort save (DC 12) or experience terrible pain and be unable to take any action for the first round. Blind or eyeless creatures cannot be so affected.

Stench (Ex): If a mountain troglodyte is angry or frightened, it secretes an oily, musk-like chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes of any sort) within 30 feet of a mountain troglodyte must succeed on a DC 13 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Skills: A mountain troglodyte may change its skin color somewhat, allowing it to blend in with its surroundings like a chameleon and providing a +4 racial bonus on Hide checks. *In rocky or underground settings, this bonus improves to +8.

MOUNTAIN TROGLODYTE SOCIETY

Mountain troglodytes are an offshoot of the common troglodyte race. In general, mountain troglodytes are more primitive in nature. Mountain troglodytes tend to be physically stronger, taller, heavier, and more brutal. Their skin coloration (in its natural state) tends to be more brown than green, although green and gray specimens have been reported. Their scales are extremely hard and pebbled, gives them a higher natural armor class. In many specimens, the standard troglodyte head fin instead appears as a row of long spines or horn-like growths. Their tails are thicker and often shorter than that of standard troglodytes. Mountain troglodytes often have horned spurs on their shoulders, elbows, calves, and/or forearms, which add to their overall brutal appearance.

Mountain troglodytes share a similar world-view with their more common cousins, and they too revel in acts of cruelty and savagery. They delight in torturing and eating their foes after a battle has been won. They view weaker creatures as inferiors and only work with other races if it brings them benefit. They tend to be impulsive but methodical; they quickly adopt an approach, and if that fails they accept the consequences and try something else. They do not mourn their dead and treat fallen warriors with no reverence; indeed, they are not above committing cannibalism on their dead in lean times.

Mountain troglodytes organize their tribes in a loose hierarchy, normally under a chief and sometimes a shaman as well (in such cases the shaman shares some power with the chief but usually is in a subservient role). Often there will be one or two subchiefs, chosen by displays of strength, ready to assume the place of a fallen chief at any time. Often subchiefs fight chiefs in a challenge of their position, and such fights are typically to the death.

Mountain troglodytes value gems and recognize the worth

of treasure for trading purposes, but generally do not retain much in the way of treasure. They, like troglodytes, greatly value steel and forged metal weapons.

MOUNTAIN TROGLODYTE CHARACTERS

Mountain troglodyte characters possess the following racial traits.

- -2 Dexterity, +4 Constitution, -2 Intelligence.
- Medium size.
- A mountain troglodyte's base land speed is 30 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: A mountain troglodyte begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +3, Ref +0, and Will +0.
- Racial Skills: A mountain troglodyte's humanoid levels give it skill points equal to 5 x (2 + Int modifier, minimum 1). Its class skills are Hide and Listen. Mountain troglodytes have a +4 racial bonus on Hide checks (+8 in rocky or underground surroundings).
- Racial Feats: A mountain troglodyte's humanoid levels give it one feat. A troglodyte receives Multiattack as a bonus feat.
- +7 natural armor bonus.
- Natural Weapons: 2 claws (1d4) and bite (1d4).
- Special Attacks (see above): Stench.
- Automatic Languages: Draconic. Bonus Languages: Common, Giant, Goblin, Orc.
- Favored Class: Cleric.
- Level adjustment +2.

OLIVE SLIME (CR 4 HAZARD)

Olive slime is a plantlike growth found in dark, damp underground areas. It is sticky, wet, and olive drab in color. It clings to walls, ceilings, and floors and consumes any organic matter it contacts. Olive slime can detect prey by vibration to a range of 30 feet and drops from ceilings and walls when it detects movement underneath it.

When a patch of olive slime drops and attaches to a foe (the host), it secretes a numbing poison that makes its presence go almost unnoticed (DC 18 Wisdom check to notice). A creature viewing the host can successfully notice the olive slime if it succeeds on a DC 15 Wisdom check. Within 5 feet of the host, the olive slime is easily noticed by others.

An olive slime that has attached itself affects the thinking pattern of its host so the host's main concern becomes how to feed and protect the olive slime (including keeping the creature hidden from any adventuring companions).

This effect is similar to a *charm monster* spell (caster level 6th). If a creature attempts to remove the olive slime from the host, the host either attacks that creature or attempts to flee the area. The only way to successfully break the brain link is to destroy the olive slime, destroy the host, or remove the olive slime from the host.

A single patch of olive slime deals 1d6 points of Constitution damage each day as it devours flesh, replacing skin and muscle tissue. Additionally, the host must double its normal food intake each day or sustain an additional 1 point of Constitution damage each day. On days the host does not eat twice its normal food intake it does not naturally heal any damage (including ability damage). At Constitution 0, the host dies and its body transforms into a slime zombie.

Olive slime can be burned, frozen, or cut away (dealing an equal amount of damage to the host as well). Anything that deals acid, cold or fire damage, or a *remove disease* spell, destroys a patch of olive slime.

PECH

Small Fey (Earth, Extraplanar)

Hit Dice:	4d6+4 (18 hp)
Initiative:	+1
Speed:	20 ft. (4 squares)
Armor Class:	17 (+1 size, +1 Dex, +5 natural), touch 12, flat-footed 16
Base Atk/Grapple:	+2/+2
Attack:	Heavy pick +7 melee (1d4+4)
Full Attack:	Heavy pick +7 melee (1d4+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Earth mastery, spell-like abilities, stone knowledge
Special Qualities:	Damage reduction 10/cold iron, immunity to petrification, SR 16, light blindness, darkvision 60 ft.
Saves:	Fort +2, Ref +5, Will +5
Abilities:	Str 19, Dex 13, Con 13, Int 12, Wis 13, Cha 12
Skills:	Climb +8, Craft (stonemasonry) +12, Hide +5, Knowledge (stonework) +8, Listen +10, Move Silently +4, Profession (miner) +12, Spot +10, Survival +4
Feats:	Alertness, Power Attack
Environment:	Elemental Plane of Earth
Organization:	Gang (2-4), pack (5-20), or tribe (21-40 plus 50% noncombatants)
Challenge Rating:	3
Treasure:	No coins; standard goods (gems only); no items
Alignment:	Usually neutral (good tendencies)
Advancement:	5-12 HD (Small)
Level Adjustment:	+6



This small humanoid stands about the height of a dwarf and has gangly arms and legs. Its hands are broad and its skin is ochre-colored with lighter shades on its palms and feet. Its hair is lightly colored, a mix of reds and browns. Its large bulbous eyes are stark white and lack any discernible pupils.

A pech is a fey creature believed to have its origins on the Elemental Plane of Earth. On the Material Plane, pechs dwell deep underground in places rarely even seen by dwarves, drow, or other subterranean races. They are excellent stonemasons and are sometimes employed by other subterranean races for their skill at stoneworking (if such subterranean races can actually find the pech's lair). They are generally an isolated race and rarely venture far from their lairs.

Pechs never wear armor and most are arrayed in nothing more than a simple loincloth of brown or black fur.

Pechs speak Terran. Some pechs speak Common or Undercommon as well.

COMBAT

Pechs are generally noncombative, preferring to avoid such encounters if possible. If forced into combat, a pech relies on its pick and spell-like abilities to dispatch its opponents. Multiple pechs often work in concert with one another using their *wall of stone* ability to instantly erect a barrier that either traps their opponents or allows the pechs a means of escape.



PHYCOMID

Hit Dice:	Small Plant 4d8+4 (22 hp)
Initiative:	+0
Speed:	10 ft. (2 squares)
Armor Class:	15 (+1 size, +4 natural), touch 11, flat-footed 15
Base Atk/Grapple:	+3/-2
Attack:	Fluid globule +4 ranged touch (1d6 acid plus spore infection)
Full Attack:	Fluid globule +4 ranged touch (1d6 acid plus spore infection)
Space/Reach:	5 ft./0 ft.
Special Attacks:	Acid, spore infection
Special Qualities:	Plant traits, tremorsense 30 ft.
Saves:	Fort +5, Ref +1, Will +1
Abilities:	Str 8, Dex 10, Con 13, Int –, Wis 11 Cha 1
Skills:	–
Feats:	–
Environment:	Underground
Organization:	Solitary or patch (2-4)
Challenge Rating:	4
Treasure:	1/10 coins; 50% goods; 50% items
Alignment:	Always neutral (evil tendencies)
Advancement:	5-9 HD (Small); 10-12 HD (Medium)
Level Adjustment:	–

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

Spell-Like Abilities: 4/day – *stone shape*, *stone tell*. Caster level 10th.

Four pechs together can, once per day, cast a *wall of stone*. Eight pechs together can cast a *stone to flesh* (DC 17) once per day. Caster level 16th. The save DC is Charisma-based.

Stone Knowledge (Ex): The extensive knowledge of stone that a pech possesses grants it a +1 racial bonus on attack and damage rolls against creatures made of stone or earth (such as earth elementals, stone golems, and so on).

Immunity to Petrification (Ex): Pechs are immune to all petrifying effects (such as a gorgon's breath, a medusa's gaze, the *flesh to stone* spell, and so on).

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds a pech for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: Pechs have a +4 racial bonus on Craft (stonemasonry) and Profession (miner) checks.

A small blob of decomposing matter covers the ground. Several small mushrooms sprout from the patch.

A patch of phycomids is often found growing in garbage heaps, refuse, and other such places. A typical patch of phycomid covers an area of 2 feet. The actual number of mushroom-growths varies with the actual size of the patch. The mushroom caps are usually white, red, purple, or yellow in color, and the phycomid's body is milky white.

COMBAT

The phycomid attacks by extruding a small tube from its body and firing a glob of acid at a foe. The phycomid has a range increment of 5 feet and can fire a globule to a maximum range of 20 feet.

Acid (Ex): A phycomid's fluid globules are formed of acid. Any ranged touch attack deals 1d6 points of acid damage.

Spore Infection (Ex): A creature hit by a phycomid's fluid globule attack must succeed on a DC 13 Fortitude save or take 1d2 points of Constitution damage as tiny mushroom-like growths sprout from its body. Each minute (10 rounds) thereafter, until the victim receives a *remove disease*, *heal*, *miracle*, or *wish*, he takes 1 point of Constitution damage. At Constitution 0, the victim dies and his body collapses to the ground, sprouting a new phycomid. The save DC is Constitution-based.

Tremorsense (Ex): A phycomid can automatically sense the location of anything within 30 feet that is in contact with the ground.

ROT GRUB (CR 4 HAZARD)

These diminutive vermin crawl off carrion and infest living hosts. They cause a fatal illness unless cured or killed. When first encountered, a DC 15 Spot check can be made to avoid them entirely. If this check is failed, the grubs have contacted the victim and penetrated the skin. Once this occurs, the victim may make a DC 15 Wisdom check. If successful, he notices strange burrowing below the surface of his skin. Each round thereafter, a DC 17 Fortitude save must be made. If failed, the victim sustains 2d6 points of Constitution damage. At Constitution 0, the victim dies. The grubs then look for a new host. During the first two rounds, the grubs can be killed by applying flame to or by cutting open the affected skin. The flame or cutting does 2d6 points of damage to the victim. If a DC 15 Heal check is successful, cutting damage can be reduced to 1d6. After the second round, only a *remove disease* spell can save the victim.

SLASHWING

Large Animal

Hit Dice:	3d8 + 9 (22 hp)
Initiative:	+6 (Dex)
Speed:	10 ft. (2 squares), fly 40 ft. (Good)
Armor Class:	17 (-1 size, +6 Dex, +2 natural), touch 15, flat-footed 11
Base Atk/Grapple:	+2/+9
Attack:	Claw +7 melee (1d6+3)
Full Attack:	Claw +7 melee (1d6+3)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Claw slash
Special Qualities:	Blindsight 90 ft.
Saves:	Fort +6, Ref +9, Will +2
Abilities:	Str 17, Dex 22, Con 17, Int 2, Wis 12, Cha 6
Skills:	Listen +8*, Move Silently +7, Spot +7*
Feats:	Flyby Attack, Weapon Finesse
Environment:	Any underground
Organization:	Colony (2-8)
Challenge Rating:	2
Treasure:	None or Incidental
Alignment:	Always neutral
Advancement:	4-8 HD (Large); 9-12 (Huge)

This creature resembles a huge, boney bat covered with bristling brown fur. It has membranous wings, long black claws, and a long snout filled with yellowed needle-like teeth.

Slashwings resemble large, bony bats covered with a thin coat of brownish-black fur. They have a wingspan of approximately 12 feet. They are omnivorous and hunt ceaselessly, and they are not afraid of attacking creatures their size or larger.

COMBAT

A slashwing uses its sharp claws to rake its opponents in flyby attacks.

Claw Slash (Ex): Slashwings rake prey with one foreclaw



as they pass, causing deep, ragged wounds. Those wounded by a slashwing's claws must make a DC 14 Fort save the following round or suffer another 1d4 bleeding damage from the deep, ragged wounds. Extra damage from multiple wounds is cumulative.

Blindsight: Slashwings emit high frequency sounds via their screech that allow them to "see" the world around them and their prey, to a range of 90 feet.

Skills: Slashwings get a +4 racial bonus on Spot and Listen checks. *These bonuses are negated if blindsight is negated.

SLIME ZOMBIE

Slime zombies (or olive slime creatures) are created when a living creature is slain by a patch of olive slime (see that entry). The slime zombie's sole purpose for existence is to capture or kill new prey for its master (i.e., the olive slime that created it).

A slime zombie resembles a humanoid blob, olive drab in color. The creature bears no distinguishing marks or facial features. It can speak to others of its kind through telepathy, but otherwise makes no sound or noise.

CREATING A SLIME ZOMBIE

"Slime Zombie" is an acquired template that can be added to any corporeal creature except undead, constructs, and elementals (referred to hereafter as the "base creature").

Size and Type: The creature's type changes to plant. It loses any subtypes it has, including alignment subtypes (such as good) and subtypes that indicate kind (such as goblinoid or reptilian). It does not gain the augmented subtype. It uses the base creature's statistics and special abilities except as noted here.

Hit Dice: Drop any Hit Dice from class levels (to a minimum of 1), double the number of Hit Dice left, and convert them to d8s.

Speed: The base creature's speed decreases by 10 feet (to a minimum of 20 ft.). If the creature had a swim speed it remains the same. All other types of movement are lost.

Armor Class: Natural armor bonus increases by a number based on the slime zombie's size:

Size	Natural AC Bonus
Tiny or smaller	+1
Small	+2
Medium	+3
Large	+4
Huge	+5
Gargantuan	+6
Colossal	+8

Base Attack: A slime zombie has a base attack bonus equal to 3/4 its Hit Dice.

Attacks: A slime zombie loses all the attacks of the base creature and gains a slam attack if it did not already have one.

Damage: A slam attack deals damage depending on the slime zombie's size. (Use the base creature's slam damage if it's better.)

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: The slime zombie loses all the special attacks of the base creature, but gains the following:

Infestation (Ex): Any creature hit by the slime zombie's slam attack must succeed on a Fortitude save (DC 10 + 1/2 the slime zombie's HD + the slime zombie's Constitution modifier) or be infested with olive slime. This infestation works as described in the olive slime entry. The save DC is Constitution-based.

Special Qualities: The slime zombie loses all of the special qualities of the base creature, but gains the following:

Damage Reduction (Ex): Because of its ooze-like body, a slime zombie is hard to damage with weapons. It gains damage reduction based on its Hit Dice: damage reduction 5/– (if 5 or less HD); damage reduction 10/– (if 6 to 10 HD);

damage reduction 15/– (if 11 or more HD).

Darkvision (Ex): A slime zombie gains darkvision out to a range of 60 feet.

Death Throes (Ex): When a slime zombie is brought to 0 hit points, its structure collapses and it transforms in a single round as a pool of olive slime.

Mind Link (Ex): A slime zombie is linked symbiotically with the patch of olive slime that created it. This link has a maximum range of 200 miles. Both the slime zombie and olive slime must be on the same plane of existence.

Telepathic Bond (Ex): Olive slime zombies have a telepathic bond with each other to a range of 100 feet if they were created by the same olive slime. This bond allows them rudimentary communication with one another.

Immunity to Electricity (Ex): Slime zombies are immune to electricity attacks and effects.

Vulnerability to Green Slime (Ex): A slime zombie takes 2d6 points of damage per round it touches green slime. If brought to 0 hit points, the slime zombie does not transform into a patch of olive slime.

Saves: Base save bonuses are Fort +1/2 HD +2, Ref + 1/3 HD, and Will + 1/3 HD.

Abilities: A slime zombie's Strength increases by +2, its Dexterity decreases by 2. Its Intelligence becomes 2, its Wisdom changes to 10, and its Charisma changes to 1.

Skills: A slime zombie loses all skills but gains Spot and Listen. It can never possess any skills other than these two. It has skill points equal to 2 + Intelligence modifier (minimum 1) x (HD + 3).

Feats: A slime zombie retains all of the base creature's feats (but may not be able to use a feat if it loses the prerequisites).

Environment: Temperate marshes or underground.

Organization: Solitary, patch (2-5), or colony (6-20).

Challenge Rating: Depends on Hit Dice, as follows:

Hit Dice	Challenge Rating
Up to 1	1
2-3	2
4-6	3
7-8	4
9-11	5
12-15	6
16-17	7
18-19	8
20	10

Treasure: None.

Alignment: Always neutral.

Advancement: –.

Level Adjustment: –.

Appendix 3: Pregenerated Characters

Basic Stats

Character	Thrain	Descar	Yona	Corrach	Jeyshea	Belegard
Sex	M	M	F	M	F	M
Race	Dwarf	Human	Half-Elf	Elf	Human	Halfling
Class/Level	Fighter 6	Ranger 4	Sorcerer 5	Wizard 6	Cleric 6	Rogue 6
CR	6	4	5	6	6	6
Size	Medium	Medium	Medium	Medium	Medium	Medium
Height	4' 4"	6' 2"	5' 9"	5' 1"	5' 5"	3' 2"
Weight	198 lb.	218 lb.	109 lb.	134 lb.	128 lb.	48 lb.
Alignment	LN	NG	CG	N(G)	NG	CG
AC	18	17	15	16	17	18
Touch AC	10	12	12	13	11	15
Flat-footed AC	18	15	13	13	16	18
Hit Points	71	32	28	49	42	34
Speed	30 ft.	30 ft.	30 ft.	30 ft.	30 ft.	30 ft.
Initiative	+0	+2	+2	+3	+1	+4
Strength	16	17	14	13	14	10
Dexterity	10	14	16	17	12	19
Constitution	17	14	14	14	13	13
Intelligence	10	13	15	18	10	16
Wisdom	11	18	9	15	17	11
Charisma	12	14	17	14	14	14
Fort Save	+8	+6	+3	+4	+6	+4
Ref Save	+2	+6	+4	+5	+3	+10
Will Save	+4	+5	+3	+7	+8	+3
Armor	Banded mail, +2 leather armor +1 lg. steel shield		+2 bracers of armor	+3 ring of protection	Chainmail, light steel shield	Studded leather
Spells Per Day	None	0/1	None	4/4/4/3	5/5/5/4	None
Melee Bonus	+9	+7	+4	+4	+6	+5
Ranged Bonus	+6	+6	+5	+6	+5	+9
Damage Adj	+5	+3	+2	+1	+2	+0
BAB	+6	+4	+2	+3	+4	+4
Grapple	+9	+7	+4	+4	+6	+4

Domains & Spellbooks

Thrain None

Descar None

Yona 0-level – *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*; 1st level – *charm person, chill touch, feather fall, mage armor, magic missile, silent image, sleep, spider climb, unseen servant*; 2nd-level – *blur, daylight, knock, summon monster II, web*; 3rd-level – *dispel magic, fireball, flame arrow, hold person, invisibility sphere*; 4th-level – *fire trap, wall of fire*.

Corrach 0-level – *acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue*; 1st-level – *burning hands, cause fear, detect secret doors, grease, hold portal, identify, magic missile, shield, shocking grasp, sleep*; 2nd-level – *bull's strength, flaming sphere, invisibili-*

ty, scorching ray, 3rd-level – fireball, fly, lightning bolt.

Jeyshea Domains: Good, Healing; 0-level – cure minor wounds, light, mending, read magic, virtue; 1st-level – cure light wounds, detect evil, magic weapon, protection from evil, sanctuary; 2nd-level – cure moderate wounds, delay poison, hold person, restoration (lesser), spiritual weapon; 3rd-level – daylight, locate object, magic circle against evil, remove disease.

Belegard None

Skills & Feats

	Skills	Feats
Thrain	Craft (blacksmithing) +2, Craft (stonemasonry) +2, Intimidate +3, Knowledge (dungeoneering) +1, Listen +2, Spot +1, Stabilize Self +5	Blind-Fight, Iron Will, Power Attack, Rapid Reload, Toughness, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)
Descar	Climb +11, Hide +13, Jump +11, Knowledge Listen +12, Move Silently +13, Search +10, Listen +12, Move Silently +13, Search +10, Spot +12, Survival +14	Blind-Fight, Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track
Yona	Concentration +6, Craft (alchemy) +5, Decipher Script +5, Hide +5, Knowledge (arcane) +6, Knowledge (nature) +4, Spellcraft +5, Spot +2	Combat Casting, Eschew Materials
Corrach	Appraise +7, Concentration +7, Craft (alchemy) +7, Decipher Script +8, Knowledge (arcane) +9, Knowledge (architecture) +6, Knowledge (dungeoneering) +7, Knowledge (geography) +6, Knowledge (history) +7, Knowledge (local) +7, Knowledge (nature) +7, Knowledge (nobility) +5, Knowledge (religion) +5, Knowledge (the planes) +6, Listen +6, Ride +4, Spellcraft +9	Dodge, Improved Counterspell, Metamagic Empower Spell, Spell Penetration
Jeyshea	Concentration +3, Diplomacy +6, Heal +6, Knowledge (arcana) +5, Knowledge (history) +3, Knowledge (religion) +5, Spellcraft +3, Spot +5	Extra Turning, Investigator, Negotiator, Weapon Focus (heavy mace)
Belegard	Appraise +7, Balance +8, Bluff +5, Climb +7, Craft (bowmaking) +6, Craft (gemcutting) +6, Craft (leatherworking) +5, Craft (tinkering) +6, Craft (trapmaking) +6, Decipher Script +7, Diplomacy +6, Disable Device +7, Disguise +4, Escape Artist +7, Forgery +6, Gather Information +6, Handle Animal +4, Hide +11, Intimidate +5, Jump +7, Knowledge (local) +6, Knowledge (nature) +5, Listen +7, Move Silently +10, Open Lock +8, Search +7, Spot +5	Alertness, Martial Weapon Proficiency (kukri), Two-Weapon Fighting

Weapons & Equipment

	Weapons	Magic Items	Other Items
Thrain	Battleaxe, heavy crossbow, 20 heavy crossbow bolts	<i>Potion of bull's strength, +1 shield (arrow deflection), 3 screaming bolts</i>	Backpack with waterskin, one day's trail rations, bedroll, ale mug, flint and steel
Descar	Masterwork longsword, composite longbow, 20 arrows, hand axe	<i>Cloak of elvenkind, potion of cure serious wounds, potion of endure elements, ring of evasion, scabbard of keen edges</i>	Backpack with waterskin, one day's trail rations, 12 torches, bedroll, sack, flint and steel
Yona	Spear, 4 darts, 2 daggers	<i>+2 bracers of armor, potion of cure light wounds, ring of energy resistance (electricity), wand of magic missiles (27 charges)</i>	Backpack with waterskin, one day's trail rations, small steel mirror, bedroll, sack, flint and steel
Corrach	Quarterstaff, dagger, light crossbow, 20 light crossbow bolts	<i>Necklace of fireballs type III, potion of mage armor, +3 ring of protection</i>	Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, 10 candles, map case, 10 pages of parchment, ink, ink pen, 2 empty vials, spell component pouch, spellbook.
Jeyshea	Heavy mace, 2 daggers	<i>Lesser strand of prayer beads, periapt of proof against poison, potion of cure serious wounds</i>	Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, bullseye lantern and oil, 2 flasks of holy water, silver holy symbol
Belegard	Kukri, dagger, shortbow, 16 arrows, 3 +1 bane arrows (giants), 3 +1 bane arrows (reptilian humanoids)	<i>Boots of levitation, gem of seeing, potion of haste</i>	Backpack with waterskin, one day's trail rations, set of thieves tools, crowbar, 50 ft. of silk rope, bedroll, sack, flint and steel

Players' Handout A

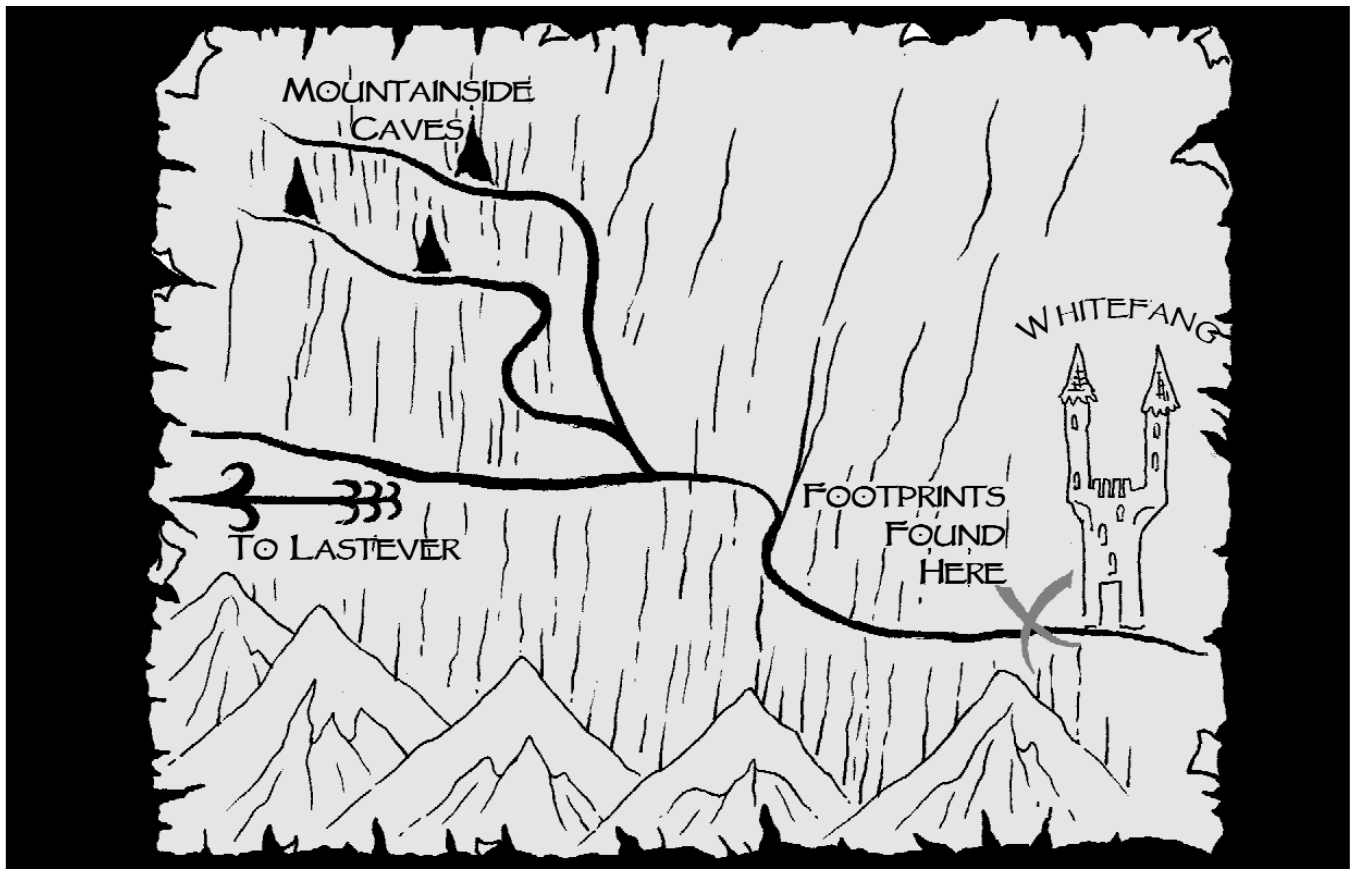


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Players' Handout B





Players' Handout C

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Players' Handout E

Dated 26 days ago:

We spotted the hobgoblin group again today. They are a large host, some 20 or stronger. We have spotted other humanoid over the last several months, various goblinoids, gnolls, bugbears, and the odd ogre, but their numbers have never been as large. I will instruct the men on lookout to watch for this group... they could be troublesome.

Dated 21 days ago:

My worries appear to have been exaggerated. The large band of hobgoblins has not been seen, and the men, while foraging for firewood, spotted an abandoned camp at the bottom of the gorge about a mile from here. We've spotted a few goblins and bugbears this week, but their numbers are few and they are clearly not the larger group originally spotted. I can only assume, thankfully, that the hobgoblins have departed the ravine and moved on.

Dated 19 days ago:

Lerhart discovered an unusual item on the trail today. It appears to be an enormous scale of some sort. I've given it to Chaplain Korde for possible identification.

Dated 18 days ago:

Spotted an ogre and bugbears in the ravine today, traveling together. They quickly departed at the first sight of our patrol. Not sure what to make of this, but such creatures do at times work together. Still no sign of the large hobgoblin group. They've obviously departed.

Dated 14 days ago:

There was an ominous development today. Many footprints were discovered near the dirt track, on an upper trail leading off toward the high mountain caves. We cannot identify the tracks - the creatures that made them have three toes and feet quite different from the humanoids that frequent this area. Korde likens the tracks to those of a bird or reptile. Whether these new creatures had anything to do with the displacement or disappearance of the hobgoblins is unknown." (PCs with 5 ranks in Knowledge (nature), or 5 ranks in Survival and the Track feat, know that three-toed footprints are associated with lizardfolk, including mountain troglodytes.)

Dated 10 days ago:

We took possession of the Censer today. I've placed it in a double-locked strongbox for safekeeping. When the relief guard arrives, we'll convey the Censer to the city. In the meantime I've instructed the men to protect it at all costs.

Dated 7 days ago (this is the very last entry in the journal):

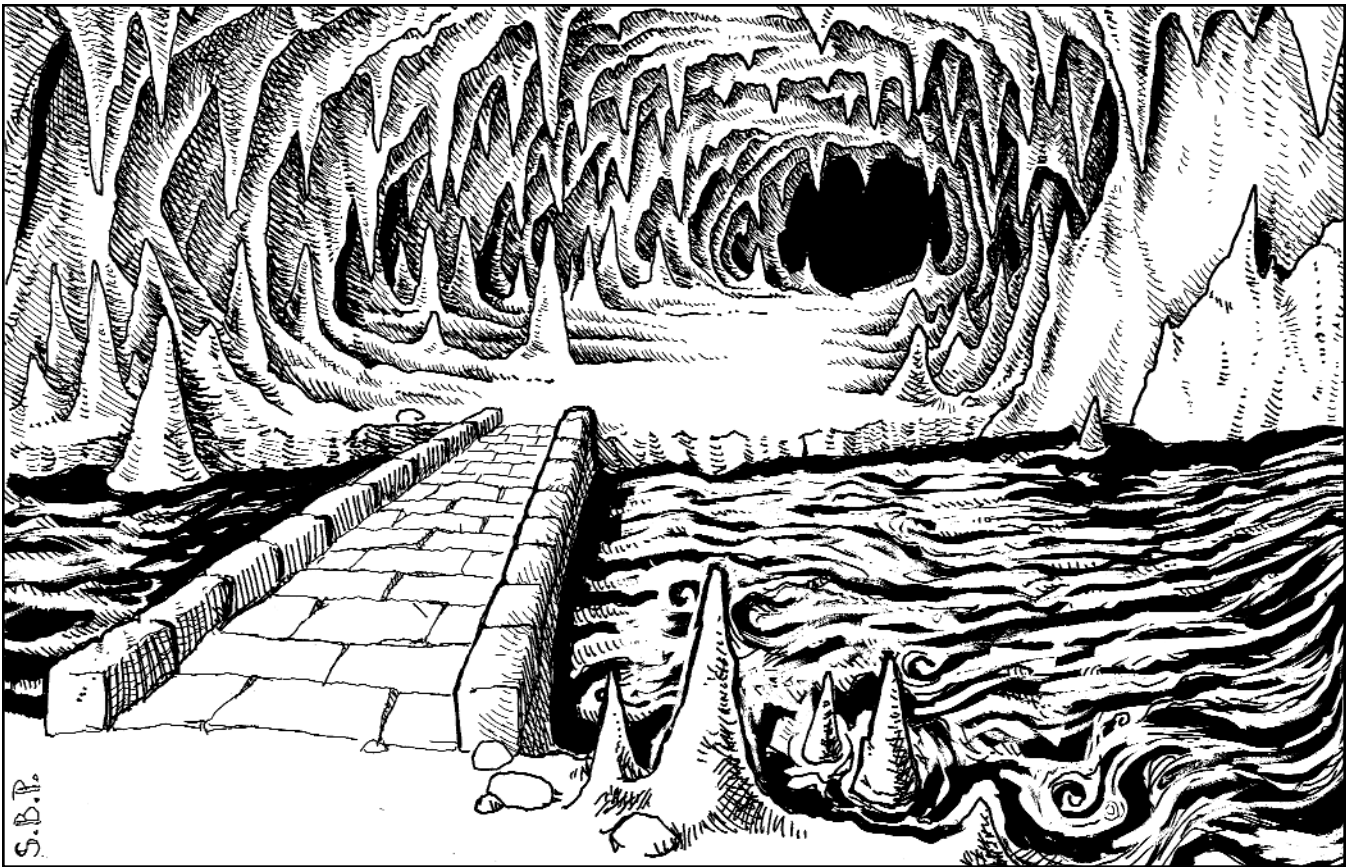
Dunham was on lookout tonight and claimed to have spotted an enormous flying shape - he said the silhouette was huge against the nighttime clouds. I have no idea what to make of this, but Dunham was sober and clearly believes what he says. I've instructed Rolan to double the parapet guard tomorrow night just in case.



Players' Handout F

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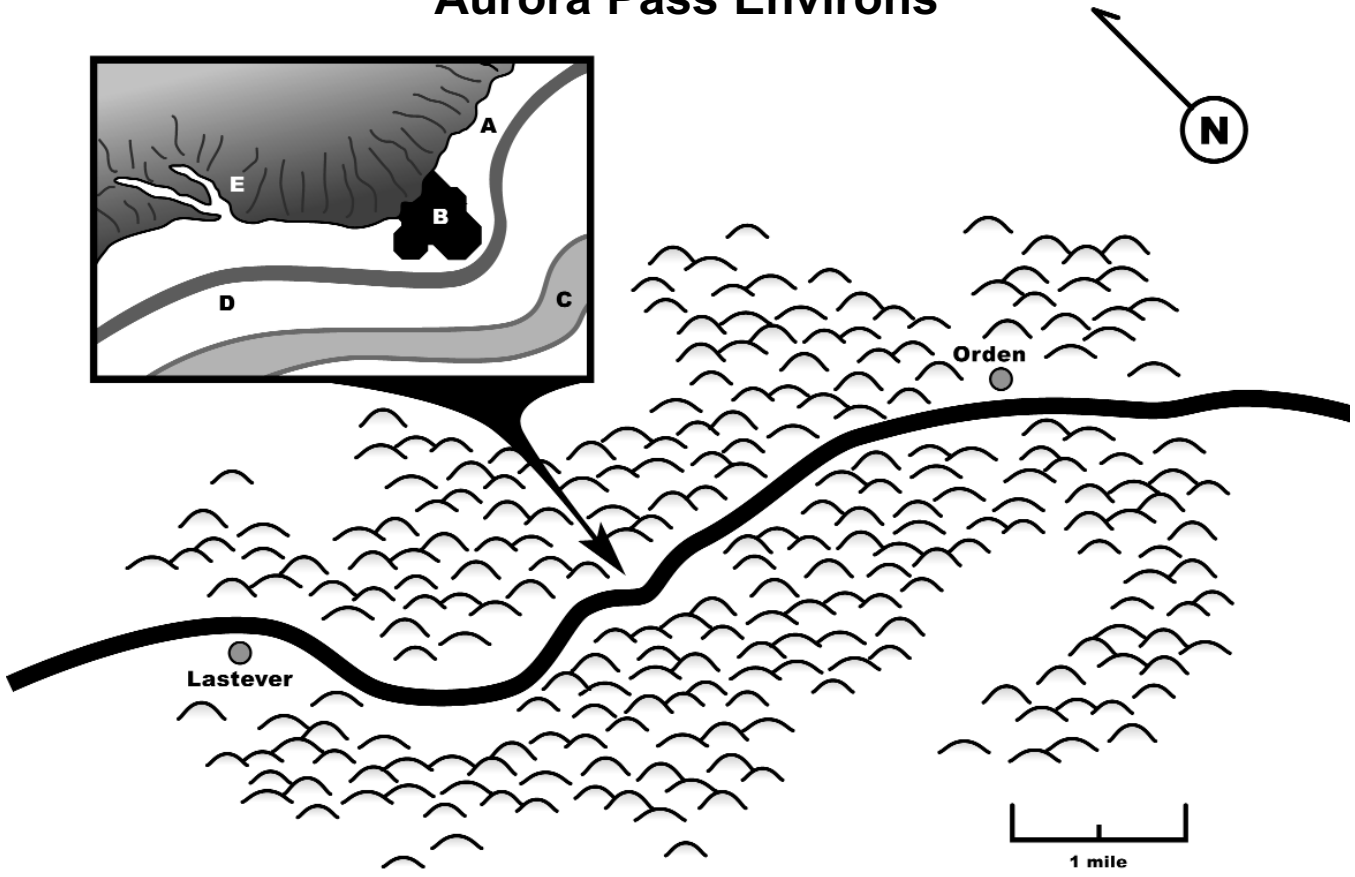
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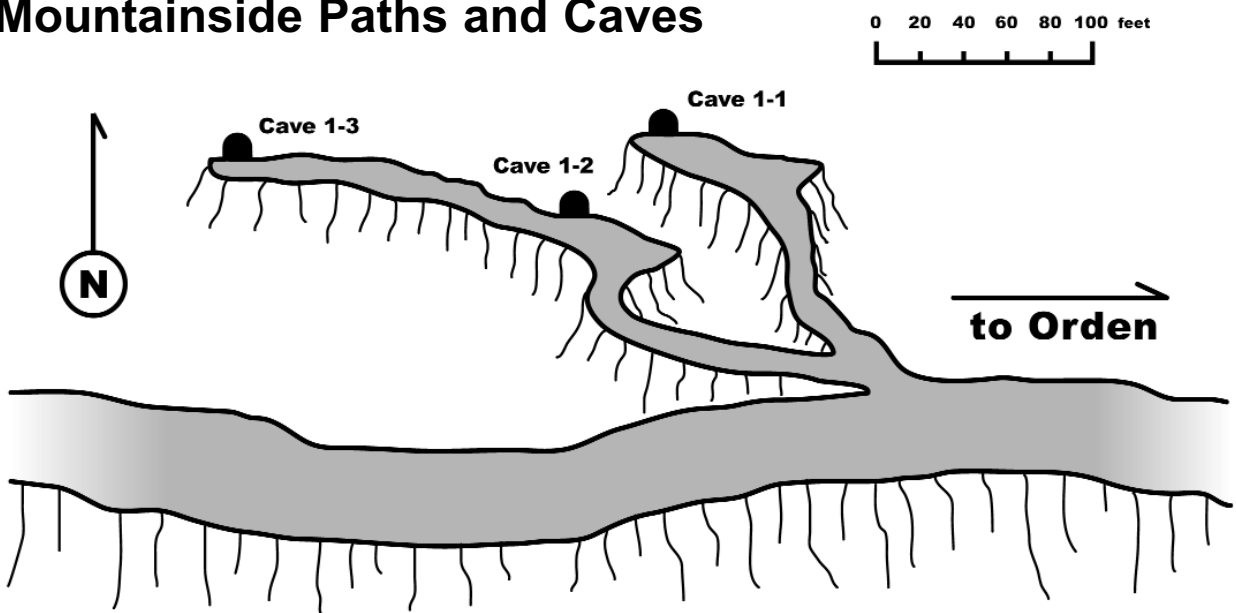
Players' Handout G

S.B.P.

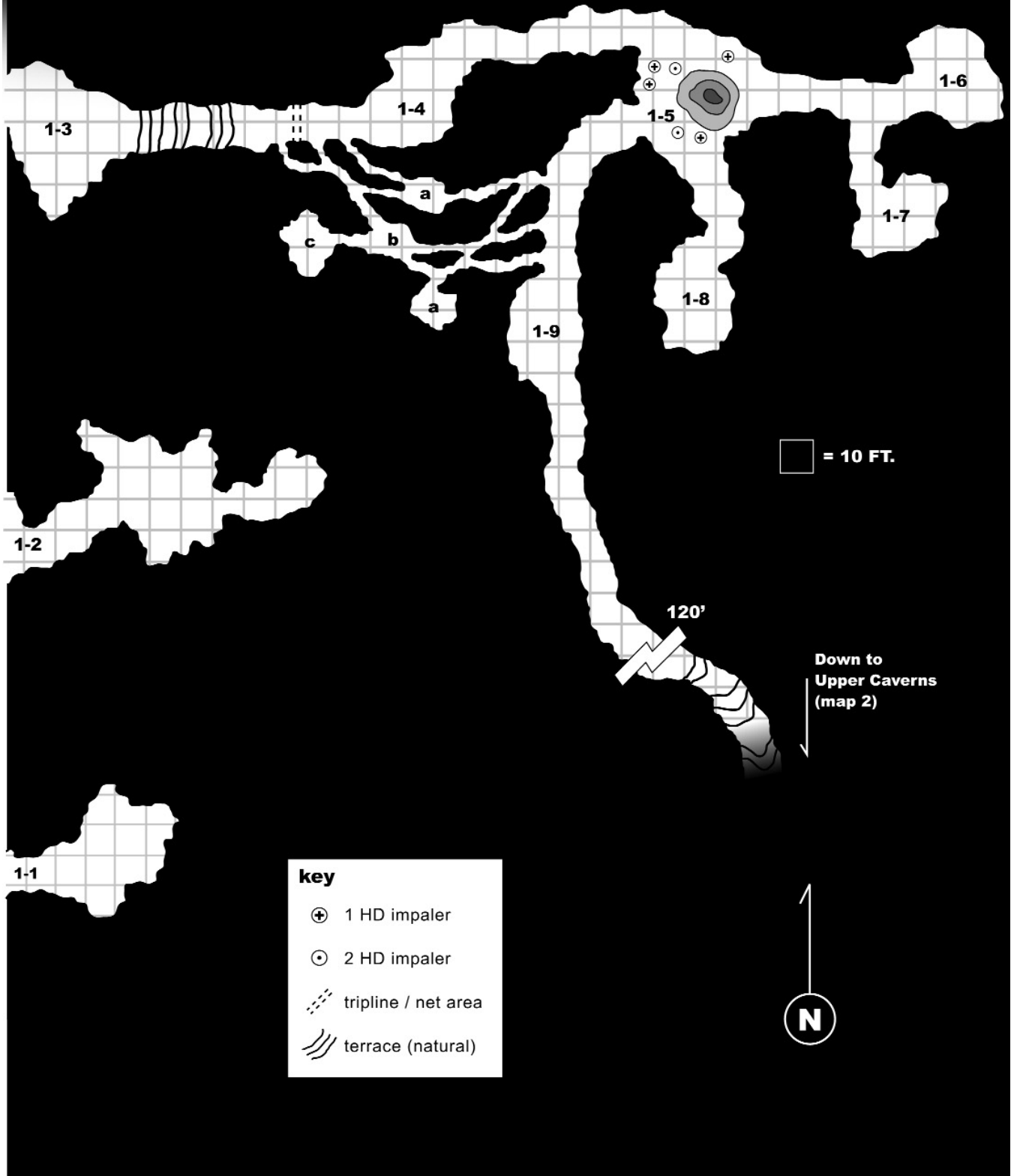
Aurora Pass Environs



Mountainside Paths and Caves



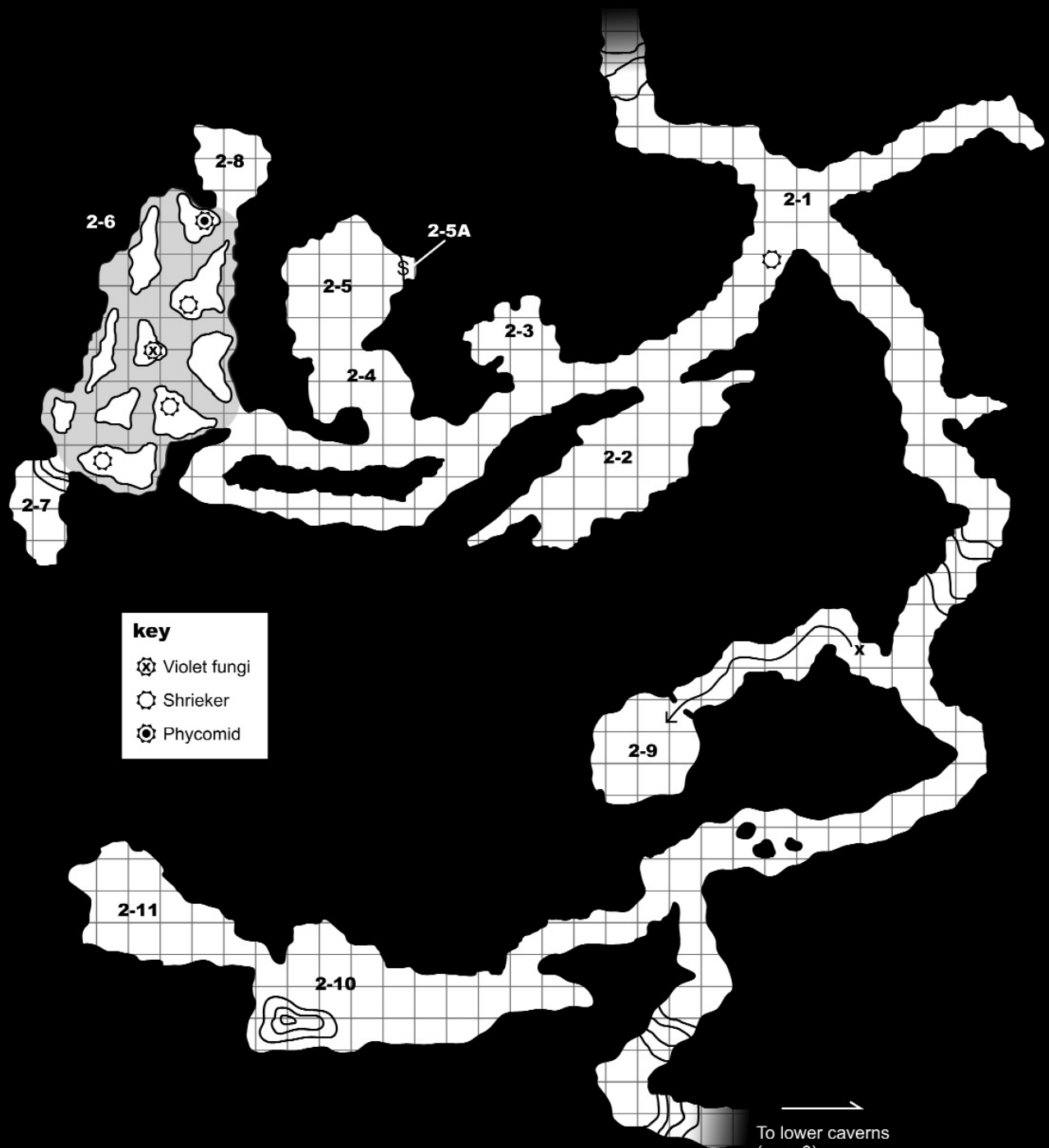
Caves, Level 1 – Entry Caves



Caves, Level 2 – Upper Caverns



Up to
entry caves
(map 1)

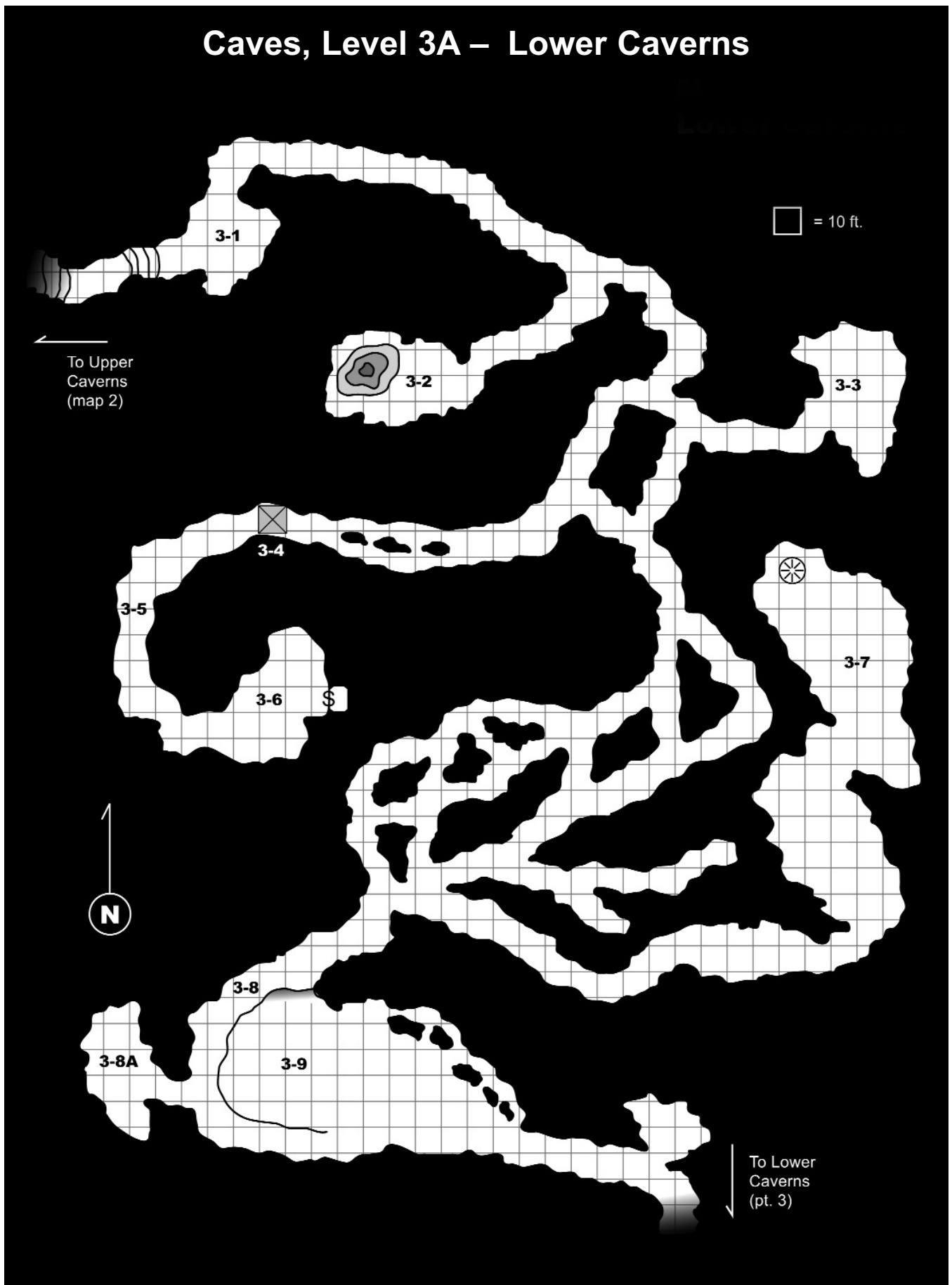


key

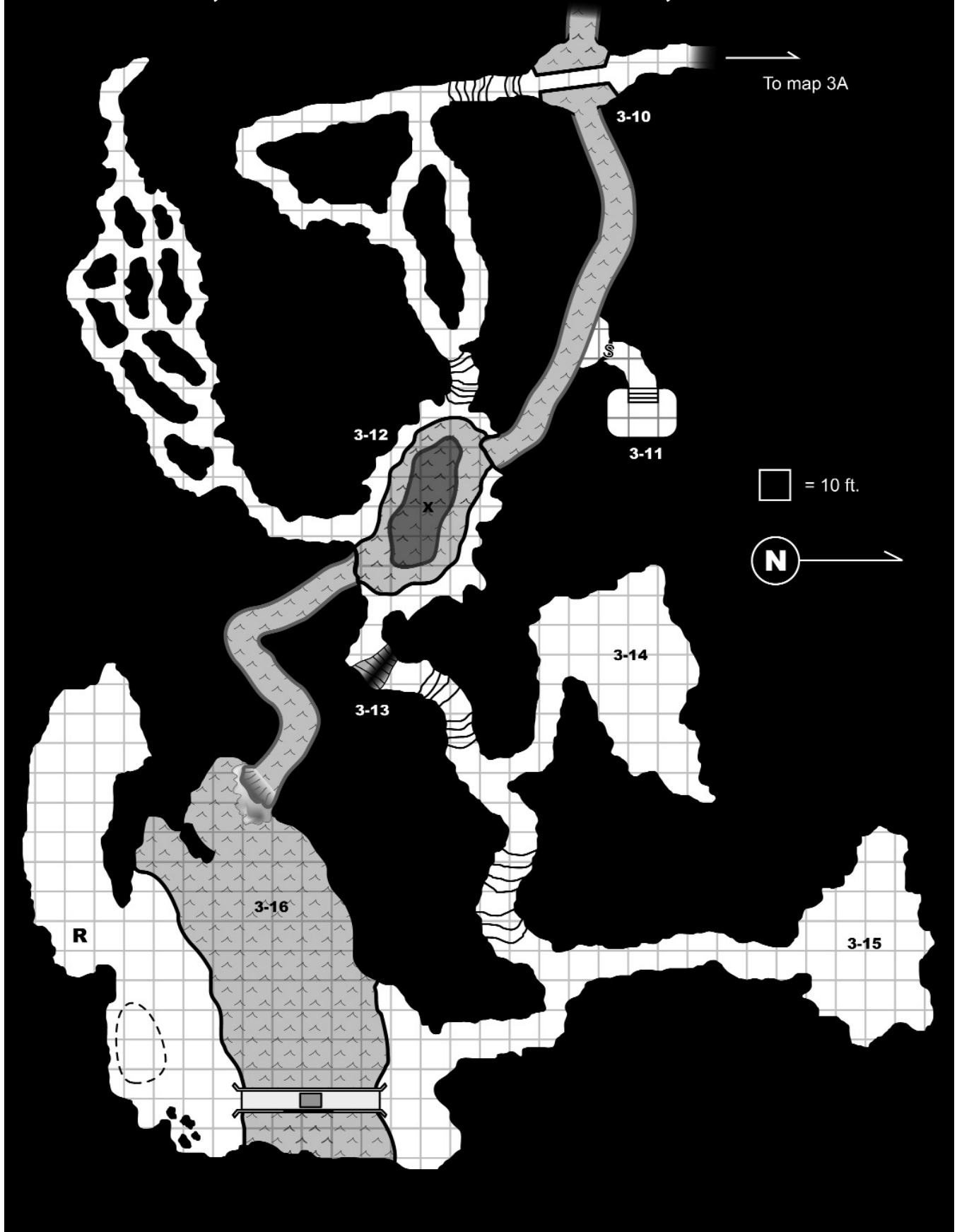
- ⊗ Violet fungi
- ⊙ Shrieker
- ⊙ Phycomid

To lower caverns
(map 3)

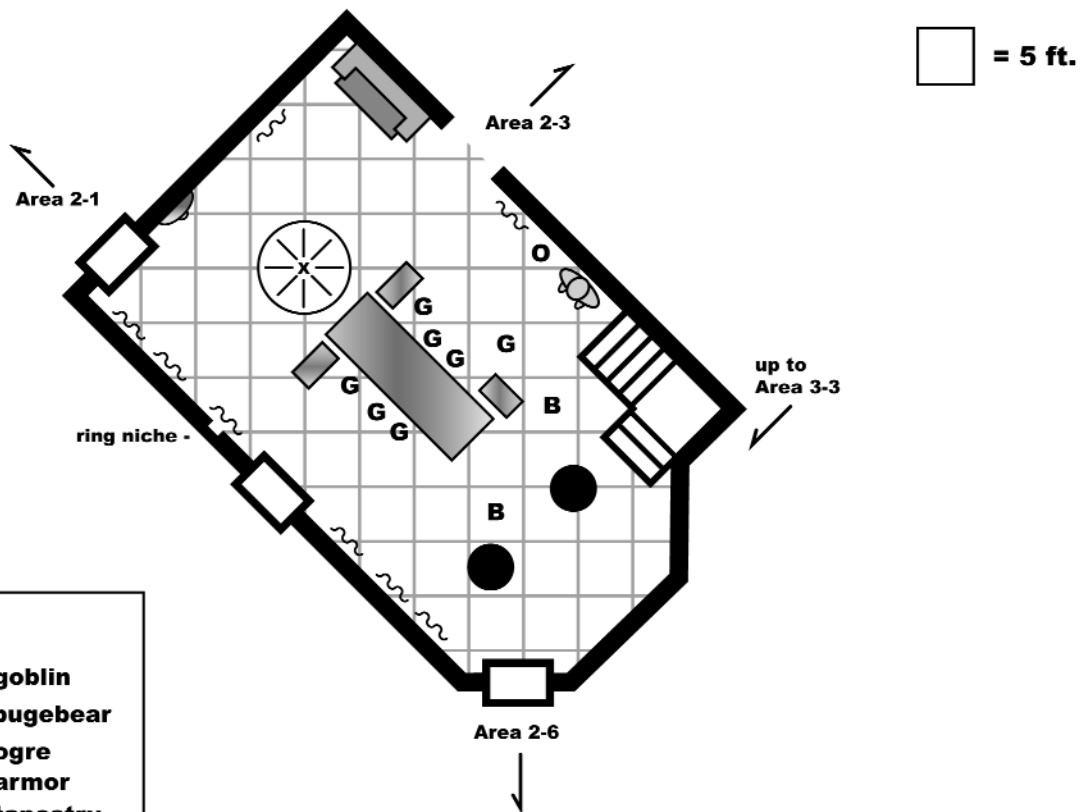
Caves, Level 3A – Lower Caverns



Caves, Level 3B – Lower Caverns, continued



Whitefang Stronghold: Closeup of Area 2-2



Key

- G - goblin
- B - bugebear
- O - ogre
- armor
- tapestry
- chandelier
- drop zone
- shield

