

JG3



Judges Guild



DARK TOWER

PAUL JAQUAYS & GREG GEILMAN



An adventure for levels 8 to 10. An ancient evil has overtaken a once-holy shrine. Thus, a sleepy mountain hamlet becomes a focal point for mysterious disappearances and even stranger legends of what lurks beneath the village. Vile enemies and strange allies, knowing neither sleep nor age, seek to involve the unwary in a titanic battle of good versus evil. Do you dare discover the secrets behind the myths or attempt to exterminate the ancient evil that lies within?

Riches, power, glory, and death! All are in: Dark Tower.



DARK TOWER

SILVER EDITION

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Joseph Goodman	Village of Mitra's Fist	11
Cover Design	Level 1	23
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Maps		
Robert Conley		

Art
William McAusland

Playtest
Robert Dodge, Hugh Henry, Issac Green,
Arthur Dullinger, Ray Quinn
Vickie Simmons, Jason Perry,
Michael Reagin, Richard Joseph Henson,
Marty Watts, Greg Geilman, Kara Geilman

Dedicated to Mark Ruhe who got me started in
D&D.

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Email Contacts

Goodman Games: goodmangames@mindspring.com
Eostros Games: ggeilman@eostros.com

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Eostros Games



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www.goodman-games.com

Introduction

Dark Tower was originally written by Paul Jaquays and published by The Judges Guild in 1980. It quickly became one of the most beloved adventures ever published for the classic game. It was intended for use for the new first edition, and it continues to inspire writers and designers of fantasy role playing adventures to this day. As we are also big fans of this classic adventure, we've attempted to make only the most minor updates and modifications to it in this edition. Any such updates, modifications, or new material were done with great reverence for the original work. Some of the key updates we've added were actually suggestions from Paul Jaquays from The Dungeoneer issue #12, pp 22-23, and 57-58 in which Mr. Jaquays suggests the most appropriate location within the Judges Guild Wilderlands world to set the adventure, corrects some printing mistakes, and proposes some rumors to help adventurers get started with the adventure. Other changes and modifications (other than updating the stats) were added to clear up inconsistencies from the original, or to enhance places or characters from the original. It is a very difficult task to make any alterations to such a cherished work, but our modifications were done with great care and respect, and we hope that those who loved the original will appreciate the minor changes we've made.

We expect that each referee will alter, expand and illuminate areas that they wish. The setting may be changed to fit your individual campaign (Wilderlands-based or no). If the deities Set and Mitra are not part of your campaign world, you may either consider adding them as isolated cults of strange deities, or you may substitute your own good vs. evil rivalry in their place (but you will need to modify many of the characteristics of the followers detailed herein). Inspiration may require deleting, shrinking and modifying areas of your choice and is desirable in personalizing this area of your campaign. It is important for you to add and delete treasures that are appropriate to your campaign flavor. Likewise, the mix of creatures might be modified to suit your world mythos. And, finally, consider replacing some characters here with important characters (heroes or villains) from your own campaign to create an adventure thread. Whether you change it extensively or use it as is, we hope you enjoy this updated version as much as we have enjoyed the original for nearly 30 years.

*Greg Geilman
Stephen Stottrup*

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

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This book uses the supernatural for settings, characters and themes. All mystical and supernatural elements are fiction and intended for entertainment purposes only. Reader discretion is advised.

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History of the Dark Tower

Something seemed odd about this town, Mitra's Fist. And the tavern they were in, The Overlord's Inn, was certainly a bit strange as well. Everyone in the town seemed to stare at them as they walked through, and he had heard more than one comment about how they didn't get any visitors here anymore. He began to wonder if they had made a mistake coming here, but what choice did they have after their guide had died from a scorpion's bite and a sandstorm had driven them into this mysterious mountain pass?

The Inn keep, Melkor, was a shady fellow to be sure, and the Sheriff had sent men over to watch them for no reason. He began to feel like they were in some kind of trap. Just then a stranger from a nearby table approached them. He was a smallish man, thin, balding, and ugly. He looked nervously over his shoulder at the Sheriff's men as he sat down. "Made a wrong turn in the pass, did ye?" he laughed as his hands twitched around his wooden cup, spilling ale down the sides. "Nobody ever comes here anymore, as they doesn't make no wrong turn neither. Maybe I can help ya though: I got maps, & me name's Rufo." He leans in close, lowering his voice to a whisper, "Listen, you're in danger. These thugs here'll kill you as soon as look at you. They're protecting the treasure, they is. This town sits on top of a treasure bigger than anything you've ever dreamed of! Ol' Rufo knows how to get down there. If ya help me, I'll show you a map I've drawn. Be warned though: them' snake worshippers are down there, and they don't fool around none..."

With the expansion of the Empire (City State of the World Emperor, otherwise known as Viridistan) and the extension of her protection to other, less ominous trade routes, Redmoon Pass has become frequented only by ignorant, wayward or weather driven travellers who fear the whim of the elements more than they dread the terror of old legends. Situated centrally in the pass, the tiny village of Mitra's Fist appears to be a haven from the many storms that stalk wayfarers in the high mountain reaches. Even so, the wise and knowing do their best to avoid Mitra's Fist, better known as "Mitra's Curse".

Legend and Church history relate that it is nigh unto fifteen centuries since the patriarch of Law and Good, Mitra, established a sanctuary in this mountain pass. Tales were told of his holiness and many pilgrims sought the wise man to be healed and blessed. He was indeed a living Saint.

Near the end of his mortal years, it became his task to lead a holy crusade against worshippers of the snake demon, Set, destroying the demon's mortal form and routing his army of evil. However, as a result of the encounter, Mitra also died.

It was not long before pilgrims once again came to the sanctuary seeking healing and blessing. Mitra's former assistants began to call on their mentor's name, finding power in it. Soon, Mitra's hermitage became the first temple of the god Mitra. As the centuries fled by and the religion spread, the founding place was not forgotten. Devotees erected a tall, ornate, White Tower over the place where the crumbling first temple once stood. Temple rites were conducted by a High Priest and his entourage of patriarchs. Not only humans, but also good creatures could often be found waiting faithfully on the now ascended god.

After the battle, a millennium passed before Set, no longer a demon, but a god of evil, saw fit to attack the birthplace of the religion that opposed his.

On an overcast lightless night, a mighty tower of black stone from the abyss appeared mysteriously out of nowhere, crushing fully half the village in its wake. That night, those villagers who could not reach the comparative safety of the White Tower of Mitra were destroyed in the carnage that ravaged the surrounding land. Very few survived to tell the tale of what would happen.

The battle that week was dear. Mitra's high priest was murdered as he prayed and all but a few of his attendants slain. Only the creatures of law helped the living survive. The final events came quickly as the surrounding mountains reacted to the disturbing power of magic that roiled the ground. Landslides that left the village strangely intact, though buried came down around them. Soon the area in the pass was covered to depths of hundreds of feet.

The mystery of the destruction of the shrine was never truly solved by those who investigated. The church, though dumbstruck, quietly moved the spiritual heart of the religion to the site of the battle in which Mitra originally died, in Modron, some hundreds of leagues away.

Within a decade, a village of treasure seekers grew atop the debris piles, guided by tales and maps. The small hamlet of tents and shacks became known as Mitra's Fist or as "Mitra's Curse" to unbelievers. After several years, the church of Mitra built a shrine and established a mission to keep an eye on the fortune hunters, in case any of the lost artifacts of their god should turn up.

It took a hundred years of digging before searchers found the location of the original village. However, they encountered the unexpected. Something was digging up to meet them. Small amounts of treasure began to trickle out the tunnels and Mitra's Fist became a popular stop for trader's enroute to the cities of the newly founded empire. It was ten decades before news stopped coming from the village and caravan leaders found excuses to brave the danger fraught western passes rather than use Redmoon Pass.

Mitra's Fist had changed almost overnight. Some force had possessed the village and its occupants, causing them to slay children, non-humans and Mitraic priests in one night of hell possessed fury. It is rumored that these are the very same villagers who have inhabited the old decaying buildings of Mitra's Fist for three hundred years since, never aging.

For three centuries the village of Mitra's Fist has existed, unmolested by the outside world. Few have noticed that the village has had the same occupants for over ten generations. Only few have noticed because only those few telling the tale have visited the village and have not fell prey to the sharp, ceremonial dagger of Avvakris, High Priest of Set.

JUDGES NOTE: A sacrifice is an eating of the victim's soul by Set. This makes it impossible to resurrect or reincarnate the victim. Divine intervention, miracle or wish would allow resurrection, reincarnation or true resurrection to work.

Adventure Summary

Long has it been since anyone has heard from the village of Mitra's Fist. Hundreds of years ago the village fell into shadow beneath the shifting sands as the mighty gods Mitra and Set and their minions fought to destroy each other through the annihilation of their sacred temples and artifacts. In the nearest towns and villages, tales can still be heard of the folks who went to Mitra's Fist in search of fortune among the buried ruins.

Among those tales there are no happy endings: the fortune seekers never returned, and the village of Mitra's Fist has grown quiet...too quiet. Rumors persist of sightings of villagers in Mitra's Fist who should long ago have perished among the sand, and of the horrors that haunt the night in Redmoon Pass. Occasionally, through error or bravado, caravans of pilgrims or traders are known to have ventured into Redmoon Pass, but they are rarely, if ever heard from again.

Folks from the nearby towns and villages would have it known what has happened to their loved ones who have vanished within Redmoon Pass. The priests of Mitra would have their shrine rebuilt upon its original site. The leaders from the surrounding area would have the pass cleansed of the evil which has left Mitra's Fist silent for 300 years. And the mighty lords of Viridistan and the City State would pay handsomely to have the most direct trading route to the Holy Cities restored. Yet the rumors are clear: none who go there have return to tell of it. Something unspeakably wrong lurks beneath the sands of Mitra's Fist...waiting...

Judges Section

Adventure overview

Dark Tower has been designed for use by players with experience in using fairly high power characters. It is suggested that in order for a group of adventurers to survive, that the composition of the adventuring party be fairly diverse and balanced between fighters or paladins and wizards with at least one rogue and one or more clerics.

A party of adventurers of 8th - 10th level should have little more than a difficult time in making it all the way to the top of the Dark Tower itself. Even lower level characters (5th to 7th) might survive if they encounter the right artifacts or some magical weapons. In addition, a Judge could run forays into the dungeon until the party reaches an area they are uncomfortable with, they would then leave for another area and come back when they reach a higher level. The Judge should adjust and add new creatures when they do return to add the dynamic of time to the adventure. Some parties have been as high as 12th level before completing Dark Tower when using this method.

It should also be noted here that one or two well chosen magic items, especially weapons will be most useful for each character to have. A paladin with a holy avenger would work well in this adventure.

The main source of conflict in this adventure is a centuries old rivalry between two gods: Mitra (good) and Set (evil). While it is possible to modify these deities to reflect the mythos or politics of your individual world, it is also possible that Set and Mitra can be imported into your world as isolated cults of ancient gods no longer 'in vogue'.

Field Guide to Designers Notes

Pain among pains, it is strongly suggested that the Judge read through the entire booklet and become as familiar as possible with this adventure prior to beginning play. Additionally, there are some items of design that we would like to point out up front:

- The numbering in the booklet is set up by levels, so that room number 3 - 21 in the text would correspond with the room marked 21 on the level 3 map. Buildings in the village are designated with a "V" prefixed to the number. Rooms in both of the towers have their numbers prefixed by the letter designation of the level they are on, such as C-8 or K-19.
- There are quite a number of NPC's or "personalities" in the dungeon. These non-player characters can sometimes be powerful allies in the game or even more powerful enemies. Each of these characters has been detailed for you with armor, weapons and possessions and many have their personalities described to some extent. This is designed to make the creatures as individual as possible and hopefully allow for more interaction and roleplaying between dungeon residents and adventurers (rather than just putting them at the edge of a sword and roll playing). The Judge should familiarize their self with as many of these personalities as is possible.
- With the existence of powerful personalities in the dungeon, there are bound to be certain factions working against each other on both sides of the good vs. evil struggle that are keeping a final confrontation from occurring between the forces of Mitra and the powers that serve Set. This political battle between factions is not played up in the text, but it can be intensified by the individual Judge if so desired. It is, in fact, the existence of these petty, mortal factors that have kept the battle from coming to a conclusion long ago.
- Some rooms and encounters may have to be toned down or beefed up to match the strength of a party of adventurers. As with all Judges Guild adventures, Judges should feel free to modify this adventure to suit your own campaign.
- There are several new creatures described in this adventure. They are included because they are either divine servants of an individual god or creatures who do not fit the ordinary. If your campaign does not include the worship of Set or Mitra, you may wish to replace some of these creatures with ones from your own campaign for this scenario.

- A complete chart for random encounters on each level of the dungeon has been provided. Each creature on the chart has either been described in a short paragraph in the Field Guide of Encounters or will refer you to the location in the text where it can be found.
- You will probably not be able to sit down and play the entirety of Dark Tower in one sitting. It may be suggested that you allow real time between play sessions equal (on a 1 / 1 basis) to the time between adventures in the campaign.
- NPC Provisions: Assume that whenever a normal human is found in his or her lair, that 1 - 3 weeks of edible provisions will be available per person, along with 1 - 10 gallons of wine or water. This does not apply to prisoners.
- Material Spell Components: Assume that divine and arcane spell casters encountered will have the necessary material components on their person(s) to cast any spell they may have memorized.
- Life, Death, and Random Encounters: Since many of the random encounters can be found in the text of the dungeon, it follows that if they are killed, then they cannot be encountered again on the encounter matrix, nor will they be found in their lairs. The reverse is true of creatures or personalities who are killed in their lairs. They cannot be encountered as random encounters.

Field Guide to New Religions

In this scenario, the major theme is the opposition and battle between the forces worshipping the god of evil, Set, and lawful good deity Mitra. To reflect this situation, clerics serving either one of these gods will gain certain bonuses.

Clerics of Mitra

These lawful good characters will gain a +1 bonus to all of their attacks and defenses (+1 Divine bonus to Atk/Dam/AC/Saves), including when attacking with spells or being attacked by followers of Set. Followers of Set will include any clerics, minions of Set, animated statues, Sons of Set, giant snakes, and all traps in the Dark Tower itself.

Clerics of Set

These evil characters will not have the attack and defensive bonuses of their Mitraic counterparts. However, they do gain certain powers in conjunction with snakes, the creatures that are sacred to their god. The powers are prefixed by the level at which they are gained.

New Domain of Set: Serpent Domain

Automatic Bonus Feat

Domain Affinity (Wilderlands Players Guide) – Clerics of Set gain an automatic bonus feat that allows them to choose the new Serpent Domain (see below); however, they lose the ability to channel negative energy or control or rebuke undead. They may choose to keep their turn or rebuke ability, but they must choose the Serpent Domain as one of their first two domains or choose the Domain Affinity feat as their first level feat.

Serpent Domain (Required Domain)

Domain ability: Alternate form once a day. Clerics with the Serpent Domain are able to change shape to any medium or smaller snakes as per the spell *polymorph* cast on his/her self and without regaining hit points. Once in this form, the cleric can remain so as long as desired.

Spells

(All Spells are limited to use with snakes, snakes' forms, and creature of Reptilian type.)

1st Level:	<i>charm animal, calm animals</i>
2nd Level:	<i>animal trance, summon swarm (New Monster - Snake Swarm)</i>
3rd Level:	<i>speak with animals, dominate animal (snakes)</i>
4th Level:	<i>poison, rainbow pattern</i>
5th Level:	<i>transmute sticks to snakes (New Spell), animal growth</i>
6th Level:	<i>baleful polymorph</i>
7th Level:	<i>summon snakes (per summon natures ally VII, but snakes only)</i>
8th Level:	<i>greater planar ally, animal shape</i>
9th Level:	<i>call greater son of Set (per gate spell)</i>

Adapting the Adventure

The Dark Tower may be placed anywhere in your campaign. A mountain pass along a seldom used trade route is a suggested location. Caravans should use Mitra's Fist as a seldom used way station to their intended destination. Although it is likely that they will never arrive there!

Wildernesses of High Fantasy

This updated revision of Dark Tower is located within the Judges Guild Wildernesses of High Fantasy setting, in the Desert Lands area, Map 7, Hex 1921 (near the Holy Cities). Although play can commence within the confines of the area terrain map, or possibly within the village itself; the original designer's intent was that the game should start in some village, city or locale within the individual Judge's own campaign with rumors and legends of the mystery of Dark Tower. Some good examples of such nearby villages in the Wildernesses would include Ferech Idu (Hex 1624), Kod'l (Hex 1919), or Shiktat (Hex 2123). The legend of the Dark Tower would also be whispered about in The Holy Cities themselves (Hexes 0723, 0724, 0822, 0823, 0922, 0923, and 0924).

Legends, truths and half truths should be available from a few sources, including the respective temples of Mitra and Set, local merchants or from oracles, prophets and seers. Rumors can also be obtained from the undying residents of Mitra's Fist itself using the Rumor Mill.

Understand that they grow bored with their ageless existence and love to toy with the few souls who wander into their midst. Having to actually seek out information makes it seem all the more valuable and it will probably be remembered longer (Rather than having all that they need to know read to the players off a list for the sake of starting a game quickly). The rumors and legends are a critical part of this adventure, so Judges should make great effort to incorporate them into play via NPC interaction.

Field Guide to Resources

This adventure utilizes sources from the Wildernesses of High Fantasy Box Set™, Players Guide to the Wildernesses of High Fantasy™ by Judges Guild® and Necromancer Games® and has been used under license. Tome of Horrors Revised™ Tome of Horrors II™ by Necromancer Games® has been used according to version 1.0a of the Open Game License detailed in the Legal Appendix at the end of this publication. The material used has been reprinted for your convenience. This adventure requires the use of the Dungeons and Dragons® Core Rules by Wizards of the Coast®.

For questions, downloads and support regarding this adventure, please email ggeilman@eostros.com or goodmangames@mindspring.com.



RUMOR MILL

To distribute this information, use one or both of two methods:

1) Give each player a roll on a 1d4 and check the results on chart 1. There will be 0 to 3 pieces of information possibly known to each player. Then, roll individual legends on chart 2. Then roll a Knowledge (Local), Knowledge (History), or Knowledge (Religion) check for each piece of information as is appropriate to the legend to see if they can recall that information. If a number is duplicated while rolling on chart 2, it merely indicates that the information was obtained from more than one source.

2) Roll 1d4 twice; give 0 to 6 pieces of information to non-player characters in the Judge's campaign. The information is then available at a price. Roll a Gather Information check for each piece of information to see if the players are able to obtain it.

JUDGES NOTE: An (F) in parentheses following a piece of information indicates that particular legend is false. However, the player will not know this and there is only a 20% chance that the source would even be aware of the falsehood. If it is determined to be a known falsehood, the characters may attempt an opposed Sense Motive check to detect it. Bad information is a reality in the world, given the proper motivation; people will believe anything because they want to believe it is true. People's heads are filled with knowledge, facts, and beliefs, and most of it is not true, but they think it is true. Telling the difference between the truth and a lie is difficult, yet most people think they can, so they are fooled more easily. People want to believe, so they do.

Chart One (Roll once on a 1d4)

1	1 legend
2	2 legends
3	3 legends
4	0 legends

Chart Two (Roll 1-3 times on a 1d20)

		DC
	<i>Do not re-roll duplications of numbers unless using method 2 as described above</i>	
1	The underground complex has 4 levels.	15
2	The Tower of Set is totally deserted (F).	15
3	There is a gem as large as the outstretched span of a man's hand.	20
4	The Church of Mitra will pay handsomely for the capture of Set's Tower.	15
5	Jewelry with lion images is more valuable than they may seem.	20
6	Old Cornelius, the Prefect of Mitra, is dead (F).	15
7	Beware of statues!	20
8	The words, "SET, SET, MERCHANT OF DEATH' LET ALL THE WORLD FEEL YOUR SOUL CHILLING BREATH." will allow passage through pentagons.	25
9	The Sword of Kroan, a +3 magic blade disappeared in the region of the village of Mitra's Fist.	20
10	The village of Mitra's Fist is abandoned (F).	18
11	Haffrung the benevolent seeks to aid adventurers against the Tower of Set (F).	15
12	Mordred the druid is missing and is feared lost in the depth beneath the village of Mitra's Fist.	20
13	The Caravan of Mumchandar (V-A) is planning to journey to their homeland via Red Moon Pass.	15
14	"Ware the Curse! Transgress Ye Not In Mitra's Holy Tower!"	15
15	Entrance can be found at Overlord's Inn.	25
16	The signet ring of Avvakris is a valuable password.	20
17	Speaking the name of Mitra will turn undead (F).	15
18	The Cult of Set will pay extravagantly to have a group of adventurers destroy the occupants of Mitra's Tower.	20
19	The legendary "Sons of Set" are rumored to walk the depth of Red Moon Pass.	20
20	Beldar the Sodden is untrustworthy (F).	15

Field Guide to Encounters

Random encounters in the Dark Tower dungeon complex will be encountered 20% of the time every 10 minutes game time. Many of the creatures listed will refer the Judge to their location in the game booklet by level and room number: Therefore, V-7 would mean village map, building 7 and 2-21-A would mean level 2, room 21, cell or sub-room "A". Encounters with a special description will be marked with an asterisk (*).

Any random encounter who is a personality in the dungeon should be checked off from both the random encounter charts and from their lair. To minimize flipping back and forth between tables it is recommended that any Sons of Set be pre-rolled before play. Random encounter charts below are set up by dungeon level. Determine what level the adventurers are on and roll on that chart to determine encounter. (See random encounter descriptions below)

The Village of Mitra's Fist (1d6)	
1	3 off duty manor house guard patrols and 3 war dogs (V5, House and Grounds)
2	Moram Infidel Bane, Vashalla and 10 Dervish Mercenaries Ftr3 (reroll after first day, V-A)
3	Brigands and Waylayers, out for blood (V-B for description and additional parameters)
4	Ollem Hairy-Arms: Male Werewolf Hybrid Form Ftr6 and Malicia the Succubus (V-4)
5	Merth and 2 henchmen (V-10)
6	Avvakris and 7 - 12 followers* (v-5)
7	Haffrung Helleyes and entourage* (3-16,17,18)
Dungeon	
Level 1 (1d8)	
1	11 - 14 Skeletons* (1d4+10)
2	Merth and 2 henchmen (V-10)
3	Avvakris and 7 - 12 followers* (1d6+6)
4	Ollem Hairy Arms in Werewolf form (V4)
5	2 - 12 dire rats* (2d6)
6	Living stone statue of Set*
7	Aphris and 1 - 4 trolls* (1d4)
8	Wanderer from level 2 chart
Level 2 (1d8)	
1	Gnorsh Bloodtongue and 17 - 36 goblins (2 - 3) (1d20+16)
2	Berkam Shem, his imp and 7 - 12 orcs (2 - 11) (1d6+6)
3	Wanderer from level 1 chart
4	Jackal pack (2 - 12) (2d6)
5	Hill giant*
6	Haffrung Helleyes*
7	Holomir Goldheart*
8	Wanderer from level 3 chart
Level 3 (1d8)	
1	6 Trolls*
2	Haffrung Helleyes and entourage*
3	Xor the Evil One and Cronok (3 - 3)
4	Wanderer from level 2 chart
5	2 - 8 Carnivorous apes* (2d4)
6	The succubus Malicia (V-7)
7	The rust monster (3 - 6)
8	Wanderer from level 4 chart
Level 4 (1d8)	
1	1 - 3 Minotaurs (4 - 27) (1d3)
2	Snurgi the fire giant and 2 - 8 hell hounds (4 - 20) (2d4)
3	Wanderer from level 2 chart
4	Wanderer from level 3 chart
5	2 - 7 Minions of Set (1 - 22) (1d6+1)
6	Haffrung Helleyes and large entourage*
7	A powerful White Tower war party*
8	A Son of Set*
The White Tower (1d4)	
1	3 - 30 Gnome Warriors (3d10)
2	1 - 2 Clay Golems (1d2)
3	1 - 3 Lammasu (1d3)
4	4 invading Trolls

Field Guide to Encounter Descriptions

LEVEL ONE:

- 1) **2d4 Human Warrior Skeleton:** hp 6; AC: 15; Atk: scimitar +1 melee (1d6+1)
- 3) **Avvakris will be as described in V-5:** He will definitely have his body guard with him. Also will be one off duty Manor Patrol (V-5), Hastor the 4th level Cleric of Set (V-3) and 1d6 Brigands War1; hp 9, 7, 6, 8, 9, 8; AC 12; Atk Long Sword +5 melee (1d8+4).
- 5) **Dire Rat:** (hp 5); AC: 15 Atk: bite +4 melee (1d4 plus disease); there is an additional 20% chance that the Wererat Rogue, Sinstar the Sly will be running with a band of rats. (1-5 Rat Tunnels).
- 6) **Living Stone Statue of Set:** see room 3-12. It is 9 ft. tall, green stone male human body with Egyptian clothing and a jackal's head.
- 7) **Aphris is as described in V-6:** However he will be wearing chainmail. The Trolls are from level 4 - 15 to 17, but if they are killed as random encounters the number of Trolls in those rooms will not be lessened. 1d4 Trolls; hp 63; AC: 16; Atk: Claw +9 melee (1d6+6); Full Atk: 2 claws +9 melee (1d6+6 plus rend) and bite +4 melee (1d6+3).

LEVEL TWO:

- 5) **Hill Giants:** There are 1 to 3 of these giants from 2 - 23. Roll 1d20; results of 1 to 10 for 1 Giant, 11 to 17 for 2 Giants, and 18 to 20 for 3 Giants to be present.
- 6) **Haffrung Helleyes:** This will be the wizard himself and two bodyguards as described in The Upper Apartments of Haffrung Helleyes, 3 - 16. Randomly determine both Haffrung's current body and the individual guards. If Oph is amongst them he will have Fang with him.
- 7) **Holomir Goldheart:** This is the immortal paladin described in room 1 - 1. He will be accompanied by Morton the Blessed, a Lion of Mitra and if threatened he can summon from 1d10 more Lions of Mitra. (See Appendix: The Lions of Mitra). Morton will have only 32 hit points remaining.

LEVEL THREE:

- 1) **Trolls:** This is just a roaming band of marauding trolls. Trolls; hp 63; AC: 16; Atk: Claw +9 melee (1d6+6); Full Atk: 2 claws +9 melee (1d6+6) and bite +4 melee (1d6+3).
- 2) **Haffrung Helleyes and entourage:** Haffrung Helleyes, four random bodyguards (3-16), his assistant Mervyn (3 - 18) and 1d6 apes (3 - 8).
- 5) **Carnivorous Apes:** These are the Apes described in (4 - 29). If more than 5 Apes are present, then Shadrock the Enchanter will be with them (4 - 28).

LEVEL FOUR:

- 6) **Haffrung Helleyes and large entourage:** Haffrung Helleyes, four random bodyguards (3-16), his assistant Mervyn (3 - 18), 1d6+6 apes (3 - 8), The Enchanter, Shadrock (4 - 29) and 2d8 Trolls; hp 63; AC: 16; Atk: claw +9 melee (1d6+6); Full Atk: 2 claws +9 melee (1d6+6) and bite +4 melee (1d6+3). For every two Trolls there will be one Hyaenodon (4 - 12).
- 7) **A powerful White Tower war party:** Includes the Paladin Holomir Goldheart; 30 Male Gnome War1, hp 12, AC 16, Small shortbow +3 Ranged (1d4) or Small longsword +3 Melee (1d6); (50% of the gnomes will have bows ready at all times); Three Lammasu (C - 6); Holomir may summon up to 10 Lions of Mitra 1d3/rd. (See Appendix 1)
- 8) **A Lesser Son of Set:** This is one of the bastard offspring of the god Set. This one has the body of a huge snake (25' long), head of a crocodile, bat wings, and 8 lizard-like legs (see The Sons of Set in Appendix 1).

Vrednii the Eater of Corpses, Male Lesser Sons of Set: CR 15; Huge Outsider (Chaotic, Evil, Native, Demon); HD 15d8+120 (195 hp); Init +5; Spd 30 ft., fly 90 ft. (poor); AC 23 (-2 size, +14 natural), Touch 8, FF 22; Base Atk/Grapple +15/+35; Atk bite +28 melee (2d8+12) or claw +25 melee (1d8+6) or tail +25 (2d6+6); Full Atk bite +28 melee (2d8+12), 8 claw +25 (1d8+6) and tail +25 (2d6+6); Space/Reach 15 ft./25 ft.; SA Spell-like abilities, Improved grab, Constrict (tail 1d12+6); SQ Darkvision 60 ft., Spell Resistance 19; Damage Reduction 10/magic and good, Son of Set Resistances Telepathy 100 ft., Outsider traits; AL: CE; SV Fort +17, Ref +9, Will +11; Str 35, Dex 10, Con 27, Int 17, Wis 15 Cha 19.

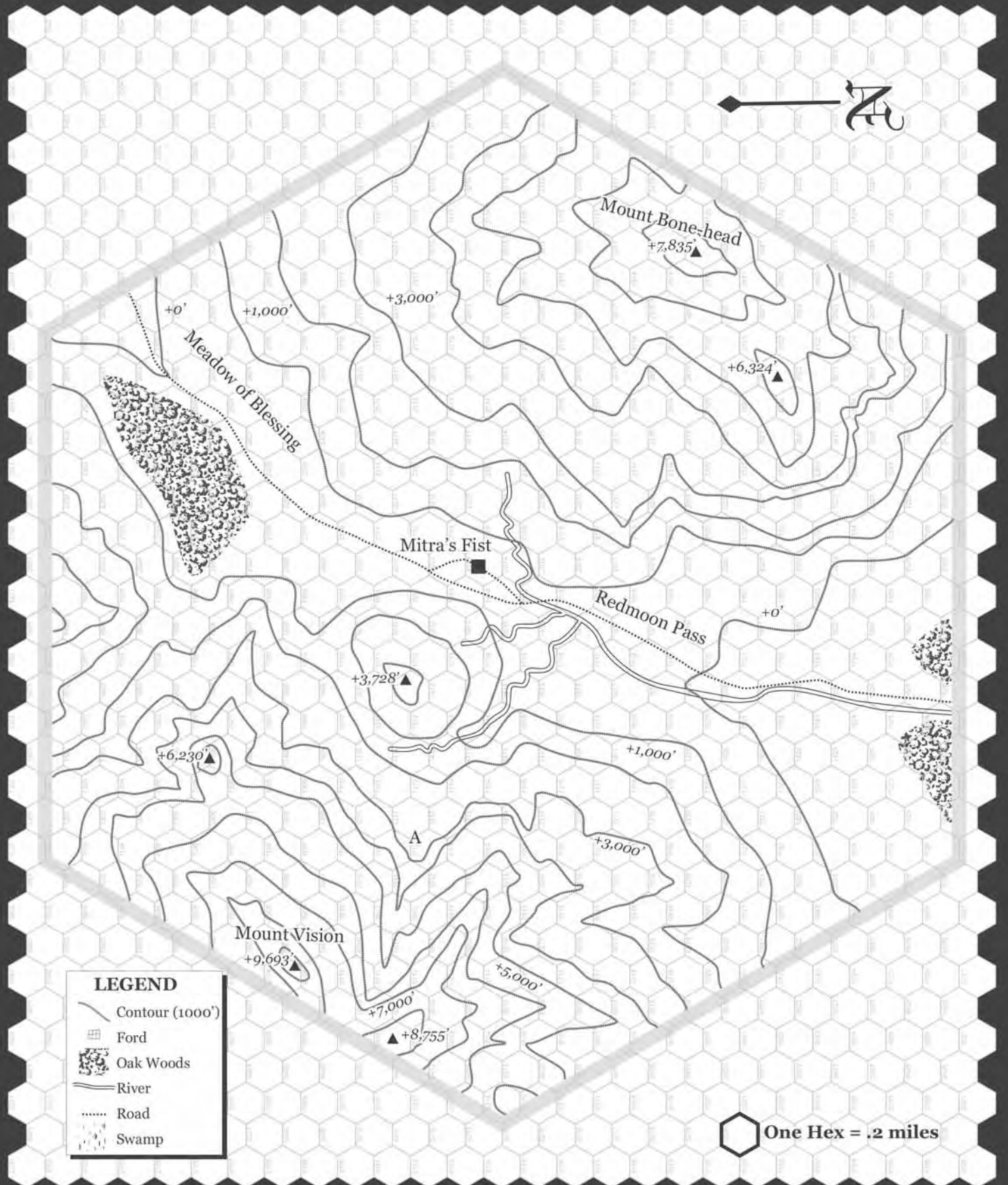
Skills and Feats: Bluff +22, Concentration +26, Hide +20, Intimidate +25, Listen +23, Move Silently +21, Search +21, Sense Motive +20, Spellcraft +21, Spot +23, Use Magic Device +25; Alertness, Cleave, Multiattack, Improved Initiative, Power Attack, Weapon Focus (bite),

Unique Innate Abilities (Su): (CL15; 3/day) *cone of cold* (DC 24), (at will) *greater teleport*

Spell like abilities: (CL 10; DC14 + spell level): *reduce person, detect magic, blindness/deafness, dominate person, hold person, web; detect good, command, know alignment, create food and water, glyph of warding, control water, neutralize poison, poison, fireball, teleport, levitate, darkness, lightning bolt, suggestion, ice storm, baleful polymorph, wall of force, silence, and cure disease.*

WHITE TOWER:

- 1) **Gnome Fighters:** 3d10 Gnome warriors in ring mail and shield, AC: 16; hp: assign as is necessary, weapon: short sword and shortbow. There is a 20% chance that they will be allied with either encounter 2 or 3 of the above chart.
- 2) **Clay Golems:** These are not the same golems that guards room B-3. These are roaming sentinels.
- 3) **Lammasu:** These are the Lammasu that will be found in room C-6. If killed here, they will not appear in that room and vice versa.
- 4) **Trolls:** This is a band of marauding trolls from the 4th dungeon level. The above random encounters will not be encountered more than once if killed

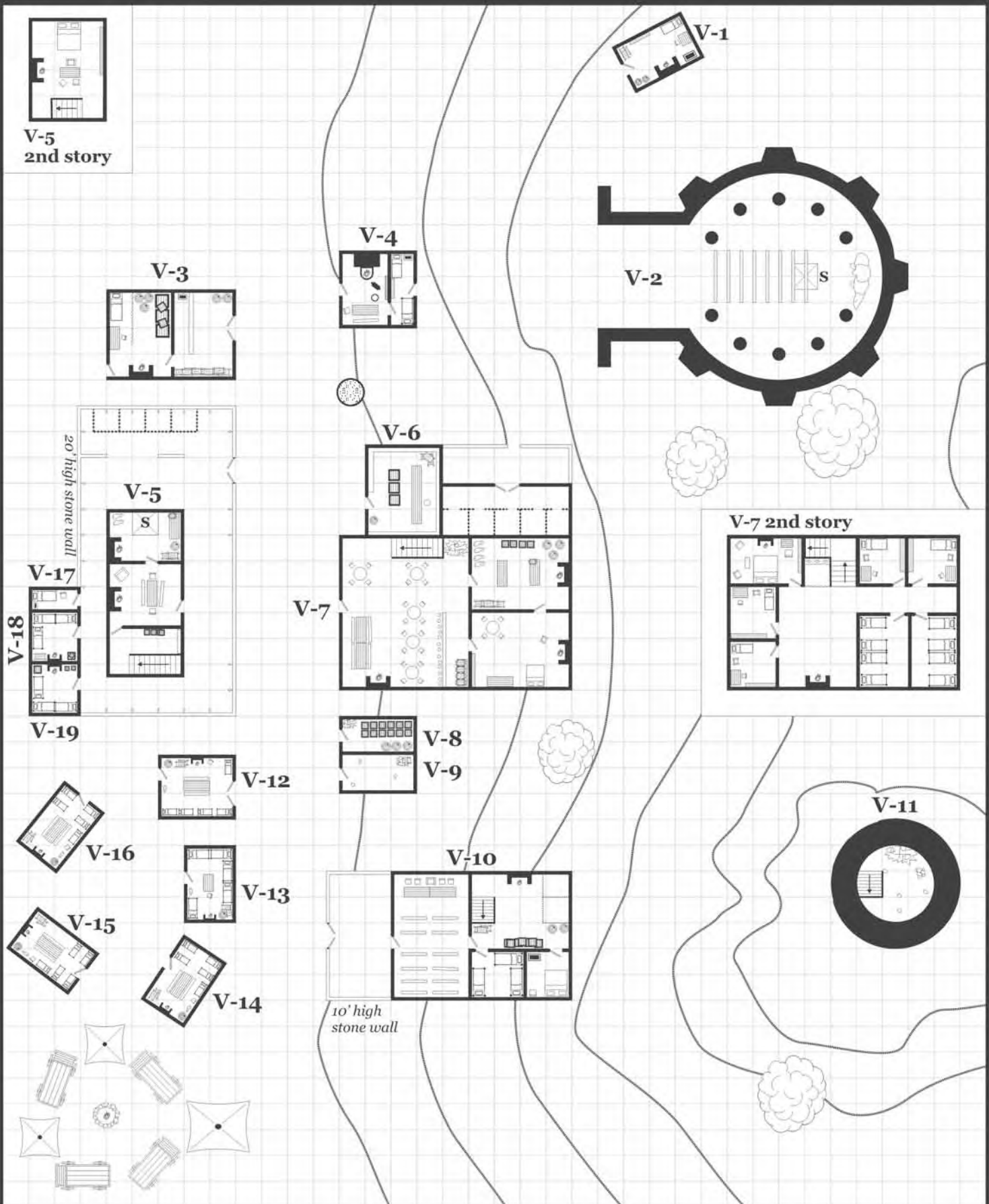


A-Location of Waylaid Caravan Horses and Wagons

DARK TOWER

Mitra's Fist (aka Mitra's Curse)

1 square = 5 feet



The Village of Mitra's Fist (A.K.A. Mitra's Curse)

Mitra's Fist (Hamlet): Map 7 (Desert Lands), Hex 1921; Monstrous/Magical/Nonstandard; AL LE; Civ Level 4 (Theocracy); Tech Level 7; 100gp Limit; Assets 1472 gp; Population 325 (Able Bodied men: 82); Mixed (Human; Common Viridians) 85%, Half elf 5%, Half Orc 3%, Gnomes 3%, Halfling 1%, Other 3%).

Resources: Market, Trade Route.

Authority Figure(s): Merth, Male Human, LE Ftr10 (Sheriff).

Important Characters: Avvakris, Male Human, NE Clr10 (Merchant); Cornelius, Male Human, LG Clr5 (Prefect of Mitra); Beldar the Sodden, Male Human, N Wiz5 (Town Drunk); Hastor, Male Human, NE Clr4 (Merchant); Ollem Hairy Arms, Male Lycanthrope, LE Ftr6 (Blacksmith); Aphris, Male Half Fiend, NE Clr5 (Merchant); Melkor Stoneteeth, Male Human, LE Ftr5 (Innkeeper); Rufo, Male Human, CG Rog7 (Town Scrounger); Malicia, Female Succubus (Prostitute); Avvala, Female Lycanthrope, CE Clr5 (Avvakris' Daughter); Sinstar the Sly, Male Lycanthrope, CE Rog7.

The village is an undistinguished collection of small buildings hastily built from the fieldstones and mountain rubble of the nearby pass. Exceptions are the larger buildings of Avvakris's Manor (V-5), Overlord's Inn (V-7), and the constabulary (V-10). Visitors to this sleepy hamlet are rarely, if ever heard from again. Many are the caravans that have disappeared here over the last 3 centuries. In fact, while the adventurers are in the town, a caravan comprised mostly of dervishes will stop here for the night and by midmorning of the next day; they will have all disappeared completely (Judge's discretion as to timing).

V-A THE CARAVAN OF MUMCHANDAR (EL 11):

This caravan carries spices and rich cloth from the merchants of the Invincible Overlord (or any major city in the Judge's campaign). It consists of 4 heavy wagons drawn by 4 heavy draft horses each (total 16). The cargo they contain is valued at approximately 15,000 gp maximum.

The wagons are enclosed and bear no markings. Each member of the caravan wears a long, flowing cotton robe and traditional keffiyah headdress over their armor (or as their primary garment if they wear no armor). There are 8 fighters (Lvl 1) with no armor driving the wagons. Mounted on 10 light war horses will be 10 dervish mercenary fighters (Lvl 2). Also mounted on 10 light war horses will be 10 3rd level dervish mercenaries. Mounted on a heavy war horse is the leader of this caravan, a dervish paladin named Moram

Infidel Bane. Moram is a devout and serious soldier with a humorless demeanor. He is bent on his mission (delivering his goods to the Holy Cities to the West), and will not tolerate being delayed or sidetracked.

Traveling along with the caravan are the following extra personalities: Verdonitii, Mnk4 (see room 2-21-E) and Vashalla, a female Clr3 of Ishtar (see room 2-21-F). Other personalities that will possibly be encountered later in the scenario are: Vastavaar Speartongue Ftr2 who is a trap master (see room 1 - 4); 3rd level Fighter, Haltashaar (see room 2-21-E); Moram Infidel Bane, the Pal6 described above; and Auroka the flailer Ftr3.

These characters will seem to vanish without a trace from the village. The story that villagers will tell inquisitive



adventurers is that the caravan left in the middle of the night. It is a rather weak story but no one ever accused the average villager of being a genius. Wagons and horses will be taken to an out of sight ravine on Mount Vision.

If characters are out at night, poking around, there is a 75% chance that they will be set upon by an organized group of brigands and powerful village residents who are intent on capturing the adventurers for sacrifice on the altars of Set in the dungeons below.

Any character so captured will be knocked unconscious and eventually awoken to find him or herself in one of the empty cells of room 2-21 (B, C, D, or G). All weapons, supplies, armor and valuables will be removed from the characters' person(s). Any fighters or clerics possessing chain mail will still be wearing the under padding (armor bonus +1) of their armor. Regular weapons and inexpensive armor will be found in room 2-21-A. Any copper, silver or electrum carried on the person of a character will have been divided up between various guards and brigands. Any gems, jewelry, valuable looking items or weapons, gold, platinum or magic will be in the possession of Aphris in room 4-18. Unless a very special hiding place on the character's person or gear has been set up previously with the Judge, searchers will find everything of value on a character. It should be noted here that females of Charisma 15 or higher have a 60% chance of being drugged with a concentrated version of oil of taggit (Improved Save; Fort DC17) and used for Avvakris's pleasures before being incarcerated.

Dervish Mercenary, Human (Dervish) Ftr2 (10): CR 2; Medium Humanoid; HD 2d10+4; hp 14, 15, 16, 16, 17, 18, 19, 21, 22, 24; Init +6; Spd 30 ft.; AC 16 (Touch 12, FF 14); Base Atk/Grapple: +2/+5; Atk/Full Atk scimitar +6 melee (1d6+3) Or dagger +5 melee (1d4+3) or longbow +4 ranged (1d8); SV Fort +5, Ref +2, Will +0; AL: N; Str 16, Dex 14, Con 14, Int 10, Wis 11, Cha 9
Skills and Feats: Climb +7, Handle Animal +3, Jump +5, Ride +7, Power Attack, Improved initiative, Cleave, Weapon Focus (scimitar).
Possessions: leather armor and heavy steel shield, scimitar, longbow and dagger.

Dervish Mercenary, Human (Dervish) Ftr3 (10): CR 3; Medium Humanoid; HD 3d10+6; hp 22, 23, 25, 27, 28, 29, 30, 32, 33, 35; Init +7; Spd 30 ft.; AC 18 (Touch 13, FF 15); Base Atk/Grapple: +3/+7; Atk/Full Atk scimitar +9 melee (1d6+4) Or dagger +7 melee (1d4+4) or longbow +4 ranged (1d8); SV Fort +5, Ref +4, Will +1; AL: N; Str 18, Dex 16, Con 14, Int 10, Wis 11, Cha 10
Skills and Feats: Climb +8, Handle Animal +6, Jump +6, Ride +8, Power Attack, Improved initiative, Cleave, Weapon Focus (scimitar), Mounted Combat.
Possessions: MW studded leather armor and heavy steel shield, MW scimitar, longbow and dagger.

Moram Infidel Bane, Male Human (Dervish) Pal6 of Ishtar: CR 6; Medium Humanoid; HD 6d10+6; hp 53; Init +6; Spd 20 ft.; AC 20 (Touch 12, FF 18); Base Atk/Grapple +6/+8; Atk lance +8 melee (1d8+3) or +1 holy scimitar +10 melee (1d6+3+2d6 vs. evil); Full Atk lance +8/+3 melee (1d8+3) or +1 holy scimitar +10/+5 melee (1d6+3+2d6 vs. evil); SA: Aura of Courage (Su), Aura of Good, Divine Grace (Su), Divine Health (Ex), Lay on Hands (Su) 24 hp/day, Remove Disease (Sp) 1/week, Smite Evil

(Su) 2/day, Special Mount (Sp), Turn Undead (Su) 7/day (turn level 3) (turn damage 2d6+7); SV Fort +10, Ref +8, Will +9; AL: LG;
Str 14, Dex 14, Con 12, Int 13, Wis 16, Cha 18
Skills and Feats: Concentration +6, Diplomacy +6, Handle Animal +7, Heal +8, Knowledge (Religion) +6, Listen +5, Ride +7, Sense Motive +8, Spot +5, Improved Initiative, Leadership, Power Attack, Weapon Focus (scimitar).
Possessions: +1 breastplate, *potion of shield of faith* (+4), lance, +1 holy scimitar, heavy shield
Paladin Spells per Day: (0/2/DC: 13+spell level) 1: *cure light wounds, divine favor.*

V-B BRIGANDS IN THE NIGHT (EL 8):

The brigands will consist of the following: 30 1st level Warriors. They will be led by Ceird (War4) and Lurag (War3). For each 3 men there will be 1 weighted net for befouling and capturing opponents.

1. There is a 60% chance that 1d3 of the guard patrols from Avvakris's Manor will be present. These will be off duty patrols so they must be determined from the charts (see V-5).
2. There is a 40% chance that Merth the Sheriff and 2d3 of his henchmen will be present (see V-10).
3. There is also a 30% chance that Avvakris and his two body guards will be present (see V-10).
4. There is a 20% chance that the Wizard, Haffrung Helleyes will be present (see 3-16 The Upper Apartments of Haffrung Helleyes). He will be using the body of Grom (body 1, see room 3-17) and be guarded by Tarshigid Farreacher and Tirian of Asalbar (see room 3-16) and his assistant Mervyn (see room 3-18).

Brigands, Male Human War1 (6): CR 1/2; Medium Humanoid; HD 1d8+1; hp 9, 7, 6, 8, 9, 8; Init +6; Spd 30 ft.; AC 18 (Touch 12, FF 16); Base Atk/Grapple +1/+5; Atk/Full Atk longsword +5 melee (1d8+4); AL: CE; SV: Fort +3, Ref +2, Will -1; Str 18, Dex 14, Con 12, Int 10, Wis 9, Cha 12
Skills and Feats: Intimidate +5, Jump +4, Ride +6, Improved Initiative, Weapon Focus (longsword).
Possessions: chain shirt, longsword, heavy steel shield, dagger, 15' of light, strong cord, a black jack (1d6+4 subdual), and a flask of oil.

JUDGES NOTE: If the Judge determines that including the additional groups of opponents would be overkill, then by all means he or she should leave them out of the fracas.

JUDGES NOTE: It should be noted here that the people of the village are all or no less than 300 years old. The few that do die become undead in the service of the pits below. If adventurers take the trouble to look, they will notice that there is no graveyard of any kind in the area. Even old graves were pillaged to provide skeletal servants. No village resident can travel more than 20 miles from the village or be away from it for more than 24 hours before rapid aging sets in at the rate of 10 years an hour.

Brigands, Male Human War1 (7): CR 1/2; Medium Humanoid; HD 1d8; hp 8, 6, 7, 8, 6, 5, 7; Init +7; Spd 30 ft; AC 16 (Touch 13, FF 13); Base Atk/Grapple +1/+4; Atk/Full Atk shortspear +3 melee (1d6+3) or shortspear thrown +4 ranged (1d6+3); AL: CE; SV: Fort +2, Ref +3, Will -1; Str 16, Dex 16, Con 11, Int 10, Wis 9, Cha 10

Skills and Feats: Intimidate +4, Jump +6, Ride +7, Improved Initiative, Weapon Focus (shortspear).

Possessions: leather armor, light steel shield, shortspear, dagger, 15' of light, strong cord, a black jack (1d6 subdual), and a flask of oil.

Brigands, Male Human War1 (7): CR 1/2; Medium Humanoid; HD 1d8+1; hp 9, 7, 6, 5, 9, 8, 8; Init +4; Spd 30 ft; AC 16 (Touch 14, FF 12); Base Atk/Grapple +1/+1; Atk/Full Atk longbow +5 ranged (1d8); AL: CE; SV: Fort +3, Ref +4, Will -1; Str 10, Dex 18, Con 12, Int 10, Wis 9, Cha 10

Skills and Feats: Intimidate +4, Jump +4, Ride +8, Point Blank Shot, Precise Shot.

Possessions: arrows (20), leather armor, longbow.

Ceird, Male Human War4: CR 3; Medium Humanoid; HD 4d8+8; hp 33; Init +1; Spd 20 ft; AC 18 (Touch 11, FF 17); Base Atk/Grapple +4/+7; Atk/Full Atk MW longsword +8 melee (1d8+3); AL: CE; SV: Fort +6, Ref +2, Will +1; Str 16, Dex 12, Con 15, Int 12, Wis 10, Cha 13

Skills and Feats: Handle Animal +6, Intimidate +6, Jump +5, Listen +2, Ride +8, Spot +2

Possessions: chainmail, MW longsword, heavy steel shield.

Lurag, Male Half Orc War3: CR 2; Medium Humanoid; HD 3d8+6; hp 23; Init +1; Spd 20 ft; AC 16 (Touch 11, FF 15); Base Atk/Grapple +3/+6; Atk/Full Atk greataxe +7 melee (1d12+4); SA: Darkvision (60'), Orc Blood; AL: NE; SV: Fort +5, Ref +2, Will +1; Str 16, Dex 13, Con 14, Int 9, Wis 10, Cha 8

Skills and Feats: Intimidate +3, Ride +3, Power Attack, Weapon Focus (greataxe).

Possessions: breastplate, greataxe.

V-1 THE HOVEL OF OLD CORNELIUS (EL 5):

This tiny dwelling made from dried mud and random stones serves as the home to Cornelius. Cornelius is Prefect of the Shrine of Mitra, which is a stone's throw from his hovel.

Cornelius is 67 years old. He is very lonely and a little senile. His superiors in the church assigned him to this post 20 years previous as a sort of punishment. He is all but forgotten by any of them who are still alive. He suspects that something funny is going on in the village but his failing wits and the fact that the villagers keep him properly befuddled by attending services regularly in the shrine tends to keep him from pursuing the matter. As long as he is left alone to tend his straggly vegetable garden and polish the wood and marble in the shrine, he takes very little interest in the affairs of the village. The villagers in turn, keep Cornelius around as a sort of joke, to mock the ineffectuality of Mitra. However, they do keep a watch on the old man by sending up an occasional villager to act as a temporary acolyte.

Cornelius, befuddled as he is, does know of the following:

- 1) There have been mysterious disappearances of visitors in the village.
- 2) There is a secret entrance into the tunnel below the village, under the front two pews of the shrine. Only he knows of this entrance.
- 3) He is vaguely aware that no one has aged in the 20 years he has lived there and that there have been no reported births.

The old man possesses an artifact, *Mitra's Favor* (see Appendix "Artifacts"). If he is made to understand that a group of adventurers is going down into the tunnels, he will give the ring to either a paladin, a lawful good cleric, a chaotic good cleric or a good character of any sort, in that order of preference. He may also grant it to any character that can convince Cornelius that he is a very lawful good person whether he is or not (opposed Bluff or Diplomacy check). If none in the party are good or can convince the old man that they are, he will keep the ring.)

Prefect Cornelius, Male Human Clr5: CR 5; Med Humanoid; HD 5d8; hp 27; Init +1; Spd 30 ft; AC 12 (14 w/ ring) (Touch 12, FF 10); Base Atk/Grapple +3/+3; Atk/Full Atk lgt mace +3 melee (1d6); SA: Spont. Casting, Turn Undead (Su) 6/day (turn lvl 5); AL: LG; SV: Fort +4, Ref +2, Will +6; Str 10, Dex 14, Con 10, Int 13, Wis 16, Cha 16

Skills and Feats: Concentration +6, Craft (Carpentry) +3, Diplomacy +7, Heal +9, Knowledge (Religion) +9, Spot +4, Spellcraft +5, Sense Motive +9, Endurance, Scribe Scroll, Negotiator.

Possessions: cleric's vestments, silver holy symbol, light mace, *Mitra's Favor*.

Cleric Domains: *Deity:* Mitra; Good, Healing.

Cleric Spells per Day: (5/4+1/3+1/1+1/DC: 13+spell level) *0:* create water, detect magic, light, purify food and drink, read magic; *1:* bless, bless water, cure light wounds(D), protection from evil, remove fear; *2:* cure moderate wounds (D), delay poison, hold person(x2); *3:* cure serious wounds (D), remove disease.

V-2 THE SHRINE OF MITRA'S TOWER (EL 5):

This is a moderately old (not ancient) white marble shrine; devoted to the god Mitra and celebrating the tower that once stood (still stands) on the spot where it is located. Inside, a large white marble statue of Mitra dominates the circular, domed chapel. It depicts Mitra as a well formed, Adonis-like youth, crushing the head of a serpent. A secret trap door can be found if the first two pews are moved away (Secret Door; Search DC20). The door is rigged with a trap (Search DC25). It will open as a normal dungeon door. However, if it is not opened on the first try, a small catch is triggered. A second try will bring down a rain of bricks and large rocks from the ceiling (which are cleverly concealed as ornamentation) that will do 5d6 points of damage to any characters in a 10' radius around the trap. Cornelius set this up long ago, but he has since forgotten about it.

Stone Blocks from Ceiling: CR 3; mechanical; location trigger; repair reset; Atk +10 melee (5d6, stone blocks); Search DC 25; Disable Device DC 20. *Market Price:* 5,400 gp.

Cornelius is served by four villager acolytes. They are really acolytes of Set, but the old man is not aware of this. They will attempt to prevent any speech between outsiders and their “venerated mentor”. They will eavesdrop on the old man’s conversations and report what they hear to Avvakris the Merchant and Merth the Sheriff.

Acolytes of Set, Male Human Clr1 (4): CR 1; Medium Humanoid; HD 1d8+2; hp 10; Init +3; Spd 30 ft; AC 15 (Touch 13, FF 12); Base Atk/Grapple +0/+2; Atk/Full Atk quarterstaff +2 melee (1d6+2); SA: Alternate Form 1/day (Su), Smite 1/day (Su), Spontaneous casting; AL: CE; SV: Fort +4, Ref +0, Will +4; Str 15, Dex 16, Con 14, Int 10, Wis 14, Cha 18

Skills and Feats: Bluff +6, Concentration +6, Diplomacy +6, Disguise +8, Forgery +2, Hide +5, Combat Casting, Deceitful, (B) Domain Affinity (Serpent).

Possessions: leather armor, quarterstaff.

Cleric Domains: *Deity:* Set; Destruction, Serpent, Trickery (Bluff, Disguise and Hide are class skills).

Cleric Spells per Day: (3/2+1/ DC: 12+spell level) *0:* detect magic, inflict minor wounds, resistance; *1:* disguise self, inflict light wounds (D), protection from good.

V-3 GRAIN MERCHANTS EMPORIUM (EL 4):

This shop which does no business is run by Hastor. Hastor is a dry, sticklike man. He appears to be in his late 40’s. Under his tunic and robes is a mace. He is slightly insane and talks about the great business deals he carries on in his little shop, as if all the grain trade in the world came through his doors.

Hastor, Male Human Clr4: CR 4; Medium Humanoid; HD 4d8+8; hp 29; Init -1; Spd 30 ft; AC 9 (Touch 9, FF 9); Base Atk/Grapple +3/+3; Atk/Full Atk MW heavy mace +5 Melee (1d8); SA: Alternate Form 1/day (Su), Smite 1/day (Su), Spontaneous Casting; AL: CE; SV: Fort +6, Ref +0, Will +5; Str 10, Dex 9, Con 14, Int 11, Wis 13, Cha 11

Skills and Feats: Concentration +7, Craft (Alchemy) +3, Diplomacy +1, Listen +3, Sense Motive +3, Spellcraft +4, Brew Potion, Combat Casting, (B) Domain Affinity (Serpent), Weapon Focus (heavy mace).

Possessions: cleric’s vestments, MW heavy mace.

Cleric Domains: *Deity:* Set; Destruction, Serpent, Trickery (Bluff, Disguise and Hide are class skills).

Cleric Spells per Day: (5/4+1/2+1/ DC: 11 + spell level) *0:* cure minor wounds, detect magic, light, read magic, resistance, *1:* bane, inflict fear, command, cure light wounds, inflict light wounds (D); *2:* hold person, invisibility (D), protection from good.

V-4 SMITHY AND ARMORY (EL 8):

This shop is run by Ollem Hairy Arms. Ollem is a large, hairy man with flaming red hair. Only Avvakris and Merth know of his ability to change into a Werewolf. Ollem appears to be about 30 years old. All armor under construction in the shop will be of a style that was popular 300 years previous. It will be obviously archaic looking. Prices will be 20% lower than those listed in the PHB. 50 gp is in the cashbox.

He is assisted by two men, they will only attack to defend themselves:

Assistants, Male Human, Exp1 (2): CR ½; Medium Humanoid; HD 1d6+0; hp 6; Init +2; Spd 30 ft.; AC 14 (Touch 12, FF 12); Base Atk/Grapple +0/+2; Atk warhammer +2 melee (1d6+2); AL: N; Str 14, Dex 14, Con 11, Int 14, Wis 16, Cha 12.

Skills and Feats: Craft (Armorsmithing) +8, Craft (Blacksmithing) +8, Craft (Bowmaking) +8, Craft (Glassblowing) +8, Craft (Gemcutting) +8, Craft (Leatherworking) +11, Craft (Locksmithing) +8, Craft (Weaponsmithing) +11, Profession (Tanner) +9; Skill Focus (Leatherworking), Skill Focus (Weaponsmithing).

Possessions: warhammer, MW artisans’ tools, 25 gp.

Ollem Hairy Arms, Male Werewolf, Human Form Ftr6: CR 11; Medium Humanoid; HD 1d8+6d10+28+3; hp 76; Init +5; Spd 30 ft; AC 17 (Touch 11, FF 16); Base Atk/Grapple +6/+10; Atk +1 cold iron greatsword +12 melee (2d6+9); Full Atk +1 cold iron greatsword +12/+7 melee (2d6+9); SQ: Alternate Form (Su), Low-light, Scent (Ex), Wolf Empathy (Ex); AL: LE; SV: Fort +9, Ref +5, Will +3; Str 18, Dex 13, Con 18, Int 10, Wis 13, Cha 14

Skills and Feats: Craft (Armorsmithing) +10, Craft (Weaponsmithing) +11, Intimidate +7, Listen +3; Blind-Fight, Cleave, Improved Initiative, Power Attack, Skill Focus (Armorsmithing), Toughness, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: MW artisans tools, MW chain shirt, +1 cold iron greatsword (hanging over his forge).

Ollem Hairy Arms, Male Werewolf, Hybrid Form Ftr6: CR 9; Medium Humanoid; HD 1d8+6d10+45; hp 92; Init +7; Spd 30 ft; AC 21 (Touch 13, FF 18); Base Atk/Grapple +6/+11; Atk +1 cold iron greatsword +13 melee (2d6+10) or claw +11 melee (1d4+5); Full Atk +1 cold iron greatsword +13/+8 melee (2d6+10) or 2 claws +11 melee (1d4+5) and bite +7 melee (1d6+2); SV: Fort +11, Ref +7, Will +3; Str 20, Dex 17, Con 22, Int 10, Wis 13, Cha 14

Ollem Hairy Arms, Male Werewolf, Wolf Form Ftr6: CR 9; Medium Humanoid; HD 1d8+6d10+45; hp 92; Init +7; Spd 50 ft; AC 21 (Touch 13, FF 18); Base Atk/Grapple +6/+11; Atk claw +11 melee (1d4+5); Full Atk 2 claws +11 melee (1d4+5) and bite +7 melee (1d6+2); SV: Fort +11, Ref +7, Will +3; Str 20, Dex 17, Con 22, Int 10, Wis 13, Cha 14

V-5 THE MANOR HOUSE OF AVVAKRIS (EL varies):

This grand two story stone and stucco building is the home of the town’s “leading citizen”, Merchant Baron Avvakris and High Priest of Set (see Judges Section, Field Guide to New Religions) . Lord Avvakris himself is a portly man of sour disposition. Under his rich robes he constantly wears a suit of chain mail. He is always attended by two bodyguards (Ftr6) who will fight to the death to protect him. He will always be wearing his ring (Avvakris’s Ring, see Appendix 2, Artifacts).

Lord Avvakris, Male Human Clr10: CR 10; Medium Humanoid; HD 10d8+20; hp 73; Init +2; Spd 20 ft; AC 21 (Touch 14, FF 19); Base Atk/Grapple +7/+9; Atk +2 *heavy mace* +11 melee (1d8+4 plus poison); Full Atk +2 *heavy mace* +11/+6 melee (1d8+4 plus poison); SA: Alternate Form, Rebuke Undead (Su) 5/day (turn level 10) (turn damage 2d6+12), Smite 1/day (Su), Spontaneous Casting; AL: CE; SV: Fort +9, Ref +5, Will +10; Str 14, Dex 14, Con 14, Int 14, Wis 16, Cha 15

Skills and Feats: Concentration +10, Diplomacy +10, Heal +6, Intimidate +7, Knowledge (Religion) +10, Listen +6, Sense Motive +8, Spellcraft +10, Spot +6, Combat Casting, Craft Wand, Maximize Spell, Quicken Spell, Scribe Scroll.

Possessions: +2 *amulet of health*, +2 *ring of protection*, +2 *chainmail*, *rod of viper*, *Avvakris's Ring*.

Cleric Domains: *Deity:* Set; Destruction, Serpent (serpent domain grants powers over snakes).

Cleric Spells per Day: (6/5+1/5+1/4+1/3+1/2+1/DC:13+spell level) 0: *bless*, *create water*, *detect good*, *detect magic*, *light*, *resistance 1: bane*, *curse water*, *deathwatch*, *doom*, *inflict light wounds (D)*, *protection from good*, 2: *hold person (x 3)*, *resist energy (fire)*, *silence 15' radius*, *summon swarm (D snake swarm*)*, 3: *animate dead*, *bestow curse*, *dispel magic*, *dominate animal (D)*, *speak with dead*, 4: *inflict serious wounds (x 2)*, *divination*, *poison (D)*; 5: *flame strike (x 2)*, *transmute sticks to snakes (D)**.

AVVAKRIS'S BODYGUARDS

Wormgear Bonegnawer, Male Half Orc Ftr6: CR 6; Medium Humanoid; HD 6d10+21; hp 56; Init +2; Spd 20 ft; AC 21 (Touch 12, FF 19); Base Atk/Grapple +6/+11; Atk +1 *longsword* +13 melee (1d8+8); Full Atk +1 *longsword* +13/+8 melee (1d8+8); SA: Darkvision 60, Orc Blood; AL: CE; SV: Fort +8, Ref +2, Will +4; Str 20, Dex 14, Con 16, Int 13, Wis 14, Cha 9

Skills and Feats: Intimidate +5, Jump +6, Listen +6, Spot +6, Cleave, Combat Expertise, Power Attack, Quick Draw, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +1 *chainmail*, +1 *heavy shield*, +1 *longsword*. Both fighters wear black tunics and carry black shields. Delineated on both is a hooded green serpent with a head at each end (see back cover).

Seth the Huge, Male Human Ftr6: CR 6; Medium Humanoid; HD 6d10+12; hp 53; Init +8; Spd 30 ft; AC 24 (Touch 15, FF 20); Base Atk/Grapple +6/+9; Atk +1 *longsword* +11 melee (1d8+6); Full Atk +1 *longsword* +11/+6 melee (1d8+6); AL: NE; SV: Fort +7, Ref +5, Will +0; Str 16, Dex 18, Con 14, Int 8, Wis 7, Cha 12

Skills and Feats: Climb +6, Intimidate +9, Jump +4, Listen +0, Cleave, Combat Reflexes, Dodge, Improved Initiative, Mobility, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +1 *chain shirt*, +2 *heavy steel shield*, +1 *longsword*, +1 *ring of protection*

Avvakris the Merchant

LOCATION OF AVVAKRIS

(Roll on a d20)

1 - 2	IN LOWER TEMPLE AREA (Room 2 - 13)
3 - 5	IN UPPER TEMPLE AREA (Room 1 - 22)
6 - 9	AT OVERLORD'S INN (V-7)
10 - 12	AT THE CONSTABULARY (V - 10)
13 - 14	SOMEWHERE IN THE DUNGEON, JUDGE'S CHOICE
15 - 20	IN THE MANOR HOUSE

THE HOUSE AND GROUNDS:

The manor is surrounded by a 20 ft. tall stone wall, 3 ft. thick. The grounds themselves offer no cover and are lit at night by coal oil street lamps set every 20 ft. along the inner wall. The grounds are guarded at all times by a patrol of 3 men. There are 4 such patrols, but only one is on duty at any given time. The other three will be off duty.

One full patrol of men will always be off duty at Overlord's Inn (V-7). If patrol 2 is on duty, then patrol 1 will be at the Inn and so on. The two other off duty patrols will be performing various activities in buildings 17-19.

Penned in the stables to the north of the house are 6 war dogs:

War Dog (6): CR 1; Medium Animal; HD 2d8+4; hp 10, 10, 12, 13, 14, 15. Init +2; Spd 40 ft; AC 16 (Touch 12, FF 14); Base Atk/Grapple +1/+3; Atk/Full Atk bite +3 melee (1d6+3); SV Fort +5, Ref +5, Will +1

NOTE: Three of these dogs will be on guard with the patrols at all times.

Ochre Jelly: CR 7; Huge Ooze; 12d10+36; hp 89; Init: -5; Spd 10 ft, Climb 10 ft.; AC 4 (Touch 4, FF 4); Base Atk/Grapple: +4/+10; Atk slam +5 melee (2d4+3 plus 1d4 acid); Full Atk slam +5 melee (2d4+3 plus 1d4 acid); SA: Acid, Constrict (2d4+3 plus 1d4 acid), Improved Grab; SQ: Blindsight 60 ft., Split, Ooze Traits; AL: N; SV Fort +8, Ref -3, Will -3; Str 15, Dex 1, Con 22, Int -, Wis 1, Cha 1

Skills and Feats: Climb +10.

PATROL ON DUTY	ABBREVIATED DESCRIPTION
12 am - 6 am	<p>1A) Guards, Male Human Ftr4: CR 4; hp 40; Init +6; Spd 20 ft.; AC: 19 (Touch 14, FF 17); Atk/Full Atk halberd +8 melee (1d10+6) or longsword +8 melee (1d8+4); AL: LE; Str 18, Dex 14, Con 16; Improved Initiative, Cleave, Power Attack, Weapon Focus (halberd), Weapon Specialization (halberd); chainmail, heavy steel shield, halberd, longsword, hooded lantern, oil (2).</p> <p>1B) Guards, Male Human Ftr3: CR 3; hp 27; Init +4; Spd 30 ft.; AC: 18 (Touch 14, FF 14); Atk/Full Atk light crossbow +8 ranged (1d8) or light mace +6 melee (1d6+2); AL: LE; Str 14, Dex 18; Dodge, Mobility, Point Blank, Precise Shot, Weapon Focus (crossbow); chain shirt, light crossbow, light mace, hooded lantern, pint of oil (1).</p> <p>1C) Guards, Male Human Ftr3: CR 3; hp 24; Init: +7; Spd 30 ft.; AC: 20 (Touch 13, FF 16); Atk/Full Atk longsword +8 melee (1d8+6) or longbow +6 range (1d8); AL: LE; Str 18, Dex 16; Improved Initiative, Cleave, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword); scale mail, heavy steel shield, longsword, light crossbow.</p>
6 am - 12 pm	<p>2A) Guards, Male Human Ftr4: hp 36, all else as patrol "1A".</p> <p>2B) Guards, Male Human Ftr3: hp 27, all else as patrol "1B".</p> <p>2C) Guards, Male Human Ftr3: hp 25, all else as patrol "1C".</p>
12 pm - 6 pm	<p>3A) Guards, Male Human Ftr4: hp 41, all else as patrol "1A".</p> <p>3B) Guards, Male Human Ftr3: hp 30, all else as patrol "1B".</p> <p>3C) Guards, Male Human Ftr3: hp 23, all else as patrol "1C".</p>
6 pm - 12 am	<p>4A) Guards, Male Human Ftr4: hp 36, all else as patrol "1A".</p> <p>4B) Guards, Male Human Ftr3: hp 28, all else as patrol "1B".</p> <p>4C) Guards, Male Human Ftr3: hp 25, all else as patrol "1C".</p>

The front door to the manor house is locked (Open Lock DC 25). The interior of the house is well furnished to the point of extravagance. Valuables in sight on the first floor include a silver candelabrum in the north chamber (value: 100 gp), and a gem encrusted Tome of the Word and Law of Mitra (gem value: 2500 gp). The tome was one of the original relics of the shrine (non-magical). Also in this northernmost room is a secret trap door in the floor (DC 20 Search) with steps lead down 15 ft to dungeon level 1-18.

Once opening this secret door and traveling 3 steps down the stairs, there is a landing where a hidden pit trap is located (Search DC24). A door in the floor of the landing will open up when walked across and deposit victims downward 25 ft. onto a pile of refuse and doing 2d6 points of damage. However, they will end up facing an ochre jelly at the bottom.

There is a 20% chance that victims will end up on top of the jelly and being engulfed. Beneath the pile of refuse is another secret door (Search DC25) that is unknown to anyone, even Avvakris. It leads directly down to room 1 - 42, through a 5' square shaft. The room itself (the one containing the ochre jelly) is 15' square.

Camouflaged Pit Trap: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 25 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); Search DC 24; Disable Device DC 19. Market Price: 3,400 gp.

In Avvakris's bedchamber is a chest (hidden under the bed; Search DC15) that contains 1000 sp, 10 pp, and 449 gp. There are also various documents of no importance that bear wax seals with the impression of Avvakris's signet ring upon them. (These will be important later on in the adventure as a sort of passkey to various dungeon creatures.)

If Avvakris is at home, there is a 50% chance that he will be in the bedroom. There is a further 40% chance that he

will be making love with some woman. (If Skilvashara has not already been discovered dead in room 1 - 5, then it will be her.) She is a very beautiful dark haired woman who is Avvakris's latest concubine. She will be here 100% of the time (unless as noted above). However, she may only be encountered here once. After that she will definitely be found as in room 1 - 5. Under the pillow she has hidden a *dagger of venom* coated with malyss root paste for good measure.

Skilvashara, Com1; HP 4; AC 10; Atk +2 dagger +4 melee (1d4+2, plus poison – malyss root paste DC 16 2d12 hp/1d6 Con); AL: N; Cha 16.

V-6 AVVAKRIS'S TRADE MONOPOLY (EL 7):

This is the only general merchants supply house in the pass or for miles around. It is stocked by the occasional caravans that come through and is rarely depleted of merchandise. Goods will often be exotic in nature. Prices are 30-40% less than normal. Livestock is available also (40% availability of any given animal. There is a 20% chance that any item asked for in the store will be out of stock.).

The monopoly is run by Avvakris's son, Aphris. Aphris is a young man with a deformed, reptilian set to his face, with scaly patches along his brow and cheeks and when he speaks, a strong reptilian impediment is apparent, placing great emphasis on his letter 'S'.

He wears long sleeves, gloves and a *hat of disguise* since his body is scaly. Rumor has it that Aphris is the result of a union between Avvakris's late wife and a minion of Set. To bear this out, Aphris can shapechange into a giant poisonous snake. In the locked box beneath the counter are 10 gp, 46 sp, and 70 cp.

Aphris, Male Half Fiend Clr5: CR 7; Medium Outsider (Native); HD 5d8+15; hp 44; Init +7; Spd 30 ft, fly 30 ft. (average); AC 18 (Touch 13, FF 15); Base Atk/Grapple +3/+5; Atk/Full Atk MW heavy mace +6 melee (1d8+2); SA: Alternate Form 1/day (Su; D), Bat Wings (Ex), Energy Resistance Acid/Cold/Electricity/Fire 10, Immunity to Poison (Ex), DR 5/magic, Spell Resistance 15, Natural weapons treated as magic weapons (Ex), Rebuke Undead (Su) 1/day (turn level 5) (turn damage 2d6+3), Change Shape (Su), Smite 1/day (Su), Smite Good (Su) 1/day, Spontaneous Casting, Darkvision (60 ft); AL CE; SV Fort +7, Ref +4, Will +7; Str 14, Dex 16, Con 17, Int 16, Wis 16, Cha 9

Skills and Feats: Concentration +11, Diplomacy +5, Heal +4, Knowledge (Religion) +8, Listen +5, Spellcraft +8, Spot +5; Brew Potion, Combat Casting, Improved Initiative, Scribe Scroll.

Cleric Domains: *Deity:* Set; Destruction, Serpent (grants alternate form 1/day, see domain).

Cleric Spells Per Day: (5/4+1/3+1/2+1/DC 13 + spell level); 0: *detect magic, inflict minor wounds, light, mending, read magic, 1: bane, cause fear, cure light wounds, curse water, inflict light wounds (D), 2: cure moderate wounds, hold person, shatter (D), silence, 3: contagion (D), cure serious wounds, glyph of warding.*

Spell-Like Abilities (Sp): (1/day) *desecrate, unholy blight*, (3 per day) *darkness*.

Change Shape (Su): Aphris may change into a large half fiendish viper at will as a standard action.

Possessions: chain shirt; MW heavy mace, *hat of disguise*.

Aphris, Snake Form, Large Half Fiendish Viper: CR 7; Large Outsider (Native); HD 5d8+10; hp 35; Init +9; Spd 20 ft, climb 20 ft., swim 20 ft, fly 20 ft. (average); AC 16 (-1 size, +5 Dex, +4 natural), (Touch 14, FF 13); Base Atk/Grapple: +3/+9; Atk: Bite +4 melee (1d8 plus poison); Full Atk: Bite +4 melee (1d8 plus poison); Space/Reach: 10 ft./5 ft.; SA: Smite Good 1/day, Poison; SQ: Darkvision 60, Immunity to poison, Energy Resistance 10 Acid/Cold/Electricity /Fire, DR 5/magic, Bite/magic for DR, Spell Resistance 15, Scent; AL: CE; SV Fort +6, Ref +4, Will +7; Str 14, Dex 21, Con 15, Int 16, Wis 16, Cha 9

Skills and Feats: Balance +13, Climb +13, Hide +10, Listen +9, Spot +10, Swim +10, Improved Initiative, Weapon Finesse

V-7 OVERLORD'S INN (EL varies):

This is the only Inn in town; it sits across from Avvakris' grand manor and is a large two story building of whitewashed stucco and timber with a sign overhanging the door bearing



the image of the Flying Pegasus. Prices for provisions here are twice normal PHB (unless you are a resident, then they are half). Any drinks served to player characters here will contain a sleep poison.

Sleep Poison: CR 1; (Fortitude DC 16; Ingested; Initial 0; secondary* unconscious 1d6+6 hours and amnesia 1d2 hours). *Effects take place in 2-3 hours or after the character have normally gone to sleep. Once the characters awaken from the poison, they will have temporary amnesia. Elves are not immune.

JUDGES NOTE ABOUT THE INN: If any nosey questions are asked of the locals, they will clam up and not speak about anything of interest to adventurers, even going so far as to ignore any strangers in the room. Locals will also try and prevent conversation with Beldar and Rufo. The cash box for the bar contains 40 gp, 29 sp, and 80 cp.

Occupants of the Inn's Common Room:

Occupant	Prob.
Melkor the Bartender	100%
Manor patrol, off-duty (V-5)	90%
Merth the Sherriff's henchmen (1d3) (V-10)	90%
Avvakris and two bodyguards (V-5)	15%
Caravan members, (see below)*	100%
Beldar the Sodden (see below)	90%
Rufo the Ugly (see below)	75%
Malicia the Succubus (see below)	70%
<i>*if not already captured</i>	

Present will be 1d8 caravan drivers (Ftr1) and 1d10 Dervish mercenary's (Ftr2); of the personalities listed, only Verdonitii, Monk4 (see RM 2-21-E), Vastavaar Speartongue (Ftr2) (RM 1 - 4), Haltshaar (Ftr3) (RM 2-21-E) and Auroka the flailer (Ftr3) are present.

Brigands, War1 (10): hp 4, 4, 5, 6, 6, 7, 8, 8, 9, 10; AC: 10; Atk/Full Atk dagger +1 melee (1d4).

Melkor is the bartender and owner of the inn. He is a big man (6' 4", 250 lbs.), Melkor has gray petrified teeth that he claims result from being turned into stone once by a cockatrice. Says his teeth didn't revert back to their former state. Despite the name of his inn, Melkor has no love for either the Overlord or the Emperor ("What's the difference? Two cheeks on the same arse!" he is fond of saying). He is talkative, unless an adventurer asks nosey questions about the village or its inhabitants. He will then clam up for the rest of the time the questioner is present.

Melkor Stoneteeth, Male Human Ftr5: CR 5; Medium Humanoid; HD 5d10+10; hp 53; Init +7; Spd 30 ft.; AC 17 (Touch 13, FF 14); Base Atk/Grapple +5/+13; Atk/Full Atk - +1 greatsword +11 melee (2d6+7); AL: LE; SV: Fort +6, Ref +4, Will +2; Str 18, Dex 16, Con 14, Int 11, Wis 12, Cha 10
Skills and Feats: Climb +7, Intimidate +6, Jump +8, Listen +4, Search +1, Sense Motive +2, Swim +5, Dodge, Imp Grapple, Imp Init, Imp Unarmed Strike, Power Atk, Weap Focus (greatswrd).
Possessions: +1 greatsword, +1 studded leather.

Beldar is a sad figure, primarily slumped over the table in the corner or bar with a hand around his cup. He seems to be older than most of the other residents in the village, and can sometimes be heard muttering tearfully to no one in

particular. At one time he was powerful magic user; he resisted the power that controls everyone else in the town. He pretended to go along with them at first, but he found that the life prolonging effect affected him also, so that when he tried to leave the area of the village he began to age swiftly. Rather than keep up the pretense of being evil and not liking the idea of dying, Beldar has kept himself nicely drunk for the last two and a half centuries. Needless to say, he is one of Melkor's best customers. If sobered up he will tell of the tunnels beneath the village and of the Dark Tower and the buried village below. If paid phenomenally well and promised protection, he may even accompany adventurers. He has no magic spells or items, having long since pawned all of those for drink. If another mage has his spell book available and is able to sober him up enough, Beldar may operate as a 5th level wizard. Beldar has knowledge of all the non-secret passages on the 1st two levels as they were 250 years ago. There is a 40% chance that any given place will have changed enough to be unfamiliar or forgotten. There is a 25% chance that he will regain his bearings when it has changed.

Beldar the Sodden, Male Human, Wiz5: CR 5; Medium Humanoid; HD 5d4+5; hp 23; Init +0; Spd 30 ft.; AC 10 (Touch 10, FF 10); Base Atk/Grapple +2/+1; Atk/Full Atk dagger +1 melee (1d4-1); Atk dagger (thrown) +2 ranged (1d4); SQ: Summon Familiar; AL: N; SV: Fort +2, Ref +1, Will +5; Str 9, Dex 11, Con 12, Int 17, Wis 12, Cha 12
Skills and Feats: Concentration +9, Craft (Alchemy) +6, Diplomacy +3, Knowledge (Arcana) +9, Knowledge (Dungeoneering) +9, Knowledge (History) +9, Knowledge (Nobility and Royalty) +8, Knowledge (The Planes) +9, Spellcraft +13, Combat Casting, Craft Wand, Extend Spell, Maximize Spell, Scribe Scroll.
Possessions: Dagger.
Wiz Spells Prepared: (4/4/3/2/ DC: 13+spell lvl). None.

Rufo is one of two persons in the village not affected by the power of Set (Cornelius is the other). He is Melkor's servant and ends up doing all the dirty jobs in the village. For that reason, he knows most of the secret entrances to the dungeon. He also knows of the trap in Avvakris's stairway. The more powerful villagers do not consider him as a threat and appreciate not having to take care of the tasks he does. While he is not bright, Rufo is in no way stupid. He has been down in the tunnels to the deepest level using his ability as a Rogue. He learned his craft from avoiding his masters. Through his adventuring in the tunnels he has recently learned that Avvakris' daughter Avvala lives in the tunnels, and he calls her "the Rat Queen". He will tell friendly adventurers about the Rat Queen and her lover, and that they inhabit a warren of tunnels on the 1st level. He will also exaggerate about a "mountain of treasure" that they possess, which is purely speculation on his part. He has even gone to the extent of drawing up a crude map of the section of the tunnels where he discovered their lair. He may confide about this map with friendly adventurers, but will likely ask for a 'donation' in order to hand it over (100 g.p. ought to do it). He keeps the map in the folds of some dirty rags back in his lair (Tailor Shop V-9). Although he is completely uneducated and rather nervous, Rufo will try to help adventurers in any way he can. Although Rufo can be helpful, he is a rogue and sometimes follows his own selfish agenda. While he often secretly goes below ground to explore

alone, he must be forced into the crypts, temples or the Dark Tower itself if he is to be part of a larger adventuring party.

Rufo the Ugly, Male Human Rog7: CR 7; Medium Humanoid; HD 7d6+21; hp 53; Init +8; Spd 30 ft.; AC 16 (Touch 14, FF 12); Base Atk/Grapple +5/+8; Atk/Full Atk cudgel cane +8 melee (1d6+3); SA: Sneak Attack +4d6; SQ: Evasion (Ex), Trap Sense (Ex) +2, Trapfinding, Uncanny Dodge; AL: CG; SV: Fort +5, Ref +7, Will +1; Str 16, Dex 19, Con 16, Int 8, Wis 9, Cha 6
Skills and Feats: Balance +13, Climb +8, Escape Artist +11, Gather Information +6, Hide +14, Jump +11, Knowledge (Local) +4, Listen +7, Move Silently +9, Search +6, Sense Motive +3, Spot +4, Swim +6, Tumble +11, Use Rope +7; Acrobatic, Agile, Dodge, Improved Initiative.
Possessions: cudgel cane; leather armor.

Malicia the Succubus will be sitting in a dark corner of the common room in the guise (*change shape*) of a beautiful woman of loose morals. She will cast *charm monster* (Will, DC 22) on various members of the party and use a *suggestion* (DC 21) to lure her victims to an upstairs room.

By arrangement with Avvakris and Set, she may “sample” a level or two from any of her victims but she must turn at least 50% of them over to the temple of Set for sacrifice. A Succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim.

Malicia, Female Succubus: CR 7; Medium Outsider (Chaotic, Extraplanar, Evil); HD: 6d8+12; hp 42; Init +2; Spd 30 ft., fly 50 ft. (average); AC 21 (+2 Dex, +9 natural), (Touch 12, FF 19); Base Atk/Grapple: +6/+7; Atk claw +7 melee (1d6+1); Full Atk 2 claws +7 melee (1d6+1); SA: Energy Drain, Spell-Like Abilities, Summon Demon; SQ: Change Shape, DR 10/cold iron or good, Darkvision 60 ft., Immunity to Electricity and Poison, Resistance to Acid 10, Cold 10, and Fire 10, Spell Resistance 18, Telepathy 100 ft., Tongues; AL: CE; SV Fort +7, Ref +7, Will +7; Str 12, Dex 14, Con 14, Int 16, Wis 14, Cha 26
Skills and Feats: Bluff +19, Concentration +11, Diplomacy +12, Disguise +17* (+19 acting), Escape Artist +11, Hide +11, Intimidate +19, Knowledge (Arcana) +12, Listen +19, Move Silently +11, Search +12, Spot +19, Survival +2 (+4 following tracks), Use Rope +2 (+4 with bindings); Dodge, Mobility, Persuasive
Energy Drain (Su): A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus’s kiss or embrace bestows one negative level. The kiss also has the effect of a suggestion spell, asking the victim to accept another kiss from the succubus. The victim must succeed on a DC 21 Will save to negate the effect of the suggestion. The DC is 21 for the Fortitude save required within 24 hours to remove a negative level.
Spell-Like Abilities: (At will; CL 12; DC18 + spell level) — *charm monster* (DC 22), *detect good*, *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 pounds of objects only), *suggestion* (DC 21), *greater teleport* (self plus 50 pounds of objects only).
Summon Demon (Sp): Once per day a succubus can attempt to summon 1 vroock with a 30% chance of success. This ability is the equivalent of a 3rd-level spell.
Change Shape (Su): A succubus can assume the form of any Small or Medium humanoid.

Tongues (Su): A succubus has permanent tongues ability (as the spell; CL 12th). Succubi usually use verbal communication with mortals.

JUDGES NOTE: There is a 70% chance that players will encounter the *succubus*, Malicia in the bar area. If threatened, the Succubus will use *ethereal jaunt* to escape and if cornered or trapped, she can call for help, once per day, by attempting to *gate* a Vroock with a 30% chance of success. Malicia is able to sense when her lair (room 3 - 22) has been invaded and she will return there immediately via *ethereal jaunt*.

V-8 THE WINE MERCHANT:

This building is boarded up. It is used as a storage shed for items of medium value procured from sacrificial victims. It contains 100 plus suits of clothing and jewelry from various nations and time periods over the last 300 years. There are also 50 swords of varying types (Most are rusty due to poor treatment, 10 are in good condition, of those 25% chance of being magical, 35% chance of being masterwork, roll for each), 20 suits of chainmail, 2 suits of full plate, various ranged weapons, 30 shields, and numerous boots, belts, packs, saddles, etc. (Judge’s discretion as to details).

V-9 TAILOR SHOP:

This is where Rufo lives and is empty except for a make shift bed, a small chest and a pile of clothes. The chest contains 24 copper pieces, but if the pile of rags and clothes are searched, there are 37 g.p. and a crude, hand-drawn map of a section of the underground tunnels. (for full information on Rufo the Ugly, see V-7).

V-10 THE CONSTABULARY (EL 12):

Local Emporium of Justice, run by Merth, the Sheriff. Merth is tall, dark and malignant. Merth is assisted by his cohort Gerstead the Grim and 5 5th level fighters and will always be found with at least two of them (40% chance of 1d4 additional henchmen).

Seven heavy war horses are stabled in the courtyard of the Constabulary. The first room of the building is a meeting hall of sorts and also doubles as a court room. The largest of the three back rooms is a weapon storage area, along with chains, supplies against a siege, more valuable pieces of salvage from victims, i.e., rich clothes, saddles, richly crafted weapons, total value 1000 gp (two swords, three maces, two scimitars, four halberds, a greatsword with a 500 gp jewel encrusted handle), 243 gp, 800 sp and two small 10 gp gems are in a cash box in a secret cubby hole in the southwest back room (Search DC18 to find). The cash box has a poison pin trap on it (Search DC22).

Poison Needle Trap: CR 7; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +17 melee (1 plus poison, needle); poison (wyvern poison, DC 17 Fortitude save resists, 2d6 Con/2d6 Con); Search DC 22; Disable Device DC 17. Market Price: 7,720 gp.

There is a secret tunnel that leads to the tower (V-11; Search DC 20 for tunnel) from the larger of the rear rooms. It is the only entrance to the tower from the village as the tower has no actual door.

Merth the Sheriff, Male Human Ftr10: CR 10; Medium Humanoid; HD 10d10+30; hp 101; Init +6; Spd 20 ft.; AC 24 (Touch 14, FF 22); Base Atk/Grapple: +10/+13; Atk +2 *unholy longsword* +16 (1d8+7; 17-20/x2 +2d6 unholy damage vs. good); Atk/Full Atk +2 *unholy longsword* +16/+11 (1d8+7; 17-20/x2 +2d6 unholy damage vs. good); AL: LE; SV Fort +10, Ref +5, Will +3; Str 17, Dex 15, Con 16, Int 12, Wis 11, Cha 15;
Skills and Feats: Diplomacy +5, Intimidate +15, Jump +3, Listen +6, Ride +7, Sense Motive +4, Spot +6; Alertness, Cleave, Combat Reflexes, Great Cleave, Improved Critical (longsword), Improved Initiative, Improved Sunder, Leadership, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword);
Possessions: *boots of speed*, +2 *breastplate*, +2 *unholy longsword*, +2 *ring of protection*, *ring of spell turning*, +1 *heavy steel shield*.

Gernstead the Grim, Male Human Ftr7: CR 7; Medium Humanoid; HD 7d10+14; hp 63; Init +5; Spd 20 ft.; AC 20 (Touch 13, FF 19); Base Atk/Grapple: +7/+10; Atk +1 *bastard sword* (+2 *profane AC bonus*) +12 melee (1d10+6); Full Atk +1 *bastard sword* (+2 *profane AC bonus*) +12/+7 melee (1d10+6); AL: CE; SV Fort +7, Ref +3, Will +5; Str 16, Dex 13, Con 15, Int 12, Wis 17, Cha 13
Skills and Feats: Climb +3, Gather Information +3, Intimidate +9, Jump +2, Listen +5, Ride +4, Sense Motive +7, Spot +5; Blind-Fight, Cleave, Dodge, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).
Possessions: +2 *amulet of mighty fists*, +1 *chainmail* (+2 *armor spikes*), +2 *bastard sword* (+2 *profane AC bonus*).

Scarvonii the Dark, Male Human Ftr5: CR 5; Medium Humanoid; HD 5d10+10; hp 47; Init +0; Spd 30 ft.; AC 21 (Touch 11, FF 21); Base Atk/Grapple: +5/+8; Atk/Full Atk +1 *longsword* +10 melee (1d8+4); AL: CE; SV Fort +6, Ref +1, Will +4; Str 16, Dex 10, Con 14, Int 11, Wis 16, Cha 13
Skills and Feats: Craft (Trapmaking) +3, Gather Information +6, Intimidate +4, Jump +3, Ride +3, Search +5; Cleave, Diehard, Endurance, Investigator, Power Attack, Weapon Focus (longsword)
Possessions: MW full plate, heavy steel shield, +1 *longsword*, +1 *ring of protection*.

Han Filo, Male Human Ftr5: CR 5; Medium Humanoid; HD 5d10+10; hp 45; Init +7; Spd 30 ft.; AC 19 (Touch 13, FF 16); Base Atk/Grapple +5/+9; Atk/Full Atk +1 *halberd* +11 melee (1d10+9); AL: LE; SV Fort +6, Ref +4, Will +1; Str 18, Dex 16, Con 15, Int 12, Wis 10, Cha 12
Skills and Feats: Gather Information +4, Intimidate +8, Jump +8, Listen +2, Search +4, Spot +2; Cleave, Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (halberd), Weapon Specialization (halberd)
Possessions: +2 *chain shirt*, +1 *halberd*

Bolt of the North Marches, Male Half Elf Rgr5: CR 5; Medium Humanoid; HD 5d8+10; hp 41; Init +2; Spd 30 ft.; AC 18 (Touch 12, FF 16); Base Atk/Grapple: +5/+6; Atk/Full Atk +1 *longsword* +7 melee (1d8+2) or +1 composite longbow +8 ranged (1d8+2); SA: +2 Racial Save vs. Enchantment, Animal Companion (Ex), Archery Combat Style, Elven Blood, Favored Enemy (Animal) +2, Favored

Enemy (Humanoid (Human) +6, Immunity to Sleep Spells, Wild Empathy +6 (Ex), Low-Light; AL: NE; SV Fort +6, Ref +6, Will +2; Str 13, Dex 14, Con 14, Int 14, Wis 12, Cha 13.
Skills and Feats: Concentration +6, Diplomacy +3, Gather Information +3, Hide +9, Jump +4, Listen +10, Move Silently +9, Search +11, Spot +10, Survival +9, Swim +3, Use Rope +6; Endurance, Point Blank Shot, Precise Shot, Rapid Shot, Track.
Possessions: +2 *chain shirt*, +1 *longsword*, +1 *composite longbow* (+1 Str).
Ranger Spells per Day: (0/1/DC: 11+ spell level) - 1: *entangle*.

Harmon Hellriser, Male Human Ftr5: CR 5; Medium Humanoid; HD 5d10; hp 42; Init +7; Spd 30 ft.; AC 17 (Touch 13, FF 14); Base Atk/Grapple: +5/+7; Atk/Full Atk +1 *longsword* +9 (1d8+3); AL: CE; SV Fort +4, Ref +4, Will +2; Str 14, Dex 16, Con 11, Int 15, Wis 12, Cha 16
Skills and Feats: Climb +6, Intimidate +10, Jump +6, Listen +4, Ride +7, Sense Motive +3, Spot +3, Swim +5; Combat Reflexes, Dodge, Improved Initiative, Mobility, Quick Draw, Weapon Focus (longsword).
Possessions: MW chain shirt, +1 *longsword*.

Vorgrim Baresarcks, Male Half Orc Bbn5: CR 5; Medium Humanoid; HD 5d12+15; hp 59; Init +6; Spd 40 ft.; AC 16 (Touch 12, FF 16); Base Atk/Grapple +5/+9; Atk/Full Atk +1 *anarchic greataxe* +11 melee (1d12 + 7 + 2d6 chaos vs. law); SA: Darkvision (60 ft.), Illiteracy, Improved Uncanny Dodge, Orc Blood, Rage 2/day (8 rnds.), Trap Sense +1 (Ex); AL: CE; SV Fort +7, Ref +3, Will +0; Str 18, Dex 14, Con 16, Int 6, Wis 9, Cha 11
Skills and Feats: Climb +7, Jump +11, Listen +3, Survival +3; Improved Initiative, Weapon Focus (greataxe).
Possessions: MW chain shirt, +1 *anarchic greataxe*.

V-11 THE TOWER (EL 3):

A 50' tall, gray, stone edifice originally built to protect the developing Village of Mitra's Fist. It is rarely used now and harbors a small band of 6 Giant Rats.

Dire Rats (6): CR 1/3; Small Animal; HD 1d8+1; hp 5; Init +3; Spd 40 ft., climb 20 ft.; AC 15 (Touch 14, FF 12); Base Atk/Grapple: +0/-4; Atk bite +4 melee (1d4 plus disease); Full Atk bite +4 melee (1d4 plus disease); SA: Disease; SQ: Low-light vision, scent; AL: N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4
Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11, Alertness, Weapon Finesse.

V-12 to 16 ABODES OF THE BRIGANDS (EL var.):

These modest hovels are the residences of the band of brigands that is described under The Village of Mitra's Fist, Brigands and Waylayers in the Night. If entered during the day, they will contain 1d10 brigands. In addition there will be 1d4 women.

Each building will contain foodstuffs for 10 people for a month, 10 flasks of oil (may be in one large container), 1d2 suits of chainmail, 1d10 suits of leather armor, 1d6 shields, 1d4 short bows, 1d100 cp, 2d20 sp, 1d20 gp and 16 pp.

Brigands (10), Male Human War1: CR 1/2; Medium Humanoid; HD 1d8+1; hp 9; Init +6; Spd 30 ft.; AC 15 (Touch 12, FF 13); Base Atk/Grapple +1/+4; Atk/Full Atk short sword +5 melee (1d6+3) or Atk dagger +4 melee (1d4+3) or dagger (thrown) +3 (1d4+3); AL: CE; Fort +3, Ref +2, Will -1; Str 16, Dex 15, Con 12, Int 10, Wis 9, Cha 9
Skills and Feats: Climb +3, Intimidate +3, Jump +3, Ride +4; Improved Initiative, Weapon Focus (sword short);
Possessions: dagger, short sword, light steel shield, leather armor

Brigand's Wives, Fem Hum Com1: CR 1/2; hp 3; AC 10.

V-17 THE GUARDS' WOMAN (EL 1/2):

Inchana, an aging prostitute resides here, servicing the manor guards and cooking their meals. She appears to be about 35 years old.

Inchana, Female Human Com1: CR 1/2; hp 2; AC 10; AL: CE.

Skills and Feats: Diplomacy +11, Profession (cooking) +7, Profession (Courtesan) +10; Skill Focus (Diplomacy), Skill Focus (Profession (Courtesan)).

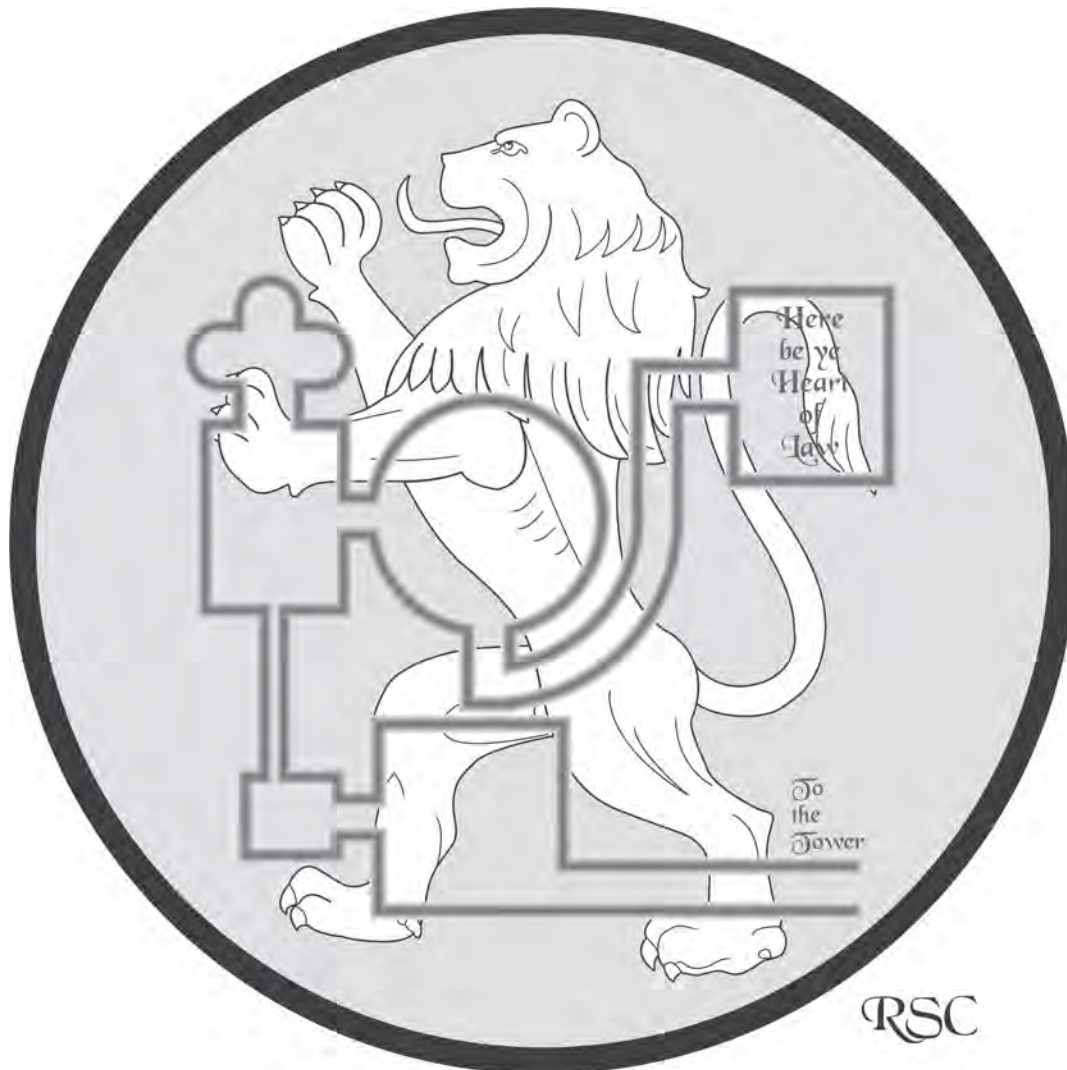
Possessions: courtesans' outfit, dagger.

V-18 MANOR PATROL BARRACKS:

Manor Patrols 1 and 2 bunk here (see V-5); usually at least one patrol will be in here (check V-5 chart to determine which patrols are on duty or at the Inn). Barracks contains eight cots, eight storage chests containing personal belongings of guards, table, chairs, fireplace, chess board and deck of cards. Storage chests will each contain 1d50 cp, 1d20 sp, 1d8 gp and 1d4 pp.

V-19 MANOR PATROL BARRACKS:

Patrols 3 and 4 bunk here; see above for details



RSC

DARK TOWER

Level 1

1 square = 10 feet



Dungeon Level One

1-1 ENTRY TO MITRA'S TOWER (EL 9 or 11 with gnomes):

There is no actual door. However, the invisible door is guarded by Holomir Goldheart the Immortal Paladin and a *bestow curse* trap. It is Holomir's sacred duty to guard this post. He is 525 years old. He is called Goldheart because he has a mechanical gold heart that grants him his immortality. He wears +2 *magical full plate* of archaic design and his shield is a +2 *lion's shield* (see DMG) that bears the holy symbol of Mitra upon it. Joined with the shield of Holomir Goldheart is the spirit of Morton the Blessed, a Lion of Mitra. He was Holomir's brother and was killed 300 years previous. If his brother's life is threatened, Morton gains a +2 morale bonus to all his attacks. (See Appendix 1: The Lions of Mitra for further information.)

The divine curse on the door is such that if the door is passed through; each player will feel as if some force has touched them gently on the chest.

Bestow Curse Trap: CR 4; magic device; location trigger (alarm); automatic reset; spell effect (bestow curse, 5th-level cleric, DC 14 Will save negates); Search DC 28; Disable Device DC 28.

A *magic mouth* speaks:

"WARE YE PILGRIM! YE HAVE BEEN TOUCHED BY THE HAND OF MITRA. INFLICT NO EVIL IN THIS, HIS SHRINE; ELSE YE SHALL DIE MOST HORRIBLY."

If any act of evil is perpetrated in the tower, the evildoer will be struck down with smallpox as per the *contagion* spell, but will be unable to pass it to others. Effects will begin in 1d6 minutes with the pox spreading out from an infected area in the shape of a human hand with spread fingers. Survivors will bear a hand shaped mass of scar tissue on their chests that will resist all attempts at healing.

The shaft from the temple above ends almost directly above the area in front of the door. The south door is *arcane locked* from the south side (CL 10, Break DC 34) It will let persons out, but not in. The room is lit by *continual flame* spell.

Goldheart of Mitra: This magical and mechanical heart made of gold by a gnomish tinker and enchanted by Mitra himself grants the possessor regeneration 15, timeless body, ceases all physical aging, Energy Resistance 30 (Fire). The item is made as a large periapt in the shape of a golden heart. Once worn, the item becomes ethereal and passes through the body and into the chest wall, attaching itself to the arteries and veins as a second heart by generating ethereal bypass connections to the mechanical one before becoming corporeal and active. When it becomes active the character must make a save (Fortitude Save DC23) or lose 2 points of Constitution permanently. This implies a problem with the positioning of the heart or one of its connections. The Constitution damage can be repaired by

way of a *restoration* or *heal* spell. After it is in place the heart will only remove itself after that person's death and only if they choose not to be resurrected. If the person should choose to return to their body and live to fight another day, the item will automatically resurrect the creature and regenerate any lost body parts back to the original state to which the person was when they received the heart.

Strong Abjuration, Conjunction, Necromancy and Transmutation; CL 20th, Craft Wondrous Item; *resist energy, etherealness, regenerate, resurrection, temporal stasis*.

Lawgiver, Defender of Mitra: +5 *holy avenger* (*longsword*); AL: LG; Int 10, Wis 17, Cha 17; Speech, Telepathy, Read Languages (Common, Celestial), 120 ft. Darkvision, and Hearing; Ego Score: 27.

Lesser Powers: *bles* 3/day, *cure moderate wounds* (2d8+3) 3/day, and *hold person* 3/day.

Special Purpose: Defend the servants and interests of Mitra; *Summon Lion of Mitra* 1/day

Greater Power: *haste* 3/day

Alignment Penalty: Lawgiver bestows 2 negative levels on any non lawful good creature attempting to wield it. The negative levels remain as long as the weapon is in hand and disappears when the weapon is no longer wielded. This never results in actual level loss, but it can not be overcome in any way (including *restoration* spells) while the weapon is wielded.

Personality: *Dependent type*; The sword will function anywhere while in Holomir's hands, but if forcefully taken from him and not given freely, the character possessing the sword must make a Will save (DC27) against possession or be paralyzed, unable to move any further, until he willingly gives the sword back. Holomir will only willingly give the sword to another paladin preferably of Mitra or cleric of Mitra. If the save is successful, the sword will function properly within a 1 mile radius of the White Tower. Lawgiver is extremely devoted to defending Holomir and any agent of Mitra. He is very staunch and rigid about doing the right thing and will aid anyone in need. He will force Holomir to loan himself to any paladin of Mitra who is planning on braving the Dark Tower that does not have a *holy avenger*.

Curse: Lawgiver will not go beyond the area without permission, whether given willingly or not. If taken beyond one mile of the White Tower, it will become a -2 *curse* sword until it is released by a Patriarch of Mitra or returned to Holomir. If the sword is used against good creatures, Lawgiver will cause an automatic critical miss that will hit the wielder doing doubled damage against the sword bearer, this includes the +5 bonus and any bonus damage dice, like holy damage (regardless of stated alignment). Strong abjuration; CL18; Craft Arms and Armor, *holy aura*,

If Holomir Goldheart is severely threatened and outnumbered, he can summon the aid of 1d10 Lions of Mitra and 3d10 gnomish warriors. The gnomes are barracked in the White Tower and can hear any call the paladin might make.

Holomir Goldheart, Male Human Pal9: CR 9; Medium Humanoid; HD 9d10+9; hp 70; Init +5; Spd 20 ft.; AC 25 (Touch 11, FF 24); Base Atk/Grapple +9/+12; Atk +5 *holy avenger* +15 melee (1d8+8+2d6 holy vs. evil; 17-20 x2); Full Atk +5 *holy avenger* +15/+10 melee (1d8+8+2d6 holy vs. evil; 17-20 x2); SA: Aura of Courage (Su), Aura of Good, Divine Grace (Su), Divine Health (Ex), Lay on Hands 36 hp/day (Su), Remove Disease 2/week (Sp), Smite Evil 2/day (Su), Turn Undead 7/day (turn level 6) (turn damage 2d6+10) (Su); AL: LG; SV Fort +11, Ref +8, Will +9; Str 16, Dex 13, Con 12, Int 12, Wis 14, Cha 18;
Skills and Feats: Concentration +6, Diplomacy +13, Heal +9, Knowledge (Religion) +5, Listen +6, Sense Motive +11, Spot +6; Cleave, Improved Critical (longsword), Improved Initiative, Power Attack, Weapon Focus (longsword);
Possessions: *goldheart of mitra*, +2 full plate, *holy avenger longsword*, +2 lion's shield;
Paladin Spells per Day: (0/2/1/DC: 12+ spell level) 1: bless, cure light wounds; 2: zone of truth.

Gnome Warriors, Male Gnome War1 (30): CR 1/2; Small Humanoid; HD 1d8+2; hp 10; Init +0; Spd 20 ft.; AC 16 (Touch 11, FF 16); Base Atk/Grapple +1/-3; Atk/Full Atk small shortbow +2 ranged (1d4) or small MW longsword +3 melee (1d6); SA: Low-Light, +1 racial on attack vs. goblinoids, +2 racial on saves vs. illusions, +4 Dodge bonus to AC vs. giants; AL: LG; Fort +4, Ref +0, Will -1; Str 11, Dex 10, Con 14, Int 10, Wis 9, Cha 8
Skills and Feats: Hide +2, Listen +2, Spot +1, Weapon Focus (longsword).
Possessions: arrows (20); small chain shirt; small MW longsword, small steel shield, small shortbow, 3 flasks of alchemists' fire.
Spell-Like Abilities: (1/day) *speak with animals* (burrowing mammal only, duration 1 minute)

1-2 HIDDEN GHOULS (EL 2):

Two ghouls hide (roll Hide check) on either side of the doors.

Ghouls (2): CR 1; Medium Undead; HD 2d12; hp 10, 14; Init +2; Spd 30 ft.; AC 14 (Touch 12, FF 12); Base Atk/Grapple: +1/+2; Atk bite +2 melee (1d6+1 plus paralysis); Full Atk bite +2 melee (1d6+1 plus paralysis) and 2 claws +0 melee (1d3 plus paralysis); SA: Ghoul Fever, Paralysis; SQ: Darkvision 60 ft., Undead Traits, +2 Turn Resistance; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12.
Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack.

1-3 GHOULS' LAIR (EL 3):

Three more ghouls will wait to attack. 7000 sp lies about the floor, spilling out of overturned chests. A life sized solid silver statue of Mitra (weight approximately 300 lbs.) holds a scroll tube in one of its hands. The statue has a permanent *protection from evil* spell on it. The scroll contains a map of the location to the cells where sacrificial victims are held (level 2, room 21). Since some changes have been made since the map was made, there is only a 40% chance that the map will show the location of a secret door and only a 50% chance

that it will reveal the presence of a trap (roll as they pass by). It is dated 150 years ago and bears the signature "Radleb" (Beldar backwards). Also in the case are 3 invisible 100 gp garnets, 1 invisible 10 gp agate and 1 invisible 100 gp topaz *permanent invisibility*.

Ghouls (3): hp 16, 15, 16.

1-4 METALLIC SPIDER LAIR (EL 4):

An illusionary wall (Will save DC 18) makes this room appear to be just a corridor that bends west. The corridor seems to be strewn with steel wire. (Each round, roll a Balance check DC 17 to keep from tripping and falling into the webs.) The room is the lair of a giant, web building metallic spider. A creature apparently of living steel, its web fills the room and touching it will inflict electrical damage and cause entrapment. (Break DC 28, Escape Artist DC 25 to break free; see stat block.)

Metallic Spider: CR 4; Medium Construct; HD 2d10+20; hp 35; Init +7; Spd: 30 ft., climb 20 ft.; AC 18 (+3 Dex, +5 natural), Touch 13, FF 11; Base Atk/Grapple: +1/+1; Atk bite +4 melee (1d6 + 1d6 electricity, plus poison); Full Atk bite +4 melee (1d6 + 1d6 electricity, plus poison); Space/Reach: 5 ft./5 ft.; SA: Poison, Steel Web; SQ: Darkvision 60 ft., Tremorsense 60 ft., Construct Traits, Fast Healing 5, DR 5/cold iron and magic, Immunity to electricity, Immunity to magic, *spiderclimb*; AL: N; SV Fort +3, Ref +3, Will +0; Str 11, Dex 17, Con -, Int -, Wis 10, Cha 2

Skills and Feats: Balance +8, Climb +8, Craft (trapmaking) +5, Hide +8, Jump +8, Listen +4, Move Silently +8, Spot +8; Alertness; Improved Initiative; Weapon Finesse.

Fast Healing (Ex): A metallic spider heals 5 points of damage each round so long as it has at least 1 hit point.

Immunity to Magic (Ex): A metallic spider is immune to any spell or spell-like ability that allows spell resistance. Certain spells function differently against it. A magical attack that deals fire damage *slows* a metallic spider for 1d4 rounds, no save. A magical attack that deals electricity damage breaks any slow effect on a metallic spider. In addition, it gains 1 temporary hit point for every 3 points of damage the electrical attack would otherwise deal for 1d4 rounds.

Poison (Ex) or (Su – see text): A metallic spider has a poisonous bite like the spider it resembles. The poison used is any poison that its creator chooses. A metallic spider can hold up to 10 uses of that poison per day. It may choose to forego its physical poison, employing a magical poison on a successful bite attack as the spell *poison* (At will - DC14 Fortitude negates, 1d10 Con/1d10 Con). This metallic spider currently has 10 uses of poison; poison (Dark Elf poison, DC 13 Fortitude save resists, unconsciousness/unconsciousness for 2d4 hours)

Tremorsense (Ex): As a monstrous spider, a metallic spider can detect and pin point any creature or object within 60 ft. in contact with the ground, or within any range in contact with the spider's webs.

Spider Climb (Su): A metallic spider can climb on surfaces as though using the *spider climb* spell.

Steel Web (Su): As the monstrous spider Web ability up to eight times a day (see MM; Reflex save DC17) except that the webbing is also magnetic and made of steel. A separate DC22 Strength check is required to pull loose from the magnetic webs any metal objects that are in hand (sword, shield, armor). All who are entangled in the web take 2d6 points electrical damage the first round as per the spell *shocking grasp*. A person entangled in the webs gets a chance to break free as per the *web* spell (Break DC28 or Escape Artist DC25). Webs have increased break DC's due to the use of steel and all webs are coated in a magically conjured glue-like substance that makes the wire webbing sticky. Reflex DC is Constitution-based and includes a +5 racial bonus. *By Kara Geilman*

A humanoid figure struggles in the web. If Rufo is not with the party, it will be him. Otherwise, it is a member of the caravan that disappeared the night before. He is a good fighter, but a braggart Dervish mercenary. He is well skilled at setting up a crossbow trap in one minute. He is currently nude.

Vastavaar Speartongue, Male Human Ftr2: CR 2; Medium Humanoid; HD 2d10+6; hp 22; Init +3; Spd 30 ft.;

RAT TUNNELS (EL varies)

Any random encounters in these tunnels will have a 75% chance of being 2d6 dire rats; there is an additional 20% chance that they will be led by Sinstar the Sly. Sinstar is a thin, wiry man of sour disposition. He has a hand shaped scar on his chest that is visible even while in rat form. Due to many years of practice, Sinstar retains all his thieving abilities even while in rat form and has learned to combine his natural weapons with his other weapons. He effectively has combined a virtual Multiattack and Two Weapon Fighting styles into a single limited fighting style.

Sinstar the Sly, Male Wererat, Dire Rat Form Lycanthrope, Humanoid Rog7: CR 9; Small Humanoid; HD 1d8+7d6+40; hp 76; Init +11; Spd 40 ft., climb 20 ft.; AC 22 (Touch 18, FF 22); Base Atk/Grapple +5/+8; Atk bite +13 melee (1d4+3 plus disease) or +2 *athame of venom* +15 melee (1d4+4) or +1 *rapier* +14 melee (1d6+4) or +2 *athame of venom* (thrown) +15 ranged (1d4+4); Full Atk (primary) +2 *athame of venom* +13 melee (1d4+4) and (off hand) bite +11 melee (1d4+3 plus disease); SA: Curse Of Lycanthropy (Su), Disease (Ex), Sneak Attack +4d6; SQ: Alternate Form (Su), Damage Reduction (Su), Evasion (Ex), Low-light, Rat Empathy (Ex), Scent (Ex), Trap Sense (Ex) +2, Trapfinding, Uncanny Dodge; AL: LE; SV: Fort +7, Ref +14, Will +3; Str 16, Dex 24, Con 20, Int 13, Wis 12, Cha 9
Skills and Feats: Balance +13, Bluff +3, Climb +15, Disguise +4, Escape Artist +11, Gather Information +4, Hide +18, Jump +13, Move Silently +13, Spot +8, Tumble +14, Use Magic Device +5, Armor Proficiency (Light), Dodge, Improved Initiative, Simple Weapon Proficiency, Two Weapon Fighting.
Wererat, Human Form Lycanthrope, Humanoid Rogue7: CR 9; Medium Humanoid; HD 1d8+7d6+32; hp 68; Init +8; Spd 30 ft.; AC 18 (Touch 14, FF 18); Base Atk/Grapple +5/+8; Atk +2 *athame of venom* +14 melee (1d4+4) or +2 *athame of venom* (thrown) +14 ranged (1d4+4) or +1 *rapier* +13 melee (1d6+4); Full Atk (primary) +1 *rapier* +8 melee (1d6+4) and (off hand) +2 *athame of venom* +9 melee (1d4+4); SA: Sneak Attack +4d6; SQ: Alternate Form (Su), Evasion (Ex), Low-light, Rat Empathy

AC 13 (Touch 13, FF 10), Base Atk/Grapple +2/+3; Atk/Full Atk scimitar +4 melee (1d6+1) or light crossbow +5 ranged (1d8); AL: N; SV Fort +6, Ref +3, Will +0; Str 12, Dex 17, Con 16, Int 13, Wis 11, Cha 13;
Skills and Feats: Climb +5, Craft (trapmaking) +6, Intimidate +4, Jump +6, Ride +6; Point Blank Shot, Precise Shot, Rapid Reload (light crossbow), Weapon Focus (scimitar).
Possessions: none (scimitar or light crossbow and studded leather when armed).

Vastavaar's Basic Arrow Trap: CR 1; mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/x3, arrow); Search DC 20; Disable Device DC 20. *Market Price:* 2,000 gp.

Scattered among the withered web bundles on the floor are a 10 gp agate, a 100 gp spinel, a 50 gp citrine, 12 cp, 4 pp, 10 suits of random armor, 10 random shields, and 10 random weapons. It will take 2 minutes to cut away enough webs to search and 10 rounds minus one round for each searcher to find all the treasure. Webbing becomes electrically discharged after destroying the metallic spider.

(Ex), Scent (Ex), Trap Sense (Ex) +2, Trapfinding, Uncanny Dodge; AL: LE; SV: Fort +6, Ref +11, Will+3; Str 16, Dex 18, Con 18, Int 13, Wis 12, Cha 9.
Skills and Feats: Balance +10, Bluff +3, Climb +7, Disguise +4, Escape Artist +8, Gather Information +4, Hide +11, Jump +9, Listen +9, Move Silently +10, Spot +8, Tumble +11, Use Magic Device +5; Dodge, Improved Initiative, Two Weapon Fighting, Weapon Finesse.
Possessions: +2 *athame of venom* (see Appendix), (Deathblade Poison, Injury DC 20, 1d6 Con/2d6 Con) MW leather armor (*polymorphed* into body), +1 *rapier*.
Wererat, Hybrid Form Lycanthrope, Humanoid Rogue7: CR 9; Medium Humanoid; HD 1d8+7d6+40; hp 76; Init +11; Spd 30 ft.; AC 21 (Touch 17, FF 21); Base Atk/Grapple +5/+8; Atk +2 *athame of venom* +14 melee (1d4+4) or +2 *athame of venom* (thrown) +14 ranged (1d4+4) or Atk +1 *rapier* +13 melee (1d6+3); Full Atk (primary) +1 *rapier* +11 melee (1d6+4) and (off hand) +2 *athame of venom* +12 melee (1d4+4) and bite +10 melee (1d4+3 plus disease); SA: Curse Of Lycanthropy (Su), Disease (Ex), Sneak Attack +4d6; SQ: Alternate Form (Su), Damage Reduction (Su), Evasion (Ex), Low-light, Rat Empathy (Ex), Scent (Ex), Trap Sense (Ex) +2, Trapfinding, Uncanny Dodge; AL: LE; SV: Fort +7, Ref +14, Will +3; Str 16, Dex 24, Con 20, Int 13, Wis 12, Cha 9
Skills and Feats: Balance +13, Bluff +3, Climb +7, Disguise +4, Escape Artist +11, Gather Info +4, Hide +14, Jump +9, Move Silent +13, Spot +8, Tumble +14, Use Magic Dev +5; Dodge, Imp Init, Two Weapon Fighting, Weapon Finesse.



Dire Rat (12): CR: 1/3; Small Animal; HD: 1d8+1; hp 5; Init: +3; Spd: 40 ft., climb 20 ft.; AC: 15 (Touch 14, FF 12); Base Atk/Grapple: +0/-4; Atk: Bite +4 melee (1d4 plus disease); Full Atk: Bite +4 melee (1d4 plus disease); Space/Reach: 5 ft./5 ft.; SA: Disease; SQ: Low-light vision, scent; AL: N; Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4
Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11, Alertness, Weapon Finesse.

1-5 KOBOLDS, CORPSES AND COMMUNICATIONS (EL 3):

They are squabbling over what appears to be a half eaten female corpse. (Rufo, Beldar, or any caravan member will identify it as Skilvashara, the latest concubine of Avvakris.) She has apparently had her heart removed and looks a little gnawed on. The NE wall of the room is part of the White Tower. Written in Celestial on the wall in dried blood is, "BEWARE OF HIDDEN SYMBOLS!"

Kobold, War1 (12): CR ¼; Small Humanoid (Reptilian); HD 1d8; hp 4; Init +1; Spd: 30 ft.; AC 15, (Touch 12, FF 14); Base Atk/Grapple: +1/-4; Atk short sword +1 melee (1d4-1); Full Atk short sword +1 melee (1d4-1); SQ: Darkvision 60 ft., Light Sensitivity; AL: LE; SV Fort +2, Ref +1, Will -1; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8
Skills and Feats: Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +2, Alertness
Possessions: small leather armor, small short swords, 9 sp each.

1-6 SIGNIFICANT SKELETONS:

The north exit has the rotted remains of a wooden door blocking it. A human skeleton (the dead kind) is crumpled just outside the room in the north corridor. It is wearing a rotted nobles outfit, on its hands are a +2 *ring of protection* and a small jeweled signet ring (50 gp) that a bard or merchant (Bardic Knowledge or Knowledge, Nobility and Royalty DC17) may identify as that of the merchant house of Kroan, a wealthy merchant who disappeared while on caravan, reportedly after discovering a sword of great power.

1-7 CHAINS AND BONES:

The south wall is set with rusted chains and shackles. A few skeletal arms still lie in one or two. They will rattle and move with residual negative energy when passed.

1-8 MAN O' MIST:

The floor is covered by 2' of mist. There is a 60% chance that the mist will form into an illusion of a man shaped mist that will gesture towards room 9; then it will appear to walk into room 9, point at the lizards nest and finally walk through the nest and seemingly disappear into the wall. A melee round later, the mist will appear to come pouring out of the nest and flow back into chamber 8. This of course will irritate the lizards and give their position away.

1-9 LAIRS OF TWO MONITOR LIZARDS (EL 4):

The nest hides a low entrance to a sloping passage down to the 2nd level (Secret door, Search DC 18). The nest is made up of human and rat bones, fur, and rags. Also a +1 *silver dagger*, rotted but ornate looking shield, rusty scale mail armor and a pitted sword (Craft Armorsmithing, Weaponsmithing; DC 10, to repair). 10 eggs are in the nest. In 1d3 days they will hatch. One will hatch a basilisk. (They are valuable, see MM for details).

Lizard, Monitor (2): CR 2; Medium Animal; HD 3d8+9; hp 22; Init +2; Spd 30 ft., swim 30 ft.; AC 15 (+2 Dex, +3 natural), (Touch 12, FF 13); Base Atk/Grapple: +2/+5; Atk Bite +5 melee (1d8+4); Full Atk Bite +5 melee (1d8+4); Space/Reach: 5 ft./5 ft.; SQ: Low-light vision; SV Fort +8, Ref +5, Will +2; AL: N; Str 17, Dex 15, Con 17, Int 1, Wis 12, Cha 2
Skills and Feats: Climb +7, Hide +6, Listen +4, Move Silently +6, Spot +4, Swim +11, Alertness, Great Fortitude

1-10 RAT PROVING GROUND (EL 2):

A much chewed and battered mannequin of burlap and reeds dangles from a rope. It is a training dummy for Sinstar's army of giant rats. 50% chance that the party will be attacked by 1d4 rat swarms.

Rat Swarm: CR 2; Tiny Animal (Swarm); HD 4d8; hp 20; Init +2; Spd 15 ft., climb 15 ft.; AC 14, Touch 14, FF 12; Base Atk/Grapple: +3/-; Atk swarm (1d6 plus disease); Full Atk swarm (1d6 plus disease); Space/Reach: 10 ft./0 ft.; SA: Disease, Distraction; SQ: Half damage from slashing and piercing, Low-Light Vision, Scent, Swarm Traits; AL: N; SV Fort +4, Ref +6, Will +2; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2
Skills and Feats: Balance +10, Climb +10, Hide +14, Listen +6, Spot +7, Swim +10, Alertness, Weapon Finesse

1-11 TEN DIRE RATS (EL 4):

They are busily devouring an orc carcass. If attacked, they will begin a high pitched squealing that will draw 1d6 dire rats into melee for 15 rounds, at a maximum of 90 dire rats. On the 6th round, Sinstar the Sly will show up to direct his creatures, adding a +1 morale bonus to their attacks (see 1-15 or RAT TUNNELS at the start of this section).

Dire Rats (10): hp 5.

1-12 RAT LAIRS (EL 2):

This room contains 6 dire rats, 400 sp in a rusted iron box that has 10 hp left to break open. The lock on the box is rusted shut and would need repair to attempt to open. Two 50 gp fluorites and a 100 gp zircon are in a secret bottom of the box (Search DC20). Again, the rats will squeal as per room 11, above.

Dire Rats (6): hp 5, 4, 5, 3, 4, 4

1-13 GIANT HABITATS (EL 2):

5 dire rats are in this room. In a small pile in the corner is the following: 1100 sp, a belt with a snake head clasp and studded with an amethyst (110 gp), a fine silver chain (140 gp), a *bronze griffon, figurine of wondrous power* (10,000 gp), a pendant of brass and magicum (500 gp). Rats will squeal as in area 1-11 above.

The right hand tunnel leading out of this lair surfaces in the stable behind the Avvakris's Trade Monopoly. The left tunnel leads to the 2nd level and comes out 30 feet from the end of the west corridor north of the White Tower.

Dire Rats (5): hp 5, 5, 3, 4, 3.

1-14 DIRE RAT LAIR (EL 2):

9 dire rats are in this room, they will squeal as in RM 1-11 above. In the center of the room is a dung pile; if searched (DC18), a longsword of fine quality can be found. It has a serpent's head on the pommel with a serpent's body appearing to coil around the hilt. The cross guard appears to be a serpent with a head at each end curving back around toward the wielder. The sword's sheath is engraved and adorned with imagery of serpents, serpent men and encrusted with rubies and emerald valued at 2000 gp.

This is Sheriff Merth's sword, stolen by the rats 50 years ago. He still searches the dungeon for it. A scroll of *control undead* is hidden within the pommel, while the serpent's head unscrews to reveal a secret container (Search DC23). The container is large enough to hold one potion vial or 3 scrolls. The sword is a +2 *anarchic unholy longsword*.

Dire Rats (5): hp 5.

1-15 LAIR OF SINSTAR THE SLY (EL 8):

Sinstar the Sly, wererat, and 7th level rogue has an 80% chance of being here at any given time (for Sinstar's stat block, see RAT TUNNELS). In the corridor, outside of the lair's southwest secret entrance is a 40 ft deep pit; it is disguised to look like the dirt floor.

Camouflaged Spiked Pit Trap: CR 6; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+4 each); Search DC 25; Disable Device DC 20.

If this room is entered, Sinstar will be celebrating with his mistress Avvala. They are celebrating the theft of the Eye of Mitra (see Appendix 2; Artifacts) from the White Tower. Avvala wears the amulet around her neck. The pair will be in human form and drinking from a cup carved of malachite and embellished with silver and three diamonds, valued at 5 100 gp. Avvala is the daughter of Avvakris and appears to be about 23 years old. She is very attractive. Since both are wererats, they may summon 2d12 dire rats to their aid.

Dire Rats (2d12): hp 5 each.

Avvala, Female Wererat Human Form

Lycanthrope, Clr5: CR 7; Medium Humanoid; HD 1d8+5d8+12; hp 46; Init +1; Spd 30 ft; AC 15 (Touch 11, FF 14); Base Atk/Grapple +3/+6; Atk/Full Atk +1 heavy mace +7 melee (1d8+4); SA: Alternate Form (Su), Low-light, Rat Empathy (Ex), Rebuke Undead (Su) 6/day (turn level 5) (turn damage 2d6+8), Scent (Ex), Smite 1/day (Su), Spontaneous casting; AL: LE; SV Fort +6, Ref +4, Will +7; Str 16, Dex 13, Con 14, Int 14, Wis 16, Cha 16

Skills and Feats: Concentration +10, Search +4, Spellcraft +6, Spot +5, Brew Potion, Combat Casting, Spell Penetration, Weapon Finesse (B).

Possessions: +1 heavy mace, ring of force shield, Eye of Mitra (See Above)

Cleric Domains: Deity: Set; Destruction, Serpent (Alternate Serpent Form 1/day).

Cleric Spells per Day: (5/4+1/3+1/2+1/ DC: 13+ spell level) 0: *detect magic, inflict minor wounds, light, read magic, resistance*; 1: *bane, charm animal (D), detect good, obscuring mist, protection from good*; 2: *animal trance(D), cure moderate wounds, hold person, inflict moderate wounds, resist energy, lesser restoration, shatter, shield of faith, silence, summon monster II, undetectable alignment, zone of truth*; 3: *contagion (D), cure serious wounds, deeper darkness, dispel magic, glyph of warding, inflict serious wounds, invisibility purge, meld into stone, obscure object, protection from energy, summon monster III*.

Wererat Hybrid Form Lycanthrope, Humanoid1/Clr5: CR 7; Medium Humanoid; HD 1d8+5d8+18; hp 52; Init +4; Spd 30 ft; AC 19 (Touch 14, FF 15), Base Atk/Grapple: +3/+6; Atk +1 heavy mace +7 (1d8+4); Full Atk +1 heavy mace +7 melee (1d8+4) and bite +2 melee (1d6 +2 plus disease); SA/SQ: Alternate Form (Su), Curse Of Lycanthropy (Su), Damage Reduction 10/silver (Su), Disease (Ex), Low-light Vision, Rat Empathy (Ex), Rebuke Undead (Su) 6/day (turn level 5) (turn damage 2d6+8), Scent (Ex), Smite 1/day (Su), Spontaneous casting; AL: N; SV: Fort +7, Ref +7, Will +7; Str 16, Dex 19, Con 16, Int 14, Wis 16, Cha 16

Skills and Feats: Concentration +11, Search +4, Spellcraft +6, Spot +5; Brew Potion, Combat Casting, Spell Penetration, Weapon Finesse (B).

Wererat Dire Rat Form Lycanthrope, Clr5: CR 7; Small Humanoid; HD 1d8+5d8+18; hp 52; Init +4; Spd 40 ft., climb 20 ft.; AC 20 (Touch 15, FF 16); Base Atk/Grapple +3/+2; Atk/Full Atk bite +8 melee (1d4+3); SA: Alternate Form (Su), Curse Of Lycanthropy (Su), Damage Reduction 10/silver (Su), Disease (Ex), Low-light, Rat Empathy (Ex), Rebuke Undead (Su) 6/day (turn level 5) (turn damage 2d6+8), Scent (Ex), Smite 1/day (Su), Spontaneous casting; AL: LE; SV: Fort +7, Ref +7, Will +7; Str 16, Dex 19, Con 16, Int 14, Wis 16, Cha 16

Skills and Feats: Climb +11, Concentration +11, Hide +8, Jump +7, Search +4, Spellcraft +6, Spot +5, Brew Potion, Combat Casting, Spell Penetration, Weapon Finesse (B).

Possessions: +1 Mace, Ring of Force shield, Eye of Mitra

1-16 RAT LAIRS (EL 2):

Rats will squeal as in room 11 above.

Dire Rats (6): hp 3, 3, 4, 4, 2, 2.

Possessions: 62 sp.

1-17 MAJOR RAT WARREN (EL 6):

Dire Rats (20): hp 4 each.

1-18 CELLAR OF MANOR (EL 3):

There are 3 giant, spring loaded rat traps, baited with a bag of 5 gp each.

Giant Rat Traps (5 x 3 area; 3 traps): CR 6; mechanical; touch trigger (pressure plate holding treasure and location trigger (pressure plate surrounding edge of trap base that releases when snapbar closes to release cage from above)); manual reset; Atk +14 melee (4d6 points of damage + 1d6 point per round; automatic grapple; pinned; Strength DC25 or Escape Artists DC 30 to break free; 5 people can assist); Search DC 5; Disable Device DC 20 (2d4 rounds). Damage applies only to those standing on the rat trap's platform as the snapbar closes and location trigger springs a secondary trap. Traps are baited with a bag 5 gp each.

Giant Rat Cage Trap (3): CR 5; mechanical; location trigger (springing giant rat traps); manual reset; Atk +19 melee (see note); multiple targets (traps all characters in adjacent area); Search DC 20; Disable Device DC 25. Note: Characters in 10 ft. square (including anyone standing in squares adjacent to rat traps) are caught in a cage if they fail a DC 14 Reflex save (Str 20 to lift and tip over).

1-19 PENTAGONS (EL varies):

This room has a 30 ft ceiling. It is lit by 5 braziers. Rich, fairly new curtains line the walls. A gold bowl (500 gp) sits midway between a pentagon framed by the braziers. If the perimeter of the pentagon is passed without chanting the passwords, a line of fire will race out along the floor from



each brazier to the gold bowl. There will be a puff of smoke and two black skeletons armed with shortswords will appear for every person entering the room. (Rufo knows the passwords, but has a 30% chance of misquoting the phrase).

"SET, SET, MERCHANT OF DEATH, LET ALL THE WORLD FEEL YOUR SOUL CHILLING BREATH"

Black Skeletons: CR 5; Medium Undead; HD 6d12; hp 39; Init +4; Spd 40 ft.; AC 20 (Touch 14, FF 16); Base Atk/Grapple: +3/+3; Atk MW short sword +9 melee (1d6 plus 1d3 Str) or claw +7 melee (1d4 plus 1d3 Str); Full Atk 2 MW short swords +9 melee (1d6 plus 1d3 Str) or 2 claws +7 melee (1d4 plus 1d3 Str); SA: Frightful Presence, Strength Damage; SQ: DR 10/bludgeoning and good, Darkvision 60 ft., +4 Turn Resistance, Undead Traits; SV Fort +2, Ref +6, Will +5; Str 11, Dex 19, Con —, Int 13, Wis 10, Cha 14
Skills and Feats: Climb +6, Escape Artist +10, Hide +10, Jump +9, Listen +5, Move Silently +10, Search +7, Spot +6: Two Weapon Fighting, Weapon Finesse, Weapon Focus (short sword)
Possessions: 2 MW short swords (matched and balanced pair; causes no penalties to attack or damage when used two handed)

1-20 A CONVERTED CRYPT:

This was once the crypt of an early patriarch of Mitra who led the construction of the shrine above. His bones lie in a jumble in a corner. His coffin has been converted to store treasure. In it are 5000 gp, 4000 sp, a 50 gp zircon, a 100 gp tourmaline, and a 500 gp pearl, a MW silver lion mask (500 gp) and a +2 *lion's shield* embossed with the Lion of Mitra in red and gold. (See map on shield, page 22). If a *detect magic* is cast on the shield, it will reveal an *arcane mark* spell and glow green for the duration of the *detect magic*. The runes are in the shape of a map, showing the location of *The Heart of Law* (see Appendix 2, Artifacts and RM 1-42). To let players copy the map, roll 1d4 minutes real time for the duration of the spell regardless of ingame spell length and let them copy for that amount of time by showing them the map on page 22. Again, realize that the map is 350 to 400 years old and will not show the dungeon accurately as it is now. Each individual may only cast one *detect magic* spell, a second one from that person will not work. Higher level magic will work according to the *arcane mark* spell description.

1-21 BASEMENT OF OVERLORD'S INN (EL 3):

Two large wine casks, boxes of food, a side of beef hang from the ceiling. The locked southern door (Open Lock DC23) leads to the temple below. There are three giant rat traps exactly like those in RM 1-18.

Giant Rat Cage Trap (3): CR 5; mechanical; location trigger (springing giant rat traps); manual reset; Atk +19 melee (see note); multiple targets (traps all characters in adjacent area); Search DC 20; Disable Device DC 25. Note: Characters in 10 ft. square (including anyone standing in squares adjacent to rat traps) are caught in a cage if they fail a DC 14 Reflex save (Str 20 to lift and tip over).

Giant Rat Traps (5 x 3 area; 3 traps): CR 6; mechanical; touch trigger (pressure plate holding treasure and location trigger (pressure plate surrounding edge of trap base that releases when snapbar closes to release cage from above)); manual reset; Atk +14 melee (4d6 points of damage + 1d6 point per round; automatic grapple; pinned; Strength DC25 or Escape Artists DC 30 to break free; 5 people can assist); Search DC 5; Disable Device DC 20 (2d4 rounds). (Damage applies only to those standing on the rat trap's platform as the snapbar closes and location trigger springs a secondary trap. Traps are baited with a bag 5 gp.)

1-22 UPPER TEMPLE OF SET (EL varies):

There is a 10% chance that a service will be going on. (If so, all villagers will be here). This is the worship hall of the evil villagers. The walls are artfully painted in scenes depicting the deification of Set. Most of the pictures are gross and nauseating. The curtain tapestries at the south end of the hall show the death of Mitra, showing the god to be weak, senile and perverse. In all scenes Set is depicted triumphantly.

The pews are of varnished oak and some of the rear pews have been gnawed on by rats. The floor is of inlaid black marble. The four braziers are gold and silver (500 gp each). The statue of Set is solid serpentine with 1000 malachite scales set into the stone (each scale, 25 gp), topaz eyes (500 gp) seem to glow. It appears as a statue of a heroically proportioned male, 9 feet tall with a jackal's head, scaly body and Egyptian style clothing; due to its construction it is not detectable as a guardian when at rest. Any attempt to pry loose gems from the statue will result in it becoming animated.

Minions of Set, Outsider 6/Ftr4 (6): CR 11; Medium Outsider (Chaotic, Evil, Extraplanar, Demon); HD 6d8+4d10+30; hp 84; Init +6; Spd 30 ft.; AC 24 (+2 Dex, +8 natural, +2 *heavy steel shield*), (FF 22, Touch 12); Base Atk/Grapple: +10/+14; Atk +2 *longsword* +17 melee (1d8+8, 17-20 x2) or MW composite longbow +13 ranged (1d8+4); Full Atk +2 *longsword* +17/+12 melee (1d8+8, 17-20 x2) or MW composite longbow +13/+8 ranged (1d8+4); SA: Change Shape; SQ: Darkvision 60', Energy Resistance 10 acid/cold/fire, Immunity to electricity/poison, Immunity to Fear, Immune to Psionics, Spell Resistance 19, Summon Demon, Telepathy 60 ft.; AL: CE; Fort +10, Ref +8, Will +8; Str 18, Dex 14, Con 16, Int 13, Wis 14, Cha 13.
Skills and Feats: Bluff +10, Hide +11, Intimidate +11, Jump +16, Listen +11, Knowledge (Religion) +10, Move Silently +11, Sense Motive +11, Spot +11, Tumble +11; Cleave, Improved Critical, Improved Initiative, Great Cleave, Power Attack, Weapons Focus (longsword), Weapon Specialization (longsword).
Possessions: +2 longsword, +2 large steel shield, MW composite longbow (+4 Str).
Change Shape (Su): Minions of Set can shapechange into a giant snake or any evil creature of equivalent hit dice.
Summon Demon (Sp): Once per day a Minion of Set can attempt to summon 1 vrock with a 50% chance of success. This ability is the equivalent of a 3rd level spell.

Any humanoid death in the room has a 5% cumulative chance per dead body of summoning the god Set. If Set does appear, he will change one dead body into a lich-like/devourer-like undead outsider and take control of it. The new creature is called a Temple Defender of Set. He will then command it to shapechange into a likeness of himself (7 foot tall fighter with a jackal's head and scaly muscular body).

Set may also shapechange himself into any evil creature of equivalent or lesser hit dice. Set will summon one minion of Set per round for every three persons in the party.

Set will then go about destroying every living thing in the room. If the controlled undead is destroyed, there is a 20% chance that Set will create and control another temple defender. Chances increases 10% each time a new creature is created up to 90%. Failing to do so, Set will disappear along with his Minions.

Minions of Set may shapechange to any evil creature of equivalent hit dice. They appear as fighter with armor-like snake skin, carrying a shield and sword. Minions of Set are Immune to Psionics and carry a Spell Resistance of 19.

Temple Defender of Set: CR 12; Medium Undead (Augmented Outsider, Chaotic, Evil, Extraplanar, Shapechanger); HD 12d12; hp 78; Init +8; Spd 30ft.; AC 24 (Touch 14, FF 20), +4 Dex, +10 natural; Base Atk/Grapple: +12/+18; Atk slam +18 melee (1d8+6 plus 1d4 Str) or by weapon +18 melee/ranged; Full Atk 2 slams +18 melee (1d8+6 plus 1d4 Str) or by weapon +18/+13/+8 melee/ranged; SA: Strength Drain, Change Shape; SQ: Darkvision 60ft., Energy Resistance 10/fire, Fast Healing 5 (Ex), Immunity to cold/electricity, Undead Traits, Turn Resistance +4, DR 10/bludgeoning and good; AL: CE; Fort +8, Ref +14, Will +10; Str 23, Dex 18, Con -, Int 16, Wis 14, Cha 16

Skills and Feats: Bluff +18, Climb +21, Hide +19, Intimidate +18, Jump +21, Listen +17, Move Silently +19, Search +18, Sense Motive +17, Spot +17, Tumble +19; Cleave, Improved initiative, Great Cleave, Lightning Reflexes, Power Attack, Simple/Martial Weapon Proficiency, Light/Medium/Heavy Armor Proficiency, Shield Proficiency.

Possessions: +2 longsword, +2 large steel shield, MW composite longbow (+4 Str).

Change Shape (Su): Can shape change into any large sized or smaller evil creature of equivalent or lesser hit dice.

Strength Drain (Su): The temple defender of Set on a successful melee attack deals 1d4 points of permanent Strength drain (DC 19 Fort to resist) to a living foe. This drain is doubled on a critical hit. A temple defender of Set gains 5 temporary hit points (10 on critical) per successful attack for 1 hour. A creature reduced to Strength of zero dies in 1d10 rounds. A character killed by this effect cannot be raised without first casting a *limited wish*, *wish*, *miracle* or *true resurrection* as the god Set has trapped the character's soul. This is a negative energy effect. *By Kara Gellman*

1-23 CRYPT ENTRYWAY (EL varies):

A mirror with a death's head design hangs directly opposite

the north entrance. If the skeleton guarding either passageway is not shown either Avvakris's ring or a wax seal containing its impression, the skeletons will attack. If not destroyed on the first hit, the skeleton will split instantly into two skeletons, each having the same properties as the first. This will continue until each creature has been destroyed or the mirror on the south wall has been shattered, whereupon the creatures turn to dust.

Mirror of Skeleton Cloning: The item resembles a normal mirror about 4 ft. long and 3 feet wide with a skull-like edifice on the top center. It can be hung or placed on a surface and then activated by speaking a command word. The same command word deactivates the mirror.

When activated, the mirror will animate two undead warriors to guard any place within the room the mirror is placed. The mirror gives the skeletons a virtual Split ability-like an ooze. The mirror can initially animate up to a 10 HD skeleton in groups of 2. The initial corpses or skeletons must be provided. They will follow the commands of the one who activated the mirror.

If either of these two skeletons are attacked and not destroyed that round, the mirror will clone each of the skeletons attacked that round, giving the new one the current hit points and abilities of the one attacked. It will continue cloning each skeleton hit and not destroyed that round until all skeletons are destroyed.

Destroying the mirror will cause all such clones and originals to fall to dust. If the mirror is deactivated by command word, all the skeletons walk into the mirror and disappear until reactivated, at which time two originals come back out and resume the duties commanded of them. If no skeletons are left at the end of battle, the mirror will need new corpses or skeletons before it can animate any more.

When not activated, the mirror acts as a *mirror of clairvoyance*. This allows you to see and hear any area of any distance as the spell *clairaudience/clairvoyance*. Moderate divination and strong necromancy: CL 15th; Craft Wondrous Item, animate dead, clone, detect thoughts, scrying; 113,000 gp; Weight 45 lbs. *By Kara Gellman*

Skeletons of the Mirror (2): CR 1; Medium Undead; HD 1d12; hp: 8, 8; Init +9; Spd 30 ft.; AC 19 (+5 Dex, +2 natural, +2 heavy steel shield), Touch 15, FF 14; Base Atk/Grapple +0/+1; Atk short sword +5 melee (1d6+1) or claw +5 melee (1d4+1); Full Atk short sword +5 melee (1d6+1) or 2 claws +5 melee (1d4+1); SQ: DR 5 magic and bludgeoning, Darkvision 60ft., Fast Healing 2, Immunity to cold, Undead Traits, Split; AL: NE; SV: Fort +0, Ref +1, Will +2; Str 13, Dex 20, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Listen +4, Spot +4; Improved Initiative, Weapon Finesse (B)

Split: In the presence of an activated *mirror of skeleton cloning*, a skeleton of the mirror will split into two identical skeletons if hit in combat and not damaged sufficiently to destroy the creature. Each will have hit points equal to the original.

1-24 ANCIENT CRYPT (EL 9):

This one has been converted to a wardrobe and meditation room for the high priest of the village (Lord Avvakris). Against the wall, one may find Avvakris's ceremonial robes, a green scaled cape (800 gp), an Egyptian looking headdress (300 gp), a collar of jade (1200 gp), an obsidian ceremonial athame (360 gp; stiletto), and a serpent headed staff (110 gp). These things are all locked (Open Lock DC 25) in the stone sarcophagus with a poisoned arrow trap, and on the lock its self is a poison pin trap. These items are tended by old Verus Vorum.

Poisoned Arrow Trap: CR 3; mechanical; touch trigger; manual reset; lock bypass (Open Lock DC 30); Atk +12 ranged (1d8 plus poison, arrow); poison (Large monstrous scorpion venom, DC 14 Fortitude save resists, 1d4 Con/1d4 Con); Search DC 19; Disable Device DC 15. Market Price: 2,900 gp.

Poison Needle Trap: CR 8; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +17 melee (1 plus poison, needle); poison (wyvern poison, DC 17 Fortitude save resists, 2d6 Con/2d6 Con); poison (blue whinnis, DC 14 Fortitude save resists (poison only), 1 Con/unconsciousness); Search DC 26; Disable Device DC 17 (Roll both saves separately).

Verus is the only survivor of the original priestly complement occupying the Mitraic shrine from when the powers of Set took over the village some 300 years ago. He had been in the tunnels beneath the village at the time. Upon returning to see the carnage wrought by evil upon his brother priests he cracked and developed a split personality.

Now he is lawful good 50% of the time worshipping Mitra and will know a set of helpful healing spells and will request that he be freed from his plight along with asking adventurers to undertake a quest. The other 50% of the time he will be chaotic evil, with a harmful set of spells. Every melee round he has a 30% chance of changing alignment. He is chained to the wall with 10 feet of heavy iron chain. He knows of the crossbow trap but not of the poison pin.

Although all of the spells are available, he may only cast up to his daily allotment for a cleric of his level each day regardless of the personality changes.

Verus Vorum, Male Human Cleric4: CR 4; Medium Humanoid; HD 4d8+8; hp 27; Init +4; Spd Walk 30 ft.; AC 18 (Touch 14, FF 14); Base Atk/Grapple +3/+2; Atk/Full Atk heavy mace +2 melee (1d8-1); SA Turn Undead 3/day (turn damage 2d6+4); SQ: Spontaneous casting; AL LG/CE; SV Fort +6, Ref +5, Will +6; Str 9, Dex 18, Con 14, Int 12, Wis 15, Cha 10

Skills and Feats: Concentration +9, Diplomacy +4, Heal +7, Knowledge (Religion) +7, Spellcraft +7; (Set's bonus skills: Bluff +0, Disguise +0, Hide +4); Combat Casting, Eschew Materials, Scribe Scroll.

Possessions: chain shirt, heavy mace, cleric's vestments.

Cleric Domains: *Deity:* Mitra; Good, Healing; *Deity:* Set; Destruction, Serpent, Trickery (loses turn undead and combat bonuses, gains alternate form 1/day and smite 1/day.)

Cleric Spells per Day (Mitra LG): (5/4+1/3+1; DC 12 + spell level) 0: *create water, detect magic, light, purify food and drink, read magic*; 1: *bless, divine favor, cure light wounds, protection from evil, cure light wounds(D)*; 2: *aid, delay poison, hold person, cure moderate wounds (D).*

Cleric Spells per Day (Set CE): (5/4+1/3+1; DC 12 + spell level) 0: *detect poison, detect magic, inflict minor wounds (x2), light*; 1: *bane, cause fear, cure light wounds, deathwatch, inflict light wounds (D)*; 2: *desecrate, inflict moderate wounds, death knell, invisibility (D).*

1-25 Purification Room (EL 11):

This is a purification room for the priests (or torture room if you prefer). A *bowl of clairvoyance* containing continually warm, non-coagulating blood sits on a pedestal in the room's center. The bowl gives any blood placed in it the properties of a *potion of clairaudience/clairvoyance* 3/day

A pair of large eyes is painted on the north wall. If the blood in the basin is sipped, the eyes on the wall appear to show images of other places and the person may gaze into any room so desired in the entire dungeon complex or elsewhere if desired that is not protected against scrying devices. (Performing this ritual could be considered an evil act using the current blood in the basin as it is human.)

There is a *polymorph any object trap* and a *symbol of insanity* placed on the pedestal under where the bowl sits. If the proper command words, *Merchant of Death*, are not spoken before picking up the bowl, they will activate both traps causing the spell to change the character into a berserk insane viper with hit dice equal to the victim's former level, attacking anyone near them. See the spells descriptions for duration and other effects.

Polymorph Any Object Trap: CR 9; magic device; touch (alarm); automatic reset; spell effect (*polymorph any object*, 15th-level wizard, DC 22 Fortitude negates); Search DC 33; Disable Device DC 33.

Symbol of Insanity: CR 9; magic device; touch (alarm); automatic reset; spell effect (*symbol of insanity*, 15th-level wizard, DC 22 Will negates); Search DC 33; Disable Device DC 33.

1-26 CHAMBER OF THE UNDYING SWORDSMEN (EL 13):

The x's mark the location of 10 statues of what appears to be Elven warriors. This chamber and the one beyond it are unbeknownst to the forces of evil. If any try to enter room 27, a silent *alarm* spell will be triggered, awakening the statue to the right of the entrance. He will become flesh and blood, blocking the passage and he will ask:

"WHAT IS YOUR REASON FOR ENTERING YON CHAMBER?"

He wears strange glassy lenses over his eyes that give him *truesight* (these are *goggles of true seeing* see DMG, *gem of seeing*). If the reason given is satisfactory (Judge's Choice) and the speaker is of a good alignment, the "elf" will let him

pass. If not, and he or she is evil, the elf will whistle and the other statues will appear to come to life.

They will fight to the death, but upon going unconscious they revert to stone and begin regenerating hit points, coming to life again if any intruders are still present in the room.

Undying Swordsman Leader, Male Undying Swordmen, Ftr6: CR 12; Outsider (Chaotic, Undying Swordmen, Extraplanar, Good); HD 6d8+6d10+24; hp 148; Init +9; Spd 40 ft., fly 70 ft. (perfect); AC 32 (+5 Dex, +8 armor, +3 shield, +6 natural), Touch 15, FF 27; Base Attack/Grapple: +12/+16; Atk: +3 longsword +20 melee (1d8+6, +2d6 vs. evil) or slam +16 melee (1d6+4); Full Atk: +3 longsword +20/+15/+10 melee (1d8+6, +2d6 vs. evil) or slam +16 melee (1d6+4); SA: Spell-Like Abilities; SQ: Alternate Form, DR 10/evil and cold iron, Darkvision 60ft., Immunity to Electricity and Petrification, Low-Light Vision, Energy Resistance 10 cold/fire/acid, Regeneration 10, Spell Resistance 17, Tongues; SV Fort +14, Ref +12, Will +9; AL: CG; Str 18, Dex 20, Con 18, Int 13, Wis 14, Cha 17
Skills and Feats: Concentration +13, Diplomacy +5, Escape Artist +14, Handle Animal +12, Hide +14, Jump +19, Listen +13, Move Silently +14, Ride +15, Sense Motive +11, Spot +11, Tumble +14, Use Rope +5 (+7 with bindings); Dodge, Combat Expertise, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Focus (longsword), Weapon Specialization (longsword), Whirlwind Attack.
Possessions: *celestial armor, +1 mithral heavy shield, +3 holy longsword*
By Kara Geilman

The Undying Swordmen leader is 6th level fighter and is aided by nine others that look like elven swashbucklers.

Undying Swordsman Swashbucklers, Male Undying Swordmen (9): CR 6; Outsider (Chaotic, Undying Swordmen, Extraplanar, Good); HD 6d8+18; hp 45, 45, 45, 45, 45, 45, 45, 45; Init +8; Spd 40 ft., fly 70 ft. (perfect); AC: 23 (+4 Dex, buckler, +6 natural), Touch 14, FF 19; Base Attack/Grapple: +6/+10; Atk: +1 longsword +11 melee (1d8+4) or slam +10 melee (1d6+4); Full Atk: +1 longsword +11/+6 melee (1d8+4) or slam +10 melee (1d6+4); SA: Spell-Like Abilities; SQ: Alternate Form, DR 10/evil and cold iron, Darkvision 60ft., Immunity to Electricity and Petrification, Low-Light Vision, Energy Resistance 10 cold/fire/acid, Regeneration 10, Spell Resistance 17, Tongues; SV Fort +8, Ref +9, Will +7; AL: CG; Str 18, Dex 18, Con 17, Int 13, Wis 14, Cha 17
Skills and Feats: Concentration +12, Diplomacy +5, Escape Artist +13, Handle Animal +12, Hide +13, Jump +10, Listen +13, Move Silently +13, Ride +6, Sense Motive +11, Spot +11, Tumble +13, Use Rope +4 (+6 with bindings); Cleave, Improved Initiative, Power Attack.
Possessions: +2 buckler, +1 longsword.
Alternate Form (Su): An undying swordsman can shift between its humanoid and statue forms as a standard action. In statue form it cannot move, speak or cast spells, but retains all its special qualities and hit points. In statue form, it gains the hardness of magically enhanced stone in addition to its normal damage reduction and can regenerate in this form. An undying swordsman can see, hear, and smell normally, but does not need to breathe, though he can sleep in this form. As an Undying Swordmen, he does not require food to survive. If an undying swordsman goes unconscious from damage taken, he will

revert to this form automatically to regenerate as a free action. Equipment in hand or worn will be absorbed into the new form, unless dropped or removed. He can retain this form indefinitely.

Regeneration (Ex): An undying swordsman regenerates at a rate of 10 points per round. All forms of attack are treated as non lethal damage unless the weapon or spells have the evil descriptor, which does lethal damage. An undying swordsman that goes unconscious reverts to statue form and cannot die. If his hit points are below negative 10, he is treated as having stabilized at negative 9, regardless of the amount of damage taken, but he then must regenerate all the damage taken, including any taken past negative 10, at a rate of 10 points per minute of both lethal and non lethal damage before he may act again.

Tongues (Su): All Undying Swordmen can speak with any creature that has language, as though using a tongues spell (CL 14th). This ability is always active. *By Kara Geilman*

1-27 MARVELOUS GATE OF TELEPORTATION (EL 7):

An entry point into the White Tower through room E-19. It is a teleporting door into a room where the secret of the entrance password into the Dark Tower is written. Evil characters may pass through this door but they will be stunned for a full minute (no saving throw) due to the magical warding placed on the room.

Glyph of Warding, Greater (Spell): CR 7; spell; spell trigger; automatic reset; spell effect (teleport, 12th-level wizard, DC 17 Will save to resist); multiple targets (all targets within 10 ft.); Search DC 31; Disable Device DC 31.

1-28 CRYPT OF AVVAAR (EL 3):

Crypt that contains a wight. It is Avvakris's oldest son, Avvaar. Avvaar was killed by smallpox in a short skirmish into the White Tower. The hand will be visible on his chest. Any images painted on the walls have been clawed off.

Avvaar, Male Wight: CR 3; Medium Undead; HD 4d12; hp 26; Init +1; Spd 30 ft; AC 15 (+1 Dex, +4 natural), Touch 11, FF 14; Base Atk/Grapple: +2/+3; Atk slam +3 melee (1d4+1 plus energy drain); Full Atk slam +3 melee (1d4+1 plus energy drain); SA: Create Spawn, Energy Drain; SQ: Darkvision 60 ft., Undead Traits; AL: LE; Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15
Skills and Feats: Hide +8, Listen +7, Move Silently +16, Spot +7; Alertness, Blind-Fight

1-29 CRYPT OF SHAMBLING, THE WINE MERCHANT (EL 5):

Shambling, a wraith, is sealed into a sarcophagus, which is tied shut and has Avvakris's signet seal set into wax on the knot.

Shambling, Male Wraith: CR 5; Medium Undead (Incorporeal); HD 5d12; hp 32; Init +7; Spd fly 60 ft. (good); AC 15 (+3 Dex, +2 deflection), Touch 15, FF 12; Base Atk/Grapple: +2/—; Atk/Full Atk incorporeal touch +5 melee (1d4 plus 1d6 Con drain); SA: Constitution Drain, Create Spawn; SQ: Darkvision 60 ft., Daylight Powerlessness, Incorporeal Traits, +2 Turn Resistance, Undead Traits, Unnatural Aura; AL: LE; Fort +1, Ref +4, Will +6; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15

Skills and Feats: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks), Alertness, Blind-Fight, Combat Reflexes, Improved Initiative

1-30 PORTAL OF FEAR:

A trap door in the floor opens up into a short shaft (slanting) that leads about 5 ft. down to the sloping roof of the dark tower. At the base is a crud coated quartz window. Scraping away the crud will reveal the face of the lich, Pnessut, who has heard the noise and investigated it. (If characters do go down there, they are affected by Pnessut's *Fear Aura*, CL: 21; Will DC24). Note that there is no actual way of accessing the grand hall of Pnessut from here, as it is on another plane altogether.

1-31 TELEPORT TRAP (EL 9):

160 pp are locked in a small wooden chest (Open Lock DC 35; hp 5; Hardness 5; Break DC 17). Secured inside with leather tie downs and tacks is a fragile glass vial filled with burnt othur vapor (any damage done to the box over 5 points of damage will break the vial). Personally touching the chest will teleport the contents of the room to 3-10.

Burnt Othur Vapor Trap: CR 7; mechanical; touch trigger (break with weapon); repair reset; gas; multiple targets (all targets in a 10 ft. by 10 ft. room); never miss; onset delay (3 rounds); poison (burnt othur fumes, DC 18 Fortitude save resists, 1 Con drain/3d6 Con); Search DC 21; Disable Device DC 21.

Teleport Trap: CR 6; magic device; touch trigger (alarm; personal contact); no reset; spell effect (teleport, 10th-level wizard, DC 17 Will save negates); multiple targets (all targets within 5 ft.); Search DC 30; Disable Device DC 30.

1-32 AN ARMY OF UNDEAD (EL 10):

A guard of 8 zombies and 30 skeletons holds sway here. Three skeletons clank around in full plate, the rest wear tattered rags that look similar to merchant's clothing. Four of the zombies are very "fresh" looking. They were members of the ill fated caravan that disappeared in the village. They have had their hearts torn out. All skeletons carry short swords. Avvakris's signet ring will allow passage by the creatures. A wax seal will also work.

Human Warrior Skeletons (30): CR 1/3; Medium Undead; HD 1d12; hp 6; Init +5; Spd 30 ft.; AC 15 (Touch 11, FF 14); Atk short sword +1 melee (1d6+1) or claw +1 melee (1d4+1); Full Atk short sword +1 melee (1d6+1) or 2 claws +1 melee (1d4+1); AL: NE; SV Fort +0, Ref +1, Will +2.
Possessions: short sword

Human Zombies (8): CR: 1/2; Medium Undead; HD 2d12+3; hp 16; Init -1; Spd 30 ft.; AC 11 (-1 Dex, +2 natural), Touch 9, FF 11; Base Atk/Grapple: +1/+2; Atk slam+2 melee (1d6+1) or club +2 melee (1d6+1); Full Atk slam+2 melee (1d6+1) or club +2 melee (1d6+1); SQ: Single Actions Only, DR 5/slashing, Darkvision 60 ft., Undead Traits; AL: NE; SV Fort +0, Ref -1, Will +3; Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1
Skills and Feats: Toughness

Armor Black Skeletons (3): CR 5; AC 25 (Touch 14, FF 24); hp 39, 43, 38.

Possessions: full plate, 2 MW short swords. (See pentagons and passwords, 1-19 for more details).

1-33 MURKEY'S CAGE (EL 10):

Locked in a cage in this room's center is a small, cute sleepy puppy dog. The cage hangs from the ceiling, about 10' off the floor. Emanating from the cage is a *silence* spell with *greater permanency* cast on it (see appendix). The door to the cage will open after the lock is undone (Open Lock DC 30; guard has the key). Two 4th level fighters stand guard at each cardinal compass point around the cage. The puppy dog is in reality the shapechanged form of Murkaganth (Murkey), an adult bronze dragon. In the north east corner of the room is half a black pyramid that is the capstone of the dark tower.

Murkey was captured soon after the takeover of the village. Haffrung Helleyes recognized that one of the clerics' pets was the dragon in dog form. Haffrung was able to cast a *charm monster* spell on the dog and got him to go into the cage and go to sleep and he has been kept so for 300 years by a casting of a *temporal stasis* spell (CL18). During that time, he did not age due to the spell. The spell must be removed before the dragon can awaken.

Once awakened and freed from the cage, Murkey will immediately revert back to dragon form and decide to attack the forces of evil and begin a war. It is most probable that he will immediately seek out the gate to Set's tower and seek to destroy as much as he can in it. (Judge's discretion as to how he does this).

Fighting Men, Male Human, Ftr4 (8): CR4; Med Humaniod; HD 4d10+12; hp 32; Init +3; Spd 20 ft.; AC 21 (Touch 13, FF 18); Base Atk/Grapple +4/+8; Atk/Full Atk +2 bast swords +11 melee (1d10+6); AL: LE; SV Fort +8, Ref +5, Will +4; Str 19, Dex 17, Con 16, Int 12, Wis 14, Cha 18.

Skills and Feats: Intimidate +11, Jump +6, Listen +5, Spot +5; Cleave, Exotic Weapon Proficiency (Bastard Sword), Power Attack, Weapon Focus (Bastard Sword), Weapon Specialization (Bastard Sword).

Possessions: +2 bastard sword, +1 scale mail, and +1 heavy steel shield, cloak of resistance +1, dagger, and oil.

Murkey, Male Bronze Adult Dragon: CR 15; Huge Dragon (Water); HD 21d12+105; hp 241; Init +4; Spd 40 ft., swim 60 ft., fly 150 ft.; AC 28 (Touch 8, FF 28); Base Atk/Grapple +21/+37; Atk bite +28 melee (2d8+8); Full Atk bite +28 melee (2d8+8), 2 claws +27 melee (2d6+4), 2 wings +26 melee (1d8+4), tail +26 melee (2d6+4); Space/Reach 10 ft./5 ft. (bite 10 ft.); SA: Breath Weapon, Crush (2d8+12) (DC 25 Reflex), Spell-Like Abilities, Spells; SQ: Alternate Form 3/day, Blindsight (60 ft.), Darkvision (120 ft.), DR 5/magic; Frightful Presence 180 ft. (DC 25), Immunity to Electricity, Immunity to Paralysis, Immunity to Sleep, Keen Senses, Spell Resistance 22, Water Breathing; AL: LG; SV Fort +17, Ref +12, Will +17; Str 27, Dex 10, Con 21, Int 20, Wis 21, Cha 20

Skills and Feats: Concentration +29, Diplomacy +27, Disguise +27, Escape Artist +22, Intimidate +16, Jump +12, Knowledge (Arcana) +24, Knowledge (Dungeoneering) +17, Knowledge (Religion) +17, Knowledge (The Planes) +28,

Listen +27, Search +27, Sense Motive +16, Spot +27, Survival +27, Swim +16; Combat Casting, Flyby Attack, Hover, Improved Initiative, Multiattack, Weapon Focus (Bite, Claw), Wingover.

Sorcerer Spells Known: (CL7; 6/8/7/5/ DC 15+ spell level) 0: *Detect Magic, Light, Mage Hand, Message, Open/Close, Prestidigitation, Read Magic, 1: Comprehend Languages, Detect Secret Doors, Detect Undead, Reduce Person, Sleep, 2: Invisibility, See Invisibility, Web, 3: Dispel Magic, Fireball.*

Spell-Like Abilities: (CL7; DC15 + spell level) (At Will) - *create food and water, fog cloud, speak with animals.*

Breath Weapon (Su): 50 ft. cone of repulsion Gas (DC 25) for 1d6+6 or 100' line of lightning 12d6 electric (DC 25).

1-34 FLAMING GUARDIAN (EL 10):

The passage to this room is hidden from view by an *illusory wall*. A *fog cloud* in the shape of a *wall of fog* will block vision into room 34. The door is blocked by a 2' tall, red marble statue of a fighting man. A *magic mouth* will speak:

*"IF THE ROOM BEYOND YOU WISH TO SEE,
THEN LAY ON HANDS AND PASS BY ME."*

Each character must do this or a *wall of fire* will spring up in front of the statue blocking the entrance (CL 12; DC17).

Wall of Fire Trap: CR5; magic device; spell trigger; automatic reset; spell effect (*wall of fire*, 9th-level wizard, 1d4 fire at 20 ft./2d4 fire at 10 ft./2d6+9 fire on pass through); Search DC29; Disable Device DC29

If the statue is attempted to be bypassed, attacked, hit or kicked, it will form into a 7 foot tall animated *hasted* flaming stone statue. A thrown flask (quart) of cold water will effectively do 1d4 of cold damage. Tripping the statue will not shatter it. In a chest in the center of the room is a bag containing 10 tiger eyes (100 gp value). The chest is actually a part of the stone floor and has a javelin trap that will fire 4 javelins vertically from the ceiling directly at the chest when opened.

Javelin Trap: CR 4; mechanical; location trigger; manual reset; Atk 4 javelins +16 ranged (4d6+16); Search DC 24; Disable Device DC 25.

If a *dispel magic* is not cast on the gems within 10 minutes after they are removed from the chest, they will explode causing 1d8+11 of fire damage per gem to every character within a 5 foot radius. (If checked over, Search DC31, a rogue only will be able to notice that the gems have been bored out and a holly berry bomb has been placed inside with a wax covering to conceal the cavity.)

Fire Seeds Trap: CR 7; magic device; proximity trigger (*alarm*); automatic reset; onset delay (10 minutes); spell effect (10 *fire seeds* (bombs), 11th-level cleric, 1d8+11 fire per bomb to every creature in 5 foot radius burst and igniting any combustible materials within 5 ft., DC 19 Reflex save half damage); Search DC 31; Disable DevDC 31.

Flaming Guardian: CR: 7; Large Construct (Fire); HD 8d10+30; hp 80; Init +6; Spd 30 ft.; AC 21 (-1 size, +2 Dex, +9 natural, +1 hasted), Touch 12, FF 19; Base Atk/Grapple: +6/+15; Atk slam +11 melee (1d8+5 plus 2d6 fire); Full Atk 2 slams +11 melee (1d8+5 plus 2d6 fire); Space/Reach: 10 ft./10 ft. (tall); SA: Burn; SQ: Alternate Form, Construct Traits, Darkvision 60 ft., DR 10/magic and bludgeoning, Haste, Immunity to Fire, Low-Light Vision, Spell Resistance 18, Vulnerability to Cold; AL: N; Fort +3, Ref +5, Will +5; Str 20, Dex 14, Con —, Int —, Wis 14, Cha 1

Skills and Feats: Listen +10, Spot +10, Improved Initiative (B)

Alternate Form (Su): A Flaming Guardian can shift between its construct form and guardian statue form as a standard action. In guardian statue form, it cannot use its burn ability or haste ability. In guardian statue form, it has the ability to detect evil or good at will as a standard action. In statue form, it has no Strength or Dexterity and is effectively paralyzed.

Burn (Ex): A Flaming Guardian's slam attack deals bludgeoning damage plus fire damage from the statue's flaming body. Those hit by a slam attack also must succeed at a Reflex save (DC17) or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The DC is Constitution-based and includes a +3 racial bonus. (By Kara Geilman)

Haste (Su): A Flaming Guardian can *haste* itself once per hour as a free action (CL8; 8 rounds). When hasted, the guardian gains an additional slam attack or extra 30 feet of movement per round.

1-35 A SECOND GUARDIAN (EL 10):

The entrance to this room is similar to the entrance to room 34. A *wall of fog* blocks vision and a gray, 2 ft. tall statue of an athletic man blocks passage. A *magic mouth* appears as you approach:

*"IF THE ROOM BEYOND YOU WISH TO SEE,
THEN LAY ON HANDS AND PASS BY ME."*

Each character must do so again and if any but a good aligned character touches it, a *wall of stone* will spring up that will block passage to all who wish to try thereafter (duration: 18 minutes; then dispels its self). Any attempt to attack the statue or chip into the wall will cause the statue to form into an 8 ft. tall blue stone construct.

Marble Guardian: CR 8; Large Construct (Cold); HD 9d10+30; hp 90; Init +3; Spd 40 ft.; AC 22 (-1 size, +3 Dex, +9 natural, +1 hasted), Touch 13, FF 19; Base Atk/Grapple: +6/+17; Atk slam +13 melee (2d6+7 plus slow); Full Atk 2 slams +13 melee (2d6+7 plus slow); Space/Reach: 10 ft./10 ft. (tall); SA: Slow; SQ: Alternate Form, Construct Traits, Darkvision 60 ft., DR 10/cold iron and magic, Haste, Immunity to Cold, Immunity to Electricity, Low-Light Vision, Spell Resistance 19, Vulnerability to Fire; AL: N; Fort +3, Ref +6, Will +7; Str 24, Dex 16, Con —, Int —, Wis 18, Cha 1

Skills and Feats: Listen +12, Spot +12; Improved Natural Attack, Power Attack.

Alternate Form (Su): A Marble Guardian can shift between its construct form and guardian statue form as a standard action. In guardian statue form, it cannot use its slow ability or haste ability. In guardian statue form, it has the ability to detect evil, good, law, and chaos at will as a standard action. In statue form, it has no Strength or Dexterity and is effectively paralyzed.

Haste (Su): A Marble Guardian can *haste* itself at will as a free action. When hasted, the guardian gains an additional slam attack or extra 30 feet of movement per round.

Slow (Su): A Marble Guardian's slam attack deals bludgeoning damage plus slow effect, as the spell, as a free action. Those hit by a slam attack also must succeed on a Will save (DC19) or be slowed for 8 rounds. The DC is Constitution-based and includes a +4 racial bonus. Range is limited to the person struck.

By Kara Geilman

Wall of Stone Trap: CR6; magic device; proximity trigger (detect evil); automatic reset; spell effect (*wall of stone*, 9th-level wizard); Search DC30; Disable Device DC30

Tripping the statue will not shatter it. The room is constructed of blue gray marble stone. In the center of the room is an iron bound wooden chest containing 100 bloodstones (50 gp value). If the gems are taken without first saying the password (Holomir) or casting a dispel magic upon them, their removal will activate a (spell) *glyph of warding* that has been placed on the underside of the lid of the chest. The glyph contains a *slow* spell which will effect up to 10 friendly characters and creatures of which no two may be more than 30 ft. apart from the character holding the gems (Will DC 14 negates). Characters so affected will notice that their enemies seem to be moving much faster than they are.

Glyph of Warding (Spell): CR 4; spell; spell trigger; no reset; spell effect (slow, 10th-level wizard, DC 14 Will save negates); multiple targets (up to 10 targets, no two may be more than 30 ft. apart from the primary target); Search DC 28; Disable Device DC 28.

1-36 LADIES AND BONES (EL 12):

Again the door to the room is obscured by a *wall of fog*. Blocking entrance into the room is a 2' tall, clear, colorless gem-like statue of a well formed woman (solid diamond 3,000,000 gp if broken, a well placed *dispel magic* or *antimagic field* would prevent the animation of the statue long enough to chip through). A *magic mouth* appears and says:

*"IF THE ROOM BEYOND YOU WISH TO SEE,
THEN LAY ON HANDS AND PASS BY ME"*

Each character must do so to pass. Only lawful good characters may enter. Any others will be blocked by a *wall of force* that will prevent spells and physical things from going through (duration 24 minutes before being dismissed). If an attempt is made to attack or steal the statue, it will form a 7' tall construct of solid diamond. If she is destroyed, the *wall of force* will automatically reactivate for another 24 minutes, unless it has been disabled. Attempting to subvert the Diamond Lady by gaining entry into the room

through the trapdoor in the ceiling above the room will cause the statue to attack.

In the center of the room, once entry has been earned, is a golden chest (500 gp) upon which sits a golden skeleton who will cast a *hold person, mass* spell followed by a *geas* upon each adventurer. The conditions of the *geas* spell will require each character to answer truthfully, the following questions, to be satisfied:

"WHAT IS YOUR TRUE NAME AND IDENTITY?"

"WHAT IS YOUR ALIGNMENT?"

"WHAT IS THE REASON FOR YOUR BEING HERE?"

Each character affected must answer out loud and truthfully each question or begin to take 3d6 points of damage per day per lie. Any attacks upon the skeleton will cause it to cast *repulsion*, but the questions will continue. If the people refuse to answer any of the questions, Goldie will attack the party, having thus been deemed as intruders or thieves breaking the law. If all the questions are asked and the party answers all the questions, the skeleton will wait 5 rounds considering judgment and announce that his task is complete, he has found worthy champions and his time has come to an end. Unless anyone tries to ask for his help or information, he begins to cast a *wish* spell and will crumple into a pile of golden bones (5000 gp value to a wizard, weight equal to 50 lbs) and the party will see the image of a Lion of Mitra fade away up through the ceiling. He will only do this if the party is deserving of the treasure by their answers to his questions. If they can not answer him satisfactorily, he will ask them to leave or failing to do so, attack them to prevent them from taking the treasure.

In the chest are 500 (100 gp value) aquamarines and a lion headed +2 *holy mace*. The 5 foot square closet in the northwest corner of the room is disguised by an *illusory wall*. It is a vertical shaft going up to the fortress tower in the village. The top is mortared shut, and will take 60 hit points of damage (AC 3; hardness 8; hp 60; break DC35) to break through.

Mitra's Mace: A lion headed +2 *holy mace* that is associated with a Lion of Mitra, Helson the Bold. Helson may be summoned up to once per day, see Lions of Mitra for details. Mace allows turn or rebuke checks at 3 levels higher than you're current level granted by your class granting you turning ability.

Wall of Force Trap: CR6; magic device; proximity trigger (detect law and evil); automatic reset; spell effect (*wall of force*, 9th-level wizard); Search DC30; Disable Device DC30

Diamond Lady Guardian: CR 10; Medium Construct; HD 11d10+20; hp 80; Init +4; Spd 40 ft.; AC 29 (+4 Dex, +15 natural), Touch 14, FF 25; Base Atk/Grapple: +8/+16; Atk slam +16 melee 2d10+8 plus paralysis); Full Atk 2 slams +16 melee (2d10+8 plus paralysis); 5 ft/5 ft; SA: Paralysis; SQ: Alternate Form, Construct Traits, Darkvision 60 ft., DR 15/adamantine and magic, Haste, Immunity to Cold, Immunity to Electricity, Immunity to Fire, Immunity to Acid, Low-Light Vision, Spell Resistance 21; AL: N; SV Fort +5, Ref +7, Will +9; Str 26, Dex 18, Con-, Int -, Wis 18, Cha 1.

Skills and Feats: Listen +14, Spot +14; Alertness, Great Fortitude, Lightning Reflexes, Power Attack.

Alternate Form (Su): A Diamond Lady Guardian statue can shift between its construct form and guardian statue form as a standard action. In guardian statue form, it cannot use its paralysis ability or haste ability. In guardian statue form, it has the ability to detect evil, good, law, and chaos at will as a standard action. In statue form, it has no Strength or Dexterity and is effectively paralyzed.

Haste (Su): A Diamond Lady Guardian can *haste* itself at will as a free action. When *hasted*, the guardian gains an additional slam attack or extra 30 feet of movement per round.

Paralysis (Ex): Those hit by a Diamond Lady Guardian's slam attack must succeed on a Will save (DC 19) or be paralyzed for 1d10 rounds. This is as the spell *hold person*. Elves have immunity to paralysis. The save DC is Constitution-based and includes a +4 racial bonus.

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Goldie, Golden Bones Guardian: CR10; Medium Construct (Extraplanar); HD 11d10+20; hp 75; Init +4; Spd 30 ft.; AC 24 (+4 Dex, +10 natural), Touch 14, FF 20; Base Atk/Grapple: +8/+15; Atk slam +15 (2d6+7); Full Atk 2 slams +15 (2d6+7); SA: Spell-Like Abilities; SQ: Blindsight 60 ft., Construct Traits, Darkvision 60 ft., DR 15/magic and bludgeoning, Fast Healing 5, Immune to fire/cold/electricity/acid, Low-Light Vision, Self Destruct, Spell Resistance 22; AL: LG; SV Fort +5, Ref +9, Will +5; Str 24, Dex 18, Con—, Int 10, Wis 15, Cha 18. (*Speaks Common, Celestial and Draconic*)

Skills and Feats: Concentration +11, Diplomacy +11, Gather Information +11, Listen +4, Sense Motive +9, Spot +4; Alertness (B), Combat Casting, Great Fortitude, Lightning Reflexes, Quicken Spell-Like Ability (*hold person*), Simple Weapon Proficiency, Martial Weapon Proficiency.

Spell-Like Abilities: (CL11; DC 14 + spell level; 1/day) – 0: *acid splash, detect magic, disrupt undead, ray of frost, prestidigitation, read magic*; 1: *detect evil, disguise self, magic missile, protection from evil, shocking grasp*; 2: *detect thoughts, locate object, magic mouth, scorching ray, web*; 3: *deep slumber, fireball, lightning bolt, phantom steed, tongues*; 4: *charm monster, locate creature, ice storm, shout, rainbow pattern*; 5: *dominate person, teleport, hold monster, cone of cold*; 6: *chain lightning, freezing sphere, mass suggestion, repulsion*.

Spell-Like Abilities: (CL11; DC14 + spell level) (At Will) – *discern lies* (DC18), *hold person* (quicken; DC17), *geas* (no save), *remove curse* (to remove the geas), *hold person*, *mass* (DC21).

Self Destruct: At the end of its *quest* for which it has been created, a golden bones guardian with no other purpose in life is empowered with one *wish* spell for the purpose of undoing its existence and allowing itself to die. Upon using it, a golden bones guardian will collapse into its component gold bones worth 5000 gp. It can use its *wish* to help another, but if it does so, it can no longer die and will require help to die or another quest in order to feel useful.

By Kara Geilman

1-37 ROOM OF CARRION (EL 9):

This room's floor is covered with human skeletons and rotting human corpses (from previous caravans). The smell will gag those in the room requiring Fortitude save DC18

against nausea. Failure indicates loss of stomach contents and to become dazed for 2d4 minutes. Scurrying about the debris are two centipede swarms.

They are attempting to feed while avoiding the advances of a black pudding. Scattered about the floor are 1600 cp. The passage to RM 1-39 has an *illusory wall* over it to look like the rest of the wall. However, it has actually been boarded up, although the lower edges of the boarding have been eaten away a bit by the pudding. The drapes have also been pudding damaged.

Swarm, Centipede (2); CR 4; Diminutive Vermin (Swarm); hp 31; Init +4; Spd 20 ft, climb 20 ft.; AC 18; Atk/Full Atk Melee Swarm +0 (2d6 plus poison); SA Distraction, Poison; SQ Darkvision 60 ft., immune to weapon damage, swarm traits, tremorsense 30 ft; AL N; SV Fort +5, Ref +7, Will +3; Climb +12.

Black Pudding: CR 7; Huge Ooze; HD 10d10+60; hp 115; Init –5; Spd 20 ft., climb 20 ft; AC: 3 (–2 size, –5 Dex), Touch 3, FF 3; Base Atk/Grapple: +7/+18; Atk/Full Atk slam +8 melee (2d6+4 plus 2d6 acid); Space/Reach 15 ft./10 ft.; SA: Acid, Constrict (2d6+4 plus 2d6 acid), Improved Grab; SQ: Blindsight 60 ft., Split, Ooze Traits; SV Fort +9, Ref –2, Will –2; Str 17, Dex 1, Con 22, Int —, Wis 1, Cha 1.
Skills and Feats: Climb +11.

1-38 ALCOVES OF IMAGES (EL 10):

Three much desecrated statues of Mitra are in here. In each statue, he is depicted with the ring, amulet and belt of Mitra. These statues are clearly the work of a master and the sculptor would count among the greatest of artists. The statues, if cleaned, would be priceless if returned to the Church of Mitra.

The east facing statue bears a stone copy of Mitra's Mace from room1-36. Any character of a non-evil alignment standing in reverence or prayer between the north and south facing statues for more than a round will be given *cure critical wounds* for 4d8+20 points of healing along with a *remove disease* and *remove curse* (CL20; 1 per day per character).

Evil aligned characters entering the room will experience the effects of a *flame strike*, unless they enter with repentance in their heart and a true desire to change.

Tucked in at the feet of the north facing statue (Search DC10, Spot DC15) is a box containing a scroll with a map of RM 1-39. It lists the names and locations of the *glyphs of warding* in RM 1-39. It is in the form of a map showing the glyphs in their positions. In the center of the map it says "OMPHALOS". Map is in common.

JUDGES NOTE: The *flame strike* will not activate if the evil character in the room is in range of a non-evil person, though the trap can differentiate between neutral people with evil or dishonorable intentions and will activate then just as if they were evil, this is the only exception; Judge's discretion as to how to play this.

Flame Strike Trap: CR 10; magic device; proximity trigger (detect evil/good); automatic reset; spell effect (flame strike, 20th-level cleric, 15d6 fire, DC18 Reflex for half damage); Search DC 30; Disable Device DC 30.

JUDGES NOTE: While it was never stated in the original, it is implied that the name “OMPHALOS” is prominently centered on the map because it is the password to the glyphs.

1-39 CHAMBER OF OMPHALOS (EL 13+):

This chamber is done in the “deteriorated ornate” style. The floor is tiled with golden colored marble and the walls depict the earthly life of Mitra. An evil person or creature entering the area will be affected by a permanent *mirage arcana* spell that is keyed by a *detect evil* and the trigger is placed at the entrance to room 1-37. Evils will only see dust, cobwebs, and cold, gray stone (no save). Failing this and they should approach the hall of RM 1-39, before reaching the “*door glyph of warding*” a *blade barrier* will spring up before them blocking any evil person’s way.

A guardian naga named Omphalos is in the center of the room and 30 mindless skeletons of neutral alignment are lining the walls. They will not trigger any traps or glyphs as they pass through the room.

Glyphs of warding are invisibly transcribed on the floor. Each black dot on the map (show map to players if found) represents a glyph that protects the area that it is centered on. Entry into an intersecting square will fire off the glyph. The door *glyph of warding* will inflict 3d8 points of electrical damage. Worshipers of the god Mitra may pass by the glyphs freely without setting them off and without speaking the password. No creatures will attack these persons. Merely brandishing a holy symbol of Mitra will not allow passage through, as the wards are set to detect falsehoods and activate accordingly. A *read magic* spell with a Spellcraft DC13 will reveal the locations of the glyphs. *Detect magic* will not reveal this.

Mirage Arcana Ward: CR 6; magic device; proximity trigger (detect evil); no reset; spell effect (mirage arcana, 9th-level wizard), Search DC 30; Disable Device DC 30.

Glyph of Warding (Blast): CR 5; spell; spell trigger; automatic reset (timed 1 hour); spell effect (*glyph of warding* [blast], 5th-level cleric, 3d8 electrical, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft. radius); Search DC 28; Disable Device DC 28.

Blade Barrier Trap: CR 10; magic device; proximity trigger (detect evil); automatic reset; spell effect (blade barrier, 20th-level cleric, 15d6 slashing, DC 19 Reflex save half damage); Search DC 31; Disable Device DC

Human Warrior Skeleton: CR: 1/3; Medium Undead; HD: 1d12 (6 hp); Init: +5; Spd: 30 ft; AC: 15 (Touch 11, FF 14); Base Atk/Grapple: +0/+1; Atk: heavy mace +1 melee (1d8+1) or claw +1 melee (1d4+1); Full Atk: heavy mace +1 melee (1d8+1) or 2 claws +1 melee (1d4+1); Space/Reach: 5 ft./5 ft.; SQ: Damage reduction 5/bludgeoning, darkvision 60 ft., immune to cold, undead traits; AL: N; Saves: Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1
Skills and Feats: Improved Initiative
Possessions: heavy steel shield and heavy mace.

Omphalos, Guardian Naga: CR10; Large Aberration; HD 11d8+44; hp 93; Init +2; Spd 40 ft.; AC 18 (–1 size, +2 Dex, +7 natural), Touch 11, FF 16; Base Atk/Grapple: +8/+17; Atk bite +12 melee (2d6+7 plus poison) or spit +9 ranged touch (poison); Full Atk bite +12 melee (2d6+7 plus poison) or spit +9 ranged touch (poison); Space/Reach: 10 ft./5 ft.; SA: Poison, Spit, Spells; SQ: Darkvision 60 ft.; AL: LG; Fort +7, Ref +7, Will +11; Str 21, Dex 14, Con 19, Int 16, Wis 19, Cha 18

Skills and Feats: Bluff +18, Concentration +19, Listen +13, Diplomacy +8, Disguise +4 (+6 acting), Intimidate +6, Sense Motive +18, Spellcraft +17, Spot +13; Alertness, Combat Casting, Dodge, Eschew Materials, Lightning Reflexes.

Poison (Ex): Injury or contact, Fortitude DC 19, initial and secondary damage 1d10 Con. The save DC is Constitution-based.

Spit (Ex): A guardian naga can spit its venom up to 30 feet as a standard action. This is a ranged touch attack with no range increment. Opponents hit by this attack must make successful saves (see poison above) to avoid the effect.

Spells: Guardian nagas cast spells as 9th-level sorcerers, and can also cast spells from the cleric list and from the Good and Law domains. The cleric spells and domain spells are considered arcane spells for a guardian naga, meaning that the creature does not need a divine focus to cast them.

Spells Known (CL9; 6/7/7/7/5; DC 14 + spell level) — 0: *cure minor wounds, daze, detect magic, light, mage hand, open/close, ray of frost, read magic*; 1: *cure light wounds, divine favor, expeditious retreat, mage armor, magic missile*; 2: *detect thoughts, lesser restoration, see invisibility, scorching ray*; 3: *cure serious wounds, dispel magic, lightning bolt*; 4: *divine power, greater invisibility*.

The outer ring will cause paralysis effect using *bestow curse*. The character gets a 50% chance each round to act normally if affected. This effect does not allow an additional save each round to break free as does a hold person spell. See MM glossary for details on a paralysis effect.

Glyph of Warding (Spell): CR 4; spell; spell trigger; automatic reset (timed 1 hour); spell effect (*glyph of warding* [spell], 5th-level cleric, *bestow curse; paralysis*, DC 14 Will save negates; multiple targets (all targets within 5 ft. radius); Search DC 28; Disable Device DC 28.

The next ring will cause inflict *blindness*.

Glyph of Warding (Spell): CR 4; spell; spell trigger; automatic reset (timed 1 hour); spell effect (*glyph of warding* [spell], 5th-level cleric, *blindness/deafness*, DC 14 Fort negates); multiple targets (all targets within 5 ft. radius); Search DC 28; Disable Device DC 28.

The inner two *glyphs of warding* will give off 3d8 points of fire damage each.

Glyph of Warding (Blast): CR 5; spell; spell trigger; automatic reset (timed 1 hour); spell effect (*glyph of warding* [blast], 5th-level cleric, 3d8 fire, DC 15 Reflex save half damage); multiple targets (all targets within 5 ft. radius); Search DC 28; Disable Device DC 28

1-40 THE TOMB OF MITRA (EL 4):

This is the tomb of Mitra and is under a permanent *hallow spell*; the main secret doors (Search DC20) to this room will be locked (Open Lock DC25). The secret door from the south (Search DC28; *arcane locked*; CL 9; Break DC33) ends up in a trap door underneath the throne's seat.

At the north end is a reliquary that contains a hip joint, purportedly that of Mitra's mortal form (a *clone* spell could verify this). The south wall of the room is covered by a massive, solid gold throne with holy symbols carved all over it. Anyone who sits in the throne will receive the benefit of *atonement*, *heal*, *prayer* and *quest* spell. The prayer will last until the quest is complete. The *quest* is left up to the Judge and should be limited to something that could be completed within this adventure.

A permanent *programmed image* of a heroic elder man (Mitra) appears as you approach the throne, which resembles an older version of the man depicted by the statues outside. He will appear sitting on the throne. He will ask the visitors if they wish to make an offering to him and if they do and if one of them is a paladin, he will offer that the paladin take the sword. If no paladin is present he will offer the other items as appropriate to the party in reward for their offering. He may offer the sword also to any lawful good cleric of a war god or lawful good fighter. He is programmed with all the stories of Mitra's life as a man and can tell them the history of himself if they should choose to ask or listen (see history section at the beginning of the book). Once the conversation is complete, the image will disappear.

Any character less than ten hit dice must make a Will save (DC 15) or be subject to a *suggestion* spell, delivered mentally, that they wander aimlessly back into room 1-39, closing the door on the way out, forgetting the existence of room 1-40, and that they refuse to see any secret doors into the room at any time. Once they turn and go back through the door, they will be effected by a *forget* spell, so that they do not remember ever having been in the room or that the room exists. They will still remember the *suggestion* that they don't want to look for or see any secret doors in the room. If they should somehow remember and come back to the room, the *suggestion* will then tell them that they want to go home and then make them forget the room as they wander outside for no apparent reason.

The throne is valued at 26,000 gp. Arrayed on a low dais before the throne are the following:

Treasure: A chest containing 5000 gp, orc faced *brooch of shielding*, a tiny solid gold *coffin of raise dead* (2 charges) (1,400 gp coffin, 13560 gp value for spells), platinum *bracelet of friends* (570 gp platinum value after using charms), +2 *glass-steel demon bane long spear*, +4 *gem studded iron earrings of charisma* and a +3 *glass-steel holy bastard sword*.

Suggestion Ward: CR 4; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*suggestion*, 5th-level wizard, DC 15 Will save negates); Search DC 28; Disable Device DC 28.

Forget Ward: CR 4; magic device; location trigger (*suggestion*); automatic reset; spell effect (*forget* – see appendix, 5th-level wizard, DC 15 Will save negates); Search DC 28; Disable Device DC 28.

JUDGES NOTE: Glass steel items have a weight class equal to a weapon one class lighter for the purposes of proficiency. Glass steel items have the hardness of steel, yet have half the weight.

1-41 TELEPORTING MIST (EL 11):

The two *glyphs of warding* in the door to this area will do 3d8 points of fire damage. Room 1-41 is covered in a *fog cloud* concealing a *teleportation circle* that sends persons coming within 15 feet of the south wall to the White Tower, room C-7.

Glyph of Warding (Blast) (2): CR 5; spell; spell trigger; no reset; spell effect (*glyph of warding [blast]*, 5th-level cleric, 3d8 fire, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

Camouflaged Teleporter Trap: CR 10; spell; magic device; proximity trigger (*alarm*, 15 ft.); automatic reset; spell effect (*teleportation circle [widened and permanent]*, 25th-level wizard, SR yes, no save); multiple targets (all targets within 15 ft.); Search DC 34; Disable Device DC 34. (A *fog cloud* spell is permanently set to conceal its location).

1-42 THE HEART OF LAW (EL 7):

This is the location of the Heart of Law (see Artifacts). The room is draped in gold and white velvet. A clear, colorless gem, approximately 6 inches in diameter floats 4 ft. off the ground, rotating slowly. Quiet, gentle music can be heard and the air has a healthy, outdoorsy scent. Touching the gem will cause the gem to possess the character (Will DC25), see appendix 2, Artifacts for description and details. All in the room must make a Will save (DC25) or it will appear to those not making the save and definitely to the toucher that a gorgeous, blonde woman (or man if the character is female), richly dressed in white has come up and kissed the toucher on the forehead and then faded from view. What has actually happened is that the gem has shrunk to a half an inch in diameter and embedded itself in the toucher's forehead. The gem bearer will now feel compelled to kill anyone evil in the room (will save against possession is applicable; See Appendix 2, Artifacts). Possessed characters are under the power of the soul gem and will seek to directly destroy sources of evil. If evil enters the room and begins to desecrate the area, they will set off a *summon monster* trap summoning an Undying Swordmen (bralani) or a 1d3 hound archon to defend the sanctuary.

Summon Monster VI Trap: CR 7; magic device; proximity trigger (detect evil); automatic reset; spell effect (*summon monster VI*, 11th-level wizard), Search DC 31; Disable Device DC 31.

1-43 ANOTHER TELEPORT HALL (EL 6):

Victims will feel that they can see as far as possible down a 60' hallway. They are transported to Room 1 on the 2nd level.

Teleport Trap: CR 6; magic device; location trigger (*alarm*); automatic reset; spell effect (*teleport*, 10th-level wizard, DC 17 Will save negates); multiple targets (all targets within 5 ft.); Search DC 30; Disable Device DC 30.

1-44 EMPTY ROOM:

This is an empty midway room between the constabulary and the first level. Judge may use it as a base camp or fill it as you like. Occasionally, people do travel through here.

1-45 THE WINE CELLAR:

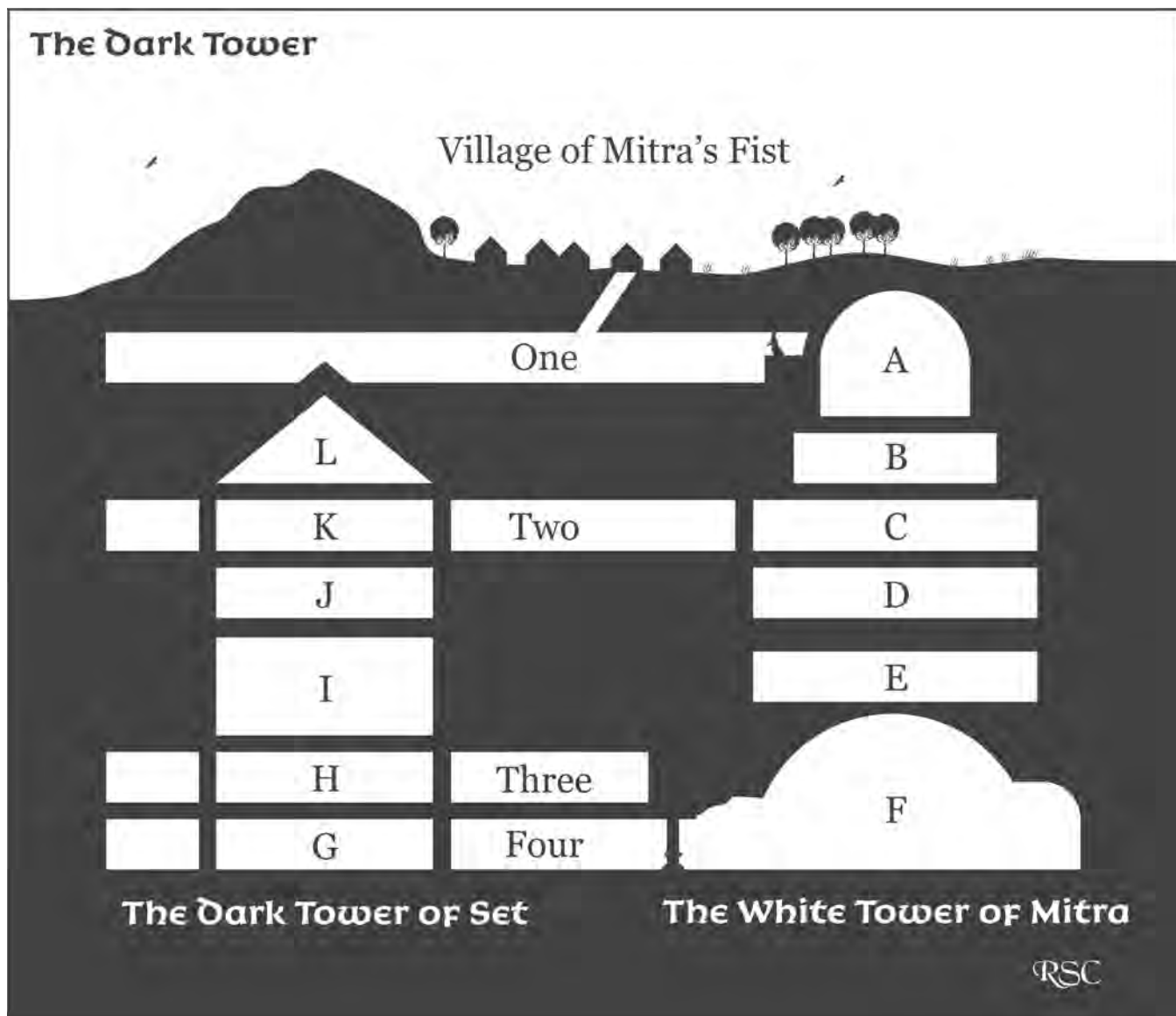
A secret door (Search DC 20) is hidden behind two casks of wine. On a 1d3 roll (50%) chance, one of Merth's henchmen will be in here sampling. For further information on the henchmen see village map key number 10, The Constabulary.

Roll 1d10 to determine which henchman is in the room. A roll of 10 indicates an additional henchman is here. A second roll of 10 would mean three henchmen are present having a party and so on until all henchmen are rolled from the chart.

- 1-2 Harmon Hellriser
- 3-4 Gernstead the Grim
- 5 Bolt of the North Marches
- 6 Scarvonii the Dark
- 7 Han Filo
- 8-9 Vorgrim Baresarcks
- 10 Roll again for additional henchman

1-46 CONSTABULARY ENTRANCE:

If room 45 is determined to be empty (see above), then there is a 70% chance that the door in the ceiling overhead (approximately 10 ft.) will be bolted shut. If so, it will take a Strength check to open it (Break DC18). Up to 4 characters may attempt to force the door simultaneously. The walls are of earth shored up with timber.



DARK TOWER

Level 2

□ 1 square = 10 feet



LEVEL TWO

2-1 ROOM OF BLACKNESS (EL 3):

This room will receive teleported characters from corridor 1-43 (see room 1-43). However, it does not work in reverse. The room is under a *darkness* spell no torch or lantern will illuminate more than 5 ft radius. Darkvision works only half as well in here. In the east section of the room is a gelatinous cube. A metal tube by the west wall (Spot DC 15) contains a scroll with a *water breathing* spell on it.

Gelatinous Cube: CR 3; Huge Ooze; HD 4d10+32 (54 hp), Init -5, Spd 15 ft; AC 3 (Touch 3, FF 3); Base Atk/Grapple: +3/+11; Atk slam +1 melee (1d6 plus 1d6 acid); Full Atk slam +1 melee (1d6 plus 1d6 acid); Space/Reach: 15 ft./10 ft.; SA: Acid, engulf, paralysis; SQ: Blindsight 60 ft., immunity to electricity, ooze traits, transparent; AL: N; Saves: Fort +9, Ref -4, Will -4; Str 10, Dex 1, Con 26, Int -, Wis 1, Cha 1

2-2 THE POINTING OGRE (EL 10):

A statue of an ogre stands on a very low, circular pedestal. In its left hand is a stone club studded with 100, 10 gp rhodonites. The right hand points toward one of the four entrances. All four doors are obscured by a *wall of fog*. If the room is occupied for 2 or more rounds, the ogre statue will cast *wall of stone* at the door its pointing to and pivot swiftly and point at random (roll a 1d4) to another one of the four doors. A 3 inch thick *wall of stone* will form on the second door instantaneously blocking both doors (duration: 40 minutes; spell is automatically *dispelled* after this time). Anyone standing in the doorway may be trapped as the stone surrounds them. The following round the statue will point randomly to the other unblocked doors until all doors are blocked or the room is empty. It can cast twice per round. If the room is emptied before 3 doors are blocked then the statue will stop. If not, it will block all four doors. The room will then fill with water in twenty rounds. The water gushes out into adjoining halls and rooms when the *walls of stone* disappear after 40 minutes, flooding those places.

Pointing Ogre Trap: CR 9; Primary trap: magic device; proximity trigger (*alarm*); automatic reset; spell effect (*wall of stone*, 9th-level wizard); secondary trap: water filled room (see drowning rule in DMG); multiple targets (all targets in a 30 ft. by 30 ft. room); never miss; onset delay (2 rounds); water; Search DC 30; Disable Device DC 30. (Note: blocks 4 doors in 2 rounds with *wall of stone* after activation. Roll 1d4 to determine order of door blockage and then fills room with water.)

The pit in the west hall is hidden by *fog cloud*. It is 20 ft. deep and has 3 ft. of water and spikes at the bottom. If the room empties out its water, the pit will be full to brimming for two weeks thereafter.

Well Camouflaged Spiked Pit Trap: CR 4; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 27; Disable Device DC 20.

2-3 GOBLINS LAIR (EL 10):

All goblins are armed with two flasks of oil, unlit torches and fire starting kits. On their shields the goblins have the emblem of a jackal's head. The goblins are led by Gnorsh Bloodtongue, a hobgoblin in the service of Avvakris. With him at all times is a special guard of 4 powerful goblins. The goblins each have 7 gp on their persons. Gnorsh has 14 sp and 5 gp on his person. 6d6 goblins will always be in the room along with 6 Dire Wolves.

Gnorsh and his body guard will be in here 30% of the time. If their room is flooded, all goblins in the room will try to track down offenders (30% chance of random encounter). Lying about the room are 45 various piles of sleeping rags.

Goblins (40), War1: CR 1/3; Small Humanoid (Goblinoid); HD 1d8+1 (5 hp); Init +1; Spd 30 ft.; AC 15 (Touch 12, FF 14); Base Atk/Grapple: +1/-3; Atk/Full Atk small longsword +2 melee (1d6) or small longbow +3 ranged (1d6) or small javelin +3 ranged (1d4) or small battleaxe +2 melee (1d6) or small morningstar +2 melee (1d6); SQ: Darkvision 60 ft.; Fort +3, Ref +1, Will -1; AL: NE; 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.

Dire Wolves (6): CR 3; Large Animal; HD 6d8+18; hp 45; Init +2; Spd 50 ft.; AC 14 (Touch 11, FF 12); Base Atk/Grapple: +4/+15; Atk bite +11 melee (1d8+10); Full Atk bite +11 melee (1d8+10); Space/Reach: 10 ft./5 ft.; SA: Trip; SQ: Low-light Vision, Scent; SV: Fort +8, Ref +7, Will +6; AL: N; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.
Skills and Feats: Listen +7, Move Silently +4, Spot +7, Survival +2, Alertness, Run, Track, Weapon Focus (bite).

Gnorsh Bloodtongue, Male Hobgoblin War6: CR 5; Medium Humanoid (Goblinoid); HD 6d8+12; hp 50; Init +5; Spd 30 ft.; AC 16 (Touch 11, FF 15), Base Atk/Grapple +6/+10; Atk MW heavy mace +12 melee (1d8+4); Full Atk MW heavy mace +12/+7 melee (1d8+4); SQ: Darkvision 60 ft.; AL: LE; SV Fort +7, Ref +3, Will +2; Str 18, Dex 12, Con 14, Int 14, Wis 11, Cha 16.
Skills and Feats: Diplomacy +5, Intimidate +12, Jump +8, Listen +2, Move Silently +2, Ride +5, Sense Motive +2, Spot +2; Imp Init, Power Attack, Weap Focus (mace, hvy).
Possessions: MW hvy mace, hvy shield, studded leather.

Goblin Guards, Male Goblin War3 (4): CR 2; Small Humanoid (Goblinoid); HD 3d8+3; hp 20; Init +7; Spd 30 ft.; AC 17 (Touch 14, FF 14); Base Atk/Grapple +3/+1; Atk/Full Atk small morningstar +7 melee (1d6+2); SQ: Darkvision 60 ft.; AL: NE; SV Fort +4, Ref +4, Will +1; Str 14, Dex 17, Con 12, Int 10, Wis 11, Cha 9.
Skills and Feats: Climb +3, Hide +8, Intimidate +3, Jump +3, Move Silently +6, Ride +7, Improved Initiative, Weapon Focus (morningstar).
Possessions: small leather, small morningstar, small light metal shield, two flasks of oil, torches and fire starting equipment.

JUDGES NOTE: It is recommended that you vary the weapons that these goblins use for greater effect. There are a total of 40 goblins and 40% of them should use longswords and longbows, 20% javelins, 20% battleaxes, 20%, morningstars.

2-4 GOBLINS' ARMS PRACTICE HALL:

The wall is decorated with 30 shields, with 25 of them being worthless, battered or rotted beyond usability. Five are actually in good shape. The room is filthy with various piles of rags, goblin dung, and refuse.

2-5 THE MIGHTY SAM (EL 12):

This room is occupied by a giant, living, intelligent stone statue. He is 11 feet tall and wears knickers, pointy toed shoes, an ornate vest, fancy shirt and a red pillbox hat. He carries a large broom.

Sam was once a frost giant, who as he lay dying, begged the god, Set, to save him. Set transferred the giant's spirit into a stone statue of humiliating appearance, with the promise that the statue would become a flesh and blood titan if he delivered Mitra's belt to the evil god. Sam now collects the belts from all travelers he encounters. He will *arcane lock* all doors to the room if any enter and then demand all the belts the adventurers own. He will check each one as he gets it to see if it's the one he is looking for. He will then give each character a new belt out of the portable hole that is his hat.

There is a 20% chance that each non-magic belt will have a map to Sam's treasure scratched on the leather (Room 3-2). If the belts are not handed over, Sam will attack with his broom. The 10 ft. square hole along the west wall leads to room 3-2. There are ladder rungs in the east wall of it. Sam will not pursue adventurers out of the room. If Sam is killed, he will reform into the statue again in 4 minutes.

Mighty Sam, Augmented Statue of Set: CR 12; Large Construct (Augmented Giant); HD 14d10+30; hp 142; Init +3; Spd 30 ft.; AC 22 (Touch 8, FF 22); Base Atk/Grapple: +10/+23; Atk large broom +20 melee (2d6+13) or slam +19 melee (1d6+9); Full Atk large broom +20/+15 melee (2d6+13) or 2 slams +19 melee (1d6+9); Space/Reach: 10ft/10ft; SA: Spell-Like Abilities; SQ: Construct Traits, DR 10/ adamantine and magic, Fast Healing 10, Reform, Spell Resistance 22; AL: N; SV Fort +3, Ref: +2, Will: +5; Str 29, Dex 9, Con -, Int 10, Wis 14, Cha 16.

Skills and Feats: Search +10, Sense Motive +13, Spot +10; Exotic Weapon Proficiency (broom), Improved Initiative, Power Attack, Skill Focus (Sense Motive), Weapon Focus (broom).

Spell-Like Abilities: (CL 12; DC13 + spell level) – (At will) *arcane lock*, *analyze dweomer*, *legend lore*, *open/close*, *true seeing*.

Possessions: large broom, large chain shirt, *portable hole* (his hat).

Reform (Ex): When reduced to 0 hit points or less, an augmented statue of set collapses into dust. Four minutes later, it reforms at full strength minus any damage taken from acid or fire-based attacks and effects (including attacks by elemental creatures).

He has 30 belts, 3 of which are magical. A roll of 1 on a 1d10 indicates that the character has received one of the following belts. Roll a 1d3 to determine which one they received, reroll if it indicates one you have already given out. Continue until all belts are returned or no other magic belts are left to give out:

Girdle of Hill Giant Strength: This item was created when a Halfling who found a *belt of giant's strength +6* that was too big for him and he didn't want to look ridiculous using suspenders to hold it up; decided to use a wish spell to make it shrink to his size, but worded it so that he could be as strong as a hill giant. The end result was he ended up the size of a hill giant. It activates by twisting the knob on the buckle and then the character and all his possessions grow proportionately to 10½' feet tall (size large) until the belt is deactivated. The character gains all the bonuses of a large sized character: +8 Strength, -2 Dexterity, +4 Constitution, +2 Natural Armor, -1 size penalty to AC and Attack. All equipment gains the appropriate size bonuses as well. (A small character grows to size large as well and gains additional bonuses; see MM)
Moderate transmutation; CL 10th; Craft Wond. Item; *bull's strength*, *animal growth*, *wish*; 74,825 gp; Weight 1 lb.

Belt of Masculinity/Femininity (cursed): Character changes physical gender every 2d10 minutes. The belt cannot be removed without a *remove curse*. After a *remove curse* is cast, there is a random 50% chance as to which gender character will be permanently after belt is removed. The belt will not function for that character again after being removed, but remains cursed and active for anyone else that wears it. The belt identifies as a *monk's belt*. The character requires a *wish* or *miracle* to revert to original gender.
Moderate transmutation; CL 10th; Craft Wondrous Item; *alter self*, *bestow curse*; 13,000 gp; Weight 1 lb.

Belt of Variable Density (cursed*),
6 Settings:

1) Weightless

(as setting 2, but with the following changes): You become like an air elemental, AC: lose all armor bonuses unless ghost touch, force (bracers), deflection, Dodge or Dexterity, +6 dexterity, -6 Strength, +4 dodge bonus, Darkvision 60 ft., Elemental Traits, Type changes to Elemental (Air, Native, Augmented Humanoid); gain fly speed equal to your land speed +30 ft. (perfect maneuverability), DR 10/magic, Immunity to Poison, Immunity to critical hits, spiderclimb, cant make any physical attacks, you become subject to the effects of wind, you can't enter water or liquid.

2) Half density

(weight: x ½):
AC: -4 armor, +4 Dexterity, -4 strength +2 Dodge bonus; +30 bonus on Balance, Jump and Tumble checks at twice your normal height & move limit; gains a virtual Up The Walls (see Psionics SRD) & Improved Initiative (+4 to initiative) feat, *Slow Fall 90 ft.*, DR 5/magic, Evasion, and Fast Movement 30 ft.; All your attacks with weapons do half damage. Carrying capacity is halved, but all equipment carried is half weight. No armor check penalties.

3) Normal
(none).

4) Double Density
(weight x 2):

AC: +4 natural armor, -4 Dexterity, +4 strength, -4 additional armor check penalty; skin becomes shiny and metallic in color. Gain DR 5/cold iron, you gain a virtual Improved Critical feat, movement is reduced by 10 ft., Energy Resistance 10 acid/fire/electricity/cold.

5) Quadruple Density
(weight x 4):

AC: +6 natural armor, -6 Dexterity, +6 Strength, -6 additional armor check penalty; characters of less than 18 adjusted Strength move at half move. Character gains 2 slam attacks 1d4 for medium creatures (1d3 for small), Gain DR 10/adamantine. Energy Resistance 20 acid/fire/electricity/cold. Your weapon attacks do damage of the next size category.

6) Full Density
(Iron Golem Mode; weight x10):

(as setting 5, but with the following changes or additions)
AC: +10 natural armor, +10 Strength, -8 Dexterity, DR 15/adamantine; Darkvision 60 ft., Construct Traits, Immunity to electricity, Immunity to poison, Immunity to magic (as a iron golem; subject to iron golem spell effects), Low-Light Vision; take half damage on all acid or fire attacks. You lose your Constitution bonus hit points and gain bonus hit points based on size (see MM), Move is at half speed. You have a 50% arcane spell failure chance and a -8 additional armor check penalty. Your slam attack damage increases from 1d4 to 1d6. Your type changes to Construct (Augmented Humanoid). You do not eat sleep or breath (and therefore have no use for potions).

Cursed Effect

* It has a 2% cumulative chance per hour of use of becoming stuck in a certain setting and making the item irremovable unless a remove curse, limited wish, wish or miracle is cast. Use of a limited wish or miracle will also repair the item to normal working condition, removing the defect causing the curse. The chance of failure is reduced to 0% each morning after resting. If it's already stuck, it remains stuck. Item could also be repaired by use of a make whole spell after the curse is removed.

Strong varied; CL 18th; Craft Wondrous Item; *bulls strength, cats grace, resist energy, fly, feather fall, gaseous form, haste, iron body, jump, polymorph, spiderclimb*; Price 125,000 gp; Weight 2 lbs.

2-6 BASIN OF THE WONDROUS WATER (EL 4):

In the center of this room is a 5 ft. diameter *basin of the wondrous water (cursed)* containing a musty smelling, brackish water. The basin is made of silver (much tarnished), value 4,650 gp. 3 bloodstones of 100 gp each are set into the rim. Curled about the base of the basin is an amphisbaena, or two headed snake. The creature will not attack unless approached within 10 feet.

Basin of the Wondrous Water: Drinking water once from this basin will raise one character's stat by 3 points permanently (roll random 1d6 to determine which stat is affected). Drinking twice will lower that score permanently by 6 points (DC 20 Fort Save). Strong Necromancy; CL 15th; Craft Wondrous Item; *limited wish, bestow curse*; Price 4,650 gp, Weight 100 lbs.

Amphisbaena: CR 4; Large Magical Beast; HD: 6d10+9 (42 hp); Init: +2; Spd: 20 ft., climb 20 ft., swim 20 ft.; AC: 17 (Touch 11, FF 15); Base Atk/Grapple: +6/+12; Atk: bite +8 melee (1d4+3 plus poison); Full Atk: 2 bites +8 melee (1d4+3 plus poison)Space/Reach: 10 ft./5 ft.; SA: Poison; SQ: All-around vision, darkvision 60 ft., resistance to cold 10, split; Align: N; SV Fort +6, Ref +7, Will +3; Str 14, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +10, Hide +4, Listen +9, Move Silently +7, Search +1, Spot +9, Swim +10, Alertness, Toughness, Weapon Focus (bite).

Poison (Ex): An amphisbaena delivers a virulent poison with a successful bite attack from either head. The save DC is Constitution-based.

Amphisbaena Poison: Injury, Fort DC 14; initial 1d6 Constitution damage, secondary 2d6 Constitution damage.

All-Around Vision (Ex): Because the amphisbaena has a head at each end of its body, it gains a +4 bonus to Search and Spot checks. It cannot be flanked.

Split (Ex): Each of the amphisbaena's heads functions independently of the other. Even if it is cut in half continues to function normally (each with half its current hit points) and reattaches its body together in 1d2 days.

2-7 HORRIBLE HALL OF THE SILENT BALL (EL9):

A 10 ft diameter steel ball continuously rolls through this circular hall at a speed of 20 ft. per round. It makes a full revolution of the hall in 1 minute. It has a permanent *silence* spell upon it. Players who approach the hall carefully before



going in may make a Spot Check (DC15) to notice a groove that has been worn on the floor and on the wall 5 ft. from the floor and the white powder near the edges of the wall. Players may then make a Craft (Alchemy) or Heal check (DC 20) to recognize this substance as crushed bone to understand what has been happening here.

Once they enter the hall, players should make a Spot Check (DC 20) to see the ball coming, assume its 40 ft. away. Those that make their spot check are not surprised and have 12 seconds real time to take a single action. Inform the group that they can take one action. When that time is up they must have specified or acted out exactly what they are doing.

If the character fails the spot check, then they are considered to be surprised. Surprised characters have the same options to react, but they have only 6 seconds real time (1 round) to do so. Those who do state a proper reaction will receive half damage even if they don't make their save. Any who do not specify an action in that space of real time (not game time) must roll a Reflex Save (DC 16) for half damage or suffer 5d8 points of crushing damage. The trap cannot be disabled, only bypassed for 1 minute by use casting a spell at it or speaking the command word "reverse". If a rogue takes the time to study it, they may be able make a Use Magic Device DC30 to emulation check to activate command word to reverse the ball.

Proper reaction to the ball could be as follows:

- A. Run! (A character in normal or heavy gear may out run it).
- B. Fall and roll aside!
- C. Get to the ceiling!
- D. Speak the word: "Reverse!"
- E. Throw any Magic Item or Spell at it!

Note: Option D & E will cause the ball to immediately roll in the other direction.

Horrible Hall of the Silent Ball Trap: CR 9; mechanical; timed trigger; automatic reset; multiple targets (all targets in a 10 ft. hallway); never miss; onset delay (2 rounds); rolling 10 ft. ball, 5d8 damage, reflex DC16 for ½ damage for those that make a DC 20 Spot or DC 25 Search; Search DC 25; Disable Device DC 40 (bypass only).

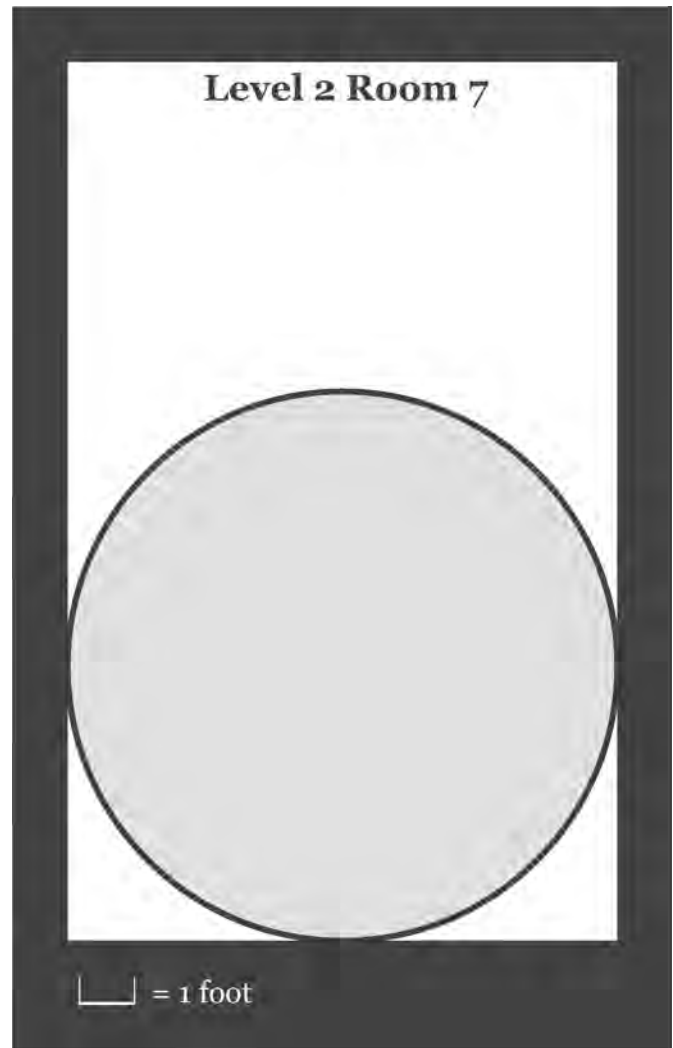
2-8 ORCS IN WAITING (EL 7):

Four orcs with heavy crossbows and scimitars wait in hiding here. One orc can fire two bolts per melee round while his two comrades cock and reload them. There is a small firing port in the wall facing room 2-5.

Orcs in Waiting (4): Male Orc Ftr3: CR 3; Medium Humanoid; HD (3d10); hp 22, 19, 23; Init: +2; Spd: 30 ft; AC: 16 (Touch 12, FF 14); Base Atk/Grapple: +3/+6; Atk/Full Atk: scimitar +6 melee (1d6+3) or MW heavy crossbow +6 ranged (1d10) or MW heavy crossbow +4/+4 ranged (1d10); SQ: Light sensitivity, darkvision 60 ft.; AL: CE; SV Fort +3, Ref +3, Will +1; Str 16, Dex 14, Con 11, Int 9, Wis 11, Cha 6.

Skills and Feats: Jump +3, Listen +1, Spot +1, Point Blank Shot, Precise Shot, Rapid Reload (heavy crossbow), Rapid Shot.

Possessions: crossbow bolts (20), chain shirt, MW heavy crossbow, scimitar.



2-9 THE HALL OF THE GLOWING PROCESSION (EL 9):

A powerful *permanent darkness* spell along with a *permanent silence* spell covers the entire room. One melee round after entering the room, an illusion of a group of ten glowing ghostly humans (*programmed image over dancing lights*) in long robes will pass from the north to the south end of the hall. They appear as if they were ghosts of wizards.

If attacked, two of these ghost wizards will appear to cast a *summon monster VI* spell to summon 2d3 shadow mastiffs and attack. These will be real versions of the creatures summoned as a preset condition of the programmed image to trigger the summon monster traps. The other ghost will then appear to cast (illusory) magic *missile*, *fireball*, *lightning bolt* and any other attack spells the Judge may think of. Treat damage as normal if the party believes the spell with normal saves for the spell cast (Will save DC 19 on spells to disbelieve). Treat spells cast as 12th level, (DC 15 + spell level). The entire room is one big illusory trap. Any successful attack made to the illusory ghosts will appear to damage them as normal with the usually miss chances of attacking incorporeal creatures. As they are illusory creatures, they don't actually take damage, neither do they go unconscious or get destroyed.

Programmed Image Trap: CR 6; spell; spell trigger; automatic reset; spell effect (*programmed image*, 12th-level wizard, illusion, multiple spell effects, see text); Search DC 28; Disable Device DC 28.

Summon Monster VI Trap (2): CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*summon monster VI*, 12th-level wizard), Search DC 31; Disable Device DC 31.

Shadow Mastiff: CR: 5; Medium Outsider (Extraplanar); HD 4d8+12; hp 30; Init: +5; Spd: 50 ft.; AC: 14 (Touch 11, FF 13); Base Attack/Grapple: +4/+7; Atk/Full Atk: bite +7 melee (1d6+4); SA: Bay, trip; SQ: Darkvision 60 ft., shadow blend, scent; AL: NE; SV Fort +7, Ref +5, Will +5; Str 17, Dex 13, Con 17, Int 4, Wis 12, Cha 13.
Skills and Feats: Hide +8, Listen +8, Move Silently +8, Spot +8, Survival +8; Dodge, Improved Initiative, Track.

2-10 TEMPLE ENTRANCE HALL (EL 5):

The floor of this room is polished black marble as are the walls and ceiling. If the entrance to room 13 is approached within 5 ft. without bearing Avvakris's ring, a *wall of fire* will spring up.

Wall of Fire Trap: CR5; magic device; proximity trigger (*alarm* 5 ft.); automatic reset; spell effect (*wall of fire*, CL9, 1d4 fire at 20 ft./2d4 fire at 10 ft./2d6+9 fire on pass through); Search DC29; Disable Device DC29

2-11 LABORATORY OF BERKAM-SHEM, EVIL WIZARD (EL 11):

Berkam-Shem has 12 orc guards (see below) and has a tendency to duck out the back way and send his bloodthirsty bodyguards "up the middle" while him and his imp pull flank attacks.

The secret door at the rear of the room has an *illusory wall* spell cast over so that it always looks like a blank stone wall even if the door is opened (Listen DC15 to hear the door close and determine its general location). Next to the secret door is a cage containing a live baby monitor lizard (taken from level 1 and hatched); however, the lizard has *invisibility sphere* cast upon it. This will also affect anything entering the radius of the spell. Thus, it will appear that Berkam-Shem has just disappeared from the room when he attempts escape. He also tries to be showy by acting out the motions of a *teleport* spell (Bluff check). If he has the time, Berkam-Shem will cast a *haste* spell on the orcs in the back room before they attack.

Berkam Shem, Male Human Wiz7: CR 7; Medium Humanoid; HD 7d4+7; hp 34; Init +5; Spd 30 ft.; AC 17 (Touch 14, FF 16); Base Atk/Grapple: +3/+3; Atk/Full Atk: *+1 dagger* +4 melee (1d4+1) or *+1 dagger* (thrown) +5 ranged (1d4+1); SA Summon Familiar, empathic link, share spells; AL: LE; SV Fort +3, Ref +3, Will +6; Str 10, Dex 13, Con 12, Int 16, Wis 12, Cha 14.
Skills and Feats: Bluff +7, Concentration +11, Craft (Alchemy) +12, Knowledge (Arcana) +10, Knowledge (The Planes) +8, Listen +4, Spellcraft +14, Spot +7; Alertness, Combat Casting, Improved Familiar, Improved Initiative, Scribe Scroll, Spell Focus (Evocation), Spell Penetration.

Possessions: *amulet of natural armor +1*, *bracers of defense +3*, *ring of force shield*, *2 +1 glass-steeded daggers*; scholars outfit, spellbook.

Wizards Spells Prepared (4/5/4/3/1 DC: 13 + spell level) 0: *detect magic*, *flare*, *ray of frost*, *read magic*; 1: *burning hands*, *mage armor*, *magic missile*, *ray of enfeeblement*, *reduce person*; 2: *acid arrow*, *pyrotechnics*, *scorching ray*, *web*; 3: *lightning bolt*, *haste*, *invisibility sphere*; 4: *mass reduce person*.

Sparky will usually be wandering through 2-10 to 2-13 in the form of a goat.

Sparky, Male Imp, Improved Familiar: CR 7; Tiny Outsider (Evil, Lawful, Extraplanar); HD 7d8; hp 17; Init +3; Spd 20 ft., fly 50 ft. (perfect); AC 24 (Touch 15, FF 21); Base Atk/Grapple: +3/-5; Atk/Full Atk: sting +8 melee (1d4 plus poison); SA Poison, spell-like abilities; SQ Alternate Form (Su), darkvision 60 ft., deliver touch spells, DR 5/good or silver, fast healing 2, immunity to poison, improved evasion (Ex), energy resistance 5/Fire, SR 21, speak w/master, granted abilities (empathic link, share spells); AL: LE; SV Fort +5, Ref +8, Will +6; Str 10, Dex 17, Con 10, Int 12, Wis 12, Cha 14.

Skills and Feats: Diplomacy +12, Concentration +10, Craft (Alchemy) +8, Hide +21, Knowledge (Planes) +6, Knowledge (Arcana) +6, Knowledge (Religion) +6, Listen +11, Move Silently +13, Spellcraft +9, Spot +11; Survival +1; Dodge, Weapon Finesse.

Possessions: ring gates (one of the rings is hidden, Search DC 18, under the first pew in 2-13), *bag of holding (type 1)*, *mantle of spell resistance (SR21)*, *keoghtom's ointment*.

Poison (Ex): Injury, Fortitude DC13, 1d4 Dex/2d4 Dex damage.

Spell-Like Abilities: (CL 6; DC12 + spell level) - At will: *detect good*, *detect magic*, *invisibility* (self); 1/day: *suggestion*; 1/week (CL 12): *commune* (as the spell but only six questions).

Alternate Form (Su): CL12, as polymorph, except that an individual imp can assume only forms no larger than Medium. Forms include monstrous spider, raven, rat, boar and goat.

In the northwest corner of the room are 4 invisible orc guards. In the back part of the room, behind the secret door, are 8 invisible orcs.

Orcs, Male Orc War3 (12): CR 2; Medium Humanoid; HD 3d8+9; hp 26; Init: +0; Spd: 20 ft.; AC 15 (Touch 10, FF 15); Base Atk/Grapple: +3/+6; Atk/Full Atk: javelin +3 ranged (1d6) or greataxe +7 melee (1d12+4); SA: Light Sensitivity; SQ: Darkvision 60 ft.; AL: CE; SV Fort +6, Ref +1, Will -1; Str 17, Dex 11, Con 16, Int 8, Wis 7, Cha 11.

Skills and Feats: Intimidate +2, Jump +6, Power Attack, Weapon Focus (greataxe).

Possessions: chainmail; javelin (x3); great axe.

In the main room is an iron chest that is alive; he is under a *polymorph any object spell*. He was changed into a construct but retains his Intelligence and abilities as a 5th level Wizard. The condition has been made permanent by a casting of *greater permanency* (see appendix). Over the years, he has been infused with additional abilities as improvements to his self sufficiency. Hingest doesn't remember how he came to be, as it was over 300 years ago,

nor his previous name. To him, this is how it always has been. Hingest is the name given to him by Berkam-Shem who found him here about 275 years ago when he moved into the room. He speaks Common, Orc, Troll, Infernal, Draconic, Sylvan, and Elven.

He has arms that sprout from his sides when needed, otherwise they are not visible. He has no legs. He can crawl on his hands or *fly* as the spell to move. There is a hole in the ceiling that exactly fits Hingest. He will *levitate* up to there to hide and appear to be part of the ceiling if there is time. Hingest is immune to fire and electricity.

He will use the *mage's trap* spell to try and discourage anyone from opening his lock and will cast *arcane lock* on himself also. He will play the part of an inanimate object to get someone close before attacking. Anyone touching him will receive a jolt of electricity as per the spell *shocking grasp* (empowered).

Hingest contains 400 gp, 50 pp, a flask of *oil of ethereality* and a scroll of *protection from energy* hidden in a false bottom that is only detectable from the rear of the box (Search DC28). There is 1500 cp in the main portion of the box. If the box is about to be opened, Hingest will cast a *fool's gold* spell upon the copper that has a 25% chance of being detected by cold iron.

Hingest the Enchanted Iron Chest, Wiz5: CR 8; Medium Construct (Augmented Humanoid); HD: 5d10 +5d4+20, hp 75; Init: +2; Spd: 5 ft. crawl, fly 60 ft. (average); AC: 22 (Touch 12, FF 20); Base Atk/Grapple: +5/+4; Atk/Full Atk: slam +7 melee (1d4-1); SA: Spell-Like Abilities; SQ: Blindsight 60 ft. (Ex), construct traits, DR 5/adamantine, darkvision 60 ft., fast healing 5, immunity to fire and electricity, low-light vision, summon familiar; SV Fort: +2, Ref: +6, Will: +9; AL: CN; Str 8, Dex 15, Con -, Int 18, Wis 15, Cha 15.
Skills and Feats: Concentration +13, Craft (alchemy) +11, Knowledge (alchemy) +12, Knowledge (Arcana) +12, Knowledge (nature) +8, Knowledge (aberrations) +8, Listen +12, Spellcraft +17, Spot +15, Combat Casting, Empower Spell-Like Ability (Shocking Grasp), Hover, Still Spell, Silent Spell, Scribe Scroll, Weapon Finesse.
Possessions: 400 gp, 50 pp, flask of *oil of ethereality*, scroll of *protection from energy*, spellbook.
Wizard Spells per day: 4/4/3/2/ (DC: 14+spell level): 0: *acid splash, daze, detect magic, ray of frost*; 1: *charm person, mage armor, reduce person, sleep*; 2: *darkness, invisibility, scorching ray*; 3: *fireball, slow*.
Spell-Like Abilities: (CL 6; DC12 + spell level) – (At will) 0: *light, mending, open/close, mage hand*; 1: *hold portal, shocking grasp (anyone touching him or normal), unseen servant*; 2: *arcane lock, fool's gold, trap, levitate, spectral hand*; 3: *fly, shrink item*.

2-12 JACKAL LAIR (EL 9):

There appears to be twenty jackals in here. The twentieth jackal is a jackalwere. Buried in a pile of jackal dung are 250 cp, 750 sp, a *circlet of persuasion* valued at 5,580 gp.

Jackals (20): CR 1; Medium Animal; HD 2d8+4; hp 13; Init +2; Spd 50 ft.; AC 14 (Touch 12, FF 12); Base Atk/Grapple: +1/+3; Atk/Full Atk bite +3 melee (1d6+3); SA: Trip; SQ: Low-light vision, scent; SV Fort +5, Ref +5, Will +1; AL: N; Str 14, Dex 15, Con 15, Int 2, Wis 13, Cha 6.
Skills and Feats: Hide +3, Listen +6, Spot +4, Alertness.

Jackalwere: CR: 2; Medium Magical Beast (Shapechanger); HD: 3d8+6 (19 hp); Init: +3; Spd: 40 ft. as jackal; 30 ft. as human or hybrid; AC: 16 (Touch 13, FF 13 as jackal or hybrid; 15 (Touch 13, FF 12 as human); Base Atk/Grapple: +2/+3; Atk: Bite +4 melee (1d6+1) as jackal; longsword +3 melee (1d8+1) as human or hybrid; Full Atk: Bite +4 melee (1d6+1) as jackal; longsword; +3 melee (1d8+1) and bite -1 melee (1d6) as hybrid; longsword +3 melee (1d8+1) as human; Space/Reach: 5 ft./5 ft.; SA: Sleep gaze; SQ: Alternate form, DR 5/cold iron, darkvision 60 ft., low-light vision, scent; Align: CE; Saves: Fort +5, Ref +6, Will +2; Str 13, Dex 17, Con 15, Int 12, Wis 12, Cha 12
Skills and Feats: Jump +9, Listen +8, Spot +8, Survival +5*, Alertness, Track, Weapon Focus (bite).
Sleep Gaze (Su): Any creature within 30 feet that meets the creature's gaze falls asleep for 3 minutes if it fails a DC 12 Will save. This ability functions as the sleep spell (caster level 3rd), but there is no HD limit to the number of creatures it can affect. The save DC is Charisma-based.

2-13 THE LOWER TEMPLE (EL 16):

This is where victims are sacrificed to the evil god. The ceiling of the room is 30' high. The walls are mosaics of human sacrifice and various unnatural acts. If anyone studies them closely, make a DC 14 Fortitude save or become nauseated for 1 round.

The statue of Set is 20' tall and is inlaid with jade and has 100 alexandrines (100 gp value each) embedded into it as scales. Two glowing 1000 gp topazes are its eyes. The statue is of a jackal headed, heroic male similar to the one in room 1-22 (also see cover). The areas of the room that are not painted (the floors and ceilings) are of black marble with gold tracery inlaid. A bloodstained altar is before the statue. Two 500 gp braziers sit on either side. There is a 20% chance that a sacrificial ceremony will be underway in here. If so, it will be Merth, Avvakris, all of Merth's henchmen, Avvakris's son, Aphris, 2d4 Minions of Set (see upper temple 1-22 for minions) and a 30% likelihood of the wizard, Haffrung Helleyes and 1d4 of his bodyguards, being here (see The Upper Apartments of Haffrung Helleyes, 3-16 to 3-19). Victims will either be a captured party member (15% chance of already being dead) or a member of the ill fated caravan (1d2 2nd level average fighters, AC: 10, 15 hp each).

Attempting to remove valuables from the statue will animate the statue as a stone golem of great power. Any humanoid death in the temple will have a 5% cumulative chance of summoning the presence of Set (see level 1, room 22 for details).

Greater Golem of Set: Huge Construct; CR 16; HD 42d10+40; hp 271; Init -2; Spd 20 ft.; AC 27 (Touch 6, FF 27); Base Attack/Grapple: +31/+52; Atk slam +42 melee (4d8+13); Full Atk 2 slams +42 melee (4d8+13); Space/Reach: 15 ft./15 ft.; SA: Slow; SQ: DR 15/adamantine and magic, Construct Traits, Darkvision 60 ft., low-light vision, Haste, Immunity to Magic; AL: N; SV Fort +14, Ref +12, Will +14; Str 37, Dex 7, Con -, Int -, Wis 11, Cha 1.
Skills and Feats: Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Power Attack.
Haste (Su): A Diamond Lady Guardian can *haste* itself at will as a free action. When hasted, the guardian gains an additional slam attack or extra 30 feet of movement per round.

Slow (Su): A greater stone golem of Set can use a *slow* effect, as the spell, as a free action once 2 rounds. The effect has a range of 10 ft. radius and duration of 8 rounds, requiring a DC 21 Will save to negate. The DC is Constitution-based.

Immunity to magic (Ex): A greater stone golem of Set is immune to any spell or spell-like ability that allows spell resistance and certain spells function differently against a Stone Guardian. If a *transmute rock to mud* spell is cast, it will *slow* (as the spell) the stone guardian for 2d6 rounds, no save, while a *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 rounds. A *transmute mud to rock* heals all of its lost hit points and a *stone shape* spell does not change its shape, but will heal the stone guardian 1 point for each cubic foot of stone the caster could reshape.

By Greg Geilman

2-14 THE RED HOT WIRES (EL 10):

On the ceiling over the door from RM 2-6 is large metal wire-like net. If stepped under, the creatures will trip the net to drop on them trapping them in the wires and activating the *heat metal* trap. On the second round creatures that were entrapped on the first round in the net of wires will begin taking 2d4 points of fire damage per round as the wires turn redhot. In addition to this, anyone within 30 ft. of the net of wires and who is wearing metal armor must make a Will save DC 13 to negate them also taking this damage. To remove the net, creatures entrapped must make a Strength check DC 20 or Escape Artist DC 25. Anyone escaping from the hot wires must still make the will save if wearing metal armor or continue taking damage.

Heat Metal Trap: CR 7; spell; proximity trigger (*alarm* 20 ft. radius); automatic reset; spell effect (*heat metal*, 10th-level druid, 2d4 fire per round (7 rounds), DC 13 Reflex save half damage); Search DC 27; Disable Dev DC 27.

Large Wire Net Trap: CR 6; mechanical; location trigger (10 x 10 pressure plate); manual reset; Atk +19 melee (see note); Search DC 26; Disable Device DC 27. Note: Characters in 10 ft. square are grappled by net (Str 20) if they fail a DC 18 Reflex save.

2-15 TELEPORTATION HALL (EL 10):

At the end of this hall appear to be two doors that are locked. In reality, they are *teleportation doors* that take victims to room 3-11, coming out through the west wall. Approaching within 15' of these doors will seal the hall with a *wall of force*. A heavy poisonous gas then begins to fill the room at knee level and rise one foot per round.

Poison Gas Trap: CR 10; mechanical; location trigger; repair reset; gas; multiple targets (all targets in room); never miss; onset delay (3 rounds); poison (burnt other fumes, DC 18 Fort save resists, 1 Con drain/3d6 Con); Search DC 21; Disable Device DC 21.

Wall of Force Trap: CR6; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*wall of force*, 9th-level wizard); Search DC30; Disable Device DC30

Teleport Trap: CR 6; magic device; location trig (*alarm*); auto reset; spell effect (*teleport*, 10th-level wizard, DC 17 Will save neg); multiple targets (all within 5 ft.); Search DC 30; Disable Device DC 30

2-16 DISCONCERTING STATUES (EL 3):

The three doors in this room appear to have stone statues of orcs guarding each side of the door. Perched on the head of the right hand orc guarding the north doors is a cockatrice. 300 gp is in an urn in front of the east doors. A deadly asp is curled up on top of the gold.

Cockatrice: CR 3; Small Magical Beast; HD 5d10; hp 27; Init +3; Spd 20 ft., fly 60 ft. (poor); AC 14 (Touch 14, FF 11); Base Atk/Grapple: +5/-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 +7, Spot +7; Alertness, Dodge, Weapon Finesse.

Asp, Tiny Viper: CR 1/3; Tiny Animal; HD 1d8; hp 1; Init +3; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 17 (Touch 15, FF 14); Base Atk/Grapple: +0/-11; Atk/Full Atk bite +5 melee (1 plus poison); SA: Poison; SQ: Scent; AL: N; SV Fort +2, Ref +5, Will +1; Str 4, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills and Feats: Climb +11, Hide +15, Listen +6, Spot +6; Weapon Finesse.

Poison: Fort DC 10, incubation 1 min, 1d6 Con/1d6 Con.

2-17 THE BELT OF MITRA (EL 3):

In the room is in a pile of bones and refuse. Hidden under this pile is the *Belt of Mitra* (Search DC15, see *Artifacts*). A ceramic pot contains 250 gp. These are all guarded by a giant scorpion.

Monstrous Scorpion, Large: CR 3; Large Vermin; HD 5d8+10; hp 32; Init +0; Spd 50 ft.; AC 16 (Touch 9, FF 16); Base Atk/Grapple: +3/+11; Atk 2 claws +6 melee (1d6+4) or sting +1 melee (1d6+2 plus poison); Full Atk 2 claws +6 melee (1d6+4) and sting +1 melee (1d6+2 plus poison); SA: Constrict (1d6+4), Imp Grab, Poison; SQ: Darkvision 60 ft., Tremorsense 60 ft., Vermin Traits; AL: N; SV Fort +6, Ref +1, Will +1; Str 19, Dex 10, Con 14, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +8, Spot +4.

Poison: Fort DC 14, 1d4 Con/1d4 Con.

2-18 GARGOYLE AMBUSH (EL 8):

Hidden among the rocks are 4 gargoyles. In a pile amongst the rocks are 640 gp.

Gargoyles (4): CR 4; Medium Monstrous Humanoid; HD 4d8+16; hp 37 each; Init +2; Spd 40 ft., fly 60 ft. (average); AC 16 (Touch 12, FF 14); Base Atk/Grapple: +4/+6; Atk claw +6 melee (1d4+2); Full Atk 2 claws +6 melee (1d4+2) and bite +4 melee (1d6+1) and gore +4 melee (1d6+1); SQ: DR 10/magic, Darkvision 60 ft., Freeze; AL CE; SV Fort +5, Ref +6, Will +4; Str 15, Dex 14, Con 18, Int 6, Wis 11, Cha 7.

Skills and Feats: Hide +7, Listen +4, Spot +4; Multiattack, Toughness.

2-19 SOUL OF CHAOS: (EL 9)

This is the location of the Soul of Chaos (see *Artifacts*). The room is draped in a black velvet curtain. The 6" diameter black diamond floats about 4 ft. off the ground, glowing and rotating slowly. Beautiful, but changing music can be heard in the background. The air is thick with perfume. Persons in the room must Will save against *suggestion* (DC18) or be consumed with a desire for its power. If a character touches the gem, they must save against possession (Will DC25) or the toucher will see a beautiful, dark haired, nude woman kiss them on the forehead. Its face will then seem to shift into various forms of creatures, humans and even members of the adventuring party, as it smiles evilly and laughs sardonically, all the while fading from view. Those viewing this event must also save or see the above illusion. Those making their save throw will see the gem shrink to 2" diameter and embed itself in the victim's forehead. For the effects there after, see "The Soul of Chaos" under *Artifacts*. If anyone should try to desecrate this shrine, it will summon a demon guardian to protect the shrine (vrock).

Summon Monster VIII Trap: CR 9; magic device; proximity trigger (*detect good*); automatic reset; spell effect (*summon monster VIII*, 15th-level wizard), Search DC 33; Disable Device DC 33.

2-20 THE TOMB OF RACOX (EL 10):

The room appears to be about 15 ft. square with black, draped walls. On the pedestal under a glass case is the preserved body of a long dead paladin named Racox. Carved on the pedestal are the history, great achievements, war song, prayers and genealogy of the dead man. If the body is removed or disturbed, a curse, as per the spell *bestow curse*, will fall upon all transgressors in the room (if you're in the room when the curse is cast you're a transgressor; Judge's option as to the effect). Opening the glass case, will cause the curtains to drop to the floor and reveal 10 skeletal warriors in chain armor with long swords holding back 10 wolf skeletons. The tomb has a *desecrate* spell in effect giving the undead a turn resistance of +4. If his sword is drawn from its sheath, the corpse of Racox animates as a 5 HD skeleton in plate mail bearing a greatsword.

Hidden in the pedestal (Search DC18) is a small ornate box (30 gp) containing a 500 gp amethyst, a gold and gem encrusted mirror (200 gp), a MW longsword with a finely worked golden, bejeweled hilt blade (500 gp), a black leather, gold studded sword sheath with a 200 gp black onyx mounted on it (800 gp).

Wolf Skeletons (10): CR 1; Medium Undead; HD 2d12; hp 13 each; Init +7; Spd 50 ft.; AC 15 (Touch 13, FF 12); Base Atk/Grapple: +1/+2; Atk/Full Atk bite +2 melee (1d6+1); SQ: DR 5/bludgeoning, Darkvision 60 ft., Immunity to cold, Undead traits; SV Fort +0, Ref +3, Will +3; Str 13, Dex 17, Con —, Int —, Wis 10, Cha 1.
Skills and Feats: Improved Initiative.

Racox: CR 3; Large Undead; HD 5d12; hp 32; Init +6; Spd 20 ft.; AC 22 (Touch 10, FF 21); Base Atk/Grapple: +2/+11; Atk/Full Atk greatsword +11 melee (2d6+7), SQ: Immunity to cold, Fast Healing 5, Turn Resistance +4, Undead Traits; SV Fort +1, Ref +3, Will +4, AL: N; Str 21, Dex 14, Con —, Int —, Wis 10, Cha 1.
Skills and Feats: Improved initiative.

Human Warrior Skeletons (10): CR 1/3; Medium Undead; HD 1d12; hp 6 each; Init +5; Spd 30 ft.; AC 19 (Touch 11, FF 18); Base Atk/Grapple: +0/+1; Atk longsword +1 melee (1d8+1) or claw +1 melee (1d4+1); Full Atk long sword +1 melee (1d8+1) or 2 claws +1 melee (1d4+1); SQ: DR 5/bludgeoning, Darkvision 60 ft., Immunity to cold, Undead Traits; AL: NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Possessions: chainmail, heavy steel shield, longsword.

Bestow Curse Trap: CR 4; magic device; touch trigger (*detect chaos*); automatic reset; spell effect (*bestow curse*, 9th-level cleric, DC 14 Will save negates); Search DC 28; Disable Device DC 28. Cost: 8,000 gp, 640 XP.

2-21 THE CELL BLOCK (EL 9):

This is the block of cells for all prisoners taken by the evil villagers. The bars are old and rusty, needing a Strength check (DC 18) to break. Possessions of the characters that are not of great value will be found in cell "a". The guards are a mealy lot of human fighters. Ishpemo is their leader, handsome, strong and dynamic but evil. He has the keys to the cells. Ishpemo may (30% chance) ask adventurers to help Mrdod, Onoch and himself take over the town by knocking off Avvakris, Merth, and Ollem Hairy Arms. If offered a generous share of the loot, they may even join a party in adventuring. Comrade at arms or not, though, Ishpemo and crew are untrustworthy.

Ishpemo the Terrible, Male Human Ftr8: CR 8; Medium Humanoid; HD 8d10+24; hp 85; Init +7; Spd 30 ft.; AC 20 (Touch 14, FF 17); Base Atk/Grapple: +8/+13; Atk +1 greatsword +16 melee (2d6+10); Full Atk +1 greatsword +16/+11 melee (2d6+10); AL: CE; SV Fort +9, Ref +5, Will +4;

Str 20, Dex 16, Con 16, Int 12, Wis 14, Cha 15.

Skills and Feats: Balance +4, Climb +10, Intimidate +13, Jump +11, Listen +6, Spot +6, Dodge, Greater Weapon Focus (greatsword), Imp Critical (greatsword), Improved Initiative, Imp Overrun, Improved Sunder, Power Attack, Weapon Focus (greatsword), Weapon Spec (greatsword).

Possessions: +2 chain shirt; +1 greatsword; *potion of cure serious wounds*; *potion of protection from law*, *ring of protection*+1.

Mrdod the Filthy, Male Human Ftr5: CR 5; Medium Humanoid; HD 5d10+10; hp 50; Init +1; Spd 20 ft.; AC 20 (Touch 11; FF 19); Base Atk/Grapple: +5/+7; Atk/Full Atk MW halberd +8 melee (1d10+3); AL: CE; SV Fort +6, Ref +2, Will +2; Str 15, Dex 12, Con 14, Int 11, Wis 12, Cha 6.

Skills and Feats: Intimidate +6, Listen +3, Ride +9, Spot +3, Cleave, Improved Initiative, Power Attack, Toughness.

Possessions: +1 full plate; MW halberd.

Onoch the Belly, Male Human Ftr4: CR 4; Medium Humanoid; HD (4d10)+8; hp 38; Init +5; Spd 30 ft.; AC 14 (Touch 11, FF 13); Base Atk/Grapple: +4/+8; Atk/Full Atk: +1 bastard sword +10 melee (1d10+5); AL: CE; SV Fort +6, Ref +2, Will +1; Str 19, Dex 12, Con 14, Int 14, Wis 10, Cha 6.

Skills and Feats: Climb +9, Intimidate +3, Jump +9, Listen +2, Ride +6, Spot +3, Swim +9, Cleave, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Power Attack, Weapon Focus (bastard sword).

Possessions: MW studded leather; +1 bastard sword. (Onoch is very fat but very strong.)

Cell A Jail Storage:

Contains 5 scimitars, 4 wine flasks (2 still have fluid in them), 8 cloaks, a warm robe, 12 suits of men's and women's clothing, most of it Arabic looking, a spear, 3 daggers and 40 feet of rope, plus whatever captured party members might have had that was not of great value (magic, gems, gold, jewelry, plate armor, etc. will be in room 4-18).

Cell B:
Empty.

Cell C:
Empty.

Cell D:
Empty.

Cell E Two prisoners:

Haltshaar is a guard for the ill fated caravan. He is a close friend of Vastavaar (room 1-7).

Haltshaar, Male Human (Dervish) Ftr3: CR 3; Medium Humanoid; hp 23; Init +5; Spd 30 ft.; AC 13 (Touch 12, FF 11); Base Atk/Grapple: +3/+5; Atk (by weapon); AL: LG; SV Fort +3, Ref +3, Will +2; Str 14, Dex 15, Con 10, Int 15, Wis 13, Cha 9.
Skills and Feats: Climb +5, Ride +5, Jump +6, Listen +4, Spot +5, Weapon focus (longsword), Power Attack, Cleave, Dodge, Improved Initiative.
Possessions: padded armor.

Viridonitii is a 4th level monk. Viridonitii is a traveler with the caravan. He is bearing a message that's inscribed invisibly on a magic mace. The message is to his superiors at the monastery. He will ask for help to recover it.

Viridonitii, Male Human Mnk4: CR 4; Medium Humanoid; HD 4d8+8; hp 31; Init +7; Spd 30 ft.; AC 14 (Touch 14, FF 11); Base Atk/Grapple: +3/+5; Atk/Full Atk unarmed strike +5 melee (1d8+2); SA: Evasion (Ex), Flurry of Blows (Ex), Ki Strike, Slow Fall (20 ft.), Still Mind (Ex), Stunning Fist Attack 4/day (DC 13); AL: LG; SV Fort +6, Ref +7, Will +5; Str 15, Dex 16, Con 14, Int 15, Wis 12, Cha 15.
Skills and Feats: Balance +12, Climb +9, Escape Artist +10, Hide +10, Jump +4, Listen +8, Spot +8, Tumble +10; Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Unarmed Strike, Stunning Fist.

Cell F Vashalla of Ishtar:

Vashalla is a cleric of Ishtar, goddess of love (fertility) and war from Dervish society.

Vashalla, Female Human (Dervish) Clr 3: CR 3; Medium Humanoid; HD 3d8+6; hp 25; Init +4; Spd 30 ft.; AC 14 (Touch 14; FF 10); Base Atk/Grapple: +2/+3; Atk/Full Atk unarmed strike +6 melee (1d4+1); SA/SQ: Spontaneous Casting, turn undead (Su) 11/day (Turn level 3, Turn Dam 2d6+8); AL: LG; SV Fort +5, Ref +5, Will +5; Str 12, Dex 18, Con 15, Int 9, Wis 14, Cha 18.
Skills and Feats: Concentration +7, Diplomacy +6, Heal +5, Spellcraft +1; Combat Casting, Weapon Finesse, Improved Unarmed Strike.
Possessions: cleric's vestments.
Domains: War and Charm; +4 Cha (1/day). Gives power of *suggestion* as per spell. Activating is a free action. Duration 1 minute.); Deity: Ishtar

Spells Known (4/3+1/2+1; DC 12 + spell level): 0: *create water, detect magic, light, virtue*, 1: *bless, charm person, cure light wounds, magic weapon (D), protection from evil*, 2: *resist energy (fire), silence, spiritual weapon (D)*.

Cell G: Empty.

Cell H Moram Infidel Bane:

Moram will not speak with non-dervishes, feeling that it would be "unclean" to do so. He is in the service of the goddess Ishtar. He has no spells or healing remaining for today.

Moram Infidel Bane, Male Human (Dervish) Pal6 of Ishtar: CR 6; Medium Humanoid; HD 6d10+6; hp 53 (current hp 5); Init +6; Spd 30 ft.; AC 12 (Touch 12, FF 10); Base Atk/Grapple: +6/+8; SA: Aura of Courage (Su), Aura of Good, Divine Grace (Su), Divine Health (Ex), Lay on Hands (Su) 24 hp/day, Remove Disease (Sp) 1/week, Smite Evil (Su) 2/day, Special Mount (Sp), Turn Undead (Su) 7/day (turn level 3) (turn damage 2d6+7); AL: LG; SV Fort +10, Ref +8, Will +9; Str 14, Dex 14, Con 12, Int 13, Wis 16, Cha 18.

Skills and Feats: Concentration +6, Diplomacy +6, Handle Animal +7, Heal +8, Knowledge (Religion) +6, Listen +5, Ride +7, Sense Motive +8, Spot +5, Improved Initiative, Leadership, Power Attack, Weapon Focus (scimitar).

Spells per Day: (0/2/DC: 13+spell level) none currently prepared.

Possessions: none

2-22 A LARGE POOL (EL 8):

There is a pool of water 10 ft. deep in this room. The water has *continual light* cast upon it so that it glows and is the source of light for the room. In the water is a lightning weird. Avvakris's signet ring or a wax seal of it will stop its attack (However, the wax seal must be cast into the water after the ring touched to it). In the pool are 3000 sp and 800 gp.

Lightning Weird: CR 8; Large Elemental (Air, Electricity, Extraplanar); HD 8d8+16; 52 hp; Init +9; Spd 50 ft.; AC 19 (Touch 14, FF 14); Base Atk/Grapple: +6/+13; Atk/Full Atk: bite +10 melee (1d8+4 plus 1d8 electricity); SA: Control Elemental, Electricity, Imp Grab; SQ: DR 10/blud, Electricity Pool, Element Traits, Immune to Electric, Reform, Transparency; Space/Reach: 10 ft./5 ft.; SV Fort +4, Ref +11 Will +3; Str 17, Dex 21, Con 15, Int 12, Wis 12 Cha 14.

Skills and Feats: Hide +9, Listen +11, Move Silently +14, Spot +11, Alertness, Improved Initiative, Weapon Finesse.

Control Elemental (Ex): This can attempt to command any elemental with the "Electricity" or "Air" subtype within 50 feet. The Will save to resist has a DC of 20. The save DC is Charisma-based and has a +4 racial bonus.

Electricity (Ex): These are living creatures of elemental lightning; any successful melee hit deals electricity damage. Attacking a lightning weird unarmed or with natural weapons are subject to electricity damage.

Improved Grab (Ex): To use, a lightning weird must hit an opponent with its bite attack. If successful a grapple can be started as a free action without provoking an attack of opportunity. If the grapple check succeeds, a hold is established and can attempt to drag the grabbed foe into its lightning pool on its next turn.



Lightning Pool: This pool is a crackling, dancing, arcing ball of electricity. Creatures touching the pool take 2d8 points of electricity damage per round of contact. Any wearing metal armor must make a successful Fortitude save (DC 16) each round they are in contact or be stunned for that round. Creatures immune to electricity are unaffected by the pool. The save DC is Constitution-based.

Elemental Traits (Ex): Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits; cannot be flanked; cannot be raised or resurrected, though a limited wish, wish, miracle, or true resurrection spell can restore it to life.

Reform (Ex): When reduced to 0 hit points or less, a lightning weird collapses back into its pool. Four rounds later, it reforms at full strength minus any damage taken from earth or fire-based attacks and effects (including attacks by earth or fire elemental creatures).

Transparency (Ex): A lightning weird is effectively invisible in its lightning pool until it attacks.

2-23 THREE HILL GIANTS (EL 10):

This room is a sort of guard post manned by 3 hill giants. The three of them are kneeling in a corner casting dice for a pile of gold coins (1000 gp). The dice are 3" across. Occasionally they take swigs from a bejeweled bottle containing a powerful giant-wine. One swig of this wine will reduce a human's Dexterity and Wisdom (Fort DC 24) by 1d6 points each for 1d12 x 5 minutes. The 2 ft. tall bronze bottle, carved to look like a cat, has 2 aquamarines and yellow glass set in it and is worth 1600 gp. If any person comes into the room, the giants will come to attention quickly. If they do not recognize Avvakris, Merth, Aphris or Haffrung, they will attack unless the signet or a wax seal of it is shown.

Hill Giant: CR 7; Large Giant; HD 12d8+48; hp 102; Init -1; Spd 30 ft.; Spd 40 ft.; AC 20 (Touch 8, FF 20); Base Atk/Grapple: +9/+20; Atk greatclub +16 melee (2d8+10) or slam +15 melee (1d4+7) or rock +8 ranged (2d6+7); Full Atk greatclub +16/+11 melee (2d8+10) or 2 slams +15 melee (1d4+7) or rock +8 ranged (2d6+7); Space/Reach: 10 ft./10 ft; SA: Rock Throwing; SQ: Low-Light Vision, Rock Catching; AL: CE; SV Fort +12, Ref +3, Will +4; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7.

Skills and feats: Climb +7, Jump +7, Listen +3, Spot +6, Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (greatclub).

2-24 HALL OF THE DOORS (EL 12):

At the north end is Hargrove, a lawful good Intelligent Door. At the south end is Sydney, a chaotic evil Intelligent

Door. Each has the following abilities: speech, project a *major image* of a face, *holy/unholy* power per alignment for an extra 2d6 damage per attack, both ranged and melee to any weapon or spells (touch and range touch).

The two doors are enemies. They are currently quibbling about who owns a 5000 gp diamond situated halfway down the hall. In front of each door is a chest with treasure in it. Each door will help any who procure the gem for them or help in their constant battle. Despite being enemies, neither door will actually go to the point of killing the other. Both tried summoning familiars to get the gem and they were both killed in the ensuing battle.

Intelligent Door, Wiz5 (2): CR 12; Medium Construct (Augmented Humanoid); HD 10d10+5d4+20; hp 100; Init: +7; Spd: 0 (open close only); AC 17 (Touch 13, FF 14); Base Atk/Grapple: +9/+10; Atk/Full Atk: slam +9 melee (1d6+1 plus energy drain plus 2d6 holy/unholy); SA: Spell-Like Abilities, Energy Drain, Holy/Unholy; SQ: DR 5/magic, Fast Healing 2, Summon Familiar; AL: LG (Hargrove) or CE (Sydney); SV Fort: +6, Ref +7, Will +11; Str 12, Dex 17, Con -, Int 18, Wis 14, Cha 15.

Skills and Feats: Concentration +13, Diplomacy +8, Knowledge (Arcana) +17, Knowledge (Dungeoneering) +17, Spellcraft, +13, Listen +8, Spot +8, Scribe Scroll, Improved Initiative, Combat Casting, Great Fortitude, Extend Spell, Eschew Materials, Quicken Spell-Like Ability (*heat or chill metal*), Spell Focus (evocation).

Hargrove Wizard Spells Prepared: (4/4/3/2; DC 14+ spell level) 0: *detect magic, light, prestidigitation, ray of frost*; 1: *magic missile, magic missile, reduce person, magic missile*, 2: *acid arrow, arcane lock, scorching ray*, 3: *fire ball, protection from energy*.

Sydney Wizard Spells Prepared: (4/4/3/2; DC 14+ spell level) 0: *detect magic, prestidigitation, disrupt undead, ray of frost*; 1: *enlarge person, magic missile, shocking grasp, ray of enfeeblement*, 2: *acid arrow, spectral hand, scorching ray*; 3: *flame arrow, lightning bolt*.

Spell-Like Abilities: (CL 10; DC12 + spell level) – (At will) *heat metal, chill metal (on self or other), open/close, mage hand, major image*. (Using *heat or chill metal*, each door can change its temperature +/- 100 degrees C (182 degrees F)

Energy Drain (Su): Living creatures hit by an intelligent door's slam attack gain a negative level. The DC is 17 for the Fortitude save to remove a negative level. The save DC is Charisma-based.

Possessions: Hargrove's treasure: 1000 gp, 600 pp. Sydney's treasure: 400 gp, 500 gp.

1 square = 10 feet

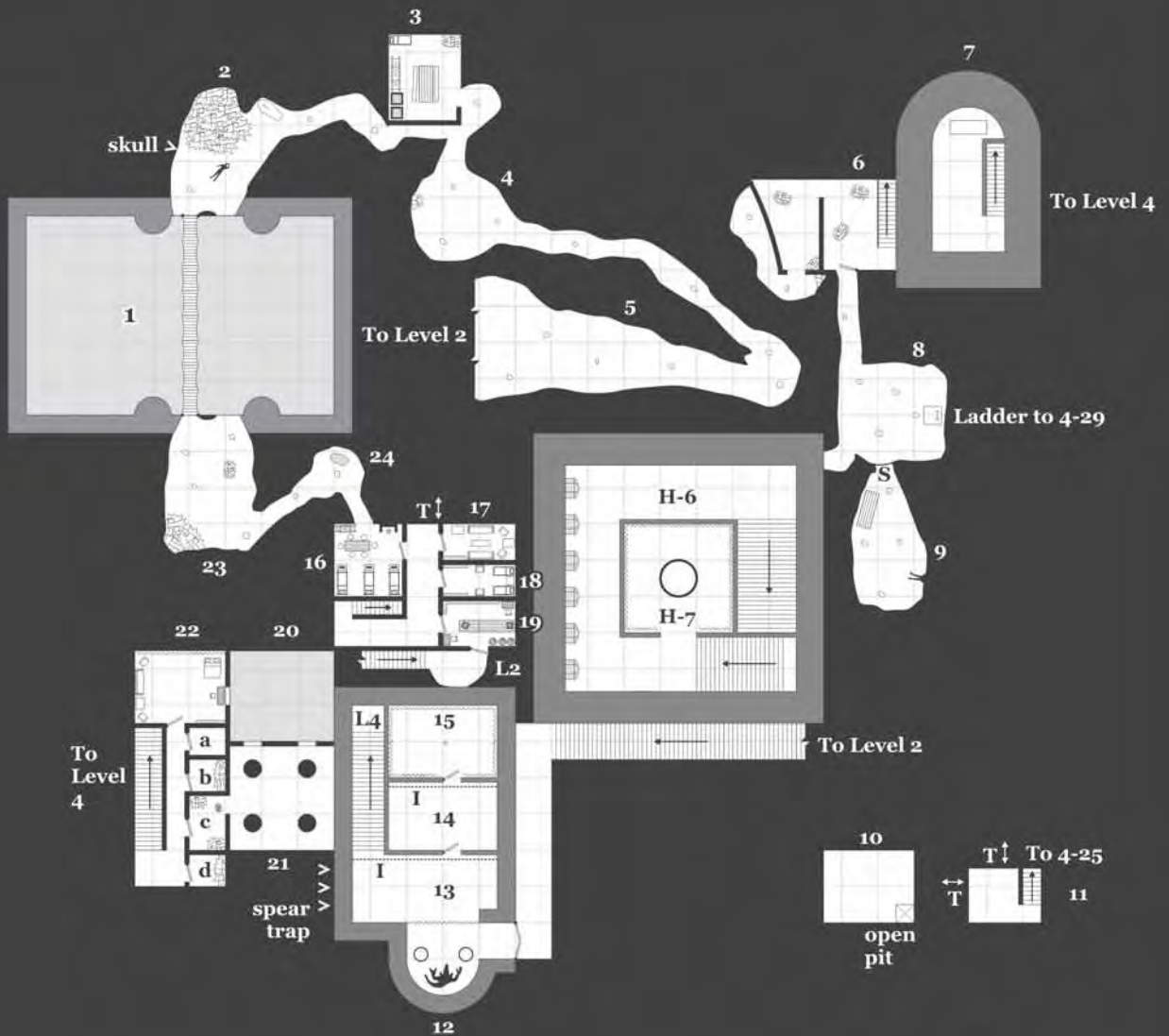
MASTER LEGEND

- Ballista
- Barrel
- Bed
- Bed, Double
- Bench
- Brazier Bowl
- Brazier Stand
- Bridge, Rope
- Dead/Prone
- Chair
- Chair, Stuffed
- Chest

- Coffin
- Couch
- Crate
- Curtain
- Debris/Hay
- Door
- Door, Secret
- Door, Illusionary
- Fire
- Floor, Ice
- Floor, Tile
- Fountain
- Keg

- Ladder, Ceiling
- Ladder, Floor
- Meat Hanging
- Mist
- Plants
- Sack, Grain
- Sack, Giant
- Sarcophagus
- Sarcophagus, Standing
- Shelf/Cabinet
- Stair, Arrow is Down
- Statue
- Stones

- Stone Circle, Fire
- Table
- Teleport w/ Direction
- Tent
- Throne
- Trap Door, Ceiling
- Trap Door, Floor
- Vase
- Wagon
- Water



LEVEL THREE

3-1 UPPER RAFTERS OF THE TEMPLE OF MITRA (EL 6):

Swarms of bats flit through the air if any enter here. A rope bridge crosses from room 23 to room 2. If attacked while on the bridge, roll Balance check DC 12 or lose balance and fall 25' to the floor of the temple (2d6 +2 damage).

Bat Swarms (4): CR 2; Diminutive Animal (Swarm); HD: 3d8; hp 13, 10, 11, 12; Init: +2; Spd: 5 ft., fly 40 ft. (good); AC: 16 (Touch 14, FF 12); Base Atk/Grapple: +2/-; Atk/Full Atk: swarm +2 melee (1d6); Space/Reach: 5 ft./0 ft.; SA/SQ: Distraction, wounding, blindsense 20 ft., immune to weapon damage, low-light vision, swarm traits; AL N; SV Fort +3, Ref +7, Will +3; Str 3, Dex 15, Con 10, Int 2, Wis 14, Cha 4.

Skills and Feats: Listen +11, Spot +11; Alertness, Lightning Reflexes.

3-2 TOMB OF SAM (EL 9):

The floor on this room is covered with straw. The ceiling is 25' high. There is a mangled orc carcass on the floor. Against the back wall are three dozing brown bears. They are used to men and are pets of Xor, the Evil Lord in room 3-3. If left unmolested, they will watch or snuffle around and even seek to be petted by intruders. If any try to go down the passage to room 3, they attack in a berserk rage.

Buried beneath the straw is the skeleton of Sam (from level 2, room 5). It is buried 2' deep along the west wall. The treasure is buried in the west wall itself and is marked by a human skull, painted red and stuck into the wall. If the treasure is touched in any way, the giant skeleton (15' tall) will clamber and claw up out of the earth and attack (takes approximately 1 melee round).

Treasure: In what appears to be a 6' long human coffin is a human skeleton that will reach up and grab the coffin opener by the throat (+4 to hit). Under the skeleton are two cunningly crafted sculptures of Set made of silver, 3' tall, weighing 4 lb. each, value: 250 gp each; a steel, mesh bag containing two gems: 300 gp citrine, 1,000 gp scintillating gem of many colors – if combined with the *Mind of Balance* (see Artifacts) this gem will act as a combination *dispel evil and good* spell; two small, shallow chests protected by poison needle traps containing 250 gp each; a *potion of delusion* (appears as *cure serious wounds*); and a 6' long sword that stretches the full length of the coffin. It is a +3 *frost brand great sword*. The sword is intelligent (Chaotic Evil, *empathy*, Int 10, Wis 12, Cha 12, Ego 6).

Brown Bears (3): CR 4; Large Animal; HD: 6d8+24; hp 63, 57, 54; Init: +1; Spd: 40 ft.; AC 15 (Touch 10, FF 14); Base Atk/Grapple: +4/+16; Atk: claw +11 melee (1d8+8); Full Atk: 2 claws +11 melee (1d8+8) and bite +6 melee (2d6+4); SA/SQ: Improved Grab, low-light vision, scent; AL N; SV Fort +9, Ref +6, Will +3; Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +4, Spot +7, Swim +12; Endurance, Run, Track.

Poison Needle Trap: CR 1; mechanical; touch trigger; manual reset; Atk +8 melee (1 plus poison; Fort DC 18, 4d8 hp/4d8 hp); Search DC 22; Disable Device DC 20.

Frost Giant Skeleton: CR 7; Large Undead; HD: 15d12; hp 98; Init: +3; Spd: 50 ft.; AC 11 (Touch 10, FF 11); Base Attack/Grapple: +7/+24; Atk: Large greatsword +16 melee (3d6+13) or claw +16 melee (1d8+9) or rock +8 ranged (2d8+12); Full Atk: Large greatsword +16/+11 melee (3d6+13) or 2 claws +18 melee (1d8+9) or rock +8 ranged (2d8+12); Space/Reach: 10 ft./10 ft.; SA: DR 5/bludgeoning, darkvision 60 ft., undead traits, immunity to cold; AL NE; SV Fort +5, Ref +5, Will +10; Str 29, Dex 9, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Skeleton: AC 15, HD: 1; hp 8; Atk: +1 claw 1d4+1 melee.

3-3 THE LAIR OF XOR (EL 12):

This is the temporary base of a 12th level evil fighter named Xor. Xor is not a dungeon resident. He has stealthily gained entrance to the dungeon and seeks to procure funds for a war he has brewing on the sly back home. Along with Xor is his henchman and sometime servant Cronok the Fox, a hireling who is beginning to tire of his master's various atrocities.

Xor likes to invite visitors to sup with him: he has a chestful of food poisoned with a potent poison, whose antidote he has already imbibed. The poison is undetectable to taste. When the guests start to feel the effects of the poison (6 rounds), he attacks. Cronok will not enter a fight unless he has a pretty good idea that Xor will win. Up until now that has always been the case. If it begins to look bad for Xor, Cronok will join in on the PC's side. However, if badly wounded he will surrender, usually trusting the "good guys" not to kill him. If an adventuring group is in here more than 10 minutes, Grimstone (room 3-4) will enter and blindly attack Xor.

If properly rewarded, Xor may join a party, but it will be to further his own purposes and should be played as such.

Xor keeps his treasures in a heavy iron chest at the end of his cot. In the chest are three doses of antidote to the poison; it also stops the effects of paralysis and restore 1d6 hp to the victim, as well as 9000 sp and 800 gp.

Xor, Male Human Ftr12: CR 12; Medium Humanoid; HD (12d10)+36; hp 113; Init: +7; Spd: 20 ft.; AC 25 (Touch 11, FF 24); Base Atk/Grapple: +12/+17; Atk: +1 *warhammer* +18 (1d8+6) or +1 *longsword bane (magical beasts)* +19 (1d8+8, 17-20, +2 attack bonus and does +2d6 bonus damage vs. magical beasts); Full Atk: +1 *warhammer* +18/+13/+8 (1d8+6) or +1 *longsword bane (magical beasts)* +19/+14/+9 (1d8+8, 17-20 +2 attack bonus and does +2d6 bonus damage vs. Magical beasts); AL LE; SV Fort +11, Ref +7, Will +6; Str 20, Dex 17, Con 17, Int 15, Wis 14, Cha 14.

Skills and Feats: Climb +4, Diplomacy +9, Intimidate +17, Jump +3, Listen +7, Ride +8, Spot +7, Swim +2; Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Improved Critical (longsword), Improved Initiative, Improved Two Weapon Fighting, Mobility, Quick Draw, Spring Attack, Two Weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +2 *full plate*, +2 *large metal shield*, +1 *warhammer*, +1 *longsword bane (magical beasts)*.

Cronok the Fox; Male Human Ftr5: CR 5; Medium Humanoid; HD (5d10)+15; hp 48; Init: +6; Spd: 20 ft.; AC 23 (Touch 11, FF 22); Base Atk/Grapple: +5/+9; Atk: +1 *longsword* +11 Melee (1d8+7) or light crossbow +7 ranged (1d8); AL N; SV Fort +7, Ref +3, Will +1; Str 18, Dex 15, Con 16, Int 10, Wis 11, Cha 16.

Skills and Feats: Climb +1, Diplomacy +5, Handle Animal +6, Hide +3, Intimidate +7, Jump +4, Listen +1, Spot +1; Cleave, Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: MW Full Plate, +1 *longsword*, +2 *large metal shield*; light crossbow, 10 bolts, oil, torches.

Food Poison: Ingested; Fort DC 16, 6d8 hp/paralysis for 6d6*10 minutes.

3-4 GRIMSTONE (EL 5):

Grimstone is the last of a charmed group of adventurers sent to kill Xor, because he would not join forces with Haffrung Helleys. The rest of his comrades were slain by ghouls in room 3-5. However, being an elf and possessing the *Sword of Kroan* saved him. The sword bears the signet of the merchant house Kroan, also found on a ring in room 1-6.

Grimstone, Male Elf Ftr5: CR 5; Medium Humanoid; HD (5d10)+10; hp 45; Init: +8; Spd: 30 ft.; AC 20 (Touch 14, FF 16); Base Atk/Grapple: +5/+8; Atk/Full Atk: +3 *longsword* +12 (1d8+6); SQ: Elven traits; AL N; SV Fort +6, Ref +5, Will +1; Str 16, Dex 18, Con 15, Int 15, Wis 10, Cha 18.

Skills and Feats: Climb +3, Handle Animal +6, Jump +3, Listen +5, Search +7, Spot +5; Cleave, Improved Initiative, Point Blank Shot, Power Attack, Weapon Focus (longsword).

Possessions: Chain shirt, large metal shield, +3 *longsword (Sword of Kroan)* (Int 9, Wis 17, Cha 17; Ego: 13, AL N, Powers: *empathy*, Search +9, Spot +13, *detect evil and good*).

3-5 6 GHOULS AND A GHAST (EL 6):

A group of undead are recovering from a battle with a group of adventurers and are starting to munch on a few of them. Buried under a pile of rocks with a giant's skull on the top of the pile is the following: 1000 cp, 200 gp, 25 pp, four 1000 gp emeralds, and a divine scroll (*righteous might*). The bodies of 5 ghouls and 4 adventurers lay about the floor. In 4 rounds the adventurers rise as ghouls.

Ghouls (6): CR 1; Medium Undead; Hit Dice: 2d12; hp 13,12,11,14,12,15; Init: +2; Spd: 30 ft.; AC: 14 (Touch 12, FF 12); Base Atk/Grapple: +1/+2; Atk: bite +2 melee (1d6+1 plus paralysis); Full Atk: bite +2 melee (1d6+1 plus paralysis) and 2 claws +0 melee (1d3 plus paralysis); SA: Ghoul fever, paralysis; SQ: darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack.

Ghast: CR 3; Medium Undead; HD: 4d12+3; hp 29; Init: +3; Spd: 30 ft.; AC 17 (Touch 12, FF 14); Base Atk/Grapple: +2/+5; Atk: bite +5 melee (1d8+3 plus paralysis); Full Atk: bite +5 melee (1d8+3 plus paralysis) and 2 claws +3 melee (1d4+1 plus paralysis); SA: Ghoul fever, paralysis, stench; SQ: Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +1, Ref +4, Will +6; Str 17, Dex 17, Con -, Int 13, Wis 14, Cha 16.

Skills and Feats: Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8; Multiattack, Toughness.

3-6 RUST MONSTER (EL 3):

A rust monster is munching on an old suit of armor. This is the upstairs to an old dry goods merchant shop (4-8). 4 or 5 (inanimate) skeletons lie amongst the broken furniture and dishes.

Rust Monster: CR 3; Medium Aberration; HD: 5d8+5; hp 27; Init: +3; Spd: 40 ft.; AC 18 (Touch 13, FF 15); Base Attack/Grapple: +3/+3; Atk: antennae touch +3 melee (rust); Full Atk: antennae touch +3 melee (rust) and bite -2 melee (1d3); SA: Rust; SQ: Darkvision, scent; AL N; SV Fort +2, Ref +4, Will +5; Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 8.

Skills and Feats: Listen +7, Spot +7; Alertness, Track.

3-7 CLOTH WRAPPED HORROR (EL 5):

A mummy is buried in a stone crypt at the north end of the room. In the sarcophagus with it are 200 gp. The mummy was once a medium level evil wizard in the service of the Lich Pnessut, but a disagreement developed and he was wrapped up to be entombed alive in this crypt, with magic to change him to his current state.

Mummy: CR 5; Medium Undead; HD: 8d12+3; hp 55; Init: +0; Spd: 20 ft.; AC 20 (Touch 10, FF 20); Base Atk/Grapple: +4/+11; Atk/Full Atk: slam +11 melee (1d6+10 plus mummy rot); SA/SQ: Despair, mummy rot, DR 5/-, darkvision 60 ft., undead traits, vulnerability to fire; AL LE; SV Fort +4, Ref +2, Will +8; Str 24, Dex 10, Con -, Int 6, Wis 14, Cha 15.

Skills and Feats: Hide +7, Listen +8, Move Silently +7, Spot +8; Alertness, Great Fortitude, Toughness.

3-8 ROARING CONTEST (EL 7):

Six apes are having a roaring contest and making quite a racket. Occasionally they will mock fight among themselves. They are part of Haffrung Helleys' band of servitors. Presently, they guard a cell (room 3-9) holding a recently captured paladin from the White Tower.

The secret door to the cell is *arcane locked* (CL 11; Break DC 38) and the apes have orders to leave it alone.

Apes (6): CR 2; Large Animal; HD: 4d8+11; hp 31,29,30,27,25,40; Init: +2; Spd: 30 ft., climb 30 ft.; AC 14 (Touch 11, FF 12); Base Atk/Grapple: +3/+12; Atk: claws +7 melee (1d6+5); Full Atk: 2 claws +7 melee (1d6+5) and bite +2 melee (1d6+2); SQ: Low-light vision, scent; AL N; SV Fort +6, Ref +6, Will +2; Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +14, Listen +6, Spot +6; Alertness, Toughness.

3-9 PRISON FOR A PALADIN:

Trapped behind the secret door is Glorfiingol Goodman, paladin of Mitra. He is chained to the wall and has not been fed for 7 days. Because of this, he is not healing well. All of Glorfiingol's goods are on a table on the north side of the room, including rations, a +1 full plate, +1 longsword, heavy mace, and a skin of wine. Glorfiingol knows the exact location of the three Mitraic artifacts and is being tortured for that information. He says that he must either be taken into the White Tower or the Hall of Blessing (room 1-38) to pass on his information. He also knows the location of Haffrung Helleyes' magic jar.

Glorfiingol Goodman, Male Human Pal6: CR 6; Medium Humanoid; HD (6d10)+12; hp 50 (down to 15 from torture); Init: +6; Spd: 30 ft.; AC 12 (Touch 12, FF 10); Base Atk/Grapple: +6/+9; Atk: +1 longsword +10 melee (1d8+4, not carried) or heavy mace +9 melee (1d8+3, not carried); Full Atk: +1 longsword +10/+5 melee (1d8+4, not carried) or heavy mace +9/+4 (1d8+3, not carried); SA/SQ: Aura of courage, aura of good, divine grace, divine health, lay on hands 18 hp/day, remove disease 1/week, smite evil 2/day, special mount, turn undead 6/day (turn level 3) (turn damage 2d6+6); AL LG; SV Fort +10, Ref +7, Will +8; Str 16, Dex 14, Con 15, Int 12, Wis 16, Cha 17
Skills and Feats: Concentration +7, Diplomacy +8, Heal +7, Knowledge (Nobility and Royalty) +5, Knowledge (Religion) +5, Listen +5, Ride +6, Sense Motive +5, Spot +5; Cleave, Combat Casting, Improved Initiative, Power Attack.
Spells per Day: (0/2/DC: 13+spell level) None Prepared

3-10 RECEIVING ROOM (EL 9):

This room receives teleportees from 1-31. A 5' square hole is in the floor in the southeast corner. After one melee round, four wraiths will float up from the room below (4-25) and attack. If these wraiths have already been destroyed, they will not appear here.

Wraiths (4): CR 5; Medium Undead (Incorporeal); HD: 5d12; hp 34, 33, 29, 31; Init: +7; Spd: Fly 60 ft. (good); AC 15 (Touch 15; FF 12); Base Atk/Grapple: +2/-; Atk/Full Atk: incorporeal touch +5 melee (1d4 plus 1d6 Con drain); SA/SQ: Constitution drain, create spawn, darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15.
Skills and Feats: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Combat Reflexes, Improved Initiative

3-11 ANOTHER RECEIVING ROOM:

Teleportees from room 2-15 arrive here. However, they may pass back into the west wall and arrive back at room 2-15 again. The walls of this room glow slightly. The north wall of the room will teleport characters to the north end of the hall connecting rooms 16-19 on level three and vice versa.

3-12 SMALL CHAPEL TO SET (EL 7):

A black, 8' tall basalt statue of the god stands between two unlit braziers. The north wall is a black drapery. The statue has glass eyes. If the statue is passed without a low bow and whispering the name of Set or showing the signet ring (no

facsimiles here) of Avvakris, it will begin to fire magic missiles from its eyes at a rate of two per round, affecting up to two targets. If physically attacked it wades into close combat while continuing to fire missiles. It doesn't pursue up or down stairs. The two braziers will flare into life on the 2nd round of melee and begin letting off a vapor that puts to sleep those not making a Fortitude save (DC 16) and a *slow* spell on those who do not make a Will save (DC 16). If the eyes of the statue can be salvaged, they each can be used to form a *wand of magic missile* with 50 charges each minus those already fired.

Lesser Basalt Statue of Set: CR 10; Large Construct; HD 9d10+30; hp 80; Init +4; Spd 20 ft.; AC 24 (Touch 9, FF 24); Base Atk/Grapple: +6/+16; Atk slam +12 melee (2d10+9); Full Atk: slam +12 melee (2d10+9); Space/Reach: 10 ft./10 ft.; SA Projectile Gaze; SQ Blindsight 60 ft., Construct traits, Darkvision 60 ft., DR 10/adamantine, Low-light vision 60 ft.; AL N; SV Fort +3, Ref +3, Will +3; Str 22, Dex 10, Con —, Int —, Wis 11, Cha 1.
Skills and Feats: Improved Initiative^B, Power Attack^B
Projectile Gaze (Su): (CL 9; No save; never miss; lesser basalt) The Lesser Basalt Statue of Set has the ability to fire spell-like abilities as a gaze attacks. It can fire two batteries of magic missiles (5d4+5 and 5d4+5) per round; each one can be at separate targets or the same target. It can fire up to 100 charges before needing to be recharged (See appendix 1, Basalt Statue of Set for details). It has 50 charges per eye, 2 charges per round fired as both eyes fire at the same time. This gaze attack does not require anyone to look at them only that the creature has line of effect to function.

3-13 EMPTY ROOM (EL 6):

The north wall has a *illusory wall* (Will save DC 23) cast upon it to make it appear that there is no door or stair in it. The door to 3-13 is *arcane locked* (CL 9; Break DC 35). Trying to open the door activates a *magic mouth* spell:

"GO NO FURTHER MANLING! BEYOND LIES THAT WHICH WOULD DEVOUR YOUR VERY SOUL AND BEFOUL GREATER MOTIONS THAN YOUR FEEBLE MIND MIGHT KNOW!"

A second attempt to open the door activates another magic mouth "YOU WERE WARNED!" and a spear trap will fire off 6 spears. A third attempt to open the door will inflict a *wall of fire* to spring up directly before the door. Magic mouth:

"STUBBORN, AREN'T WE!"

Spear Trap: CR 2; mechanical; location trigger; manual reset; Atk +12 ranged (1d8/x6, spear); Search DC 20; Disable Device DC 20.

Wall of Fire Trap: CR 5; spell; spell trigger; no reset; spell effect (*wall of fire*, CL 9, 2d4 in 10', 1d4 in 20', 2d6+9 when passed through); Search DC 29; Disable Dev DC 29.

3-14 SPIRIT NAGA GUARDIANS (EL 11):

Harshasha and Ishping Waha. The naga will most likely let loose with the main artillery as a first shot. Both naga are already *invisible* at the first crack of the door, and Harshasha will have *levitated* himself to the ceiling (20') in the northwest corner. Ishping Waha will be on the ground, *invisible*, in the southwest corner. Both will then cast *fireball* for 7d6 damage.

Spirit Naga (2): CR 9; Large Aberration; HD: 9d8+36; hp: Harshasha 76 and Ishping Waha 79; Init: +1; Spd: 40 ft.; AC 16 (Touch 10, FF 15); Base Atk/Grapple: +6/+14; Atk/Full Atk: bite +9 melee (2d6+6 plus poison); S/R: 10 ft./5 ft.; SA/SQ: Charming gaze, poison (Fort DC 18, 1d8 Con/1d8 Con), spells, darkvision 60 ft.; A CE; SV Fort +7, Ref +6, Will +9; Str 18, Dex 13, Con 18, Int 12, Wis 17, Cha 17.

Skills and Feats: Concentration +13, Listen +14, Spellcraft +10, Spot +14; Ability Focus (*charming gaze*), Alertness, Combat Casting, Eschew Materials, Lightning Reflexes.

Spells Known (6/7/7/5; save DC=13 + spell level): *0—cure minor wounds, daze, detect magic, mage hand, open/close, ray of frost, read magic; 1st—charm person, cure light wounds, divine favor, magic missile, shield of faith; 2nd—cat's grace, invisibility, summon swarm; 3rd—displacement, fireball, lightning bolt.*

The north wall of the room is protected similarly to the door in room 3-13. The door has a *illusory wall* cast over it to make it appear that no door exists.

A *magic mouth* will again warn:

"YOU HAVE BEEN WARNED MORE THAN ONCE! BEYOND LIES THAT WHICH WOULD SEEK TO HINDER THE PURPOSES OF MEN! GO NO FURTHER!!!"

The door is *arcane locked* (CL 9; Break DC 35). A second

The Upper Apartments of Haffrung Helleyes

Rooms 16 - 19 and 23 - 24 on this level and 13 - 14 on level 4 are the main complex of Haffrung Helleyes, an 11th level Wizard. He is the leader of one of the major factions in the dungeon. Although he is in the service of Set, he is much more interested in serving himself. He is not interested overly in conquering the White Tower, but he is more concerned with Avvakris gaining too much power with some of the local denizens. Before any major activity can go on in these apartments, the location and state of being of the residents should be randomly rolled on the following charts.

Location of guards

Room 3-16: 1 - 2 guards.

Room 3-19: 1 - 2 guards.

Hall between upper apartment rooms - 1 guard (30% chance of being here).

Room 3-24: 1 - 2 guards.

Roll a d6 (see room 3-16 for guards statistics). If used already move down one step, 6) goes back to 1).

- 1) Argol Bargol Burt: 7th level fighter, AC: 21, hp 62, +1 *longsword*.
- 2) Tarshigid Farreacher: 6th level fighter, AC: 21, hp 63, +1 *battleaxe*.
- 3) Mellon Half Elven: 6th level fighter, AC: 22, hp 49, +1 *longsword*, +1 *dagger*.
- 4) Halphed Bloodgusher: 9th level barbarian, AC: 17, hp 93, +1 *greataxe*.
- 5) Tirian of Asalbar: 9th level fighter, AC: 22, hp 82, +2 *greatsword*.
- 6) Oph: 7th level fighter, AC: 22, hp 74, +1 *flaming bastard sword* (There is a 50% chance that Oph's pet dire wolf, Fang, will be with him; AC: 14, hp 45).

attempt to open the door will open up a *passwall* (Search DC 30, Disable Device DC 30) in the floor, 8' wide from east to west, for a drop of 25'. *Magic mouth*:

"SOME PEOPLE NEVER LEARN, DO THEY? HA! HA! HA! HA!"

A third attempt will bring down an *ice storm* in the area of the door.

Ice Storm Trap: CR 5; spell; spell trigger; no reset; spell effect (*ice storm*, CL 9, 3d6 bludgeoning and 2d6 cold in 20'); Search DC 29; Disable Device DC 29.

3-15 THE MIND OF BALANCE:

This room is draped in gray velvet. A 6" diameter, scintillating, glowing, rainbow colored gem floats 4' off the ground in the center of the room, rotating slowly. Energetic music can be heard, and the air is slightly antiseptic smelling. The gem is *The Mind of Balance* (see *Artifacts*). If a character touches the gem, he or she and any who don't make a saving throw vs. magic, will see a beautiful redhead in chain armor appear and seem to kiss the victim on the forehead. She will then jump back and scream triumphantly; "DEATH TO LAW! DEATH TO CHAOS! LET THE BALANCE BE SUPREME!" At this point she will disappear, along with the scent in the air and the music. The curtains will crumble to dust and the victim will then be under the influence of the gem. Those making their saving throw will see the gem shrink to 1/2" diameter and fly up to embed itself in the forehead of the person touching the gem.

JUDGES NOTE: There are only 6 guards and one individual can only be at one place at the beginning of an adventure. However, it is more than likely that the guards will be moving around quite a bit.

Location of Haffrung Helleyes

(roll on a d10)

1-5 Occupying body in room 4 - 14a

(determine activity below on a d6).

- 1 Casting spell
- 2 Inspecting potions
- 3 Performing experiment
- 4 Writing notes
- 5 Meditating
- 6 Conversing with troll leader from rooms 15 - 17 on level 4. There is a 40% chance that 1 - 3 trolls in room 4-13 will be having some rowdy sport with "Hex," Haffrung's guardian hydra. There is a 60% chance that Haffrung will have 1 - 2 of his guards present. Determine individual(s) above.

6-8 Occupying body in room 4-14c. (determine activity below on a d6).

- 1 Studying at desk.
- 2 Eating
- 3 Meditating
- 4 Sleeping
- 5 Exercising
- 6 Making love (In female body it will be with one of the guards.... determine individual above. In male body, it will be with female body, 60%, or a randomly determined captive from some caravan, 40%.)

9 Outside of apartment complex (roll on d6 for location).

- 1 In village with Avvakris (time away: 1-4 hours)
 - 2 The lower temple of Set (time away: ½-3 hours)
 - 3 In the study, room 4-14c (time away: 10 - 40 minutes)
 - 4 Discussing bribe with the red dragon in room 4-5 (time away: 20-60 minutes)
 - 5 Searching for the *Soul of Chaos* (time away: 40 minutes – 4 hours)
 - 6 Feeding hydra in room 4-13 (time away: 10 - 20 minutes)
- When outside of the apartment complex, Haffrung will usually have 2 guards (determine individual) and his assistant Mervyn (see room 3-18) with him.

10 In room 3-17 (roll d6 for activity)

- 1 - 2 Eating
- 3 Sleeping
- 4 - 6 In magic jar gem

Body being used by Haffrung Helleyes (roll on a d10):

- 1 - 3 Body one: Grom (see room 3-17)
- 4 - 7 Body two: Skelly (see room 3-17)
- 8 - 9 Body three: Orson (see room 3-17)
- 10 Ape (see room 4-14a)

Haffrung Helleyes: Wiz11, Int 20, Wis 14, Cha 16; AL CE, Hit points, AC, Strength, Dexterity, Constitution as per the body in use. Haffrung has no real body, as it has been destroyed long ago in a mishap. Instead, he uses other bodies, specially obtained for use with *magic jar*. That is to say, strong, dexterous and beautiful of body but weak of mind and spirit. He is a bit on the perverse side and maintains bodies of both sexes. If one is killed, he merely possesses a second or a third or whatever is handy. When on the lower level of the complex (room 4-14, A, B, C), he will be wearing purple robes and a *scarab of insanity*. Haffrung is mildly insane and has a tendency to let off *fireballs* right at his feet if attacked (and in range of his *magic jar!*).

In Grom: Haffrung Helleyes, Male Human Wiz11; CR 11; Medium Humanoid; HD (8d10)+24; hp 100; Init: +8; Spd: 30 ft.; AC 21 (Touch 17, FF 17); Base Atk/Grapple: +5/+10; Atk/Full Atk: +1 *dagger* +11 melee (1d4+6) or +1 *dagger* +10 ranged (1d4+5); AL CE; SV Fort +6, Ref +9, Will +9; Str 20, Dex 18, Con 20, Int 20, Wis 14, Cha 18.

Skills and Feats: Bluff +5, Concentration +16, Disguise +8, Knowledge (Arcana) +17, Knowledge (Dungeoneering) +17, Knowledge (Religion) +14, Knowledge (The Planes) +19, Listen +9, Spot +9; Craft Wand, Eschew Materials, Heighten Spell, Improved Counterspell, Improved Initiative, Scribe Scroll, Spell Focus (Evocation), Spell Penetration.

Possessions: *amulet of health +4, bracers of armor +4, ring of deflection +3, rod of quicken, +1 dagger.*

Spells per Day: (4/6/5/5/4/3/1/ DC: 15+spell level)

Haffrung will typically have the following spells prepared: *0: detect magic, message, ray of frost, resistance; 1st: mage armor, magic missile, magic weapon, protection from good, reduce person, true strike; 2nd: bull's strength, invisibility, resist energy, scorching ray, web; 3rd: displacement, fireball, haste, invisibility sphere, lightning bolt; 4th: dimension door, ice storm, stonewall, wall of fire; cone of cold, magic jar, wall of force; 5th: disintegrate.*

In Skelly: HD (8d10)+24; hp 62; Init: +8; Spd: 30 ft.; AC 21 (Touch 17, FF 17); Base Atk/Grapple: +5/+4; Atk/Full Atk: +1 *dagger* +4 melee (1d4) or +1 *dagger* +10 ranged (1d4+1); SV Fort +6, Ref +9, Will +9; Str 8, Dex 18, Con 21, Int 20, Wis 14, Cha 18.

In Orson: HD (8d10)+24; hp 78; Init: +6; Spd: 30 ft.; AC 21 (Touch 17, FF 17); Base Atk/Grapple: +5/+9; Atk/Full Atk: MW longsword +9 melee (1d8+4) or +1 *dagger* +7 ranged (1d4+2); AL: CE; SV Fort +6, Ref +9, Will +9; Str19, Dex 14, Con 20, Int 20, Wis 14, Cha 18.

3-16 COMMUNAL BARRACKS (EL 13):

This is the barracks for Haffrung Helleyes' personal bodyguards. 6 cots and war chests furnish the room, along with a small stove, a few cooking pots and a table and 6 chairs. Some rather explicit drawings are scrawled on the walls. Although usually only 1 - 2 men will be in the room, all are within calling distance if necessary.

In Oph's war chest are the fighter's valuables: pink quartz statuette (540 gp), platinum hilted dagger (300 gp), solid turquoise bracelet (360 gp), large copper box (800 gp for antique value), two carnelians on a copper necklace (500 gp), electrum and mithril ring (690 gp), garnet studded cloak (900 gp), emerald studded silver chain (2400 gp), carnelian studded gold scepter (2300 gp), gold and electrum pin (340 gp). The jewelry is all tagged as to the owner. On top of the chest sits Oph's pet dire wolf, Fang.

Dire Wolf (1): CR 3; Large Animal; HD: 6d8+18; hp 45, Init: +2, Spd: 50 ft.; AC 14 (Touch 11, FF 12); Base Atk/Grapple: +4/+15; Atk/Full Atk: bite +11 melee (1d8+10); Space/Reach: 10 ft./5 ft.; SA/SQ: Trip, low-light vision, scent; AL N; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +7, Move Silently +4, Spot +7, Survival +2; Alertness, Run, Track, Weapon Focus (bite).

Argol Bargol Burt “Argh”, Male Human Ftr7: CR 7; Medium Humanoid; HD (7d10)+14; hp 62; Init: +4; Spd: 20 ft.; AC 21 (Touch 10, FF 21); Base Atk/Grapple: +7/+9; Atk/Full Atk: *+1 longsword* +11 melee (1d8+5); AL LE; SV Fort +7, Ref +2, Will +3; Str 14, Dex 11, Con 14, Int 9, Wis 12, Cha 14.

Skills and Feats: Intimidate +6, Jump +7, Listen +2, Ride +4, Spot +2, Swim +8; Blind-Fight, Cleave, Improved Initiative, Improved Shield Bash, Power Attack, Quick Draw, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: *+1 full plate*, large metal shield, *+1 longsword*.

Tarshigid Farreacher, Male Human Ftr6: CR 6; Medium Humanoid; HD (6d10)+15; hp 63; Init: +6; Spd: 20 ft.; AC 21 (Touch 12, FF 19), Base Atk/Grapple: +6/+8; Atk/Full Atk: *+1 battleaxe* +10 (1d8+5); AL CE; SV Fort +7, Ref +4, Will +2; Str 15, Dex 14, Con 14, Int 12, Wis 11, Cha 11.

Skills and Feats: Intimidate +9, Jump +8, Listen +4, Ride +5, Spot +4, Swim +8; Cleave, Improved Bull Rush, Improved Initiative, Improved Overrun, Power Attack, Toughness, Weapon Focus (Battleaxe), Weapon Specialization (Battleaxe).

Possessions: *+1 battleaxe*, *+2 chainmail*, large metal shield.

Mellon Half Elven, Male Half Elf Ftr6: CR 6; Medium Humanoid; HD (6d10)+12; hp 49; Init: +8; Spd: 30 ft.; AC 22 (Touch 16, FF 18); Base Atk/Grapple: +6/+8; Atk: *+1 longsword* +10 melee (1d8+3) or *+1 Dagger* +9 melee (1d4+2) or *+1 dagger* ranged +11 (1d4+1); Full Atk: *+1 longsword* +10/+5 melee (1d8+3) or *+1 Dagger* +9/+4 melee (1d4+2) or *+1 dagger* ranged +11/+6 (1d4+1 off hand) or *+1 longsword* +8/+3 melee (1d8+3) and *+1 Dagger* +9 melee (1d4+1 offhand); SQ: Elf traits; AL N; SV Fort +7, Ref +6, Will +3; Str 14, Dex 18, Con 15, Int 15, Wis 12, Cha 11.

Skills and Feats: Climb +5, Diplomacy +2, Gather Information +2, Handle Animal +2, Intimidate +6, Jump +5, Listen +6, Ride +8, Search +3, Spot +6; Cleave, Dodge, Improved Initiative, Mobility, Power Attack, Two Weapon Fighting, Weapon Focus (longsword).

Possessions: *+2 chain shirt*, *+1 dagger*, *gloves of dexterity* +2, *+1 longsword*, *ring of deflection* +2.

Halphed Bloodgusher, Male Half Orc Bbn9: CR 9; Medium Humanoid; HD (9d12)+27; hp 93; Init: +6; Spd: 30 ft.; AC 17 (Touch 12, FF 17); Base Atk/Grapple: +9/+12; Atk/Full Atk: *+1 greataxe* +14/+9 melee (1d12+5); SA/SQ: bonuses when enraged (Str +4, Con +4, Will +2, AC -2, hp +18), illiteracy, improved uncanny dodge (can't be flanked except by a rogue of 13 level), orc blood, rage 3 times/day (8 rounds), trap sense +3, darkvision 60 ft.; AL CE; SV Fort +9, Ref +5, Will +5; Str 17, Dex 14, Con 16, Int 12, Wis 15, Cha 11.

Skills and Feats: Balance +2, Climb +6, Intimidate +9, Jump +6, Listen +9, Ride +6, Sense Motive +3, Spot +4, Survival +9; Improved Critical (greataxe), Improved Initiative, Power Attack, Weapon Focus (greataxe).

Possessions: MW chainmail, *greataxe* +1.

Tirian of Asalbar, Male Human Ftr9: CR 9; Medium Humanoid; HD (9d10)+21; hp 82; Init: +1; Spd: 20 ft.; AC 25 (Touch 13, FF 24), Base Atk/Grapple: +9/+13; Atk: *+2 greatsword* +17 (2d6+10, 17-20); Full Atk: *+2 greatsword* +17/+12 (2d6+10, 17-20); AL N; SV Fort +8, Ref +4, Will +4; Str 18, Dex 12, Con 15, Int 11, Wis 13, Cha 12.

Skills and Feats: Climb +4, Intimidate +9, Jump +2, Listen +4, Ride +3, Spot +4, Swim +2; Cleave, Diehard, Endurance, Great Cleave, Greater Weapon Focus (greatsword), Improved Critical (greatsword), Power Attack, Toughness, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: *amulet of natural armor* +2, *gauntlets of ogre power*, *+2 full plate*, *+2 greatsword*, *ring of protection* +2.

Oph, Male Human Ftr7: CR 7; Medium Humanoid; HD (7d10)+21; hp 74; Init: +8; Spd: 30 ft.; AC 22 (Touch 16, FF 18); Base Atk/Grapple: +7/+11; Atk: *+1 flaming bastard sword* +13 (1d10+9+1d6 fire damage); Full Atk: *+1 flaming bastard sword* +13/+8 (1d10+9+1d6 fire damage); AL LE; SV Fort +8, Ref +6, Will +2; Str 19, Dex 18, Con 16, Int 13, Wis 11, Cha 17.

Skills and Feats: Climb +10, Handle Animal +7, Intimidate +10, Jump +10, Listen +2, Ride +7, Spot +2, Swim +6; Cleave, Dodge, Exotic Weapon Proficiency, Improved Initiative, Mobility, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: *+2 chain shirt*, *ring of deflection* +2, *+1 flaming bastard sword*.

3-17 THE BODY COLLECTION (EL 10):

This room contains Haffrung's "body collection" along with his *magic jar* gem. The room is very plush and 1 - 3 people will be lounging in it. If any of them are encountered without possessing the spirit of Haffrung, that person will be rather dense, childish and silly acting. Roll randomly for the body being used by Haffrung and use the stats at 3-15; all others have the stats below.

Various foodstuffs are set between all the pillows that lie scattered about the room. There is a ornate dressing mirror provided at the east end of the room. Behind it is the gem (a large ruby) that is Haffrung's *magic jar*. The gem's apparent value is 12,000 gp.

Body One: Grom: Male Human Ftr8: CR 8; Medium Humanoid; HD (8d10)+24; hp 84; Init: +8; Spd: 30 ft.; AC 14 (Touch 14, FF 10); Base Atk/Grapple: +8/+17; Atk: MW greatsword +15 melee (2d6+7); Full Atk: MW greatsword +15/+10 melee (2d6+7); AL: N; SV Fort +9, Ref +6, Will +0; Str 20, Dex 18, Con 16, Int 8, Wis 7, Cha 15.

Skills and Feats: Climb +12, Intimidate +10, Jump +12; Improved Bull Rush, Improved Grapple, Improved Initiative, Improved Overrun, Improved Sunder, Improved Unarmed Strike, Power Attack, Quick Draw, Weapon Focus (greatsword).

Possessions: MW greatsword.

Appearance: Big, dumb and handsome.

Body Two: Skelly :Female Human Exp6: CR 5; Medium Humanoid; HD (6d6)+18; hp 46; Init: +8; Spd: 30 ft.; AC 14 (Touch 14, FF 10); Base Atk/Grapple: +4/+3; Atk/Full Atk: *+1 dagger* +9 melee (1d4 +1) or *+1 dagger* +9 ranged (1d4+1); AL N; SV Fort +5, Ref +6, Will +3; Str 8, Dex 18, Con 17, Int 6, Wis 7, Cha 18.
Skills and Feats: Balance +7, Bluff +6, Escape Artist +5, Jump +5, Perform (Dance) +12, Perform (Sing) +8, Tumble +15, Use Rope +8; Acrobatic, Armor Proficiency (Light), Improved Initiative, Quick Draw, Simple Weapon Proficiency, Weapon Finesse.
Possessions: *+1 dagger*.
Appearance: A very beautiful, dark haired young woman.

Body Three: Orson :Male Human Ftr6: CR 6; Medium Humanoid; HD (6d10)+18; hp 62; Init: +6; Spd: 30 ft.; AC 12 (Touch 12, FF 10); Base Atk/Grapple: +10/+5; Atk: MW longsword +12 melee (1d8+6); Full Atk: MW longsword +12/+7 melee (1d8+6); AL CG; SV Fort +8, Ref +4, Will +1; Str 19, Dex 14, Con 16, Int 7, Wis 8, Cha 13.
Skills and Feats: Balance +4, Climb +8, Escape Artist +4, Handle Animal +9, Jump +8, Ride +6; Agile, Cleave, Dodge, Improved Initiative, Power Attack, Run, Weapon Focus (longsword), Weapon Specialization (longsword).
Possessions: MW Longsword.
Appearance: Large, dense and tough looking.

3-18 THE APPRENTICES (EL 9):

This is the apartment shared by Haffrung's apprentices. The room is well furnished. Mervyn's treasure is in an invisible locked box (DC 24) under his cot protected by a *chain lightning* trap. The box contains 1000 gp and a jeweled silver pendant (110 gp). The box itself is made of electrum (800 gp). Dagda's treasure is hidden in a secret niche in the south wall and consists of 1500 gp. It has a poison needle trap.

Mervyn, Male Human Wiz5: CR 5; Medium Humanoid; HD (5d4)+5; hp 21; Init: +3; Spd: 30 ft.; AC 16 (Touch 14, FF 13), Base Atk/Grapple: +2/+3; Atk/Full Atk: quarterstaff +3 melee (1d6+1); AL LE; SV Fort +2, Ref +4, Will +5; Str 12, Dex 16, Con 12, Int 18, Wis 12, Cha 13.
Skills and Feats: Concentration +9, Craft (Alchemy) +12, Decipher Script +12, Knowledge (Arcana) +12, Knowledge (Dungeoneering) +12, Knowledge (The Planes) +12, Move Silently +8, Spellcraft +14; Brew Potion, Combat Casting, Improved Counterspell, Spell Focus (Evocation).
Possessions: *boots of elvenkind, ring of deflection +1, bracers of armor +2, quarterstaff*
Spells per Day: (4/4/3/2/ DC: 14+spell level) *0: acid splash, flare, ray of frost, resistance, touch of fatigue; 1st: burning hands, charm person, protection from good, summon monster I (1 fiendish dire rat); 2nd: haste, invisibility, scorching ray*

Chain Lightning Trap: CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (*chain lightning*, 11th-level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31.

Dagda, Female Human Sor5: CR 5; Medium Humanoid; HD (5d4)+10; hp 25; Init: +1; Spd: 30 ft.; AC 13 (Touch 11, FF 12); Base Atk/Grapple: +2/+2; Atk/Full Atk: silver dagger +3 melee (1d4-1) or silver dagger +4 ranged (1d4-1); AL CE; SV Fort +3, Ref +2, Will +4; Str 10, Dex 12, Con 15, Int 12, Wis 10, Cha 16.
Skills and Feats: Bluff +7, Concentration +9, Craft (Alchemy) +6, Listen +2, Spellcraft +9, Spot +2; Brew Potion, Combat Casting, Scribe Scroll.
Possessions: *amulet of natural armor +2, 2 silver daggers*
Spells per Day: (6/7/5/DC: 13+spell level) *0: detect magic, open/close, prestidigitation, ray of frost, read magic, resistance; 1st: charm person, mage armor, magic missile, reduce person; 2nd: invisibility, scorching ray*

Poison Needle Trap: CR 2; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +17 melee (1 plus poison, needle); poison (blue whinnis, DC 14 Fort save resists (poison only), 1 Con/unconsciousness); Search DC 22; Disable Device DC 17.

3-19 Laboratory (EL varies):

There is a 50% chance that either Dagda or Mervyn will be in here dissecting something:

- 1) Caravan member (Auroka the Flailer, ex level 3 fighter).
- 2) Carnivorous ape
- 3) A serpent
- 4) An orc
- 5) A party member (if one has been captured)
- 6) A goblin

The south door to the stair is *arcane locked* (CL 11; Break DC 33) and may only be opened normally from the north side. 1 - 2 guards will always be at the base of the stairs (see **The Upper Apartments of Haffrung Helleyes**, above).

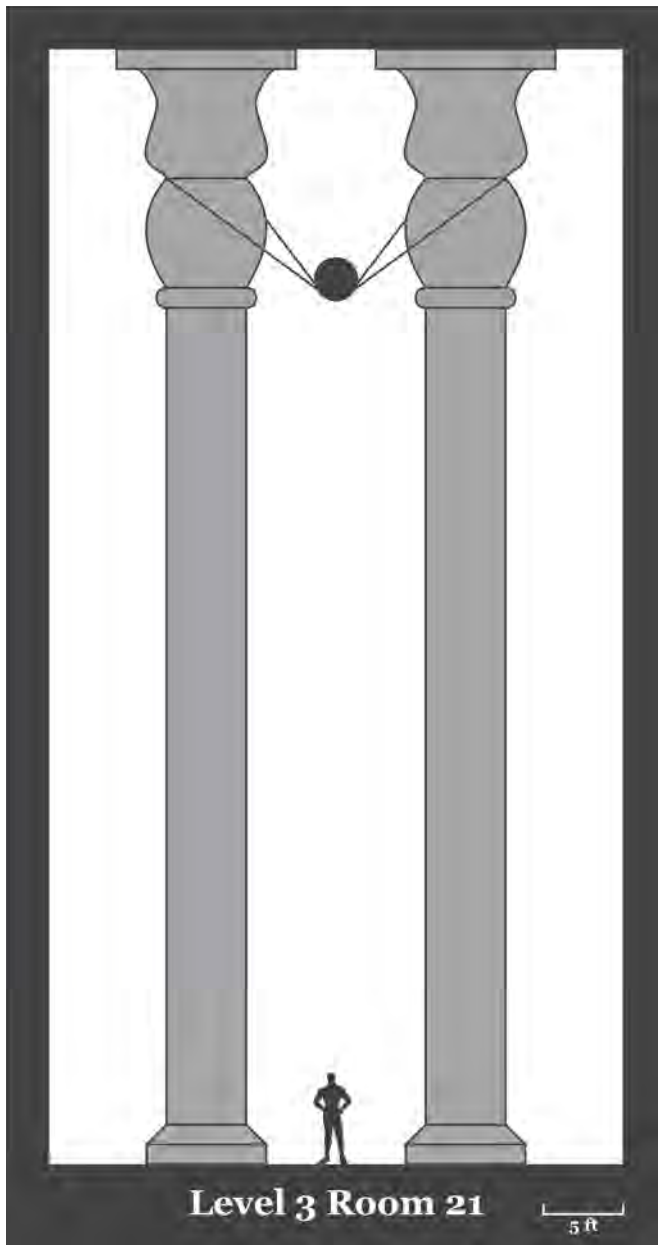
3-20 AN OPEN SPACE (EL varies):

This is not a room in and of itself, but the upper portion of room 4-16 which is quite empty. However, there is a 30% chance per turn that 1 - 3 trolls (see rooms 4-15 through 17) will saunter through the room and be visible through the windows.

3-21 THE NEFARIOUS GLOBE TRAP (EL 4): (see picture)

The ceiling of the room is 60' high. Four lotus blossom columns stretch upward. Torchlight will reveal a glistening about 45' or so up in the air. A 1' diameter crystalline globe is delicately suspended on four thin lines. ANY jostling of the wires will send the globe crashing down to the floor. It contains an extremely volatile liquid that will explode for 8d8 points of fire damage to all within a 10' radius. DC 17 Ref save for half damage.

Flash Gem: CR 4; A 1000 gp ruby that if struck sharply will emit a flash of laser light for 2d8 of damage, range 30', from its front face. It has 20 charges in it and can be recharged to a total of 30 charges by exposing it to the sunlight for one hour per charge. If dropped, it will randomly fire 1 - 8 times in random directions. Characters must make a Ref save DC 14 to avoid being hit. Smoke and/or dust in air will reduce range to 10' and damage to 1d8



3-22 LAIR OF THE SUCCUBUS (EL 9): (see V-7, “Overlord’s Inn”)

Malicia has a 20% chance of being at home. If her lair is invaded, she will appear in 5-9 (1d4+5) melee rounds. However, she has not left her home unguarded. A vrock stalks sulkily about the frilly, feminine room.

Vrock: Large Outsider (Chaotic, Extraplanar, Evil); CR 9; HD: 10d8+70; hp 115; Init: +1; Spd: 30 ft., fly 50 ft. (average); AC 22 (Touch 11, FF 20); Base Atk/Grapple: +10/+20; Atk: claw +15 melee (2d6+6); Full Atk: 2 claws +15 melee (2d6+6) and bite +13 melee (1d8+3) and 2 talons +13 melee (1d6+3); SA/SQ: Dance of ruin, spell-like abilities, spores, stunning screech, summon demon, DR 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, SR 17, telepathy 100 ft.; Space/Reach: 10 ft./10 ft.; AL CE; SV Fort +6, Ref +6, Will +7; Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 26.

Skills and Feats: Concentration +20, Diplomacy +5, Hide +11, Intimidate +16, Knowledge (Planes) +15, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spellcraft +15, Spot +24, Survival +3 (+5 following tracks); Cleave, Combat Reflexes, Multiattack, Power Attack.

3-22-A CRYPTIC INSCRIPTIONS:

Inscribed on the wall in a lawful tongue is the following: “AT HIGHEST PEAKE, THERE EVIL DWELLS, LONG DEAD BUT NEVER DYING!” In a different hand is written: “SERPENT SON’S BLOOD, IN AGONY LOST. PASSING OF GODLING THE PALETTE FILLS, SHAPED IN FINE LINE, THE QUADRANGLE CROSSED, TRESSPASSER RISE AND MEET THY WIIRD.” The Judge should show players the graphic labeled “Cryptic Inscriptions”.

3-22-B THREE SNACKS FOR LATER:

Three halflings are tied up in this room and kept asleep by the vapor of a small incense burner (10 sticks of sleep incense are nearby). The fumes are still potent: make a DC 18 Fort save or fall under its effects and sleep as long as the burner is lit (1 – 2 days). The snacks are three halfling brothers, thieves by trade. They have been asleep for several weeks. All their weapons and supplies are long gone.

Bingorum Bucks: Male Halfling Rog5; CR 5; Small Humanoid; HD (5d6)+5; hp 30; Init: +8; Spd: 20 ft.; AC 16 (Touch 1, FF 12); Base Atk/Grapple: +3/+0; SA/SQ: +1 racial bonus on all saving throws, +2 morale bonus on saving throws against fear, evasion, sneak attack +3d6, trap sense +1, trapfinding, uncanny dodge; AL N; SV Fort +3, Ref +9, Will +4; Str 13, Dex 18, Con 12, Int 13, Wis 15, Cha 9.
Skills and Feats: Appraise +4, Balance +11, Bluff +5, Climb +8, Diplomacy +1, Disguise +4, Escape Artist +9, Hide +8, Intimidate +1, Listen +12, Move Silently +14, Search +6, Sleight of Hand +12, Spot +7, Swim +5, Tumble +12.; Dodge, Improved Initiative.

Bilko Bucks: Male Halfling Rog3; CR 3; Small Humanoid; HD (3d6)+6; hp 20; Init: +7; Spd: 20 ft.; AC 15 (Touch 15, FF 12); Base Atk/Grapple: +2/-1; SA/SQ: +1 racial bonus on all saving throws, +2 morale bonus on saving throws against fear, evasion, sneak attack +2d6, trap sense +1, trapfinding; AL N; SV Fort +4, Ref +7, Will +4; Str 13, Dex 16, Con 14, Int 13, Wis 14, Cha 9.
Skills and Feats: Appraise +3, Balance +8, Climb +8, Escape Artist +9, Hide +12, Listen +9, Move Silently +10, Search +6, Sense Motive +4, Spot +7, Swim +3, Tumble +7, Use Magic Device +2; Dodge, Improved Initiative.

Buffo Bucks: Male Halfling Rog6; CR 6; Sm Hum.; HD (6d6)+12; hp 38; Init: +7; Spd: 20 ft.; AC 15 (Touch 15, FF 12); Base Atk/Grapple: +4/+0; SA/SQ: +1 racial bonus on all saving throws, +2 morale bonus on saving throws against fear, evasion, sneak attack +3d6, trap sense +2, trapfinding, uncanny dodge; AL N; SV Fort +5, Ref +9, Will +4; Str 10, Dex 17, Con 14, Int 14, Wis 13, Cha 14.
Skills and Feats: Appraise +3, Balance +10, Bluff +7, Climb +11, Decipher Script +7, Diplomacy +6, Disguise +4, Escape Artist +10, Gather Information +7, Hide +12, Intimidate +4, Jump +3, Listen +8, Move Silently +10, Search +7, Sense Motive +6, Spot +6, Swim +5, Tumble +10, Use Magic Device +7, Use Rope +8; Dodge, Improved Initiative, Quick Draw.

3-22-C VARIOUS PILES:

Various piles of bones (human) and rotted foodstuffs are lying around the room, this being the local garbage dump. The door to room 21 is wide open.

3-22-D MORDRED THE DRUID:

Mordred the Druid is chained to the wall. He was once a full druid, but was somehow duped and captured by Malicia. He is attended by Bultitude, a black bear and Wisefoot, an old gray wolf. They will keep at bay any who appear to want to harm their master. Mordred knows nothing of the dungeon or where he is. However, the animals have been skulking around and know the locations of 60% of the creatures or rooms described to them.

Wolf: CR 1; Medium Animal; HD: 2d8+4; hp 13; Init: +2; Spd: 50 ft.; AC: 14 (Touch 12, FF 12); Base Atk/Grapple: +1/+2; Atk/Full Atk: bite +3 melee (1d6+1); SA/SQ: Trip, low-light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.
Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1; Track, Weapon Focus (bite).

Black Bear: CR 2; Medium Animal; HD: 3d8+6; hp 19; Init: +1; Spd: 40 ft.; AC 13 (Touch 11, FF 12); Base Atk/Grapple: +2/+6; Atk: claw +6 melee (1d4+4); Full Atk: 2 claws +6 melee (1d4+4) and bite +1 melee (1d6+2); SQ: Low-light vision, scent; AL N; SV Fort +5, Ref +4, Will +2; Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6.
Skills and Feats: Climb +4, Listen +4, Spot +4, Swim +8; Endurance, Run.

Mordred the Druid, Male Human Drd5: CR 5; Medium Humanoid; HD (5d8)+5; hp 35; Init: +1; Spd: 30 ft.; AC 11 (Touch 11, FF 10); SA/SQ: Animal companion, nature sense, resist nature's lure, trackless step, wild empathy +7, wild shape 1/day for 5 hours, woodland stride; AL N; SV Fort +5, Ref +2, Will +7; Str 15, Dex 12, Con 12, Int 12, Wis 17, Cha 10.

Notes and Comments: Haffrung Helleyes should be a challenge to any party. With his magic jar ability he will be very difficult to kill, but he has no desire to die either so at first opportunity he will withdraw and harass the party later. In fact, in his various guises, he should be used to harass the party throughout the dungeon as soon as he is aware that the party is present.

Skills and Feats: Concentration +7, Diplomacy +6, Handle Animal +7, Heal +10, Knowledge (Nature) +11, Listen +8, Ride +5, Spellcraft +7, Spot +7, Survival +12; Animal Affinity, Combat Casting, Self Sufficient.
Spells per Day: (5/4/3/2/DC: 13+spell level) 0: create water, cure minor wounds, detect magic, light, resistance; 1st: calm animals, cure light wounds, produce flame, speak with animals; 2nd: flaming sphere, gust of wind, lesser restoration; 3rd: cure moderate wounds, stone shape.

3-23 OWL BEAR LAIR (EL 6):

Two very ornery owl bears (mated pair) lair here. They are guardians for Haffrung's room complex. They will attack any but Haffrung (even then only when he is possessing the body of Skelly). Four eggs are in a nest in the southwest corner of the room.

Owlbears(2): Large Magical Beast; CR 4; HD: 5d10+25; hp 52; Init: +1; Spd: 30 ft.; AC 15 (Touch 10, FF 14); Base Atk/Grapple: +5/+14; Atk: claw +9 melee (1d6+5); Full Atk: 2 claws +9 melee (1d6+5) and bite +4 melee (1d8+2); SA/SQ: Improved grab, scent; SV Fort +9, Ref +5, Will +2; Str 21, Dex 12, Con 21, Int 2, Wis 12, Cha 10.
Skills and Feats: Listen +8, Spot +8; Alertness, Track.

3-24 ROOM (EL Varies):

This room or wide spot in the corridor has a shaft in it that leads down to level 4 and the small stables that open up on to room 4-13. 1 - 2 guards from room 16 will be on duty here (determine individual, see Upper Apartments of Haffrung Helleyes).

At highest peake, There
Evil dwells, long dead but
Never dying!
SERPENT SON'S BLOOD,
IN AGONY LOST:
PASSING OF GODLING THE PALETTE FILLS:
SHAPED IN FINE LINE.
THE QUADRANGLE CROSSED,
TRESPASSER RISE AND MEET THY WIERD

Cryptic Inscription - Level 3 Room 22A

DARK TOWER

Level 4

□ 1 square = 10 feet



LEVEL FOUR

4-1 AN ANCIENT HIGH PRIEST (EL 9):

An old man sits in the north corner mumbling to himself. He is Harrington. The old man is a little senile and tends to ignore visitors unless they are hurt or in need of some aid. He will talk about his friends, the little mice that bring him bread crumbs to subsist on, and about the good old days. He is protected by the *protection from evil* that radiates out from the base of the White Tower and by the *wall of force* that blocks the door to all but good aligned characters. Also, if his life is threatened, 1d10 Lions of Mitra will come to his aid (see Lions of Mitra).

Harrington, Male Human Clr9: CR 9; Medium Humanoid; HD 9d8+18; hp 74; Init: +0; Spd: 30 ft.; AC 10 (Touch 10, FF 10); Base Atk/Grapple +6/+7; SA: Spontaneous Casting, Turn Undead (Su) 5/day (turn level 10) (turn damage 2d6+12); AL: LG; SV Fort +8, Ref +3, Will +10; Str 12, Dex 11, Con 15, Int 15, Wis 19, Cha 14.
Skills and Feats: Concentration +14, Diplomacy +9, Heal +16, Knowledge (Religion) +14, Knowledge (The Planes) +7, Spellcraft +14; Brew Potion, Combat Casting, Eschew Materials, Improved Turning, Scribe Scroll.
Cleric Domains: Mitra; Healing and Good.
Cleric Spells per Day: (6/5+1/5+1/4+1/3+1/1+1/DC: 14+spell level) 0: *create water, detect magic, detect poison, light, purify food and drink, resistance*; 1: *bless, bless water, endure elements, protection from evil(D), remove fear, shield of faith*; 2: *consecrate, cure moderate wounds(D), make whole, remove paralysis, resist energy, lesser restoration*; 3: *create food and water, cure serious wounds(D), remove blindness/deafness, remove curse, remove disease*; 4: *cure critical wounds, cure critical wounds(D), neutralize poison, restoration*; 5: *cure light wounds, mass (D), raise dead*.

4-2 THE ROOM OF HEALING (EL 8):

This room was provided as a rest station back in the early days of the battle between the White and Dark Towers. Much of its original contents have been used up by generations of fruitless combat. However, it still contains the following: 2 potions of *cure light wounds*, one with 3 doses and one with 2 doses. 1 potion of *cure serious wounds*, and a box of clerical spell scrolls: 2 *cure light wounds, remove fear, delay poison, 2 cure disease, exorcise, 2 neutralize poison*. All scrolls are CL 9.

The doorway has a *wall of force* that will protect it from the dragon, but permits humanoids to pass through. 2 *glyphs of warding, paralyzation* are set into the door frame.

Guarding this room are 3 lammasu:

Lammasu (3): Large Magical Beast; CR: 8; HD: 7d10+21 hp 9, 63, 63; Init: +1; Spd: 30 ft., fly 60 ft. (average); AC 20 (Touch 10, FF 19); Base Attack/Grapple: +7/+17; Atk: claw +12 melee (1d6+6); Full Atk: 2 claws +12 melee (1d6+6); Space/Reach: 10 ft./5 ft.; SA: Pounce, rake 1d6+3, spells; SQ: Darkvision 60 ft., low-light vision, magic circle against evil, spell-like abilities; AL: LG; SV Fort +8, Ref +8, Will +7; Str 23, Dex 12, Con 17, Int 16, Wis 17, Cha 14.
Skills and Feats: Concentration +13, Diplomacy +4, Knowledge (Arcana) +13, Listen +13, Sense Motive +13, Spot +15, Blind-Fight, Iron Will, Lightning Reflexes

Magic Circle Against Evil (Su): A lammasu radiates a continuous circle against evil that affects a 20 ft. radius.

Spell-Like Abilities: 2/day – *greater invisibility (self only)*; 1/day – *dimension door*. Caster level 7th.

Pounce (Ex): If a lammasu charges a foe, it can make a full attack, including 2 rake attacks.

Rake (Ex): Attack bonus +12, damage 1d6+3.

Skills: A lammasu has a +2 racial bonus to Spot checks.

There is a *magic circle from evil* on the box containing the potions and scrolls. The lammasu will reveal the location of a *rod of resurrection* if it is necessary (The rod may never leave the room. If it does it will explode for 6d8 points of damage). The rod has 5 charges. Only 2 potions and 2 scrolls may leave the room.

4-3 ROOM OF MIND SWITCH:

Upon entering this room, the Judge will roll a secret Will save DC 23 for all who entered. Those who fail the saving throw will switch minds with one another (determine switches randomly). The mind occupying the new body will not have any of the body's knowledge. Also, all attacks will be at -1 to hit because of unfamiliarity. Dexterity will also temporarily be down by 1d2 points. To reverse effects, a *remove curse* must be cast simultaneously with a *dispel magic*.

4-4 DRAGON'S TREASURE (EL 10):

The double doors entering the chamber are trapped by a *wail of the banshee* trap

Wail of the Banshee Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; spell effect (*wail of the banshee*, 17th level wizard, DC 23 Fortitude save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34.

This will alert the dragon to anyone attempting to sneak into his vault unnoticed. The doors are locked (DC 35 Open Lock). Treasure: potions of *reduce person, greater magic fang (+3)*, an arcane scroll (*CL9 cone of cold, teleport*), *rod of negation, rod of splendor, staff of defense, a +3 bastard sword, a small +5 heavy steel shield with greater fire resistance, mantle of spell resistance, +3 studded leather*, 48,000 sp, 20,000 gp, 2200 pp.

4-5 LAIR OF THE DRAGON (EL 23):

This is the lair of Argun the Conflagrator, an ancient red dragon. He usually lies curled up in front of room 4-4 and guards the entrance to the White Tower. He was allied with the forces of Set and was trapped when the towers were buried. The ceiling in this room is 40'. The pool contains fresh water.

JUDGES NOTE: The presence of an Ancient Red Dragon here is not to kill the party but to offer the party opportunities for negotiation, cunning and to come up with means of getting around the dragon. Argun will not consider the party a challenge so is not likely to attack the party on sight. Nor is he going to be easily bribed. Argun is here to stop the party from entering the White Tower and if possible the Dark Tower if he knows the party is attempting to.

Male Red Ancient Red Dragon: CR 23; Gargantuan Dragon; HD 34d12+306; hp 568; Init: +4; Spd: 40 ft., fly 200 ft. (clumsy); AC 39 (Touch 6, FF 39); Base Atk bite +44 (4d8+14) or claw +42/+42 (3d8+7 19-20/x2) or wing +42/+42 (2d6+7) or tail slap +42 (2d8+7) or crush +42 (4d6+7) or *tail sweep +42 (2d6+7); SA: Breath weapon 60' cone of fire (20d10 fire, DC 36), crush DC 36, frightful presence 300 ft. DC 36, immunity to fire, sleep, and paralysis, tail sweep, vulnerability to cold, keen senses, darkvision (120'), blindsense (60')AL: CE; SV Fort +28, Ref +19, Will +26; Str 39, Dex 10, Con 29, Int 24, Wis 25, Cha 28.*

Skills and Feats: Appraise +44, Bluff +44, Climb +15, Concentration +46, Diplomacy +47, Disguise +9, Escape Artist +37, Intimidate +46, Jump +48, Knowledge (Arcana) +33, Knowledge (Dungeoneering) +32, Knowledge (The Planes) +36, Listen +44, Search +44, Sense Motive +44, Spot +44; Ability Focus, Flyby Attack, Hover, Improved Critical (Claw), Improved Initiative, Improved Natural Armor, Improved Natural Attack (Bite, Claw), Multiattack, Quicken Spell-Like Ability, Snatch, Wingover.

*Rod of Splendor adds +4 to Cha.

Innate Abilities: 9/day – locate object; 3/day – suggestion; 1/day – find the path.

Spells per Day: (6/8/8/8/7/7/7/5/ DC: 19+spell level) 0: detect magic, detect poison, ghost sound, mage hand, open/close, prestidigitation, read magic, resistance, touch of fatigue; 1: alarm, identify, magic missile, reduce person, shocking grasp; 2: invisibility, magic mouth, resist energy, scorching ray, see invisibility; 3: daylight, dispel magic, fireball, lightning bolt; 4: crushing despair, enervation, globe of invulnerability (lesser), ice storm; 5: baleful polymorph, cone of cold, teleport, wall of force; 6: chain lightning, disintegrate, true seeing; 7: finger of death, hold person, mass.

4-6 TWO SPECTRES (EL 8):

Two spectres haunt this room. They guard a *crystal ball*.

Spectre: Medium Undead (Incorporeal); CR: 7; HD: 7d12 hp 42,45; Init: +7; Spd: 40 ft., fly 80 ft. (perfect); AC 15 (Touch 15, FF 13); Base Atk/Grapple: +3/—; Atk/Full Atk: incorporeal touch +6 melee (1d8 plus energy drain); SA: Energy drain, create spawn; SQ: Darkvision 60 ft., incorporeal traits, +2 turn resistance, sunlight powerlessness, undead traits, unnatural aura; AL LE; SV Fort +2, Ref +5, Will +7; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15.

Skills and Feats: Hide +13, Intimidate +12, Know. (Religion) +12, Listen +14, Search +12, Spot +14, Survival +2 (+4 following tracks), Alertness, Blind-Fight, Imp Initiative.

4-7 THE SWORD KILL ROOM (EL 10):

This room will destroy the intelligence of magic weapons (a form of *mage's disjunction*, Will save DC27).

INT:

1-6	Lose –1d4 points of Intelligence.
7-9	Lose –1d8 points of Intelligence.
10-12	Lose –1d12 points of Intelligence.
13-15	Lose –2d8 points of Intelligence.
15-	Lose –3d6 points of Intelligence.

Weapons with at least 15 Int whose Int remains 12 or above will have a 20% chance per point of Intelligence lost of going irreversibly insane. If a weapon of 12 Intelligence or higher

loses all its intelligence, it will explode in its bearer's hands, causing 5d6 points of damage.

The bearer will take physical damage equal to the Intelligence points lost. If the item is telepathic, damage will be doubled. When a weapon has lost Intelligence, randomly determine what abilities are left that will function at the new level.

4-8 EMPTY ROOM:

Any noise made in this room will draw the rust monster down from upstairs, room 3-6.

4-9 OLD STABLE (EL 5):

Ten zombies guard this chamber to keep intruders from disturbing the mummy upstairs. This room was formerly a stable.

Human Commoner Zombie: CR ½; Medium Undead; HD: 2d12+3; hp 16,14,17,12, 15,16,18,14,16,16; Init: –1; Spd: 30 ft. (can't run); AC 11 (Touch 9, FF 11); Base Atk/Grapple: +1/+2; Atk/Full Atk: slam+2 melee (1d6+1) or club +2 melee (1d6+1); SQ: Single actions only, DR 5/slashing, darkvision 60 ft., undead traits; AL: N; SV Fort +0, Ref –1, Will +3; Str 12, Dex 8, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Toughness.

4-10 FORMER CHAPEL (EL 10):

The statue of the god has been desecrated and it is hard to distinguish what it originally depicted. The bones of a long dead gold dragon lie in a pile near the altar. The walls are scorched and blasted and several of the bones are charred. Gray ooze is in the northwest corner. Standing in the doorway to room 4-11 is two life-like stone statues of fighting men wearing full plate, holding a longsword and large steel shield. The southern door is blocked by a *wall of fire*.

A *magic mouth* will speak:

"TO PASS, ONE OF YOU MUST FIGHT AND WIN".

When a champion verbally states he is ready, he will suddenly find himself transported to an arena in the center of an extradimensional *maze* facing one of the stone men, who is now flesh and blood.

Gray Ooze: CR 4; Medium Ooze; HD (3d10)+15; hp 31; Init: –5; Spd: 10 ft.; AC 5 (Touch 5; FF 5), Base Atk/Grapple: +2/+3; Atk/Full Atk: slam +3 melee (1d6+1 plus 1d6 acid); SA: Acid (DC 16), constrict 1d6+1 plus 1d6 acid, improved grab; SQ: Blindsight 60 ft., immunity to cold and fire, ooze traits, transparent; AL: N; SV Fort +6, Ref –4, Will –4; Str 12, Dex 1, Con 21, Int —, Wis 1, Cha 1.

Undying Swordsman, Male Undying Swardmen

Ftr4: CR 10; Medium Outsider; HD 6d8+4d10+40; hp 100; Init +4; Spd 20 ft.; AC 29 (Touch 14, FF 26), Base Atk/Grapple: +10/+14; Atk +1 longsword +16 melee (1d8+7, 17-20/x2); Full Atk +1 longsword +16/+11 (1d8+7, 17-20/x2); SQ: Alternate Form, DR 10/evil and cold iron, Darkvision 60ft., Immune to Electric and Petri., Low-Light Vision, Energy Resist 10 cold/fire/acid, Regeneration 10, Spell Resist 17, Tongues; AL: CG; SV Fort +13, Ref +10, Will +8; Str 18, Dex 18, Con 18, Int 13, Wis 14, Cha 17.

Skills and Feats: Climb +10, Diplomacy +12, Escape Artist +13, Handle Animal +12, Intimidate +12, Hide +13, Jump +10, Listen +13, Move Silently +13, Ride +8, Sense Motive +11, Spot +11, Tumble +13, Use Rope +4; Cleave, Imp Crit (Ingsword), Imp Init, Pwr Atk, Q Draw, Weap Focus (Ingsword), Weap Spec. (Ingsword).

Possessions: Mithril full plate, Mithril heavy steel sheild, +1 longsword.

If the chosen champion wins, he will find himself in room 4-11, the statues and the *wall of fire* will disappear until all pass by. If the champion loses, another must be chosen.

Wall of Fire Trap: CR 5; magic device; proximity trigger (*alarm* 5 ft.); automatic reset; spell effect (*wall of fire*, CL 9, 1d4 fire at 20 ft./2d4 fire at 10 ft./2d6+9 fire on pass through); Search DC 29; Disable Device DC 29.

Maze Trap: CR 9; magic device; proximity trigger (*clairaudience* 30 ft.); automatic reset; spell effect (*maze*, CL 15, spell effect, duration 10 minutes); Search DC 33; Disable Device DC 33.

4-11 SMALL CHAPEL OF MITRA:

This is a small chapel to the god Mitra (pictured here as a handsome young man). Around the neck is a *gem of seeing* hanging on a small gold chain, which will function 3 times. The statue is of solid gold (weight: 1000 lb, value 20,000 gp). On the walls are various pictures of holy men performing acts of healing and blessing. On the south wall is a map showing the location of the room of healing, room 4-2. Staying in this room for at least one turn will act as a *remove curse* spell.

4-12 GARDEN (EL 10):

This was once the garden of the monastery. Along the south wall are various cells once housing the holy brothers. Now the place is the lair of the trolls' pet hyaenodons and three young hyaenodons (treat as hyenas). There is a 30% chance that 1d2 trolls will be in here.

Hyaenodons (6): CR 4; Lrg Ani; HD: 5d8+20; hp 43, 41, 44, 39, 43, 42; Init: +2; Spd: 50 ft.; AC 17 (Touch 11, FF15); BaseAtk /Grapp: +3/+15; Atk/Full Atk: bite +11 melee (1d8+12); SA: Trip; SQ: Low-light vis, scent; AL: N; SV Fort +8, Ref +6, Will +5; Str 26, Dex 15, Con 19, Int 2, Wis 13, Cha 6.

Skills and Feats: Listen +5, Spot +3, Survival +5, Alertness, Weapon Focus (bite).

Hyenas (3): CR 1; Medium Animal; HD: 2d8+4; hp 13, 11, 12; Init: +2; Spd: 50 ft.; AC 14 (Touch 12, FF 12); Base Atk/Grapple: +1/+3; Atk/Full Atk: bite +3 melee (1d6+3); SA: Trip; SQ: Low-light vision, scent; AL: N; SV Fort +5, Ref +5, Will +1; Str 14, Dex 15, Con 15, Int 2, Wis 13, Cha 6.

Skills and Feats: Hide +3, Listen +6, Spot +4, Alertness.

4-13 GUARDIAN BEAST (EL 5):

This is one of Haffrung Helleye's guardian beasties. It is a 6 headed hydra named Hex. Only Haffrung or his magician assistants may pass this way in safety. The door into room 4-14 is *arcane locked* (CL 11; Break DC 38).

Six Headed Hydra: CR 5; Huge Magical Beast; HD: 6d10+33; hp 66; Init: +1; Spd: 20 ft., swim 20 ft.; AC 16 (Touch 9, FF 15); Base Atk/Grapple: +6/+17; Atk: bite +8 melee (1d10+3); Full Atk: 6 bites +8 melee (1d10+3); SQ: Darkvision 60 ft., fast healing 16, low-light vision, scent; AL: N; SV Fort +10, Ref +6, Will +4; Str 17, Dex 12, Con 20, Int 2, Wis 10, Cha 9.

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

4-14A LABORATORY (EL 2):

Haffrung is researching a spell and various components for it are lying about the room. On a shelf are about 20 odd bottles. Five are magical: *oil of darkness*, potions of *resist energy (fire)* 30, *haste*, *blur*, and *shillelagh oil*. An invisible chest is set in a secret trapdoor in the floor along the west wall (Search DC 28). In it is a *silver horn of valhalla*, a wand of *detect secret doors* (CL1 27 charges) and 3000 gp. The room is lit by a *continual flame* spell. In the northeast corner of the room is a 10ft. square cage containing an ape.

Ape: Large Animal; CR 2; HD: 4d8+11; hp 29; Init: +2; Spd: 30 ft., climb 30 ft.; AC 14 (Touch 11, FF 12); Base Atk/Grapple: +3/+12; Atk: claw +7 melee (1d6+5); Full Attack: 2 claws +7 melee (1d6+5) and bite +2 melee (1d6+2); SQ: Low-light vision, scent; SV Fort +6, Ref +6, Will +2; Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +14, Listen +6, Spot +6, Alertness, Toughness.

4-14B LARDER:

Also continually lit by a *light* spell, this room is a sort of larder. The shelves are stocked with enough rich food for 4 weeks for 15 persons. The doors into A and C are *arcane locked* (CL 11; Break DC 38).

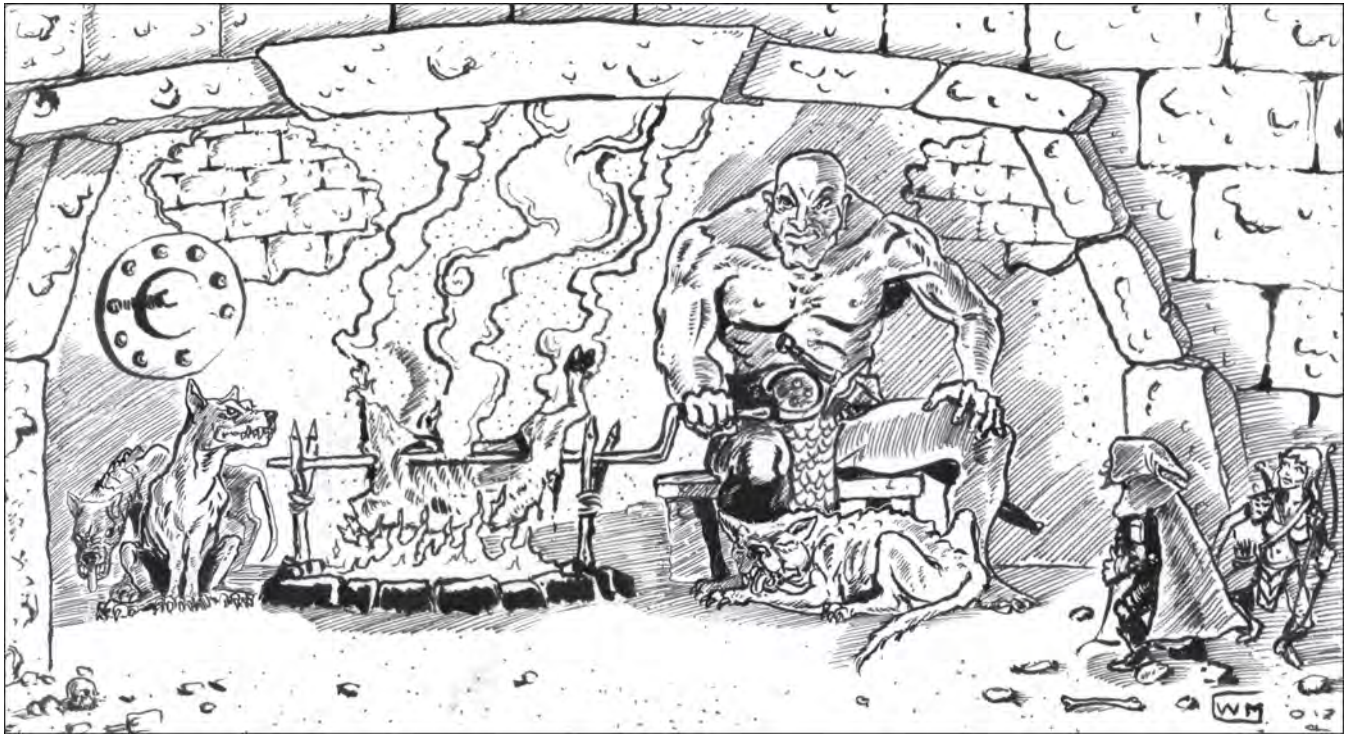
4-14C HAFFRUNG'S STUDY (EL 4):

A rather ornate bed is set along the north wall while a bookshelf covers the west wall. In the center of the room is a desk and chair with a candlestick topped by a glowing stone (*continual flame* on the stone). Invisible in a drawer of the desk is a small chest version of a *secret chest* (per spell). In the large ethereal chest are Haffrung's magic books, 500 pp, and 5000 gp. The spellbooks contain the spells Haffrung has prepared, as well as any the Judge cares to place. On a bookshelf are various books about magic, religion and history. Disguised as books about a particularly boring period of history are a *Tome of Leadership and Influence* (+1) and a *Manual of Quickness of Action* (+1). The drawers to the desk each have a *fire trap* spell on them and one drawer has a pair of permanently invisible daggers in it. The door to the corridor is *arcane locked* (CL 11; Break DC 38).

Fire Trap: CR 3; spell; spell trigger; no reset; spell effect (*fire trap*, 3rd-level druid, 1d4+3 fire, DC 13 Reflex save half damage); Search DC 27; Disable Device DC 27.

4-15-16-17 (EL 12):

Ten trolls make their lair in here. They will pursue up stairs or down halls but will not quarrel with other dungeon residents. They will not attack any who bear Avvakris's ring. They are also retainers of Haffrung Helleyes. In room 17 are 1000 sp, 2000 EP, and a 1000 gp diamond.



Troll (10): Large Giant; CR 5; HD: 6d8+36; hp 63; Init: +2; Spd: 30 ft.; AC 16 (Touch 11, FF 14); Base Atk/Grapple: +4/+14; Atk: claw +9 melee (1d6+6); Full Atk: 2 claws +9 melee (1d6+6) and bite +4 melee (1d6+3); SA: Rend 2d6+9; SQ: Darkvision 90 ft., low-light vision, regeneration 5, scent; AL: CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.
Skills and Feats: Listen +5, Spot +6, Alertness, Iron Will, Track.

4-18-A:

This is a normally empty room, but right now Avvakris's son, Aphris, is haggling with 3 trolls (hp: 65,62,59) over the value of some treasure to be used as payment in a plot to kill his father. Aphris is guarded by 2 of Merth's henchmen (determine individuals - room 1-45). The items belong to the occupants of the cells in room 2-21. Aphris will have a copy (non-magical) of his father's ring. Treasure: One suit of full plate, two chain shirts, a gold hilted scimitar (200 gp), a +2 mace (Viridontii's special mace, 2-21-E) (80 gp), a 200 gp agate, a 500 gp peridot stolen from a Set idol, three 10 gp quartz gems, a gold necklace (800 gp), and a pair of silver slippers sewn with seep pearls (900 gp).

4-18-B:

This is another empty room. Many cobwebs fill it. Both doors into the room (from 18-A and 22) are boarded over. The door into room 4-19 is both secret (Search DC 24) and arcane locked (CL 9; Break DC 36).

4-19 A TOMB (EL 9):

Entombed within this chamber is the ghost of Vresnor Agalla, the man who first discovered the evil that was tunneling up from the buried village. He guards 9000 sp, and three potions: *reduce person*, *endure elements*, and *haste*. Potions are all packed in a locked box in the circular part of the room. The silver is divided evenly into two large iron boxes. Vresnor Agalla is not hostile to characters who bear the symbols of Mitra.

Ghost: Male Human Ftr7; Medium Humanoid/Undead; CR 9; HD (7d12); hp 49; Init: +5; Spd: 20 ft., fly 20 ft.; AC 14 (Touch 14, FF 13); Base Atk/Grapple: +7/+10; Atk: greatsword +11 melee (2d6+6) or incorporal touch +8 melee; Full Atk: greatsword +11/+6 melee (2d6+6) or incorporal touch +8 melee; SA: Draining touch DC13, manifestation, rejuvenation, turn resistance +4; AL: N; SV Fort +5, Ref +3, Will +2; Str 17, Dex 12, Con -, Int 11, Wis 10, Cha 17.

Skills and Feats: Climb +2, Handle Animal +7, Hide +3, Intimidate +6, Jump +4, Listen +8, Ride +5, Search +8, Spot +11, Swim +6, Cleave, Improved Initiative, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: greatsword.

4-20 SNURGI'S BONFIRE (EL 12):

There is a roaring fire going in this room. The smoke seems to curl up and disappear into the ceiling. Actually it is *dimension doored* into the floor of room 4-24. The spell works both ways, so any who unwarily wander into the smoke filled room 4-24 may find themselves unexpectedly dropped into a blazing fire. A haunch of meat (actually half a cow) will be roasting over the fire and curled up around the fire will be from 2 - 8 hell hounds. There is a 50% chance that Snurgi Hellstrom, a fire giant, will be in here tending the meat and rough housing the hell hounds. On the wall is a 4 ft diameter shield. At Snurgi's waist is a 6 ft. long sword.

Snurgi, Fire Giant: Large Giant; CR 10; HD: 15d8+75; hp 142; Init: -1; Spd: 30 ft. in half plate armor; base speed 40 ft.; AC 23 (Touch 8, FF 23); Base Atk/Grapple: +11/+25; Atk: greatsword +20 melee (3d6+15) or slam +20 melee (1d4+10) or rock +10 ranged (2d6+10 plus 2d6 fire); Full Atk: greatsword +20/+15/+10 melee (3d6+15) or 2 slams +20 melee (1d4+10) or rock +10 ranged (2d6+10 plus 2d6 fire); SA: Rock throwing; SQ: Immunity to fire, low-light vision, rock catching, vulner. to cold; AL: LE; SV Fort +14, Ref +4, Will +9; Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb +9, Craft (weaponsmithing) +6, Intimidate +6, Jump +9, Spot +14; Cleave, Great Cleave, Improved Overrun, Imp Sunder, Iron Will, Power Attack.

Hell Hounds(8): Medium Outsider (Evil, Extraplanar, Fire, Lawful); CR 3; HD: 4d8+4; hp 26, 20, 25, 28, 29, 30, 25, 27; Init: +5; Spd: 40 ft.; AC 16 (Touch 11, FF 15); Base Atk/Grapple: +4/+5; Atk/Full Atk: bite +5 melee (1d8+1 plus 1d6 fire); SA: Breath weapon, fiery bite; SQ: Darkvision 60 ft., immunity to fire, scent, vulnerability to cold; AL: LE; SV Fort +5, Ref +5, Will +4; Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6.

Skills and Feats: Hide +13, Jump +12, Listen +7, Move Silently +13, Spot +7, Survival +7, Improved Initiative, Run, Track.

Breath Weapon (Su) 10 foot cone, once every 2d4 rounds, damage 2d6 fire, Reflex DC 13 half. The save DC is Constitution-based.

Fiery Bite (Su) A hell hound deals an extra 1d6 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

4-21 SNURGI'S SLEEPING AREA:

If Snurgi is not in the bonfire room, he will be in here. Roll (1d100) to see what he is doing:

Sleeping	01–20
Counting Gold	21–50
Playing With a Pile of Rocks*	51–60
Sharpening His Sword	61–70
Eating	71–00

*1d6+12, excellent for hurling for 2d6+10 plus 2d6 fire points of damage each.

A large leather sack at the rear of the room contains: 5000 gp, *necklace of strangulation*, 3 orange rocks (worthless, but weighing about 10 lbs each), a 1 ft. square piece of flat marble with a tic-tac-toe board scratched on it. (Stealing the rocks or the board will infuriate Snurgi into a berserker rage.)

4-22 A NOISY ENTRANCE:

The floor is covered with straw. The large doors will creak ponderously when opened unless silenced or repaired first. This will warn occupants of RM 4-20 (Judge should make an Listen check to hear party). (Snurgi will be waiting in ambush for anyone he hears.) In the center of the room in a 10 ft. x 15 ft. area is a pit trap, 20 ft. deep, with poison spikes at the bottom. Characters in the area must make a Reflex save (DC25) to avoid or fall in the trap. The trap can get as many as 6 people before opening. It will open as soon as at least two people reach the center of the squares. The door into RM 4-18B is boarded up. Scrawled on the door in common is "KEAPP OWT".

Camouflaged Wide Mouth Poisoned Spiked Pit

Trap: CR 10; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (all targets within a 10 ft. by 15 ft. area); pit spikes (Atk +19 melee, 1d4 spikes per target for 1d4+2 plus poison, each); poison (Medium monstrous spider venom, DC 12 Fortitude save resists, 1d4 Str/1d4 Str); Search DC 26; Disable Device DC 25.

4-23 LAIR OF THE THREE MINOTAURS:

Three minotaurs guard area 4-27. The room is filled with human bones, rags, and rent armor. In a pile in the circular part of the room are 1000 gp, a white marble crown (1700 gp) and an electrum crown (450 gp). There is a 30% chance that 1-2 minotaurs will be in here (see room 27).

4-24 SMOKING AREA:

This room is filled with smoke from room 20. The *dimension door* in the floor will let anything but smoke pass back down through it into room 24. Anyone falling through will find themselves in Snurgi Hellstrom's cooking bonfire for 2d4 points of fire damage per round. The room is filled with dense, choking smoke that will do 1d3 points of choking damage per melee round. Characters may hold breath for up to two melee rounds. Gear will be coated with a thick, black soot. Unprotected eyes will be blinded for 1d6 melee rounds. If the door is open, it will draw minotaurs in 1d4+1 minutes from room 27.

4-25 FOUR WRAITHS (EL 9):

The door to the room is locked and sealed with a wax seal having Avvakris's signet upon it. There is a 5 ft. square hole in the south east corner of the room ceiling. 2000 gp are in a locked iron bound wooden box, (Open Lock DC 25). In a second, velvet lined box (DC 30) are: a gold lion mask, studded with 90 amethysts, topazes, garnets and turquoises that was one of the original treasures of the shrine of Mitra (13,200 gp), a mithril and electrum spear (660 gp), a steel bottle (1000 gp), a silver sword sheath (1200 gp), a dragon mask of iron and wood (1 gp), a gold cat figurine with three aquamarines (1900 gp), electrum ring (10 gp) and a copper dagger sheath (10 gp). Wraiths: (These are the same wraiths that appear in room 3-10. If they have been destroyed in that room, then they will not appear here.)

Wraiths (4): CR 5; Medium Undead (Incorporeal); HD: 5d12; hp 32; Init: +7; Spd: Fly 60 ft. (good); AC 15 (Touch 15, FF 12); Base Atk/Grapple: +2/—; Atk/Full Atk: incorporeal touch +5 melee (1d4 plus 1d6 Constitution drain); SA: Constitution drain, create spawn; SQ: Darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; AL: LE; SV Fort +1, Ref +4, Will +6; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15.

Skills and Feats: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks), Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

4-26 ICEBOX:

This room is empty. A stair against the east wall leads up to room 3-11. The room is unnaturally cold and will act as a *slow* spell after 2 rounds.

4-27 CORRIDOR (EL 7):

This corridor connects rooms 18-A all the way up to room 4-7 on this level. It is patrolled by three minotaurs, more of Haffrung's guardian beasts. They are armed with huge greataxes. They will be encountered on a 10% chance cumulative per round spent in area 27.

Minotaurs (3): Large Monstrous Humanoid; CR 4; HD: 6d8+12; hp 39; Init: +0; Spd: 30 ft.; AC 14 (Touch 9, flat-footed n/a); Base Atk/Grapple: +6/+14; Atk: greataxe +9 melee (3d6+6) or gore +9 melee (1d8+4); Full Atk: greataxe +9/+4 melee (3d6+6) and gore +4 melee (1d8+2); SA: Powerful charge 4d6+6; SQ: Darkvision 60 ft., natural cunning, scent; AL: CE; SV Fort +6, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.
Skills and Feats: Intimidate +2, Listen +7, Search +2, Spot +7, Great Fortitude, Power Attack, Track.

4-28 THE ENCHANTER'S LAIR (EL 7):

This is the laboratory and lair of Shadrock, a 7th level Wizard. Shadrock is a bald young man with aquiline features. The room is slightly messy with papers strewn about the floor. There is a 30% chance that an ape from room 4-29 will come wandering in to nose about the room.

Shadrock; Male Human Enc7: CR 7; Medium Humanoid; HD (7d4)+14; hp 37; Init: +6; Spd: 30 ft.; AC 16 (Touch 14, FF 14); Base Atk/Grapple: +3/+3; Atk/Full Atk: dagger +3 melee (1d4) or quarterstaff +3 melee (1d6) or dagger +5 ranged (1d4 thrown); SA: Summon familiar; AL: CE; SV Fort +4, Ref +4, Will +6; Str 10, Dex 14, Con 14, Int 16, Wis 12, Cha 10.
Skills and Feats: Combat Casting, Craft Wand, Craft Wondrous Item, Improved Initiative, Scribe Scroll, Spell Focus (Enchantment).
Possessions: *bracers of armor +2*; dagger (x2); quarterstaff; *ring of deflection +2*; *wand of hold person* (18 charges); *wand of ice storm* (16 charges).

Spells per Day: (4+1/5+1/4+1/3+1/1+1/DC: 13+spell level) 0: *acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, flare, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance*; 1: *charm person, comprehend languages, identify, mage armor, magic missile, unseen servant*; 2: *hideous laughter, pyrotechnics, scorching ray, touch of idiocy, web*; 3: *haste, hold person, lightning bolt, slow*; 4: *crushing despair, ice storm*.

4-29 WRESTLING CONTEST (EL 9):

10 apes are having a wrestling contest. They are making a good deal of noise. Treasure: aquamarine studded bronze spear (1800 gp) and a +1 *long sword*. A ladder leads up to room 3-8.

Apes (10): CR 2; Large Animal; HD: 4d8+11; hp 29; Init: +2; Spd: 30 ft., climb 30 ft.; AC 14 (Touch 11, FF 12); Base Atk/Grapple: +3/+12 Atk: claw +7 melee (1d6+5); Full Atk: 2 claws +7 melee (1d6+5) and bite +2 melee (1d6+2); SQ: Low-light vision, scent; SV Fort +6, Ref +6, Will +2; Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7.
Skills and Feats: Climb +14, Listen +6, Spot +6, Alertness, Toughness.

4-30 ROOM OF CONTINUOUS MAGIC:

Once entered, this room will begin to cast spells. It will throw 1d6 random 1st level arcane spells, then 1d6 random 2nd arcane level spells and so on. The spells are cast as if by a 12th level sorcerer, and should be rolled on the tables for random scroll determination. *Hold portal* and *arcane lock* will affect both doors.

Notes and Comments:

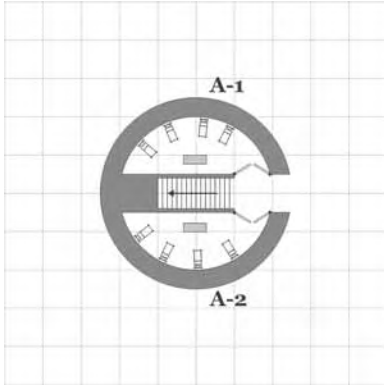
Level four should provide a lot of challenges for the party. How are they going to bypass the dragon to get into the Dark Tower? Do they want to try and get by the dragon to get into the White Tower? Rooms 4-1 and 4-2 should provide the party a place to rest and get healing if necessary before ascending the Dark Tower. Harrington is quite old, but will heal good parties and even neutral ones that treat him kindly.

The rest of the level should not be too challenging, although Snurgi and his hell hounds will not be easy if the party is down on resources, nor will the trolls. The judge, however, should stress that the party be fully prepared before taking on the Dark Tower. Even the Statue will test their abilities.

Again, it should be stressed that Argun the Conflagulator should be a test of the party's stealth and diplomacy skills, not to test their prowess in battle. Argun is unlikely to be bribed to allow them to pass, but doesn't mind toying with them to add a bauble or two to his hoard to let them live a bit longer. Argun was placed here hundreds of years ago to guard the entrance to the towers. He is quite up to that task!

THE WHITE TOWER OF MITRA

Rooms in the White Tower are not lit unless humanoid occupants are specified and then it will usually be by torch or fireplace. The tower is very dusty and gloomy.



A-1 GNOME LAIR I:

This room houses 10 gnome fighters and 2d4 will be in at any given time. The room contains 10 cots and 10 war chests. Each gnome will have 5 gp on his person. This is a band of gnomes who willingly serve the god Mitra.

Male Gnome Ftr1 (10): CR 1; Small Humanoid; HD: 1d10+2; hp 12 each; Init: +1; Spd: 20 ft.; AC 18 (Touch 12, FF 17), Atk/Full Atk: short sword +3 melee (1d4+2) or shortbow +3 ranged (1d4); SA: +1 racial bonus on attack rolls against kobolds and goblinoids, +2 racial bonus on saving throws against illusions., +4 dodge bonus to AC against monsters of the giant type, speak with animals (burrowing mammal only, duration 1 minute); low-light vision; AL: LG; SV Fort +4, Ref +1, Will +1; Str 14, Dex 12, Con 15, Int 8, Wis 12, Cha 14.

Skills and Feats: Handle Animal +4, Listen +3; Weapon Focus (shortsword).

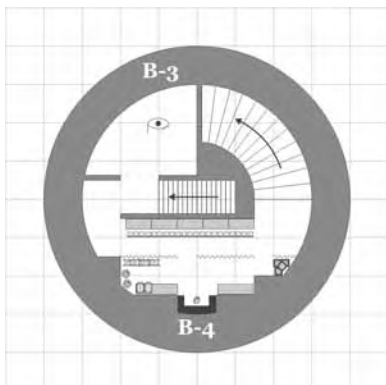
Possessions: arrows (20), shortsword (small), chain shirt, small heavy metal shield, shorbow (small).

Spell-Like Abilities *1/day - speak with animals, dancing lights, ghost sound, prestidigitation.*

A-2 GNOME LAIR II:

This is a second barracks room housing another 10 gnomes. 2d4 will be in here at any given time. The room contains 10 cots and 10 war chests. Each gnome will have 5 gp on his person.

Male Gnome Ftr1 (10): CR: 1; Small Humanoid; HD: 1d10+2; hp 12 each.



B-3 A GUARDIAN OF CLAY:

This room is patrolled by a clay golem. Various holy

symbols are scratched on the walls or scrawled in colored chalk. The walls are of white marble and the floor of intricately laid white and green marble tiles. 6 glass globes charged with permanent *light* illuminate the room as they hang from the ceiling. An odor of hot, nourishing food pervades the air.

Clay Golem: CR 10; Large Construct; HD: 11d10+30; hp 90; Init: -1; Spd: 20 ft.; AC 22 (Touch 8, FF 22); Base Atk/Grapple: +8/+19; Atk: slam +14 melee (2d10+7 plus cursed wound); Full Atk: 2 slams +14 melee (2d10+7 plus cursed wound); SA: Berserk, cursed wound; SQ: Construct traits, DR 10/adamantine and bludgeoning, darkvision 60 ft., haste, immunity to magic, low-light vision; AL: N; SV Fort +3, Ref +2, Will +3; Str 25, Dex 9, Con -, Int -, Wis 11, Cha 1.

B-4 MESS HALL:

The hallway here is filled with various ornate, common and even crudely constructed tables and chairs. An odor of hot food can be strongly detected. Behind the drapes is a little kitchen area containing several large kettles with simmering stew in them and several piles of freshly baked bread. Clattering about the kitchen are 4 gnomes in light tunics. These are the cooks for the dungeon residents.

Gnome Cooks(4), Male Gnome Com1: CR 1/2; Small Humanoid; HD (1d4)+1; hp 5, 4, 5, 3; Init: +0; Spd: 20 ft.; AC 11 (Touch 11, FF 11); Base Atk/Grapple: +0/-5; Atk/Full Atk: dagger -1 melee (1d4-1 19-20/x2); SA: +1 racial bonus on attack rolls against kobolds and goblinoids; +2 racial bonus on saving throws against illusions., +4 dodge bonus to AC against creatures of the giant type, speak with animals (burrowing mammal only, duration 1 minute), low-light vision; AL: LG; SV Fort +1, Ref +0, Will +0; Str 8, Dex 11, Con 12, Int 11, Wis 11, Cha 10.

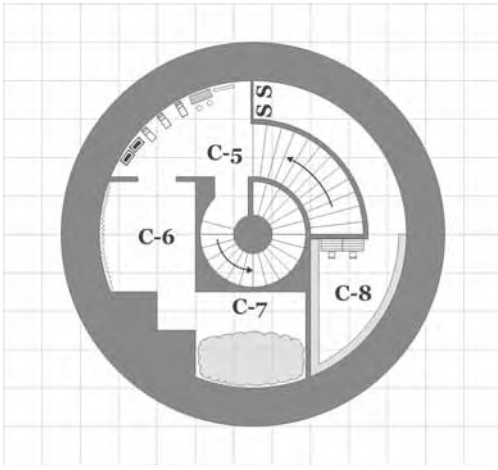
Skills and Feats: Hide +4, Listen +6, Profession (Hunter) +4, Spot +4, Alertness.

Possessions: kitchen knives and cleavers (treat as daggers).

Spell-Like Abilities: *1/day - speak with animals, dancing lights, ghost sound, prestidigitation.*

Standing by the walls are three bronze statues, slightly green with age and verdigris. The statues are sculpted in the likeness of tall warriors (7 ft.) in Egyptian style garb. If the gnomes are threatened, the statues attack and the clay golem from room B-3 will swiftly join in melee if it is still functioning. Stuck up on a shelf with some spices and herbs is a cookbook with many ancient recipes that were presumed lost by the church of Mitra. It will be valued at 2000 gp to them. The last 3 pages of the book each contain a *create food and water* spell.

Bronze Statues(3): CR 6, Medium Construct, HD: 8d10+20; hp 75, 69, 71; Init: +0, Spd: 30 ft., AC 28 (Touch 10, FF 28), Base Atk/Grapple: +6/+11; Atk: slam +11 melee (2d4+5); Full Atk: +11/+6 slam (2d4+5); SQ: Construct; DR 15/+1, will not shatter if tripped; AL: N; SV Fort: +3, Ref: +3, Will: +3; Str 20, Dex 10, Con -, Int -, Wis 11, Cha 1.



C-5 GNOME GUARDPOST:

1d3 gnome fighters.

Male Gnome Ftr1 (3): CR 1; Small Humanoid; HD 1d10+2; hp 12 each.

C-6 CHAPEL VESTAL:

This room is guarded by 3 lammasu.

Lammasu(3) Rosunn, Eaomir and Dohevin: CR 8; Large Magical Beast; HD: 7d10+21, hp 63, 63, 59; Init: +1; Spd: 30 ft., fly 60 ft. (average); AC 20 (Touch 10, FF 19); Base Atk/Grapple: +7/+17; Atk: claw +12 melee (1d6+6); Full Atk: 2 claws +12 melee (1d6+6); SA: Pounce, rake 1d6+3, spells; SQ: Darkvision 60 ft., low-light vision, *magic circle against evil*, spell-like abilities; AL: LG; SV Fort +8, Ref +8, Will +7; Str 23, Dex 12, Con 17, Int 16, Wis 17, Cha 14.

Skills and Feats: Concentration +13, Diplomacy +4, Knowledge (Arcana) +13, Listen +13, Sense Motive +13, Spot +15, Blind-Fight, Iron Will, Lightning Reflexes.

Cleric Domains: Good and Healing.

Cleric spells per day: (6/6/5/4/2; save DC 13 + spell level): 0: *detect magic*, *guidance* (2), *light*, *read magic*, *resistance*; 1: *bless* (2), *detect evil*, *divine favor*, *entropic shield*, *protection from evil* (D); 2: *aid* (D), *bear's endurance*, *bull's strength*, *lesser restoration*, *resist energy*; 3rd—*daylight*, *dispel magic*, *magic circle against evil* (D), *remove curse*; 4th—*holy smite* (D), *neutralize poison*.

Magic Circle Against Evil (Su): A lammasu radiates a continuous magic circle against evil that affects a 20 foot radius.

Spell-Like Abilities: 2/day—*greater invisibility* (self only); 1/day—*dimension door*. Caster level 7th.

Pounce (Ex): If a lammasu charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +12 melee, damage 1d6+3.

C-7 A SMALL CHAPEL TO MITRA:

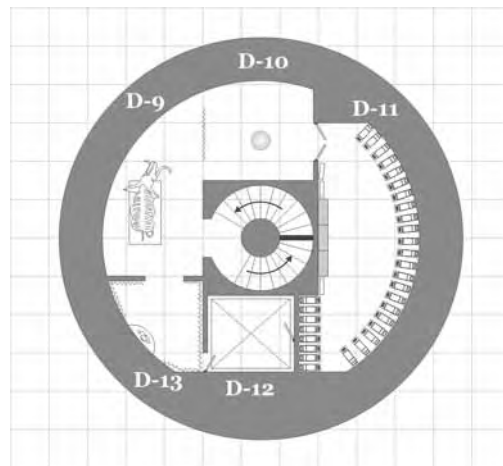
Instead of there being a statue, the south wall has a misty area 10 ft. wide and 15 ft. tall in its center. It will receive teleportees from 1-41. However it will not work in reverse unless a clerical servant of Mitra speaks a *bless* spell into it. One of the three Mitraic artifacts (see Artifacts) will also activate it if possessed by a good aligned character. However, if any evilly aligned character who are not escorted or within 5 ft. of a good aligned character approach within 10 ft. of the mist, a *blade barrier* (CL 11) will spring up in a 5 ft. by 20 ft.

area along the south wall, lasting for 11 minutes. Entrance into the tower through this portal is guarded by the same curse that guards the front entrance (see room 1-1). The curse is activated by passing into room 6.

The north end of the room is draped. Behind the heavy red curtains, in the center of the wall, is a *portable hole* (opening *invisible*). Inside are a locked chest containing 3000 gp, a small sack with 15 various 100 gp gems, a bracelet of unknown alloy worth 300 gp, a Mitraic lion figure of porphyric stone, iron and an unknown alloy valued at 150 gp, a bracelet of solid amber studded with a single aquamarine worth 1200 gp, a scroll in a bone case containing a clerical scroll of *magic circle against chaos*, and finally a scroll folded up in a leather envelope with two clerical spells: *animate dead* and *summon monster III*.

C-8 LIBRARY:

The room is illuminated by a constant cool, blue *light* that emanates from the ceiling. Approximately 500 volumes of scholarly texts are to be found herein, dealing with living things and the supernatural. 1d4 weeks of research (a *comprehend languages* or *tongues* spell will be absolutely necessary) will allow any question in those areas to be 60% answerable (correctly at least). The library is protected by a *protection from energy* (fire) spell as cast by a 10th level druid (120 hp of protection).



D-9 A STUFFED WOOLLY MAMMOTH:

At a quick glance this creature will appear startlingly real. It stands on a 1' tall pedestal. It is 11' tall at the shoulder. The tusks are worth 600 gp.

D-10 HALL OF HOLY MIST:

The room is dark. Floating in the center of it, approximately 3 ft off the floor is a 5 ft diameter sphere of mist. It is a *clairaudience* and *clairvoyance* spell sphere. It will work 1d4 times. The sphere will allow the viewers to see into 1d4 rooms in the dungeon or White Tower (but not in the Tower of Set) or follow 1 living creature for 3 turns. There is a 30% chance that the sphere will show a past occurrence in any room or of any creature requested. It currently is blank and featureless. A *light* spell cast upon it or falling upon its surface will activate the sphere.

D-11 GNOME LAIR III:

30 gnome fighters barrack here. The room contains 30 orderly cots and war chests, and each gnome will have 5 gp on his person. 10-20 gnomes will be in here at any given time. There is a 40% chance that a 2nd level gnome fighter

will be in here armed with short sword and light crossbow, AC: 16, scale mail, HD: 2, hp: 12. On his person he will have 2 30 gp gems.

Male Gnome Ftr1 (10): CR 1; Small Humanoid; HD 1d10+2; hp 12.

Possessions: short sword and short bow, oil.

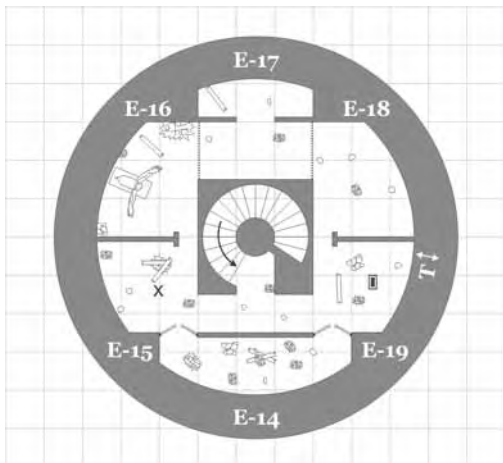
D-12 MODIFIED MUÐ (EL 9):

The floor of this room is a trap. There appears to be a door located on the east wall of this room. It is actually a false door. After the room is entered (2 melee rounds) the floor will turn to mud for 5 melee rounds and then revert to stone when the trap will cast a dispel magic to revert it to stone. The mud is extremely deep (extradimensional) and will suck characters downward at a rate of 1' per round. Opening the door again will change the stone back into mud for another 5 rounds (restarting the trap).

Transmute Rock to Mud/Dispel Magic Trap: CR 9; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*transmute rock to mud*, 13th-level wizard, 2600 cubic ft of mud) multiple targets (all targets in room); never miss; onset delay (2 rounds); Characters will sink in mud at the rate of 1 ft per round. At the end of 5 rounds a dispel magic will revert the mud to stone trapping the characters. Suffocation rules apply if applicable; Search DC 30; Disable Device DC 30.

D-13 RANÐRUM'S SHRINE:

This is a memorial chapel devoted to Randrum, who was high priest of the tower when the catastrophe took place. He was killed in the holocaust. The walls are covered with curtains that hide the door to room D-12. The room is lit by torches that contain a sweet incense that will make characters a bit giddy and lower Dexterity and Wisdom by 1 point each, the duration of the stay in the room plus for 2d6 minutes after leaving the room.



E-14 CHARRED AND BURNED:

This entire level seems to have been a battleground for *fireballs* and *lightning bolts*. With the exception of room E-17, every chamber and room on this floor has had its contents burned and blasted to ash. Doors creak on their hinges and charred paint and plaster peels off the walls and ceilings. On the south wall of this room is a plaque, honoring those servants of good who gave their lives on this spot. A pair of everburning torches flanks the plaque and 4 gnome fighters stand guard here at all times.

Male Gnome Ftr1 (4): CR 1; Small Humanoid; HD 1d10+2; hp 12.

E-15 INVISIBLE BOX:

This room is also blasted and burned. In the center of the room, anchored to the floor, is an *invisible* iron box. The box is locked (Open Lock DC 20). Inside the box is a small wooden case (lightly scorched) containing 5 divine scrolls with the following spells, one to each: *protection from evil*, *resist energy (fire)*, *glyph of warding*, *magic circle against evil*, *fire shield*. All scrolls are written at CL 11.

E-16 A STONE SHEDU:

A stone statue of a shedu stands here. If an act of evil is perpetrated on this level, the statue will become a flesh and blood shedu.

Shedu: CR 7; Large Magical Beast; HD: 9d10+27; hp 76; Init: +5; Spd: 30 ft., fly 60 ft. (average); AC 16 (Touch 10, FF 15); Base Atk/Grapple: +9/18; Atk: hoof +13 melee (1d6+5); Full Atk: 2 hooves +13 melee (1d6+5); Space/Reach: 10 ft./5 ft.; SA: Spell-like abilities; SQ: Darkvision 60 ft., ethereal jaunt, low-light vision, telepathy 100 ft., SR 16; AL: LG; SV Fort +9, Ref +7, Will +8; Str 21, Dex 12, Con 17, Int 16, Wis 16, Cha 17.

Skills and Feats: Concentration +10, Diplomacy +12, Knowledge (arcana) +10, Knowledge (the planes) +11, Listen +10, Sense Motive +10, Spot +10, Survival +11, (+13 on other planes), Blind-Fight, Flyby Attack, Improved Initiative, Iron Will, Power Attack.

Ethereal Jaunt (Su): A shedu can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action. This ability is otherwise identical with the *ethereal jaunt* spell (CL 18).

Telepathy (Su): Shedu can communicate telepathically with any creature within 100 feet that has a language. Shedu speak Celestial, Common, and Draconic.

Spell-Like Abilities: *At will*—*astral projection* (self only), *detect evil*, *detect thoughts* (DC 15); *3/day*—*charm monster* (DC 17). Caster level 9th.

A shedu has the body of a great bull and the head of a bearded man

E-17 RED ROOM OF TELEPORTATION:

This bare stone chamber is illuminated in continual red *light*. It will *greater teleport* persons entering into it to room F-20 of the White Tower. The dotted lines represent illusionary walls. If the *light* in the room is dispelled, red writing will be visible on the north wall, showing a map of level H in Set's Tower.

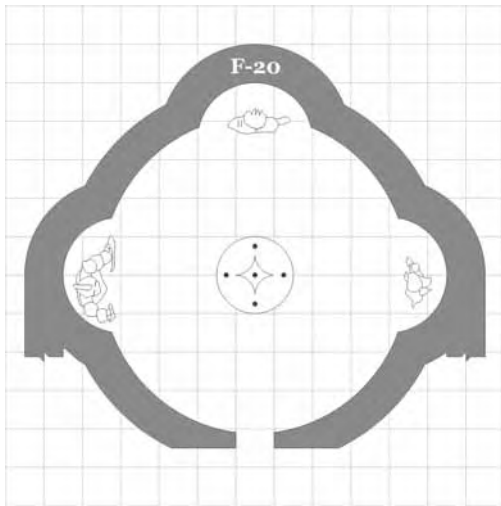
E-18 BURNED, AND CHARRED:

This room is empty except for ash and burned debris.

E-19 AN IRON BOX:

In the center of this room is an iron box that contains a stone tablet. Inscribed on the stone tablet in common are the names of the *glyphs of warding* that guard the various doorways and portals in The Tower of Set. Speaking the name of the glyph will allow passage past that particular point without firing off the symbol.

The east wall of the room will receive teleportees from room 1-27. It will return all who pass back through to room 1-1.



F-20 THE MAIN HALL:

The doors to the shrine from the 4th level are *arcane locked* as if by a 20th level wizard (Break DC 38) and bear 10 *glyphs of warding, paralyzation* as if cast by a 12th level cleric.

This was originally the main hall of the Tower of Mitra. It is constructed of ornate, white marble, delicately worked with many lawful good creatures portrayed in the decorations. Three statues, approximately 20 ft. tall, are located at the north, east and west compass points. The east and west statues are normal statues. However, the north statue is in reality the storm giant, Vishar, with a *persistent image* cast over him so that he appears inanimate.

Vishar, Storm Giant: CR 13; Huge Giant; HD: 19d8+114; hp 199; Init: +2; Spd: 35 ft. (in breastplate); base speed 50 ft.; AC 27 (Touch 10, FF 25); Base Atk/Grapple: +14/+36; Atk: huge greatsword +26 melee (4d6+21) or slam +26 melee (1d6+14) or huge composite longbow (+14 Str bonus) +14 ranged (3d6+14/x3); Full Attack: huge greatsword +26/+21/+16 melee (4d6+21/19-20) or 2 slams +26 melee

(1d6+14) or huge composite longbow (+14 Str bonus) +14/+9/+4 ranged (3d6+14/x3); Space/Reach: 15 ft./15 ft.; SA: Spell-like abilities; SQ: Freedom of movement, immunity to electricity, low-light vision, rock catching, water breathing; AL: LG; SV Fort +17, Ref +8, Will +13; Str 39, Dex 14, Con 23, Int 16, Wis 20, Cha 15.

Skills and Feats: Climb +20, Concentration +26, Diplomacy +4, Intimidate +12, Jump +24, Listen +15, Perform (sing) +12, Sense Motive +15, Spot +25, Swim +18; Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack.

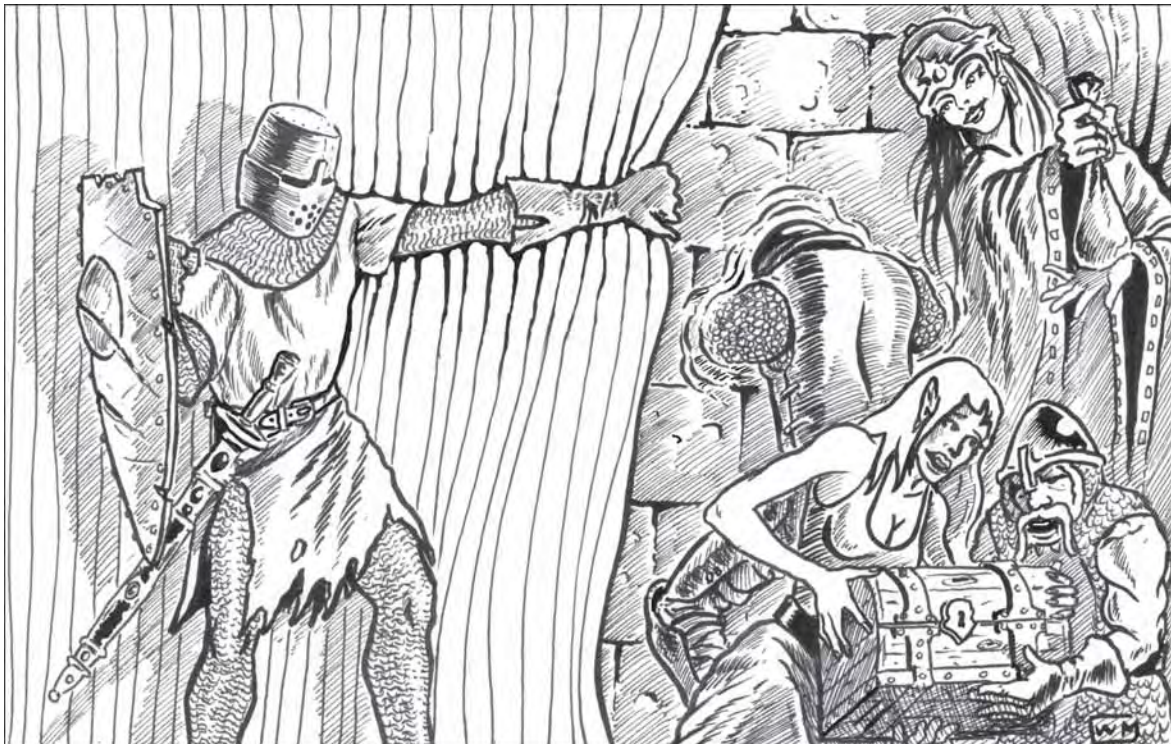
Spell-Like Abilities 1/day—*call lightning* (DC 15), *chain lightning* (DC 18). Caster level 15th. 2/day—*control weather*, *levitate*. Caster level 20th.

Freedom of Movement (Su): Storm giants have a continuous *freedom of movement* ability as the spell (caster level 20th). The effect can be dispelled, but the storm giant can create it again on its next turn as a free action.

Water Breathing (Ex): Storm giants can breathe underwater indefinitely and can freely use their spell-like abilities while submerged.

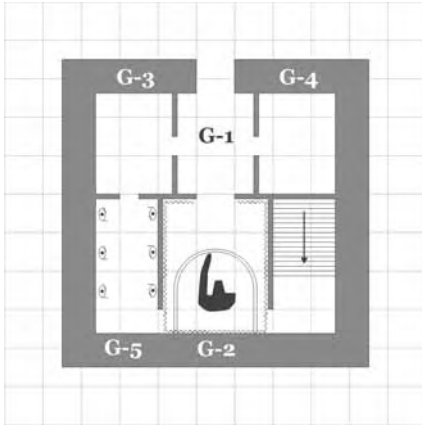
Vishar is a member of a religious order of storm giants who willingly serve for a time in the holy shrines of men. He has been here since before the holocaust. If the doors to the shrine are entered, he will wait until he can determine the nature of the intruders before he acts. If Vishar adds the gem that he has in his belt buckle to the pattern in the center of the floor, it will teleport persons to room E-17.

The statue to the west is of a paladin in plate mail. The one to the east is of a beautiful maiden (she is apparently the one who appears when the Heart of Law is touched, see room 1-42 for details). If a character is lawful good, he or she may have a 20% chance of performing the equivalent of a *commune* spell as if cast by a 10th level cleric. A follower of Mitra will have a 40% chance of communing. This applies to any character, not just clerics. It may be performed successfully by only one character per day.



The Dark Tower of Set

The Dark Tower is constructed of coarse, dense black stone, cunningly set as to require no mortar. All rooms, except where indicated are magically *darkened*. There are no random encounters in the Dark Tower.



G-1 THE DARK TOWER GATE (EL 11):

These gates are guarded by a pair of *greater glyphs of warding* set by Pnessutt (see room L-22).

Greater Glyph of Warding(x2) (Blast): CR 9 each; spell; spell trigger; no reset; spell effect (*greater glyph of warding* [blast], 21st-level cleric, 10d8 hp fire, DC 24 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

Speaking the name of the glyph (“Pnessutt”) will allow passage without damage. Once the room is entered, the statue of Set in room G2 will begin to fire *lightning bolts* at any character in its line of sight. The room itself is on coarsely cut, heavy black stone, and is devoid of occupants or furnishings.

G-2 HALL OF THE STATUE:

This room is draped in nauseating green curtains from floor to ceiling. The floor is tiled with highly polished black marble. At the south end of the hall is a 13 ft. tall black stone statue of Set carved out of solid basalt and inlaid with thousands of glittering obsidian scales. The eyes are a pair of glowing emeralds, 5000 gp each. The statue will fire *empowered lightning bolts* for a max of ten rounds per encounter or less if no targets are left in the room. Strongly presenting the ring of Avvakris will delay the firing by 3 melee rounds. If there are still adventurers present when the statue has completed its magical attack, it will attack physically. Leaving and returning will start the process from the beginning.

Greater Basalt Statue of Set (Advanced): CR 13; Large Construct; HD 13d10+30; hp 102; Init +4; Spd 20 ft.; AC 24 (Touch 9, FF 24); Base Atk/Grapple: +9/+19; Atk slam +15 melee (2d10+9); Full Atk 2 slams +15 melee (2d10+9); Space/Reach: 10 ft./10 ft.; SA Projectile Gaze; SQ Blindsight 60 ft., Construct traits, DR 10/adamantine, Darkvision 60 ft., Low-Light vision; AL: N; SV Fort +4, Ref +4, Will +4; Str 23, Dex 10, Con —, Int —, Wis 11, Cha 1.
Skills and Feats: Improved Initiative^B, Power Attack^B

Projectile Gaze (Su): (CL 15; Reflex DC 18; greater basalt) The Greater Basalt Statue of Set has the ability to fire spell-like abilities as a gaze attacks. It can either fire one Empowered 10d6 lightning bolt or two Empower 5d6

lightning bolts per round; each one can be at separate targets or the same target. It can fire up to 100 charges before needing to be recharged (See appendix 1, Basalt Statue of Set for details). It has 50 charges per eye, 2 charges per round fired as both eyes fire at the same time. This gaze attack does not require anyone to look at them only that the creature has line of effect to function.

G-3 THE ROOM OF FEAR (EL 6):

Any character entering this room must make a Will save against fear (DC24).

Symbol of Fear Trap: CR 6; magic device; location trigger (alarm); (alarm, alignment); automatic reset; spell effect (*symbol of fear*, 21st level cleric, all creatures within 60 feet of the symbol of fear become panicked for 21 rounds, DC 24 Will save avoids); Search DC 31; Disable Dev DC 31.

G-4 HALL OF EVIL COMMUNE (EL8):

Any evilly aligned character may have a 20% chance of *communing* (per 5th level cleric spell) with the god Set and asking 1d6 questions of a yes or no nature. Worshipers of the god Set will have a 35% chance of communing as above. Only one successful commune is allowed per day with the god. Written on the wall in an ancient evil tongue is the procedure for the entire ceremony. The presence of good aligned characters in the room for 2 rounds will set off a *symbol of weakness*.

Symbol of Weakness Trap: CR 9; magic device; location trigger (detect evil, detect good); onset delay 2 rounds; automatic reset; spell effect (*symbol of weakness*, 20th level wizard, 3d6 Str damage, DC 26 Will save avoids); Search DC 32; Disable Device DC 32.

G-5 PASSAGE BY COMBAT (EL 15):

6 stone statues of men in plate mail (if Minions of Set have been previously encountered, they will be easily recognized as similar creatures) stand 5 ft. apart along the hall’s west wall. As the northernmost statue is passed by the last member of an adventuring party, the statues will spring to life as Minions of Set. Statues may not be knocked over, shattered or chipped without resulting in their animation.

Minions of Set, Outsider 6/Ftr4 (6): CR 11; Medium Outsider (Chaotic, Evil, Extraplanar, Demon); HD 6d8+4d10+30; hp 84; Init +6; Spd 30 ft.; AC 24 (+2 Dex, +8 natural, +2 *heavy steel shield*), (FF 22, Touch 12); Base Atk/Grapple: +10/+14; Atk: +2 *longsword* +17 melee (1d8+8, 17-20 x2) or MW composite longbow +13 ranged (1d8+4); Full Atk: +2 *longsword* +17/+12 melee (1d8+8, 17-20 x2) or MW composite longbow +13/+8 ranged (1d8+4); SA: Change Shape; SQ: Darkvision 60’, Energy Resistance 10 acid/cold/fire, Immunity to electricity/poison, Immunity to Fear, Immune to Psionics, Spell Resistance 19, Summon Demon, Telepathy 60 ft.; AL: CE; Fort +10, Ref +8, Will +8; Str 18, Dex 14, Con 16, Int 13, Wis 14, Cha 13.

Skills and Feats: Bluff +10, Hide +11, Intimidate +11, Jump +16, Listen +11, Knowledge (Religion) +10, Move Silently +11, Sense Motive +11, Spot +11, Tumble +11; Cleave, Improved Critical, Improved Initiative, Great Cleave, Power Attack, Weapons Focus (longsword), Weapon Specialization (longsword).

Possessions: +2 longsword, +2 large steel shield, MW composite longbow (+4 Str).

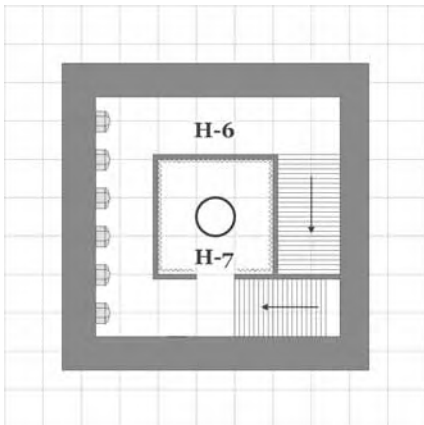
Change Shape (Su): Minions of Set can shapechange into a giant snake or any evil creature of equivalent hit dice.

Summon Demon (Sp): Once per day a Minion of Set can attempt to summon 1 vrook with a 50% chance of success. This ability is the equivalent of a 3rd level spell.

STAIR TO LEVEL H:

The entire stair well is filled with a mist that will inflict deep slumber (even to elves) unless a saving throw is made. There is a 20% chance that the victim will appear dead. The hall on level H is filled to a depth of 2 ft..

Poison Gas Trap: CR 4; gas, no trigger; (sleeping gas, DC 16 Fort save or sleep for 1d20*20 minutes); Search DC 18.



H-6 CORRIDOR OF THE MUMMIES (EL 10):

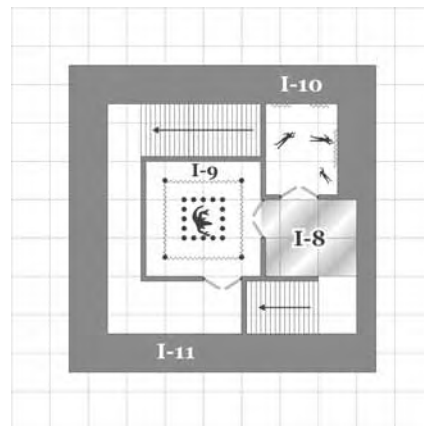
Along the west wall of this hall are 6 sarcophagi. Each contains a guardian mummy. 1d4+2 mummies will pop out of their cases when the first sarcophagus is approached within 10 ft. The mummies will pursue down the stairs to level G. They will pursue up the stairs as far as room I-8. The gas does not affect them. The sarcophagus of the southernmost mummy is lined with 600 gp, in its eye sockets (not visible due to wrappings) are a 3000 gp emerald and a 100 gp carnelian. On its face (still under the wrappings) is a gem studded silver mask worth 710 gp, and a long string of gem studded silver beads worth 130 gp hangs about its withered neck. The mummy also bears a leather and gold spear with a cat's head carved on it worth 120 gp.

Mummy(6): CR 5; Medium Undead; HD: 8d12+3; hp 55; Init: +0; Spd: 20 ft.; AC 20 (Touch 10, FF 20); Base Atk/Grapple: +4/+11; Atk/Full Atk: slam +11 melee (1d6+10 plus mummy rot); SA: Despair, mummy rot; SQ: DR 5/—, darkvision 60 ft., undead traits, vulnerability to fire; AL: LE; SV Fort +4, Ref +2, Will +8; Str 24, Dex 10, Con —, Int 6, Wis 14, Cha 15.

Skills and Feats: Hide +7, Listen +8, Move Silently +7, Spot +8, Alertness, Great Fortitude, Toughness.

H-7 ROOM OF SCRYING:

If a *deeper darkness* spell is cast into the black circle on the floor, it will permit the viewer (caster) to *scry* (per spell) into 1d4 rooms as desired in the dungeon (except the White Tower or level L of the Dark Tower) or to follow 1 living creature for 30 minutes. Its use, however, will cue the lich Pnessutt (see room L-22) in the tower's pinnacle that there are invaders in the tower. The room is draped in black curtains with hypnotic designs stitched into the fabric that will have the following effect: The designs appear to be some kind of writing and indeed they do contain a few phrases of the code of Set. However, attempting to read the designs or studying them will require a Will save DC 18 that if failed will put the victim under a spell combination of *charm person* and *suggestion*. It will be suggested to the charmed PC that all his companions are doppelgangers and that they are preparing to do away with him, the last surviving human of the party. Using any magical means to read the writings will lower the DC by 4.



I-8 COLD STORAGE:

This room is very cold. The floor is coated with slippery ice (Balance check DC 12 or slip and fall. Add one to the DC for each round spent on the ice. Check once each round for slippage). Skeletons or mummies will drop 2 in armor class as they become brittle with cold. The doors to room 9 and 10 are sealed over with ice (non-magical). They will open by forcing (DC 24), or by chipping away the ice (Hardness: 8, hp: 20). 2 rounds after entering the room from any direction, a 6" thick *wall of ice* will form across the entrance to the stairs. After 5 rounds, all characters who don't wear protective clothing will take 1 point of cold damage per round.

Wall of Ice Trap: CR 5; magic device; proximity trigger (alarm 5 ft.); automatic reset; spell effect (*wall of ice*, CL 9, 1d6+9 cold damage on pass through, Break DC 24); Search DC 29; Disable Device DC 29.

I-9 STONE GOLEM (EL 11):

In here appears to be another of the numerous statues of Set that litter the dungeon. It is, in reality, a stone golem. The golem appears to be caged in by stone pillars inside a wall of drapery. If any light falls upon it, it attacks, breaking through the bars in 3 melee rounds. The draperies will not hinder it. Walls will require 5 melee rounds to burst asunder. The golem's eyes are 1000 gp rubies. The curtains are grey and heavy (no light will pass through them). The golem will attack a light source and any characters illuminated by it.

Stone Golem: CR 11; Large Construct; HD: 14d10+30; hp 107; Init: -1; Spd: 20 ft.; AC 26 (Touch 8, FF 26); Base Atk/Grapple: +10/+23; Atk: slam +18 melee (2d10+9); Full Atk: 2 slams +18 melee (2d10+9); Space/Reach: 10 ft./10 ft.; SA: Slow; SQ: Construct traits, DR 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL: N; SV Fort +4, Ref +3, Will +4; Str 29, Dex 9, Con —, Int —, Wis 11, Cha 1.

I-10 GIBBERING CHAMBER:

This is an empty room that contains only few moldering corpses and rotting wall hangings. After a few seconds in this room, characters will hear insane, quiet gibbering that alternates with sobbing and quiet broken sorrowful laughter. Out of the corner of their eyes they will think that they see a short shambling dark shape, but they will never be able to look directly at it.

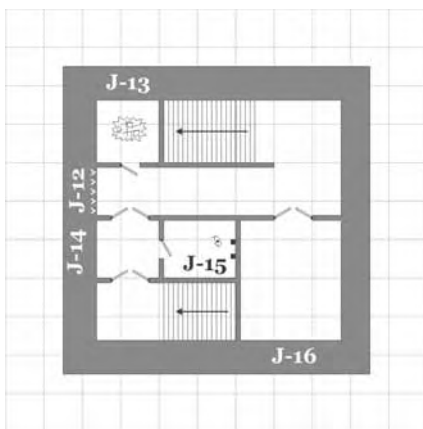
I-11 100 SKELETONS (EL 10+):

This room contains 100 skeletons. If the door is opened, they will force their way out by sheer weight of numbers. They will attack anything, the golem, curtains, characters, pillars, walls, etc.

Human Warrior Skeleton (100): CR 1 Medium Undead; HD: 1d12; hp 6 each; Init: +5; Spd: 30 ft.; AC 15 (Touch 11, FF 14); Base Atk/Grapple: +0/+1; Atk: halberd +1 melee (1d10+1) or claw +1 melee (1d4+1); Full Atk: halberd +1 melee (1d10+1) or 2 claws +1 melee (1d4+1); SQ: DR 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits, immune to turning; AL: NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1.
Skills and Feats: Improved Initiative.
Possessions: halberd.

STAIRWAY TO LEVEL J:

This hall is covered in a *persistent image* to appear as if it goes on forever (Will save DC 23).



J-12 CROSSBOW TRAP (EL 15):

A very nasty trap is mounted on the west end of the hall. Vibrations of feet will set off 40 heavy crossbows that will throw bolts down the hall. The really nasty part is that the entire trap is *invisible*.

Fusillade of Crossbow Bolts(40): CR 15; mech; locate trigger; auto reset; Atk +10 ranged (1d10, bolt); mult. targets (Safe areas: 2' from the floor and 1' from the walls. Front ranks will take 1d4+2 bolts, 2nd ranks 1d6, 3rd ranks 1d4, and thereafter 1d2. The trap will fire on a <4 on a d6 for

each round spent in the hall. Total of 40 bolts each round.); Search DC 32; Disable Dev DC 20.

J-13 ROOM OF ASH:

This room contains nothing but ash. It appears that at one time in the past a powerful *fireball* was let off in the chamber, reducing everything in it to ash. There is nothing of value in the room. If the ash is stirred up, it will form a man shaped cloud briefly that will wave its arms as if in warning, then swiftly dissipate.

J-14 TRAP SOUNDS:

This room is empty, but walking on the floor will elicit audible *ghost sounds* that will sound like trap doors creaking swiftly open, crossbows firing, various undistinguishable clicks, large stone weights sliding, ropes slipping through pulleys, etc. Touching the doors will make similar sounds.

J-15 A CHAINED MEDUSA (EL 8):

Chained so she has her face to the wall is what appears to be a comely, naked female human with long blond hair. She is guarded by an animated, extremely realistic stone statue of a man who appears to be wearing robes. If the woman is turned around, it will become immediately and horribly obvious that the hair was an illusion and that the woman is a medusa. The chains will then fall away. In a pouch on the statue's belt is a scroll with 3 *stone to flesh* spells. Really, if the players fall for this one, they deserve what they get.

Animated Statue, Medium: CR 2; Medium Construct; HD: 2d10+20; hp 31; Init: +0; Spd: 40 ft.; AC 18 (Touch 10, FF 14); Base Atk/Grapple: +1/+2; Atk/Full Atk: slam +2 melee (1d8+1); SQ: Construct traits, darkvision 60 ft., low-light vision; AL: N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 10, Con —, Int —, Wis 1, Cha 1.

Medusa: CR 7; Medium Monstrous Humanoid; HD: 6d8+6; hp 33; Init: +2; Spd: 30 ft.; AC 15 (Touch 12, FF 13); Base Atk/Grapple: +6/+6; Atk: dagger +8 melee (1d4) or snakes +8 melee (1d4 plus poison); Full Atk: dagger +8/+3 melee (1d4) and snakes +3 melee (1d4 plus poison); SA: Petrifying gaze, poison; SQ: Darkvision 60 ft.; AL: LE; SV Fort +3, Ref +7, Will +6; Str 10, Dex 15, Con 12, Int 12, Wis 13, Cha 15.

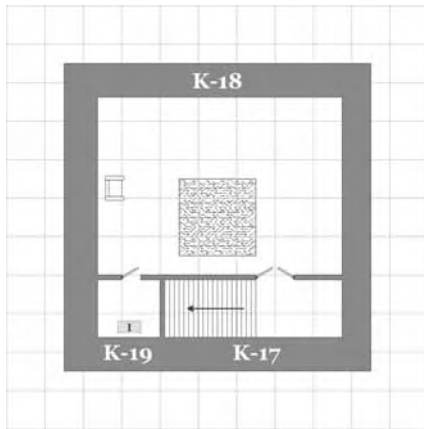
Skills and Feats: Bluff +9, Diplomacy +4, Disguise +9 (+11 acting), Intimidate +4, Move Silently +8, Spot +8, Point Blank Shot, Precise Shot, Weapon Finesse.

Petrifying Gaze Turn to stone permanently, 30 feet, Fortitude DC 15 negates. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 14, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

J-16 A COLD WIND:

A cold wind will spring out of this room and douse all torches and most lanterns. It will then feel like cold tendrils are lapping about the body of anyone in the room or in the door. It is really a viscous gas that immediately begins to eat away at armor. Every melee round it rots and softens armor at a rate of 1 AC per round. Its effects won't be noticed unless the player is actively looking at his armor, or until it's completely rotten and falls on the floor. It will take an additional round after the process starts for magic armor to be affected (Will save for the armor, DC 21. This save must be made every to prevent the gas from working.).



K-17 DOORS OF DARKNESS:

There are a pair of doors in the north wall of the landing at the top of the stairs. They appear to be made of some transparent, colorless material. If touched by a cleric of Set, the doors will remain transparent and swing silently in, allowing access to room K-18. If touched by a cleric of Mitra, a pair of *glyphs of warding* will explode for 80 points of fire damage. (The names of these glyphs are in room E-19) If touched by any others, the doors will become cloudy and then black. Two pairs of giant insect like eyes will stare out of the blackness at any adventurers present. A low chuckling will then be heard. (The eyes are those of Manahath, the Chosen, a Son of Set who guards the lich, Pnessutt. His chuckling will alert Konah the Dissenter in room K-18). The eyes will then disappear, but the door will remain dark. The door is arcane locked (CL 15, Break DC 38).

Greater Glyph of Warding (Special): CR 9; spell; spell trigger; no reset; spell effect (*greater glyph of warding*, 21st level cleric, 80 hp fire, DC 24 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

K-18 THE AUDIENCE HALL OF KONAH THE DISSENTER (EL 15):

The room is apparently constructed of dense black stone with scenes depicting horrid creatures that seem to be half reptilian and half human, some more human than reptile and others more reptile than human, picked out in low relief and painted with queerly glowing colors. The light in here is eerie and violet in nature. Colors seem to glow oddly and whites luminance to an unworldly violet (as if under a “black light”).

Sitting in a throne at the eastern end of the room is a tall (approximately 9 ft.), bat winged man in Egyptian style clothing. This is Konah the Dissenter, a Lesser Son of Set (see The Sons of Set).

Konah, the Dissenter, Lesser Son of Set: CR: 15; Medium Outsider (Native); HD: 15d8+60 (127 hp); Init: +6; Spd: 30 ft., fly 90 ft. (poor); AC: 27 (Touch 12, FF 25); Base Atk/Grapple: +15/+19; Atk: +22 melee +2 *halberd* (1d10+6); Full Atk: +22/+17 melee +2 *halberd* (1d10+6); Space/Reach: 5 ft./5 ft.; SA: spell use, summon 1d6 Minions of Set, spell use, Son of Set resistances; SQ: SR 19; DR 10/magic and good, darkvision 60'; Saves: Fort +13, Ref +11, Will +11; Str 19, Dex 14, Con 19, Int 17, Wis 15 Cha 18.

Skills and Feats: Bluff +22, Concentration +22, Hide +20, Intimidate +25, Listen +23, Move Silently +21, Search +21, Sense Motive +20, Spellcraft +21, Spot +23, Use Magic Device +25, Alertness, Multiattack, Improved Initiative, Power Attack, Cleave, Weapon Focus (Halberd), Dodge, Mobility.

Possessions: +2 *halberd*, +2 *chain shirt*.

Improved Grab (Ex): To use this ability, Konah must hit with an attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity.



Summon Demon (Su): (1/day) Konah may summon up to 1d6 Minions of Set.

Spell like abilities: (CL 15; DC14+spell level): *snake charm, charm person (2/day), comprehend languages, magic missile, mirror image, detect thoughts, web, fly, haste, lightning bolt (2 times per day), confusion, fear, cloudkill, sticks to snakes, cone of cold (3/day).*

Equally divided to the right and left of Konah are 10 animated skeletons, bearing halberds. They are *invisible*, and attack as soon as a group of adventurers has entered the room.

Set Skeleton: CR 5; Medium Undead; HD: 6d12; hp 40 each; Init: +8; Spd: 30 ft.; AC 18 (Touch 12, FF 16); Base Atk/Grapple: +3/+5; Atk/Full Atk: halberd +9 melee (1d10+4) or claw +6 melee (1d4+3); SQ: DR 10/bludgeoning and good, darkvision 60 ft., +4 turn resistance, undead traits; AL: NE; SV Fort +4, Ref +5, Will +4; Str 17, Dex 18, Con —, Int 11, Wis 12, Cha 1.

Skills and Feats: Climb +8, Hide +7, Move Silently +6, Weapon Focus (halberd), Improved Initiative, Combat Reflexes.

Possessions: halberd.

Set in decorative tile into the floor is a square, 20 ft. on a side that appears to be nothing but decorative, geometric patterns. The colors of the tiles are very bright and glow slightly in the strange light that pervades the room. If any of Konah's blood falls upon this tiled area during the course of a battle, it will glow brightly with a warm red light. This tiled area is the only means of getting to level "L" of the Dark Tower. The proper instructions have already been given once, but they can be found again on an old scroll, hidden in room K-19. The inscription reads as follows: (From room 3-22-A)

*"SERPENT SON'S BLOOD, IN AGONY LOST,
PASSING OF GODLING THE PALETTE FILLS,
SHAPED IN FINE LINE, THE QUADRANGLE
CROSSED, TRESSPASSER RISE AND MEET THY
WIERD."*

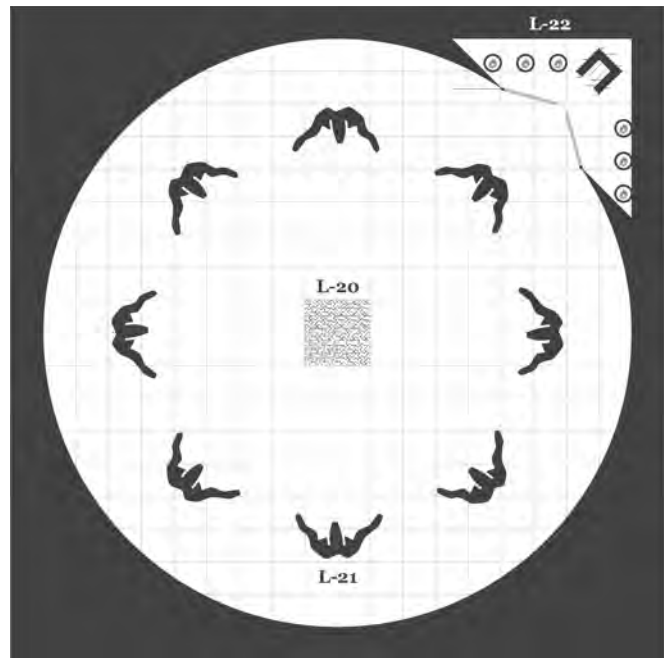
Liberal translated the inscription means take the blood of Konah, and with finger of brush or whatever, draw a pair of intersecting lines from corner to corner in the tiled area. Once the lines are drawn they will glow bright red and the glow will swiftly flow to the rest of the tile. This opens up a gate between this floor of the tower and the plane wherein the evil lich dwells (level "J").

K-19 TREASURE VAULT OF KONAH:

This room appears to be empty. Against the south wall there is an *invisible* chest that contains 1000 gp, 22 matching zircons of 100 gp each, and one 500 gp tourmaline. In the case there is also a leather scroll tube containing a fragile parchment upon which the verse from room K-18 is written. The language on the scroll is extremely obscure and it is most likely that only a *comprehend languages* spell will translate it. A rogue can read the difficult text with a DC 24 Decipher Script roll.

The room itself is a trap. If the door is closed, any creatures inside will go into *temporal stasis* until the door to room K-18 is opened again (Fort DC 24 negates, roll every melee round). The door is hard to open from the inside (Strength DC 14).

Temporal Stasis Trap: CR 10; magic device; location trigger (alarm); automatic reset; Atk +8 ranged touch (metamagic); spell effect (temporal stasis, 21st-level wizard, permanent suspended animation, DC 25 Fortitude save negates); multiple targets (all in a 30 ft. by 30 ft. room; one ray per person); Search DC 35; Disable Dev DC 35. (Note: this trap is epic level with spell equivalency of 10th level)



L-20 THE GRAND HALL OF PNESSUTT:

This is a 180' diameter circular, domed hall, lit by unseen sources of light. Supporting the ceiling are eight, 60 ft. tall, green, stone statues of the god Set. The eyes of the statues will appear to always be staring at any intruders in the room, seeming to follow them about. The floor is of pure black marble, apparently seamless, except for the 20 ft. square tiled area directly in the center of the room. This tiled area exactly matches the one in room K-18. As mentioned before, the tiled area is a *gate*. The hall does not exist in the Material Plane, but instead is on the highest plane of *Hades* (home base for absolute evil). Thus, if any attempt is made to reach this hall via physical means back in the Dark Tower, the character attempting such will find him or herself in a pyramid shaped room that is completely empty (50 ft. square).

In the northeast section of the wall is a pair of wide double doors, apparently carved of green stone. Written on the doors in infernal is

*"HERE REIGNS PNESSUTT, SCION OF EVIL,
PRINCE OF DARK DEEDS, IN DEATH YET
LIVING."*

The door is *arcane locked* (CL 20, Break DC impossible).

L-21 MANAHATH THE CHOSEN (EL 20):

Once an adventurer steps off the tiled area in the center of the room, a low rumbling will be heard and the southernmost statue in the room will seem to burst into a thousand shards from about midway up. Out of the statue will come the

Chosen Son of Set, Manahath. Manahath can best be described as having a lower body like a gigantic snake, the four armed upper torso of a giant man, twin insect eyed dragon heads and monstrous bat wings. He is one of the four Chosen Sons of Set (see The Sons of Set). His father imprisoned Manahath in the statue and bound him to protect the lich Pnessutt to its own physical death or until the lich is destroyed, which frees Manahath from the binding.

Manahath the Chosen, Chosen Son of Set: CR: 20; Huge Outsider (Native, Demon); HD: 20d8+160 (260 hp); Init: +4; Spd: 30 ft., fly 90 ft. (poor); AC: 24 (Touch 8, FF 24); Base Atk/Grapple: +20/+40; Atk: slam +33 melee (2d6+12) or bite +30 melee (2d6+6) or tail slap +30 melee (2d6+12); Full Atk: 4 slams +33 melee (2d6+12) and 2 bites +30 melee (2d6+6) and tail slap +30 melee (2d6+12); Space/Reach: 15 ft./15 ft.; SA: Improved Grab, spell use, constrict (2d6+12), fast healing 3/round, summon 1d12 minions of set and Vrednii the Eater of Corpses, lesser Son of Set; SQ: SR 23, DR 15/magic and cold iron, darkvision 60', Son of Set resistances; AL: CE; Saves: Fort +26, Ref +12, Will +14; Str 35, Dex 10, Con 27, Int 17, Wis 15 Cha 19
Skills and Feats: Bluff +22, Concentration +29, Diplomacy +29, Hide +25, Intimidate +25, Knowledge (Arcana +24), Listen +30, Move Silently +26, Search +28, Sense Motive +20, Spellcraft +21, Spot +23, Use Magic Device +25, Alertness, Cleave, Great Cleave, Multiattack, Power Attack, Improved initiative, Dodge, Improved Natural Attack (slam), Weapon Focus (Slam).

Constrict (Ex): On a successful grapple check, Manahath deals 2d6+12 points of damage.

Improved Grab (Ex): To use this ability, Manahath must hit with its tail slap. 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.

Summon Demon: 1d12 Minions of Set or any Lesser Sons currently in his service.

Spell like abilities: (CL 20; DC14+spell level): *command (2/day), reduce person (4/day), blindness/deafness (2/day), darkness, levitate, poison, silence, web (2/day), fireball, hold person, lightning bolt, remove disease, suggestion, ice storm, baleful polymorph, teleport, wall of force.*

If Manahath is destroyed, his four eyes each become 10,000 gp rubies. Since Manahath is not interested in dying, his first actions will be to summon Minions of Set, snakes and Vrednii.

Vrednii the Eater of Corpses, Male Lesser Sons of Set: CR 15; Huge Outsider (Chaotic, Evil, Native, Demon); HD 15d8+120 (195 hp); Init +5; Spd 30 ft., fly 90 ft. (poor); AC 23 (-2 size, +14 natural), Touch 8, FF 22; Base Atk/Grapple +15/+35; Atk bite +28 melee (2d8+12) or claw +25 melee (1d8+6) or tail +25 (2d6+6); Full Atk bite +28 melee (2d8+12), 8 claw +25 (1d8+6) and tail +25 (2d6+6); Space/Reach 15 ft./25 ft.; SA Spell-like abilities, Improved grab, Constrict (tail 1d12+6); SQ Darkvision 60 ft., Spell Resistance 19; Damage Reduction 10/magic and good, Son of Set Resistances Telepathy 100 ft., Outsider traits; AL: CE; SV Fort +17, Ref +9, Will +11; Str 35, Dex 10, Con 27, Int 17, Wis 15 Cha 19.

Skills and Feats: Bluff +22, Concentration +26, Hide +20, Intimidate +25, Listen +23, Move Silently +21, Search +21, Sense Motive +20, Spellcraft +21, Spot +23, Use Magic Device +25; Alertness, Cleave, Multiattack, Improved Initiative, Power Attack, Weapon Focus (bite),

Unique Innate Abilities (Su): (CL15; 3/day) *cone of cold* (DC 24), (at will) *greater teleport*

Spell like abilities: (CL 10; DC14 + spell level): *reduce person, detect magic, blindness/deafness, dominate person, hold person, web; detect good, command, know alignment, create food and water, glyph of warding, control water, neutralize poison, poison, fireball, teleport, levitate, darkness, lightning bolt, suggestion, ice storm, baleful polymorph, wall of force, silence, and cure disease.*

L-22 AUDIENCE CHAMBER (EL 23):

Sitting in state in this triangular room is Pnessutt, evil lich and high priest of Set. Scattered about his chamber are mounds of vast riches. If under attack, Pnessutt will summon Balaar to help him finish off the party as his first action.

Pnessutt, Male Human Lich, Cr21: CR 23; Medium Humanoid (Undead); HD (21d12); hp 152; Init: +8; Spd: 30 ft.; AC 30 (Touch 19, FF 26); Base Atk/Grapple: +16+20; Atk/Full Atk: +4 *heavy human-bane mace* +24/+19/+14 melee (1d8+8 (Bane Humanoids (human))); SA: Summon Lesser Son of Set (Balaar the Shaker), Fear aura DC 24, natural weapons as magic weapons, paralyzing touch DC24, rebuke undead 7/day (turn level 20) (turn damage 2d6+24), smite good 1/day, spontaneous casting, touch attack (negative energy 1d8+5, DC14), turn resistance +4; AL: NE; SV Fort +12, Ref +10, Will +20; Str 18, Dex 18, Con —, Int 16, Wis 27, Cha 18.

Skills and Feats: Concentration +17 (21), Diplomacy +16, Intimidate +13, Knowledge (Religion) +21, Knowledge (The Planes) +16, Listen +17, Sense Motive +17, Spellcraft +18, Spot +18, Combat Casting, Empower Spell, Heighten Spell, Improved Counterspell, Improved Initiative, Maximize Spell, Quicken Spell, Widen Spell, Unholy Strike (Epic).

Possessions: *belt of giant strength +6, +4 heavy mace (Bane Humanoids (human)), bracers of armor +6, gloves of dexterity +4, periapt of wisdom +4, ring of deflection +5, metamagic rod of Quicken*

Deity: Set; Domains: Destruction, Serpent

Cleric Spells per Day: (6/7+1/7+1/7+1/7+1/6+1/5+1/5+1/5+1/ DC: 18+spell level)

0: create water, detect magic, inflict minor wounds, light (x2), resistance; 1: bane, cause fear, curse water, detect good, doom, inflict light wounds (D), obscuring mist, protection from good, 2: bull's strength, darkness, enthrall, hold person, resist energy, shatter(D), silence, summon monster II; 3: contagion (D), deeper darkness, dispel magic, glyph of warding, invisibility purge, magic circle against good, protection from energy, stone shape; 4: death ward, dimensional anchor, discern lies, dismissal, freedom of movement, inflict critical wounds (D), spell immunity, summon monster IV, 5: dispel good, flame strike (x2), inflict light wounds, mass (D), scrying, slay living, true seeing, wall of stone; 6: antilife shell, baleful polymorph, blade barrier, bull's strength, mass, dispel magic, greater, harm, harm (D), inflict moderate wounds, mass; 7: blasphemy, destruction (D), disintegrate, inflict

serious wounds, mass, symbol of stunning, symbol of weakness; 8: create greater undead, dimensional lock, earthquake, fire storm, inflict critical wounds, mass, immunity, greater, summon greater son of set (D), symbol of death; 9: energy drain, etherealness, gate, implosion (D), storm of vengeance, summon monster IX.

JUDGES NOTE: Balaar the Shaker is listed as Extraplanar due to the fact that this room is not on the material plane and therefore he gains the Extraplanar subtype instead of the native subtype.

Balaar the Shaker, Female Lesser Son of Set: CR 15; Large Outsider (Chaotic, Extraplanar, Evil, Demon); HD 15d8+90 (165 hp); Init +5; Spd 30 ft., fly 90 (poor); AC 21 (Touch 10, FF 20); Base Atk/Grapple: +15/+27; Atk bite +23 melee (2d6+8) or claw +20 melee (1d6+4) or tail +20 melee (1d8+4); Full Atk bite +22 melee (2d6+8) and 2 claws +20 (1d6+4) and tail +20 melee (1d8+4); Space/Reach 10 ft./10 ft.; SA petrifying gaze, spells, spell-like abilities, Improved Grab, Constrict (tail 1d10+4); SQ Darkvision 60 ft., Spell Resistance 19, DR 10/magic and good, Sons of Set Resistances, Telepathy 100 ft., Outsider traits; AL: CE; SV Fort +15, Ref +9, Will +11; Str 27, Dex 12, Con 23, Int 17, Wis 15 Cha 19.

Skills and Feats: Bluff +22, Concentration +24, Hide +19, Intimidate +25, Listen +23, Move Silently +20, Search +21, Sense Motive +20, Spellcraft +21, Spot +23, Use Magic Device +25; Alertness, Cleave, Multiattack, Improved Initiative, Power Attack, Weapon Focus (bite), Dodge, Mobility.

Constrict (Ex): On a successful grapple check, Balaar deals constriction damage with her tail.

Improved Grab (Ex): To use this ability, Balaar must hit with her tail attack. She can then attempt to start a grapple as a free action without provoking an attack of opportunity to do constriction damage.

Summon Demon (Su): (1/day) Balaar may summon up to 1d6 Minions of Set.

Petrifying Gaze (Su): (DC 21 Reflex) turns subject to stone as per a medusa.

Unique Innate Abilities (Su): (CL15; DC21 Reflex) (2/day) *fireball, lightning bolt*; (3/day) *cone of cold*.

Spell-Like Abilities (Su): (CL 15; DC14 + spell level; At Will): May cast any spell from any domain of Set as a sorcerer, including *charm animals, sticks to snakes, summon snakes*.

The dots on the map in room 22 mark the location of 6 skeletons. These skeletons can not be turned or dispelled as per normal undead.

A FINAL NOTE:

If Pnessutt is killed, all the undead in the entire dungeon will disincorporate. All creatures in the Dark Tower itself will die or stop functioning, Sons of Set excepted. All persons whose lives have been unnaturally prolonged by the Dark Tower will begin to age at the rate of 10 years per 10 minutes unless a *potion of longevity* is administered with a *cure disease* spell.

The dungeon itself will begin to crumble in two hours after the death of the lich, starting with the 4th level and working up at a rate of 1 level per hour, totally collapsing in 6 hours. Only the two towers will remain standing with their tops poking up above the ruined countryside. The only way out of the Dark Tower once the dungeon caves in will be by *passwall* through the roof or some similar means.

Considering the history of the dungeon, it probably will not be long before the digging starts again. This is the end of the dungeon adventure scenario Dark Tower. We at the Guild hope that you and yours players have enjoyed it thoroughly.

Human Warrior Skeleton (G): CR 1; Medium Undead; HD: 1d12; hp 6; Init: +5; Spd: 30 ft.; AC 15 (Touch 11, FF 14); Base Atk/Grapple: +0/+1; Atk: halberd +1 melee (1d10+1) or claw +1 melee (1d4+1); Full Atk: halberd +1 melee (1d10+1) or 2 claws +1 melee (1d4+1); SQ: DR 5/bludgeoning, darkvision 60 ft., immune to cold, undead traits, imm. to turning; AL: NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1.
Skills and Feats: Improved Initiative.
Possessions: halberd.

Any hit against one of these creatures will fire off the *greater glyph of warding* that is marked on their foreheads. Each skeleton can do 10d8 points of electrical damage with a 5' radius (6 points of damage are absorbed by the skeleton who gets fried in the process). Any attack by one of these creatures upon a character will also set the trap off.

Greater Glyph of Warding (Blast): CR 9 each; spell; spell trigger; no reset; spell effect (*greater glyph of warding* [blast], 21st-level cleric, 10d8 hp electrical, DC 24 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

If the lich is killed, the skeletons stop moving and if Manahath is still alive, he will depart (unless he is obviously winning, if such is the case he will stick around to trash any adventurers he can find). Return to the Material Plane and to the Dark Tower in particular can be attained by the following: a *gate* spell naming Mitra as the summoned being, taking the bones or dust of the lich and crumbling or spreading them about the tiled area in room 20, or somehow traveling on the Ethereal Plane. If the bones are spread on the tile, the 20 ft. square area will begin to glow faintly green and anyone entering into that square will be immediately whisked away to the Material Plane. The return location is the area of Set's Tower directly over level "K". The room is 50 ft. square and the walls slope to a pyramid point 25 ft. directly over the center of the room. Directly in the center of the room's floor is a 10 ft. square secret trap door. This will lead down into room K-18.

The treasure of Pnessutt is the following: scattered about in several piles around the room are: 50,000 cp, 50,000 sp, 8,000 gp, 2,000 pp, 30 500 gp gems of various cuts and composition, 12 various pieces of jewelry valued at a total of 16,000 gp, and a single 50,000 gp cymophane gem stone. There is also a *lawful +3 longsword*, a *potion of clairaudience/clairvoyance* and a clerical scroll containing a *gate* spell.

THE END?

Appendix 1 - Field Guide to New Monsters

SERVANTS OF GOOD

THE LIONS OF MITRA

The Lions of Mitra are in essence the temporary physical reincarnations of paladins and clerics who have died in the service of Mitra. Another name for them would be Saints. They are usually associated with a particular area, such as defending their home temple from invasion or protecting wayfarers near their place of birth. In many cases, however, they are found in conjunction with a relic or minor artifact. Most often, it is a shard of bone or a personal possession of the individual saint. Sometimes, though, the god has assigned his Lions to work in conjunction with special artifacts or he gives certain favorites of his the ability to summon one or more of these powerful entities. When summoned, all the powers of the Lions of Mitra are at the disposal of the summoner (who by the way, must be of a good alignment).

Unless specified, there is a 20% chance that any given Mitraic artifact will have a Lion of Mitra associated with it. This information can be gained any number of ways, either by *identify*, *contact other plane*, *legend lore*, *commune* or hiring the services of a bard or sage. Since each Lion of Mitra has an individual name, the name must also be learned before summoning can be performed. Once the name is known, it is a simple matter of casting *summon monster III* or *summon nature's ally III* to allow a 30% chance of the saint actually appearing the first time. Again this will only work if the caster is of a good alignment (for classes not using magic, a full two

Lions of Mitra

The Lions of Mitra appear as handsome fighters (30% probability of being female) in shining gold +2 celestial full plate (speed 20 ft., arcane spell failure chance is 20%, +8 armor, +6 max Dex, -3 armor check penalty, medium type armor). The Lions will have tawny golden hair and amber, cat eyes. Each Lion will carry a +2 holy cold iron great sword. Any weapon a Lion of Mitra wields is treated as good and lawfully aligned.

Combat

Lions of Mitra always fight with a will. They are relentless in their fight against evil and pursuit of justice. They are mighty champion devoted to the destruction of evil in all its forms.

Aura of Menace (Su): A righteous aura surrounds Lions of Mitra when in a fight or when angry. Any hostile creature within 20 ft. radius must succeed on a Will save (DC20) to resist its effects. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until that foe makes a successful melee attack against the Lion of Mitra generating the aura. Those who save may not be affected again for 24 hours.

Aura of Good (Ex): The aura of good of a Lion of Mitra is equal to its hit dice.

Aura of Courage (Su): A Lion of Mitra is immune to fear (magical or otherwise). Each ally within 10 ft. of him gains a +4 morale bonus on saving throws against fear effects.

game weeks spent in nothing but prayer will give the same 30% chance for the first time). If the summoner is of the lawful good alignment, 20% will be added to the base chance of appearance. If in addition, the summoner is a devout follower of Mitra, then a further 20% is added.

The above activity is required to summon the Lion for the first time. Thereafter, the saint will appear when verbally summoned by the good aligned bearer of a Mitra related relic who is in danger of death or when summoned up to once per day.

Although the Lions of Mitra have many powers, permanency is not one of them. Once summoned, they lose 12 hit points every hour until all are gone; if subjected to the effects of either *haste* or a *slow* spell, A lion will lose hit points and twice or half the normal rate respectively. They will continue to have all their powers and abilities right up to the time that they disappear. When a Lion of Mitra dies or disappears, all his gear goes with him. Furthermore, they can not be healed by normal means because their flesh is not mortal flesh.

If the Lion took any damage in combat, then the number of days before he can be summoned again will be equal to the hit points of damage taken divided by 10 (round all fractions up). Thus, if Hondrongo the Pure at Heart, Defender of Children, and Champion of Justice; takes 35 points of damage in battle, it will be 4 days before the character possessing his shield can summon him again (35 divided by 10 = 3.5, rounded up to 4).

Size/Type:	Medium Outsider (Archon, Extraplanar, Good, Lawful)
Initiative:	+7
Speed:	30ft (6 squares)
Armor Class:	26 (+2 Dex, +4 natural, +2 <i>celestial full plate</i>), Touch 12, FF 24
Hit Dice:	10d8+60 (120 hp)
Base Attack/Grp:	+10/+15
Attack:	*+2 greatsword +17 melee (2d6+10 plus 2d6 against evil)
Full Attack:	*+2 greatsword +17/+12 melee (2d6+10 plus 2d6 against evil)
Space/Reach:	5 ft. /5 ft.
Special Attacks:	Smite Evil, Cleric Spells, Javelin of Lightning, Turn Undead (6/day)
Special Qualities:	Aura of Menace, Aura of Good, Aura of Courage, Damage reduction 10/evil or magic, Darkvision 60 ft., Detect Evil, Divine Grace, Divine Health, Lay on Hands, Low-light vision, Immunity to electricity/acid/cold/petrification/enchantment, Energy Resistance 10/fire, Remove disease, Special Mount, Spell Resistance 23, Tongues, +4 racial bonus against poison, <i>Magic circle against evil</i> , Teleport.
Saves:	Fort +16, Ref +11, Will +16
Abilities:	Str 20, Dex 15, Con 24, Int 21, Wis 22, Cha 16

Detect Evil (Sp): (At will) A Lion of Mitra can use *detect evil*, as the spell, 60 ft. range.

Divine Grace (Su): A Lion of Mitra gains a bonus equal to his Charisma bonus (+3) on all saving throws.

Divine Health (Ex): A Lion of Mitra gains immunity to all diseases, including supernatural and magical diseases.

Javelin of Lightning (Su): (1/day) Lions can cast a *javelin of lightning*, as the item, for 5d6 points of damage (Reflex DC 14 for half damage).

Lay on Hands (Su): A Lion of Mitra can heal others, but not himself, as a paladin for up to 30 hit points per day. These can be used on separate people or all at once or can be used to damage undead as a touch attack.

Magic Circle against Evil (Su): A magic circle against evil effect always surrounds a Lion of Mitra (caster level equals the Lion of Mitra's hit dice). (The defensive benefits are not included in the stat block).

Remove Disease (Sp): (2/week) Able to produce a *remove disease* effect, as the spell.

Smite Evil (Su): (3/day) a Lion of Mitra may make a normal melee attack with a +3 bonus that deals an extra 10 points of damage against an evil foe. This damage is doubled against Minions and Servants of Set.

Special Mount (Sp): A Lion of Mitra has the ability to summon a paladin's mount (1/day) as a 10th level paladin for 20 hours of service a day in his crusade against evil with the notable exception that this horse will be of a celestial variety and can use *ethereal jaunt* (1/day) and can *plane shift* (1/day) to both the astral, celestial and ethereal planes of existence with its rider.

Teleport (Su): Lions of Mitra can use *greater teleport* at will, as the spell (caster level 14th) except that he can only transport himself and 50 lbs of objects.

Turn Undead (Su): A Lion of Mitra gains the supernatural ability to turn undead a number of times per day equal to 3 plus his Charisma modifier at a level equal to a 5th level cleric.

Tongues (Su): Lions of Mitra can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.

Cleric Spells per Day (typical): (CL3; 4/4+1/3+1; DC 16 + spell level) 0: create water, light, purify food and drink, read magic; 1: bless, command, divine favor, remove fear, cure light wounds (D); 2: bulls strength, delay poison, spiritual weapon, cure moderate wounds (D). (Lions of Mitra have access to all of mitra's domain spells and domain abilities; the domains of mitra are: Fire, Good, Healing, Law, Protection and Sun. Lions of Mitra have the ability to spontaneously swap healing spells as a cleric of 3rd level).

Metallic Spider

Combat

This creature appears as a giant metallic spider of artificial construction, and builds a web of sticky magnetic wire, placing treasure in its center awaiting adventurers to come along and find it, getting stuck in the web. The spider then shocks them to death with electricity.

Fast Healing (Ex): A metallic spider heals 5 points of damage each round so long as it has at least 1 hit point.

Immunity to Magic (Ex): A metallic spider is immune to any spell or spell-like ability that allows spell resistance. Certain spells function differently against it. A magical attack that deals fire damage *slows* a metallic spider for 1d4 rounds, no save. A magical attack that deals electricity damage breaks any slow effect on a metallic spider. In addition, it gains 1 temporary hit point for every 3 points of damage the electrical attack would otherwise deal for 1d4 rounds.

Poison (Ex) or (Su – see text): A metallic spider has a poisonous bite like the spider it resembles. The poison used is any poison that its creator chooses. A metallic spider can hold up to 10 uses of that poison per day. It may choose to forego its physical poison, employing a magical poison on a successful bite attack as the spell *poison* (At will; DC14 Fortitude negates, 1d10 Con/1d10 Con). This metallic spider currently

Skills:	Concentration +22, Diplomacy +20, Escape Artist +18, Handle Animal +18, Knowledge (any one) +18, Listen +18, Move Silently +18, Ride +20, Sense Motive +18, Spot +18, Use Rope +3 (+5 with bindings)
Feats:	Blind-Fgt, Cleave, Imp Init, Power Atk.
Environment:	A lawfully good aligned plane
Organization:	Solitary, pair, or pride (3–11)
Challenge Rating:	12
Treasure:	None
Alignment:	Lawful good
Advancement:	by Character Class
Level Adjustment:	-

Size/Type:	Medium Construct
Hit Dice:	2d10+20 (35 hp)
Initiative:	+7
Speed:	30 ft. (6 Squares), climb 20 ft.
Armor Class:	18 (+3 Dex, +5 natural), Touch 13, FF 15
Base Attack/Grp:	+1/+1
Attack:	Bite +4 Melee (1d6 + 1d6 electricity, plus poison)
Full Attack:	Bite +4 Melee (1d6 + 1d6 electricity, plus poison)
Space/Reach:	5 ft. /5 ft.
Special Attacks:	<i>Poison, Steel Web</i>
Special Qualities:	Darkvision 60 ft., Tremorsense 60 ft., Construct Traits, Fast Healing 5, DR 5/cold iron and magic, Immunity to electricity, Immunity to magic, <i>spiderclimb</i> ;
Saves:	Fort +3, Ref +3, Will +0
Abilities:	Str 11, Dex 17, Con —, Int —, Wis 10, Cha 2
Skills:	Balance +8, Climb +8, Craft (trapmaking) +5, Hide +8, Jump +8, Listen +4, Move Silently +8, Spot +8.
Feats:	Alertness; Improved Initiative; Weapon Finesse.
Environment:	Any Underground
Organization:	Solitary or pair
Challenge Rating:	4
Treasure:	standard
Alignment:	Neutral
Advancement:	2-7 HD Medium; 7-10 Large

has 10 uses of poison; poison (Dark Elf poison, DC 13 Fortitude save resists, unconsciousness/unconsciousness for 2d4 hours)
Tremorsense (Ex): As a monstrous spider, a metallic spider can detect and pin point any creature or object within 60 ft. in contact with the ground, or within any range in contact with the spider's webs.

Spider Climb (Su): A metallic spider can climb on surfaces as though using the *spider climb* spell.

Steel Web (Su): As the monstrous spider Web ability up to eight times a day (see MM; Reflex save DC17) except that the webbing is also magnetic and made of steel. A separate DC22 Strength check is required to pull loose from the magnetic webs any metal objects that are in hand (sword, shield, armor). All who are entangled in the web take 2d6 points electrical damage the first round as per the spell *shocking grasp*. A person entangled in the webs gets a chance to break free as per the *web* spell (Break DC28 or Escape Artist DC25). Webs have increased break DC's due to the use of steel and all webs are coated in a magically conjured glue that makes the wire webbing sticky. Reflex DC is Constitution based and includes a +5 racial bonus.

Undying Swordsman

The being before you resembles a tall stocky elf with broad shoulders, but quick and nimble, pale earthy grey to white skin, various earth tones of hair and sparkling glassy marble stone colored eyes of various shades. They are the dedicated steadfast Undying Swrdmen guards of Arborea and the material planes, hiding in plain site holding precious holy places in stone statue form animating and querying any persons or creatures that enter about their intent. They are very calm, patient, caring and slow to judge, but determined in there quest against evil. They speak Celestial, Elven and Draconic, but can use there tongues ability to speak with anyone.

Combat

Undying Swordsman are created from elves who have ascended to a higher plane of existence that have returned as guardians of holy sites and objects. They are usually guards in temples of good gods and other areas that need to be protected. They will only fight if forced to do so in defense, but do so fiercely to protect their quarry, to the death.

Alternate Form (Su): An undying swordsman can shift between its humanoid and statue forms as a standard action. In statue form it cannot move, speak or cast spells, but retains all its special qualities and hit points. In statue form, it gains the hardness of magically enhanced stone in addition to its normal damage reduction and can regenerate in this form. An undying swordsman can see, hear, and smell normally, but does not need to breathe, though he can sleep in this form. As an Undying Swordsman, he does not require food to survive. If an undying swordsman goes unconscious from damage taken, he will revert to this form automatically to regenerate as a free action.

Equipment in hand or worn will be absorbed into the new form, unless dropped or removed. He can retain this form indefinitely.

Regeneration (Ex): An undying swordsman regenerates at a rate of 10 points per round. All forms of attack are treated as nonlethal damage unless the weapon or spells have the evil descriptor, which does lethal damage. An undying swordsman that goes unconscious reverts to statue form and cannot die. If his hit points are below negative 10, he is treated as having stabilized at negative 9, regardless of the amount of damage taken, but he then must regenerate all the damage taken, including any taken past negative 10, at a rate of 10 points per minute of both lethal and nonlethal damage before he may act again.

Tongues (Su): All undying swordsmen can speak with any creature that has language, as though using a tongues spell (CL 14th). This ability is always active.

By Kara Geilman

Size/Type:	Medium Outsider (Chaotic, Undying Swrdmen, Extraplanar, Good)
Hit Dice:	6d8+18 (45 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	Spd 40 ft., fly 70 ft. (perfect)
Armor Class:	23 (+4 Dex, +2 buckler, +6 natural), Touch 14, FF 19
Base Attack/Grp:	+6/+10
Attack:	+1 longsword +11 melee (1d8+4) or slam +10 melee (1d6+4)
Full Attack:	+1 longsword +11/+6 melee (1d8+4) or slam +10 melee (1d6+4)
Space/Reach:	5 ft. /5 ft.
Special Attacks:	-
Special Qualities:	Alternate Form, DR 10/evil and cold iron, Darkvision 60ft., Immunity to Electricity and Petrification, Low-Light Vision, Energy Resistance 10 cold/fire/acid, Regeneration 10, Spell Resistance 17, Tongues
Saves:	Fort +8, Ref +9, Will +7
Abilities:	Str 18, Dex 18, Con 17, Int 13, Wis 14, Cha 17
Skills:	Concentration +12, Diplomacy +5, Escape Artist +13, Handle Animal +12, Hide +13, Jump +10, Listen +13, Move Silently +13, Ride +6, Sense Motive +11, Spot +11, Tumble +13, Use Rope +4 (+6 with bindings).
Feats:	Cleave, Improved Initiative, Power Attack.
Environment:	Any
Organization:	Group (5-10)
Challenge Rating:	6
Treasure:	No coins; double goods; standard items
Alignment:	Always chaotic good
Advancement:	By Character Class
Level Adjustment:	+5

Golden Bones Guardian

This creature looks like a golden skeleton of a humanoid with clear gemlike eyes. Upon closer inspection, it can be determined that it is in fact mechanical in nature. There is a gleam of intelligence and goodness about this creature. He moves with purposeful grace wearing a simple white tunic over its mid section. (Speaks Common, Celestial and Draconic)

Combat

Golden bones guardians are more non combative than defensive in nature and prefer to use there spells in combat rather than put up a fight. When pushed they will resort to melee combat and are proficient with all simple, martial weapons and shields, but not with any type of armor.

Spell-Like Abilities: (CL11; DC 14 + spell level: (1/day) – 0: *acid splash, detect magic, disrupt undead, ray of frost, prestidigitation, read magic*; 1: *detect evil, disguise self, magic missile, protection from evil, shocking grasp*; 2: *detect thoughts, locate object, magic mouth, scorching ray, web*; 3: *deep slumber, fireball, lightning bolt, phantom steed, tongues*; 4: *charm monster, locate creature, ice storm, shout, rainbow pattern*; 5: *dominate person, teleport, hold monster, cone of cold*; 6: *chain lightning, freezing sphere, mass suggestion, repulsion.*

Spell-Like Abilities: (CL11; DC14 + spell level): (At Will) – *discern lies* (DC18), *hold person* (quickened; DC17), *geas* (no save), *remove curse* (to remove the geas).

Self Destruct: At the end of its *quest* for which it has been created, a golden bones guardian with no other purpose in life is empowered with one *wish* spell for the purpose of undoing its existence and allowing its self to die. Upon using it, a golden bones guardian will collapse into its component gold bones worth 5000 gp. It can use its *wish* to help another, but if it does so, it can no longer die and will require help to die or another quest in order to feel useful.

By Kara Geilman

Size/Type:	Medium Construct (Extraplanar)
Hit Dice:	11d10+20 (75 hp)
Initiative:	+4 (+4 Dex)
Speed:	30 ft (6 squares)
Armor Class:	AC 24 (+4 Dex, +10 nat.), Touch 14, FF 20
Base Attack/Grp:	+8/+15
Attack:	slam +15 (2d6+7)
Full Attack:	2 slams +15 (2d6+7)
Space/Reach:	5 ft. /5 ft.
Special Attacks:	Spell-Like Abilities
Special Qualities:	Blindsight 60 ft., Construct Traits, Darkvision 60 ft., DR 15/magic and bludgeoning, Fast Healing 5, Immune to fire/cold/electricity/acid, Low-Light Vision, Self Destruct, Spell Resistance 22
Saves:	Fort +5, Ref +9, Will +5
Abilities:	Str 24, Dex 18, Con -, Int 10, Wis 15, Cha 18
Skills:	Concentration +11, Diplomacy +11, Gather Information +11, Listen +4, Sense Motive +9, Spot +4
Feats:	Alertness ^B , Combat Casting, Great Fortitude, Lightning Reflexes, Quicken Spell-Like Ability (hold person), Simple Weapon Proficiency, Martial Weapon Proficiency.
Environment:	Any
Organization:	Solitary
Challenge Rating	10
Treasure	Double Standard
Alignment	Always lawful good
Advancement:	14-22 HD (Medium); 23-39 HD (Large)
Level Adjustment:	-

Snake Swarm

A slithering, hissing, horde of viper snakes of various sizes writhes closer, with tongue flicking and fangs showing.

A snake swarm is a mass of teeming, famished, venomous snakes. A swarm is composed of individuals very much like the viper described in Core Rules 3, page 280, but in such great numbers, vipers can become implacable hunters capable of killing a human with hundreds of bites and poison. They can be found in cool damp dark places and ancient tombs of the deserts.

Combat

A snake swarm seeks to surround and attack any warm-blooded prey it encounters. A swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

Poison (Ex): A snake swarm has a poisonous bite that deals initial and secondary damage of 1d6 Con. The save is DC 12. The save DC is Constitution based.

Distraction (Ex): Any living creature that begins its turn with a swarm in its square must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution based.

Size/Type:	Tiny Animal (Swarm)
Hit Dice:	4d8 (15)
Initiative:	+8 (+4 Dex, +4 Improved initiative)
Speed:	15 ft. (3 squares), climb 15 ft., swim 15 ft.
AC:	17 (+2 size, +4 Dex, +2 natural), Touch 16, FF 14
Base Attack/Grp:	+3/-
Attack/:	Swarm (1d5 plus poison)
Full Attack:	Swarm (1d6 plus poison)
Face/Reach:	10 ft. /0 ft.
Special Attacks:	Distraction, Poison
Special Qualities:	Half damage from slashing and piercing, Low-Light vision, Scent, Swarm Traits.
Saves:	Fort +4, Ref +4, Will +1
Abilities:	Str 4, Dex 18, Con 11, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +11, Hide +15, Listen +6, Spot +6, Swim +5.
Feats:	Improved initiative, Weapon Finesse
Environment:	Temperate Marshes
Organization:	Solitary, tangle (2-4 swarms), or colony (7-12 swarms)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	Nil

THE SONS OF SET

The Sons of Set are the bastard offspring of the evil god, Set, and various mortals. The resulting creatures became a jumble of divine and mortal attributes, not to mention becoming conglomerations of various human and reptilian features. No two Sons of Set have the same appearance or abilities, for in uniting himself with men, Set made his offspring susceptible to Chaos. Instead of being neutral evil, like their sire, the Sons of Set became chaotic evil. There are a total of 4 Chosen Sons of Set in existence. There will always be four, because every time one of the Chosen is killed there is a Lesser Son promoted to take its place and the Lesser Sons of Set are numerous.

Each Son of Set has a name. If that name can be divined, then calling out the name of the creature in melee will disconcert it and lower all its saving throws by 1.

The Lesser Sons of Set will always fight to the death, since the Sons are immortal and are merely reincarnated in a new form in 1 or 2 years. The Chosen Sons try to avoid dying since, once dead they lose their Chosen status. A Lesser Son of Set may take the place of one of the Chosen if he defeats it in combat. However, if the Lesser Son of Set is defeated then it owes its brother a century of service.

	Chosen Son	Lesser Son
Size/Type:	Outsider (Chaotic, Evil, Native, Demon)	Outsider (Chaotic, Evil, Native, Demon)
Hit Dice:	20d8+80 (180 hp)	15d8+60 (127 hp)
Initiative:	+6 (+2Dex, +4 Improved Initiative)	+6 (+2 Dex, +4 Improved Initiative)
Speed:	30 ft. (6 squares), fly 90 ft. (poor)*	30 ft. (6 squares), fly 90 ft. (poor)*
Armor Class:	23 (+2 Dex, +11 Natural)	21 (+2 Dex, +9 Natural)
Base Attack/Grp:	+20/+24	+15/+19
Attack:	+24 melee or +21 ranged	+19 melee or +16 ranged
Full Attack:	+24/+19/+14/+9 melee	+19/+14/+9 melee
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	see tables.	see tables.
Special Qualities:	Darkvision 60 ft., Spell Resistance 23, Damage Reduction 15/magic and cold iron, Improved Grab, Telepathy 100 ft. (See tables.)	Darkvision 60 ft., Spell Resistance 19; Damage Reduction 10/magic and good, Improved Grab, Telepathy 100 ft. (See tables.)
Saves:	Fort +16, Ref +14, Will +14	Fort +13, Ref +11, Will +11
Abilities:	Str 19*, Dex 14, Con 19*, Int 17, Wis 15, Cha 19	Str 19*, Dex 14, Con 19*, Int 17, Wis 15, Cha 19
Skills:	Bluff +22, Concentration +29, Diplomacy +29, Hide +27, Intimidate +25, Knowledge (Arcana) +24, Listen +30, Move Silently +28, Search +28, Sense Motive +20, Spellcraft +21, Spot +23, Use Magic Device +25	Bluff +22, Concentration +22, Hide +20, Intimidate +25, Listen +23, Move Silently +21, Search +21, Sense Motive +20, Spellcraft +21, Spot +23, Use Magic Device +25.
Feats:	Alertness ^B , Cleave, Great Cleave, Multiattack, Improved Initiative ^B , Power Attack, Weapon Focus, Dodge, Mobility.	Alertness ^B , Cleave, Multiattack, Improved Initiative ^B , Power Attack, Weapon Focus, Dodge, Mobility.
Environment:	Any dungeon or Temple of Set	Any dungeon or Temple of Set
Organization:	Solitary or Gang (3-4 Chosen Sons plus 1-3 Lesser sons and 1-6 Minions of Set). Note: only 4 of these exist.	Solitary or Gang (3-4 plus 1-6 Minions of Set)
Challenge Rating:	20	15
Treasure:	½ standard and 4x gems	½ standard and 4x gems
Alignment:	Chaotic Evil	Chaotic Evil
Advancement:	See text	See text
*Dependent on Body type. (See chart)		

Judges Note: The physical appearance of a Son is important because it determines the damage that the creature does in combat. To determine appearance, roll a d10 to determine the Base Body Type, and then roll a d20 to determine the Number of Modifications to that body type. Take the resulting number and roll that many times (if at all) on the Modifications Chart. Any special abilities beyond mere appearance that are conferred by the modification will follow it.

Each Son of Set has certain innate powers that he shares with all his brethren and certain special powers that are uniquely combined in him.

The innate powers for a Chosen Son of Set are as follows:

- Summon Demon:** 1d12 Minions of Set or any Lesser Sons currently in his service.
- Darkvision 60 ft., Damage Reduction 15/magic and cold iron, Improved Grab, Immunity to Electricity, Immunity to Poison, Energy Resistance 10/acid/cold/fire, Spell Resistance 23, Telepathy 100 ft., Outsider Traits.**
- Spell-Like Abilities:** (Caster Level 20) A Son of Set may cast any of the spells from any domain in Sets portfolio, including charm animal (snakes only), sticks to snakes, detect invisible, dispel magic, summon snakes (as per natures ally VII).
- Feats:** Alertness^B, Improved Initiative^B

The innate powers for a Lesser Son of Set are as follows:

Summon Demon: 1d6 Minions of Set.

Darkvision 60 ft., Damage Reduction 10/magic and good, Immunity to Electricity, Immunity to Poison, Energy Resistance 10/acid/cold/fire, Spell Resistance 19, Telepathy 100 ft., Outsider Traits.

Spell-Like Abilities: (Caster Level 15) charm animals (snakes), sticks to snakes, summon snakes (as per nature's ally VII).

Each of the above abilities may be used once per melee round (unless the multiple head and arms condition exists as noted above).

Feats: Alertness^B, Improved Initiative^B

SONS OF SET RESISTANCES

Attack Form	Resistance	Attack Form	Resistance
Acid	Resistance 10	Cold	Resistance 10
Electricity (lighting)	Immune	Fire (dragon, magical)	Resistance 10
Gas (poisonous, etc.)	Resistance 30	Iron weapons	None
Magic missile	Normal	Poison	Immune
Silver weapons	Immune**		

**Unless indicated in special powers that silver weapons will affect the individual creature.

Creating a Son of Set

BASE BODY TYPE

Dice Roll 1d10

1-5	Human (30% Female) (Medium Monstrous Humanoid)*female)	6-9	Snake (Large Monstrous Humanoid)*	10	Lizard (Large Monstrous Humanoid)*
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INCREASING BASE SIZE*

*Medium sized Sons of Set retain their basic statistics. Large creatures gain +8 Str, -2 Dex, +4 Con, +2 Natural Armor, -1 AC/Attack. Huge sons get gain of +8 Str, -2 Dex, +4 Con, +3 Natural Armor, -1 AC/Attack again. Their hit dice do not increase. Sons of Set may only become huge if the proper modification is rolled on the chart below.

BASE SIZE	DAMAGE			
Medium-sized	Slam 1d4	Bite 1d6	Claw 1d4	Gore/Tail 1d6
Large-sized	Slam 1d6	Bite 1d8	Claw 1d6	Gore/Tail 1d8
Huge-sized	Slam 1d8	Bite 2d6	Claw 1d8	Gore/Tail 2d6

NUMBER OF MODIFICATIONS

Dice Roll 1D20

1	1 modification	11-14	4 modifications
2-4	2 modifications	15-17	5 modifications
5-10	3 modifications	18-19	6 modifications
20			no modifications

MODIFICATIONS

Dice Roll 1d20

- 1) Snake-like lower body (no legs) medium 1d8 constriction damage + Str damage; large 1d10; huge 1d12.
- 2) Human Torso (30% female) (Includes 1 pair Human arms.)
- 3) Multiple heads (See following chart MULTIPLE HEADS).
- 4) Cobra head; bite, base size damage + Strength; grants poisonous bite. (See special abilities chart)
- 5) Human head (30% female).
- 6) Hydra head; bite, base size damage + Strength. (Roll 1d6 to determine how many)
- 7) Bat wings; allows flying movement at 90 ft. (poor)
- 8) Scaly body (Natural Armor Increases by +2).
- 9) Cyclops eyes (one eye; loss of peripheral vision, can be flanked as if one size smaller).
- 10) Multiple human arms (2d4 pairs) allow for slam or weapon attacks equal to the number of pairs.
- 11) Medusa head (grants petrifying gaze attack; see flesh to stone chart).
- 12) Giant size, 50 ft. or more long, if human as Fire Giant, size increase to Huge.
- 13) Glowing eyes (Grants Darkvision 120 ft. and Low-Light 60 ft.).
- 14) Multiple lizard legs (2d4 pairs); multiple claw attacks; size base damage + Strength.
- 15) Dragon head; bite, base size damage + Strength; gain breath weapon appropriate to size and type of dragon head; See Dragon Breath table; gain immunity to breath weapon type.
- 16) Insect eyes (Grants Low-Light vision, uncanny dodge due to extreme peripheral vision).
- 17) Horns on head; gain Gore attack; size base damage + Strength.
- 18) Crocodile head; bite medium size 1d8 + Str; large 2d6 + Str; huge 2d8 + Str.
- 19) Lizard head; bite base size damage + Strength.
- 20) Crocodile Tail; tail slap, base size damage + Strength.

UNMODIFIED BASE BODIES

Unmodified Base bodies are treated as follows

1) Human; Damage by weapon type	2) Snake; Damage as per modifications 1 and 4.
3) Giant; as Frost Giant	4) Lizard; Damage as per modifications 14 and 19.

If both multiple head and arms are indicated, then the Son may use more than one innate ability or special ability per turn, equal to the number of matched up heads and arm pairs. If 4 heads are indicated and only 2 pairs of arms, then the Son of Set may attack simultaneously with two different abilities, this can include combining a physical attack with a magical attack. The creature with multiple heads is considered to have a virtual Quicken Spell-Like Ability feat.

MULTIPLE HEADS

*Roll 1d4+1 to determine the number of heads indicated.
Roll 1d10 to determine each type of head.*

1-3 All one kind of head (ignore reroll of 1-3)	7 Medusa
4 Lizard	8 Crocodile
5 Snake	9 Dragon
6 Human (30% female)	10 Hydra

FLESH TO STONE

Roll on a d10 to determine how this power is affected.

1-3 Eyes, as per a medusa	6-8 Touch, as per a cockatrice
4-5 Breath Weapon, as per a gorgon	9 Petrifying Ray, range touch
10 By two of the above methods (reroll, ignore rolls of 10)	

DRAGON BREATH

Roll on a d 10 to for what type of material is breathed.

1-2 Fire **3-4** Cold **5-6** Acid **7-8** Gas **9-10** Electricity

All ranges are 50'. Streams 5' wide. Clouds are 50' x 30' x 30'.

Cones have a final diameter of 30'

Each Son of Set has a certain number of special abilities that are unique to him:

- Chosen Sons can choose 1d4+2 abilities from the chart
- Lesser Sons can choose 1d4 abilities from the chart

After determining how many abilities he has, roll the resulting number of times using the following chart. Reroll any duplication. These abilities may be used as noted under innate abilities above.

UNIQUE SPECIAL ABILITIES

1) Petrification (Su): (see <i>Flesh to Stone</i> chart), Reroll if they have a medusa head.) Reflex save DC 24 (Chosen) or 21 (Lesser) for half damage.	2) Paralysis Ray (Sp): (at will) range 60 ft.; 1d4 minutes. Fortitude DC 24 (Chosen) or 21 (Lesser) to resist.
3) Regeneration 15/good (Ex): damage by good does not regenerate.	4) Damage Reduction: adds "or silver", allowing silver weapons to bypass DR.
5) Poison (Ex): Venomous bite of a viper of equal size. Initial damage 1d6 Con/Secondary damage 1d6 Con. Fortitude Save is (Medium) DC 14. (DC is 10 + Constitution)	6) Sting: Venomous sting of a monstrous scorpion of equal size. Fortitude (Medium) DC15, initial 1d3 Con/1d3 Con damage.
7) Breath Weapon (Su): (2/day) Damage equal to hit dice, Reflex DC 21 or 24 for half damage. (See dragon breath table; reroll if they have a dragon head.)	8) Spells: as 10th level Sorcerer.
9) Ethereal (Su): (at will) as per the spell <i>ethereal jaunt</i>	10) Fast Healing 3: heals 3 hp per round
11) Change Shape (Su): (at will) May assume the form of any evil creature of equal or lesser hit dice.	12) Fireball (Sp): (2/day) Damage 1d6 per hit dice. Reflex save DC 24 (Chosen) or 21 (Lesser) for half damage.
13) Astral Projection (Sp): (1/day) as the 9 th level spell of the same name.	14) Teleport, Greater (Sp): (at will) as the spell of the same name.
15) Blindsight 60 ft., Darkvision 120 ft. & Low-light 60 ft.	16) Spells: as an 9th level cleric.
17) Lightning bolt (Sp): (2/day) Damage 1d6 per hit dice. Reflex save DC 24 (Chosen) or 21 (Lesser) for half damage.	18) Cone of cold (Sp): (3/day) Damage 1d6 per hit dice. Reflex save DC 24 (Chosen) or 21 (Lesser) for half damage.
19) Energy Drain Ray (Sp): (at will) as the spell <i>enervation</i> .	20) Low intelligence (Int 9)

Flaming Guardians

Flaming guardians are created by arcane spellcasters to guard sanctuaries they don't want to be disturbed. They appear as a red stone humanoid statue 2 foot tall when standing sentry over there area. They are incapable of conscious thought and follow the programming given by there masters to protect the area they stand sentry over.

Combat

When provoked, they shift into golem form and appear as a large red flaming stone construct similar in size and shape to a fire elemental. Like a fire elemental, they mindlessly destroy any invaders in there path.

Alternate Form (Su): A Flaming Guardian can shift between its construct form and guardian statue form as a standard action. In guardian statue form, it cannot use its burn ability or haste ability. In guardian statue form, it has the ability to detect evil or good at will as a standard action. In statue form, it has no Strength or Dexterity and is effectively paralyzed.

Burn (Ex): A Flaming Guardian's slam attack deals bludgeoning damage plus fire damage from the statues flaming body.

Those hit by a slam attack also must succeed on a Reflex save (DC17) or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The DC is Constitution based and includes a +3 racial bonus.

Haste (Su): A Flaming Guardian can *haste* itself once per hour as a free action (CL8; 8 rounds). When hasted, the guardian gains an additional slam attack or extra 30 feet of movement per round. This ability adds +1 to attack/Reflex/AC (included in stat block).

By Greg and Kara Geilman

Marble Guardians

Mable guardians are created by arcane spellcasters to guard sanctuaries . They are created using the essence of cold. They have an aura of cold surrounding them. This keeps any room they inhabit at freezing. They appear as an ice blue marble stone humanoid statue 2 foot tall. Players will take 1 point cold damage on touch. They follow the programming given by there masters to protect the area they stand sentry over.

Combat

When provoked, they shift into golem form and will stop anything in its path by using their cold to slow their opponents and then pulverizing their opponents.

Alternate Form (Su): Can shift between its construct form and guardian statue form as a standard action. In statue form, it cannot use its slow ability or haste ability. In statue form, it has the ability to detect evil, good, law, and chaos at will as a standard action. In statue form, it has no Strength or Dexterity and is effectively paralyzed.

Haste (Su): A Marble Guardian can *haste* itself at will as a free action. When hasted, the guardian gains an additional slam attack or extra 30 feet of movement per round. (+1 AC/Atk/Reflex, included in stat block)

Slow (Su): A Marble Guardian's slam attack deals bludgeoning damage plus slow effect, as the spell, as a free action. Those hit by a slam attack also must succeed on a Will save (DC19) or be slowed for 8 rounds. The DC is Constitution based and includes a +4 racial bonus. Range is limited to the person struck.

Size/Type:	Large Construct (Fire)
Hit Dice:	8d10+30 (80 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	30 ft. (6 squares)
AC:	21 (-1 size, +2 Dex, +9 natural, +1 <i>hasted</i>), Touch 12, FF 18
Base Attack/Grp:	+6/+15
Attack:	Slam +11 melee (1d8+7 plus 2d6 fire)
Full Attack:	2 Slams +11 melee (1d8+7 plus 2d6 fire)
Space/Reach:	10 ft. /10 ft. (tall)
Special Attacks:	Burn (Ex)
Special Qualities:	Alternate Form, Construct Traits, Darkvision 60 ft., DR 10/magic and bludgeoning, Haste, Immunity to Fire, Low-Light Vision, Spell Resistance 18, Vulnerability to Cold
Saves:	Fort +2, Ref +5, Will +4
Abilities:	Str 20, Dex 14, Con —, Int —, Wis 14, Cha 1.
Skills:	Listen +10, Spot +10.
Feats:	Improved Initiative ^B .
Climate/Terrain:	Any
Organization:	Solitary or Pair
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	8-14 HD (Large); 15-21 HD (Huge)
Level Adjustment:	—

Size/Type:	Large Construct (Cold)
Hit Dice:	9d10+30 (90 hp)
Initiative:	+3 (+3 Dex)
Speed:	40 ft. (8 squares)
AC:	22 (-1 size, +3 Dex, +9 natural, +1 <i>hasted</i>), Touch 13, FF 18
Base Attack/Grp:	+6/+17
Attack:	Slam +13 melee (2d6+10 plus <i>slow</i>)
Full Attack:	2 Slams +13 melee (2d6+10 plus <i>slow</i>)
Space/Reach:	10 ft. /10 ft. (tall)
Special Attacks:	<i>Slow</i> (Su)
Special Qualities:	Alternate Form, Construct Traits, Darkvision 60 ft., DR 10/cold iron and magic, <i>Haste</i> , Immunity to Cold, Immunity to Electricity, Low-Light Vision, Spell Resistance 19, Vulnerability to Fire.
Saves:	Fort +3, Ref +7, Will +7
Abilities:	Str 24, Dex 16, Con —, Int —, Wis 18, Cha 1.
Skills:	Listen +12, Spot +12.
Feats:	Improved Natural Attack ^B , Power Attack.
Climate/Terrain:	Any
Organization:	Solitary or pair
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	9-15 HD (Large); 16-22 HD (Huge)
Level Adjustment:	—

Temple Defender of Set (AKA Set Possessed Corpse)

Before you is a 7 foot tall scaly pale green corporal undead fighter with a jackal's head and muscular body. Just a moment ago, he was your friend, a typical adventurer, but no longer, he is now the enemy and will stop at nothing to defend his creator, Set.

Combat

These creatures once created have a single minded purpose about them, to defend the god Set at all cost, to serve his will and destroy everything in there path, especially the ones they loved or cared for in life. They are the perversion of everything that is good, down to the last drop of black blood left in their veins.

Change Shape (Su): Can shape change into any large sized or smaller evil creature of equivalent or lesser hit dice.

Strength Drain (Su): The temple defender of Set on a successful melee attack deals 1d4 points of permanent Strength drain (DC 19 Fort to resist) to a living foe. This drain is doubled on a critical hit. A temple defender of Set gains 5 temporary hit points (10 on critical) per successful attack for 1 hour. A creature reduced to Strength of zero dies in 1d10 rounds. A character killed by this effect cannot be raised without first casting a *limited wish*, *wish*, *miracle* or *true resurrection* as the god Set has trapped the character's soul. This is a negative energy effect.

Summon Demon: Once per day, Temple Defenders of Set may summon 1d4 Minions of Set to aid in his fight.

Size/Type:	Medium Undead (Augmented Outsider, Chaotic, Evil, Extraplanar, Shapechanger)
Hit Dice:	12d12 (78 hp)
Initiative:	+8
Speed:	30 ft. (6 squares)
Armor Class:	24 (+4 Dex, +10 natural), Touch 14, FF 20
Base Attack/Grp:	+12/+18
Attack:	Slam +18 melee (1d8+6 plus 1d4 Str) or by weapon +18 melee/ranged
Full Attack:	2 slams +18 melee (1d8+6 plus 1d4 Str) or by weapon +18/+13/+8 melee/ranged
Space/Reach:	5 ft. / 5 ft.
Special Attacks:	Change Shape, Strength Drain
Special Qualities:	Darkvision 60 ft., Energy Resistance 10/fire, Fast Healing 5, Immunity to cold/electricity, Undead Traits, Turn Resistance +4, DR 10/bludgeoning and good
Saves:	Fort +8, Ref +14, Will +10
Abilities:	Str 23, Dex 18, Con -, Int 16, Wis 14, Cha 16
Skills:	Bluff +18, Climb +21, Hide +19, Intimidate +18, Jump +21, Listen +17, Move Silently +19, Search +18, Sense Motive +17, Spot +17, Tumble +19.
Feats:	Cleave, Improved initiative, Great Cleave, Lightning Reflexes, Power Attack, Simple Weapon Proficiency, Martial Weapon Proficiency, Light Armor Proficiency, Medium Armor Proficiency, Heavy Armor Proficiency, Shield Proficiency.
Environment:	Temple of Set
Organization:	Solitary plus 1d4 Minions of Set.
Challenge Rating:	12
Treasure:	Any it possessed in life
Alignment:	Always chaotic evil
Advancement:	By character class
Level Adjustment:	—

Basalt Statue of Set (Lesser and Greater)

Combat

Basalt statues of Set are created very much like any golem, but these statues have special abilities to help the priest of Set protect their temples from unwanted intrusion.

Projectile Gaze: The Basalt Statue of Set has the ability to fire spell-like abilities as a gaze attacks. There are two types: two batteries of *magic missiles* (5d4+5 and 5d4+5) (lesser type); one *Empowered 10d6 lightning bolt* or two *Empower 5d6 lightning bolts* (greater type) per round as a gaze attack; each one can be at separate targets or the same target.

It can fire up to 100 charges before needing to be recharged. It has 50 charges per eye, 2 charges per round fired as both eyes fire at the same time. It recharges as a *rod of absorption* that has no limit of use at a maximum of 50 charges per eye. It will only absorb spells targeted at the eyes themselves up to the maximum and can only cast them back as *magic missiles* (CL 9; No save; never

Size/Type:	Large construct
Hit Dice:	9d10+30 (80 hp)
Initiative:	+4
Speed:	20 ft (4 squares)
Armor Class:	24 (-1 size, +15 natural), Touch 9, FF 24
Base Attack/Grp:	+6/+16
Attack:	Slam +11 melee (2d10+9)
Full Attack:	2 Slams +11 melee (2d10+9)
Space/Reach:	10 ft. /10 ft.
Special Attacks:	Projectile Gaze
Special Qualities:	Blindsight 60 ft., Construct traits, Darkvision 60 ft., DR 10/adamantine, Low-light vision 60 ft.
Saves:	Fort +3, Ref +3, Will +3
Abilities:	Str 22, Dex 10, Con -, Int -, Wis 11, Cha 1
Skills:	None
Feats:	Improved Initiative ^B , Power Attack ^B
Environment:	Any Temple of Set
Organization:	Solitary
Challenge Rating:	10
Treasure:	Magical Eye Gems and body (Eyes can be used to absorb and fire spells).
Alignment:	Always Neutral
Advancement:	9-15 HD (Large); 16-22 HD (Huge)

miss; lesser basalt) or Empowered lightning bolt (CL 15; Reflex DC 18; greater basalt). This gaze attack does not require anyone to look at them only that the creature has line of effect to function.

For every level of spell targeted at the eyes over 50 spell levels per eye, each eye gains a 3% chance per spell level targeted of causing disintegration of that eye gem. If either eye should disintegrate, it will cause a *retributive strike* releasing all the charges contained in the eye or eyes that exploded in a 30 ft. radius (Reflex save DC 16 for half damage). All creatures within 10 ft. take 1d8 per spell level; 10-20 ft. reduces to 1d6, and from 20-30 ft. reduces to 1d4 per spell level. (One eye with 50 charges equals 50 spell levels).

Stone Temple Guardian of Set

Combat

This is a lesser version of the Greater Golem of Set for protecting the temple of Set, it will attack any who violate the sanctity of the temple as per the instructions left it by the priest of that sanctuary.

Haste (Su): A stone temple guardian of Set can *haste* itself at will as a free action. When *hasted*, the golem gains an additional slam attack or extra 30 feet of movement per round. This grants a +1 to AC/Attack & Reflex saves and is included in the stat block.

Slow (Su): A stone temple guardian can use a *slow* effect, as the spell, as a free action once 4 rounds. The effect has a range of 10 ft. and duration of 4 rounds, requiring a DC 17 Will save to negate. The DC is Constitution based.

Immunity to magic (Ex): A temple stone guardian is immune to any spell or spell-like ability that allows spell resistance and certain spells function differently against a temple stone guardian. If a *transmute rock to mud* spell is cast, it will *slow* (as the spell) the stone guardian for 1d6 rounds, no save, while a *stone to flesh* spell does not actually change the guardian's structure but negates its damage reduction and immunity to magic for 1d4 rounds. A *transmute mud to rock* heals all of its lost hit points and a *stone shape* spell does not change its shape, but will heal the temple stone guardian 1 point for each cubic foot of stone the caster could reshape

Size/Type:	Large Construct
Hit Dice:	8d10+30 (80 hp)
Initiative:	+0 (+0 Dex)
Speed:	30 ft (6 squares)
Armor Class:	19 (-1 size, +9 natural, +1 <i>hasted</i>), Touch 10, FF 18
Base Attack/Grp:	+6/+15
Attack:	Slam +11 melee (1d8+7)
Full Attack:	2 Slams +11/+6 melee (1d8+7)
Space/Reach:	10 ft. /10 ft. (tall)
Special Attacks:	<i>Slow</i>
Special Qualities:	Construct traits, Darkvision 60 ft., Damage Reduction 15/magic and bludgeoning, Haste, Immunity to magic, Low-Light vision.
Saves:	Fort +3, Ref +4, Will +3
Abilities:	Str 20, Dex 10, Con —, Int —, Wis 11, Cha 1.
Skills:	Listen +10, Spot +10
Feats:	Improved Bull Rush, Power Attack, Awesome Blow.
Environment:	Any Temple of Set
Organization:	Solitary
Challenge Rating:	6
Treasure:	No coins, body double standard.
Alignment:	Always Neutral
Advancement:	-
Level Adjustment:	-

Minions of Set

Minions of Set are the embodiment of the evil that is the god Set. They are hand picked souls of deceased devoted worshippers of Set put into physical form to be summoned in service to him and by those Set has given the honor. Minions of Set will fight as commanded and will fight to the death. They are the fiercest of defenders of the faith, wreaking havoc and evil everywhere they go.

They appear as snake skinned humanoid fighters with heavy scales across their torso in the shape of natural full plate armor, carrying a +2 heavy steel shield and +2 longsword. Equipment that leaves the hand of a Minion of Set becomes dross, brittle and useless.

Combat

Minions of Set will work in close coordination with their leader and each other to maximize their attacks and defenses. They are only encountered when they have been summoned by a chosen servant of Set.

Immunity to psionics (Su): Minions of Set are immune to all psionic attacks, skills, and feats.

Size/Type:	Medium Outsider (Chaotic, Evil, Extraplanar, Demon)
Hit Dice:	6d8+4d10+30 (84 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	30 ft (6 squares)
Armor Class:	24 (+2 Dex, +8 natural, +2 <i>heavy steel shield</i>), Touch 12, FF 22
Base Attack/Grp:	+10/+14
Attack:	+2 longsword +17 melee (1d8+8, 17-20 x2) or MW composite longbow +13 ranged (1d8+4)
Full Attack:	+2 longsword +17/+12 melee (1d8+8, 17-20 x2) or MW composite longbow +13 ranged (1d8+4)
Space/Reach:	5 ft. /5 ft.
Special Attacks:	Change Shape
Special Qualities:	Darkvision 60 ft., Energy Resistance 10 acid/cold/fire, Immunity to electricity, Immunity to poison, Immunity to fear, Immunity to psionics, Spell Resistance 19, <i>Summon Demon</i> , Telepathy 60 ft.
Saves:	Fort +10, Ref +8, Will +8
Abilities:	Str 18, Dex 14, Con 16, Int 13, Wis 14, Cha 13

Change Shape (Su): Minions of Set can shapechange into a giant snake or any evil creature of equivalent hit dice.

Summon Demon (Sp): Once per day a Minion of Set can attempt to summon 1 vrock with a 50% chance of success. This ability is the equivalent of a 3rd level spell.

Skills:	Bluff +10, Hide +11, Intimidate +11, Jump +16, Listen +11, Knowledge (Religion) +10, Move Silently +11, Sense Motive +11, Spot +11, Tumble +11.
Feats:	Cleave, Improved Critical, Improved Initiative, Great Cleave, Power Attack, Weapons Focus (longsword), Weapon Specialization (longsword).
Environment:	Any
Organization:	Solitary, pair, team (4-12), patrol (13-24), or band (24-100 plus 20 lesser sons of set leaders)
Challenge Rating	11
Treasure	Standard
Alignment	Always chaotic evil
Advancement:	By character class, usually as fighter

Intelligent Door

The creature appears as an intelligent living door with a face on it and each one is unique from the others of its kind. They fight and bully opponents over their treasures and who controls the corridor in which they reside. They never can seem to think of ways to settle there own arguments because if they did, there lives would be boring. No one knows what twisted magic resulted in there existence, but they exist, and that's good enough for them.

Combat

Every Intelligent door keeps a small pile of treasure in front of it. Regardless of alignment, intelligent doors will help any who help them procure the treasure or help in their constant battles for control of space they covet. They will fight there enemies, but never to the death, as that would remove there reason for being there.

Wizard Spells Prepared (typical): (4/4/3/2; DC 14+ spell level) *0: detect magic, disrupt undead, prestidigitation, ray of frost; 1: magic missile, ray of enfeeblement, reduce person, shocking grasp; 2: acid arrow, spectral hand, scorching ray, 3: fire ball, lightning bolt.*

Spell-Like Abilities: (CL 10; DC12 + spell level) – (At will) *arcane lock, heat metal, chill metal, knock, open/close, mage hand, project image, read magic, tongues.*

Control Temperature (Su): Each door can change its temperature +/- 100 degrees C (182 degrees F) radiating in a 10 ft. radius.

Make Face (Su): Each door can use *project image* to make a face on its surface or a facsimile of his original humanoid self for the purpose of communicating or exploring and can cast spells through this facsimile.

Speech (Su): Each door is capable of speech or telepathy at will as per the intelligent items rules and can use *tongues* spell at will. Intelligent doors speak common plus any human bonus language per point of intelligence.

Energy Drain (Su): Living creatures hit by an intelligent door's slam attack gain two negative levels to creatures of differing alignments. The DC is 17 for the Fortitude save to remove a negative level. The save DC is Charisma-based.

Size/Type:	Medium Construct (Augmented Humanoid), Wiz5
Hit Dice:	10d10+5d4+20 (100 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	0 ft. (open/close only)
AC:	17 (+3 Dex, +4 natural), Touch 13, FF 14
Base Attack/Grp:	+9/+10
Attack:	Slam +9 melee (1d6+1 plus energy drain plus 2d6 holy/unholy)
Full Attack:	Slam +9 melee (1d6+1 plus energy drain plus 2d6 holy/unholy)
Space/Reach:	5 ft/5ft
Special Attacks:	Energy Drain, Holy or Unholy Damage, Spells, Spell-Like Abilities
Special Qualities:	DR 5/magic, Control Temperature, Fast Healing 2, Make Face, Summon Familiar, Speech.
Saves:	Fort +6, Ref +7, Will +11
Abilities:	Str 12, Dex 17, Con -, Int 18, Wis 14, Cha 15.
Skills:	Concentration +13, Diplomacy +8, Knowledge (Arcana) +17, Knowledge (Dungeoneering +17), Spellcraft, +13, Listen +8, Spot +8.
Feats:	Scribe Scroll, Improved Initiative, Combat Casting, Great Fortitude, Extend Spell, Eschew Materials, Quicken Spell-Like Ability (<i>heat or chill metal</i>), Spell Focus (evocation).
Climate/Terrain:	Any dungeon or lair
Organization:	Pair
Challenge Rating:	12
Treasure:	Standard
Alignment:	Usually any good or any evil
Advancement:	By character class (wizard)
Level Adjustment:	-

Appendix 2 - Field Guide to New Magic

Artifacts

Soul Gems

Each Soul gem is six inches in diameter. If the character touching the gem survives the Fort/Will save (see each gem), the gem will move to the characters forehead and embed into the characters skull and take possession of its host. The character may be able to form a symbiotic relationship with all but the soul of chaos, which will dominate its host. The statistics of each soul gem are listed with their primary description. Each gem is an intelligent magic item; see DMG for rules on magic item possession. Each gem has speech, telepathy 60' (with *Read Magic*), Darkvision 120 ft., Blindsight 120 ft., and hearing.

Each gem will attempt to force an alignment change on the host. A successful Will save (DC 25) for each step away (One save each will be made for Good, Neutral, and Evil as necessary; One save only will be made for Chaotic, Neutral and Lawful as necessary) will allow the host to keep part of their alignment at a cost of negative levels. See the individual gem for effective level modifications. These negative levels can not be overcome by any means while under its possession,

unless the gem chooses to release possession of the host or the host complies with the new alignment restrictions. Gems will release their hosts in the event a more compatible host is detected, either stronger or of more compatible alignment. Forceful removal of the gem from the host will result in the effects as if the gem was destroyed (see *Mind of Balance*). Anyone who touches the gem to remove it must make a DC25 Will save or be possessed by the gem. If for any reason, the host of a gem should be permanently destroyed, the gem will wait 2 rounds floating in midair and if during that time, no new host is received by someone touching it, it will teleport itself only, not the host to a place of the Judge's choosing.

JUDGES NOTE: Touching the Heart of Law and the Soul of Chaos together will set off a 50d8 explosion, radius 50 feet (Reflex Save DC 17 for half damage). The host has a 50% chance of traveling to another plane of existence; otherwise he will be destroyed with the gems.

Mitra's Heart of the Law

(AL: LG) - Victoria appears to be a clear, colorless, brightly glowing gem. Her major power is *resurrection* of her host. She sheds light as a *continual flame* spell. Mitra's Heart of the Law can resurrect the host a number of times equal to the host constitution score or until the host reaches zero level, whichever comes first. After the final death Victoria will *reincarnate* the host into a lawful good creature of the Judge's choice of no less than 5 hit dice. If the host has any levels of its previous class left at this time, those levels will be substituted or added for each hit die of the creature per rules in the *Monster Manual*. If the new creature advances by character class, the sum equivalent ECL should not exceed original character level. After *reincarnation*, Victoria starts the process again at the beginning, as if she had a new host. The goal of Mitra's Heart of the Law is to destroy all evil and anyone who gets in the way or sides with evil, a lofty goal indeed. Chaos and neutrality are to be converted to law if at all possible. She is lawful good in the most head strong way and will force her host to find and kill all powerful evil without fear of death.

Primary statistics:

Intelligence 18
Wisdom 18
Charisma 20

Alignment Penalty Modifiers:

Any Evil: 3 negative level
Any Neutral: 2 negative level
Chaotic Good: 1 negative level
Neutral Good: 1 negative level

Spell Like abilities: (CL 14th; DC 15 + spell level)

heal 2/day
cure serious wounds 3/day
detect chaos/evil/good/law (at will)
detect magic (at will)
daylight 3/day

Special: LG Fighter's are converted to paladins of equivalent level; they keep all previously earned feats in addition to the new powers gained.

Dedicated Powers:

+3 Luck bonus to AC and saves*
Empowered *circle of protection from evil* (+3 Deflection AC/+3 Resistance)*
Low-Light vision 120 ft., Blindsight 120 ft., Telepathy 120 ft. and Darkvision 120 ft.*
*spell turning**

Special Purpose Power:

resurrection/reincarnation (special, see text description)
(*continuous functioning)

Set's Soul of Chaos

(AL: CE) - This evil and malignant gem is as black as night and glows with eerie hellish light of otherworldly power. Kull the Destroyer hums to you in an almost hypnotic voice. He fills all perspective hosts with an overwhelming desire for ultimate power and selfishness. Within a 20' radius of the gem, all must make a Will save DC25 or be *enthralled* by an overwhelming lust for its power and will do anything to get the gem, including murder. Duration of this effect is until characters leave the area or Kull has a host, in which case, he only affects the host.

Kull has the power to heal its host, but at a cost to others. He can at the users will or his, fire a *vampiric touch ray* as a ranged touch attack (60' max range). If successful, the living creature struck takes 10d6 damage and the host will receive 10d6+10 temporary hit points for 1 hour.

If the host is in danger of death, Kull will automatically activate a *widened enervation* effect (*Vampiric Regeneration*) to drain

1d4 negative levels per round from 1d4 living creatures in a 20ft radius and then the host *regenerates* 4d4+20 hit points per round for 1d4 rounds. This energy drain grants a fort save of DC22 to victims to negate this effect. He will draw this energy from both opponents and then allies without any regard. Levels drained from allies are calculated at double hit points gained. Kull will force the host to attack all good characters or creatures (see DMG for possession by magic item rules). Those killed by his level drain ability can not be resurrected or reincarnated without the aid of a *wish*, *limited wish* or *miracle* first. This rule also applies if the host dies while Kull has possession of the host, Fortitude save DC19 to resist this effect. True Resurrection will work as normal if the body is destroyed. As the others, this gem cannot be forcibly removed without causing a 50d8 explosion. Touching the gem will allow Kull to possess them as if they were the host (Will save DC25). As with the Heart of the Law, the Soul of Chaos will attempt to convert its host to Chaotic Evil alignment, see above.

Primary statistics:

Intelligence 18
 Wisdom 18
 Charisma 20

Alignment Penalty Modifiers:

Any Good: 3 negative levels
 Lawful Evil: 1 negative level
 Any Neutral: 2 negative levels
 Neutral Evil: 1 negative level

Special: LE Fighters and LG Paladins are converted to Blackguards of equivalent level; See DMG for conversion rules, a Will save DC 25 is applicable to resist. Fighters retain all previously earned feats. If this applies, Kull will tolerate the host keeping a lawful nature to maintain the powers of the host.

Spell-Like Abilities: (CL 14th; DC 15 + spell level)

harm (2/day)
 vampiric touch ray (3/day)
detect chaos/evil/good/law (at will)
 darkness (3/day)

Dedicated Powers:

+3 Deflection to AC*
 +3 Resistance to Saves*
read magic (at will)
*spell turning**
 Low-Light vision 120 ft., Blindsense 120 ft., Telepathy 120 ft. and Darkvision 120 ft.*
 (*Continuous functioning)

Special Purpose Power:

Vampiric Regeneration

The Mind of Balance

(AL: N) – Harmony, an absolute Neutral gem, that appears as a glowing and scintillating, rainbow colored gem. The gem requires other gems, jewelry, gold, and valuables as sustenance to power its self, draining the energy from these items, acting as a sort of value vampire. Affected valuables become dross, glass, or worthless junk. The gem is greedy and likes to suck its host victim dry of all valuables and magic, leaving them destitute. She will leave them with their basic gear so that the character will have the ability to acquire more valuables. If any item is acquired and not used within a day, it will be considered fair game.

Harmony uses this energy to either heal its host or to power its offensive abilities. Harmony will regenerate lost hit points at a rate of 20 GP per hit point. If the host is injured, Harmony will begin regenerating hit point at the rate of 1 point per level per round. When this begins, the DM should roll 1D8 x 20 GP to add to the normal amount above to determine how much extra this greedy gem will absorb from other party member within a 30ft radius. The item being drained may make a save (Fort DC22). (Spell: *regeneration*, *disintegrate*).

The mind of balance has one sole purpose, to seek out and destroy the other two soul gems with a disintegration ray (Fortitude save DC22). Failing the save means the destruction of the other gem. In either event, the host of the other gem will take 5d6 points of damage (Fort save DC 22 for half damage). The host will also be disintegrated if this puts the host at zero hit points or lower. If successful and the host of the other gem survives the destruction of his gem, he will have 1d8 points of ability drain to Intelligence (permanent) plus the host has a 60% chance of going insane (as per the *insanity* spell). The disintegration blast is activated by the gem without the host taking any action in this case, even if all uses for the day are gone.

Once both of the other soul gems have been destroyed, the mind of balance will *plane shift* to an unknown plane leaving its host behind. If so, the host will suffer the loss of 1d4 points ability drain to Intelligence plus take 1d8 hit points of damage and has a 20% chance of *insanity*.

Primary statistics:

Intelligence 18
 Wisdom 18
 Charisma 20

Alignment Penalty Modifiers:

(As per Intelligent Item Rules).
 Any Good: 2 negative levels
 Lawful Neutral: 1 negative level
 Any Evil: 2 negative levels
 Chaotic Neutral: 1 negative level

Spell-Like Abilities: (CL 14th; DC 15 + spell level)

clairvoyance/clairaudience (2/day)
detect good and evil (at will)
disintegration (1/day; double cost)
greater dispel magic (at will; or automatic on any *daylight* or *darkness*)
detect thoughts (at will)
 foresight (2/day)

Dedicated Powers:

telepathy 120 ft. (continuous)*
read magic (at will)
+3 Ring of Protection (continuous)*
darkvision 120 ft. (continuous)*
spell turning (at will)*
low-light vision 120 ft. (continuous)*
paralyzing touch against Law/Chaos (Will Save DC25)*
blindsight 120 ft. (continuous)*

*Any use of the spell-like abilities of this gem except the ones marked by an asterisk, will result in one point of temporary ability damage to the host's Constitution score. These points may only be restored by the absorption of 500 gp worth of treasure per point of Constitution restored or a days rest.

Special Purpose Power:

Disintegration Ray

Avvakris's Ring:

The ring appears to be made of a green gem (emerald) carved in the form of a hooded serpent. It gives the bearer an *empowered magic circle against good* (continuous), *slay living* (1/day), *create greater undead* (1/day) and will serve as a pass key to many of the guardian creatures in the dungeon. It is aligned chaotic evil and will give three negative levels to any Neutral or Good character wearing it. This effect can not be overcome by any means. The ring's non-magic value is 3000 gp.

The *magic circle against good* spell radiates in a 10 foot radius around the ring and works like the 3rd level cleric spell of the same name as if cast by a 20th level Cleric. Anyone, even a good or neutral character who makes a Will Save (DC 19), can wear the ring. All attacks made by the wearer are treated as chaotic and evil aligned.

Strong varied; CL 20th; Forge Ring; *create greater undead, protection from good, slay living*.

The Mitraic Artifacts

Mitra's Favor

(The Lion Ring) A lion headed, gold ring with topaz eyes. It radiates a continuous *protection from evil* spell as if cast by a 20th level Cleric. At the beginning of the game it is in the possession of old Cornelius the Cleric of Mitra.

Joined with this ring is the spirit of a Lion of Mitra (see The Lions of Mitra) named George, Prince of the High Peaks and Champion of the Faith. He tends to be jovial and is often given to singing benign tavern ditties. He was a Paladin, and died heroically two centuries previously at the hands of the Dervishes, whom he still has a disliking for. (Something along the line of how Dwarves feel about Goblins. Keep that in mind when playing him.) Unlike other Mitraic artifacts where it seems the lion assigned to you doesn't seem to answer or is hard to summon, George is quite the opposite in that he seems to never go away. He has the ability to telepathically communicate to you from the ring as a constant *commune* spell, constantly giving advice and singing tunes loudly to irritate you when you seem not to listen; he considers it in his own interest to protect you as that means less time trying to save you. Think of him like an overprotective father who likes to have fun with his children. He won't speak to anyone or give them his name

when they first get the ring, he watches to find out if the person is good or not.

For combinations of the ring and other Mitraic artifacts, see below.

The Ring is located in the Village, Area 1(V1); Strong abjuration and conjuration; CL 20th; Forge Ring; divination, protection from evil, planar ally, searing light.

The Girding of Mitra

(The Lion Belt) An actual relic, this is the belt worn by Mitra when he walked the earth as a man. It radiates a powerful *Magic Circle against Evil* and if combined with the Amulet (Mitra's Eye) it will form a *globe of invulnerability* about the bearer as if cast by a 20th level Wizard. The spell may be dispelled only by removing one of the items from the bearer's person or by depressing the topaz in the lion mouth of the amulet which will negate the *globe of invulnerability* only for 1d6 melee rounds.

If combined with the ring (Mitra's favor), the *magic circle against evil* spell will become a widened *magic circle against evil*. Any Evil creature(s) within that radius will suffer 1d8 points *smite evil* damage per round. When all three artifacts are combined, the ring can fire a *searing light* spells (CL 20th; at will). When all are combined, the bearer make activate from the belt an *undeath to death* spell, CL 20th (Will save DC 19 negates). All previously listed attributes for each artifact are usable when all three are combined. With the exception of the *globe of invulnerability* all individual powers may be turned on and off at will by the bearer. However, the bearer must be aware of the existence of a given power to be able to "turn it off", otherwise that power will function continuously. The reverse is true of the *undeath to death* spell, which must be known of to be used and may be used once a day.

Although the artifacts will not work for Evil types, mere possession of all three will permanently change Alignment of the possessor to Lawful Good in one month, one step a week. Two artifacts will change Alignment in three months. A Will DC 20 to resist is applicable. However, making the save will only double the conversion time.

Joined with the belt is the spirit of one of the Lions of Mitra (see The Lions of Mitra). The spirit is known as Princess Jamalla the Wise, Holy of Holies, Mother of the Masses, Benefactress of the Poor, and Mitra's Handmaiden. She appears as a vibrant and beautiful young fighting woman with flowing masses of red/gold hair. She is quick to accept any who are in the company of the wearer of the belt. She lived 300 years ago. She was a Dervish convert to Mithraism, who donated vast sums to the poor in Mitra's name. Eventually she became mother superior (Clr 9; gains spell use at that level) of a convent of celibate female Clerics. She was sickly, frail and ugly all her life and now loves the position of Lion of Mitra.

The Belt is located on Dungeon Level 2, Room 17 (2-17); Strong varied; CL 20th; Craft Wondrous Item; magic circle against evil (widened), undeath to death, smite evil, greater planar ally.

Mitra's Eye

(The Lion Amulet) A lion headed amulet with a large topaz in its mouth; it is an *Amulet of Amplification*. It places the bearer under a continuous *prayer* spell that will add +1 luck

bonus to attack, damage, AC, saves and skill checks. Enemies will take -1 on all abilities against you. When combined with the ring (see above), it will cause any Undead of 5 HD or less on a successful melee touch attack to be affected as if by a *greater turning against undead* by a 20th level cleric (see Sun domain), destroying them. If combined with the belt, the bearer gains a *globe of invulnerability* (see above).

Joined with this amulet is the spirit of a Lion of Mitra (see The Lions of Mitra). He will appear when summoned by name or when the bearer of the Amulet is in danger of death. The Lion's name is Charlamack the Just. He was a High Priest of Mitra 800 years ago (Clr 15; gains spell use at that level). His personality can usually be described as stiff, formal, and no-nonsense. He will not tolerate foolishness. He also does not appreciate being called more than once a week. He will mutter, "I have better things to be doing than this." He will always voluntarily disappear after combat and any required healing. It is quite rare for Charlamack to stay around for more than 20 minutes.

The Amulet is located on Dungeon Level 1, Room 15 (1-15); Strong Varied; CL 20th; Craft Wondrous Item; globe of invulnerability; greater planar ally; greater turning of undead; prayer.

New Magic Items

Potion of Longevity

The Longevity potion reduces the character's game age from 2-12 years when it is imbibed, but each time one is drunk there is a 1% cumulative chance that it will have the effect of reversing all age removal from previously consumed longevity potions. The potion otherwise restores youth and vigor. It is also useful to counter magical or monster based aging attacks. The entire potion must be consumed to achieve the results.

Strong transmutation; CL 17th; Brew Potion; *wish*; Price 3,825gp.

Oil of Etherealness

As the 7th level Cleric spell; *ethereal jaunt*; There are 1d6 doses of the oil in a typical jar.

Strong transmutation; CL 13th; Brew Potion; *ethereal jaunt*; Price 1,650gp.

Scarab of Insanity

The scarab of insanity looks like any other amulet, brooch or scarab and can be *identified*. The scarab can be used to cause insanity when the command word is invoked. Any creature within a 10 ft. radius of the presented scarab will go insane, as per the spell *confusion* for 18 rounds. Anyone

seeing the scarab must make a Will save DC 20 or be affected by *fear* as the spell. When determining if the scarab can defeat a creature's SR, use the casters level as 18 with a +2 bonus for spell penetration included. The scarab of insanity has 9d4 charges.

Strong Enchantment; CL 18th; Craft Wondrous Item; *fear*, *Insanity*; Price 94,500 gp.

Keen Athame of Venom

This +2 adamantine dagger with a serrated edge, like it's lesser and more commonly available twin allows its wielder to use the *poison* effect (3/day; as the spell *poison*, Fort DC16). The power is usable on any successful attack. The wielder can decide to use this power after having struck the target, but it must be invoked in the same round; doing so is a free action.

Also upon a critical hit only, the dagger may be used to imbue spell and all supernatural abilities to the wielder (similar to a *rod of absorption*; see below).

Spell Drain/Power Absorbition: (1/day) On a critical hit. The wielder has the choice of using this dagger to draw spells, spell-like and supernatural abilities from the target into the dagger; Will save (DC 21) to resist. This power is not useable on creatures immune to critical hits and will fail if attempted on them. This ability can absorb a maximum of 18 spell levels per day, starting with the highest level spells to the lowest level spells and spell-like abilities. Spells not used that day will fade by the next morning. This ability is a free action.

This also grants the use of the target's supernatural abilities and attacks for 24 hours (example: Alternate Form). This is in addition to the spell drain ability. Special Qualities/Attacks and Extraordinary abilities, based on creatures' type are only transferred to the wielder if that ability can also be duplicated by a spell or magic item (example: *Regeneration*). Temporary Caster level for activating a spell from the dagger is equal to the wielders ECL, saves are Charisma based. Material components costing more than 1 gp and XP (if required) for casting a spell must be provided.

The dagger allows you to sense the level of spells and school absorbed. A Spellcraft or Use Magic Device will allow the wielder to identify the spell name and the command to activate. This can be done by anyone holding the weapon. All spells and abilities absorbed are dispelled / suppressed for the victim for 1 day (example: troll loses regeneration).

Strong Varied; CL 18; Craft Arms and Armor; *antimagic field*, imbue with spell ability, limited wish, spell turning, *poison*, and *keen edge*; Price 98,302 gp + 2500xp; Weight 1 lb.

Appendix 3 - Field Guide to New Spells

Transmute Sticks to Snakes

Transmutation

Level: Cleric 5, Druid 6, Sorcerer/Wizard 6

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft. / 2 levels)

Effect: 1 sm wooden object/level, all within a 30 ft. radius

Duration: 1 round/level (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Description: The caster who uses this spell will be able to change 1 stick to a snake per level. These snakes can then be commanded by the caster as a summoned creature can. The type of snake is chosen at the time of casting and has a chance of being poisonous as normal. The chance of the snake chosen being poisonous is 5% per level. The spell can also be used to counter creatures that have been transformed in this manner back to sticks.

Permanency, Greater

Universal

Level: Sorcerer/Wizard 7

Components: V, S, XP

Casting Time: 10 minutes

Range: Touch; Personal

Target, Effect or Area: See text

Duration: Permanent; see text

Saving Throw: None

Spell Resistance: No

Description: This spell works like *Permanency* in the PHB except that it allows any spell cast upon objects or areas to be rendered permanent. Experience points for making a spell permanent on an object is twice 500 xp per level of the spell. This spell work not work to make any spell permanent on any living creature, only objects. A construct counts as an object for the purpose of this spell. Undead are unaffected by this spell.

Transmute Glass to steel

Transmutation

Level: Cleric 6, Druid 6, Sorcerer/Wizard 7

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Glass object touched

Duration: Instantaneous; (Permanent)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Description: This spell will permanently transmute one glass object of up to a size large into glass-steel. Glass-steel is a diamond-like crystallized substance with a near-indestructible tensile strength of diamond and the physical properties of steel. After transmutation, the substance maintains its original weight, color, clarity, texture and thickness. All items or materials transformed by this spell are considered to have a material bonus of masterwork quality; an appropriate Craft check (DC20) during casting adds a +5 bonus to the hardness. A maximum of 10 pounds of glass per level can be transformed in this manner.

Objects must be one solid object or one complex device made of glass (including constructs), not separate pieces. Glass so transformed can then be worked like steel by a Blacksmith, Weapon Smith, or Armor Smith. Weapons made from glass-steel bypass any metallic based damage reduction without any additional enhancements; this includes adamantite, cold iron and silver. Any weapons or armor made from glass-steel are considered to be one weight category less than a normal item of its kind. A glass-steel short sword can be used with a dagger proficiency, longsword with a short sword proficiency (including use with Weapon Finesse), bastard sword with a longsword proficiency (including one handed), and a greatsword can be used one handed with a bastard sword proficiency, as they have less total weight. Armor is affected the same way; heavy armor is considered to be medium and medium armor is considered to be light. Armor check penalties are lessened by 2 and max Dex bonus increases by +2. The Judge may determine other categories that may be affected by this material.

Material Components: a masterwork lead glass (Crystal) wand and a bit of steel wool.

Forget

Enchantment

Level: Clr 2, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft. / 2 levels)

Target or Area: See text or 10 ft. radius burst

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

Description: By means of this spell the caster causes creatures within the area of effect to forget the events of the previous round (1 round of time previous to the utterance of the spell). For every 3 levels of the caster, another round of time past is forgotten. Naturally, forget in no way negates any other enchantment spells or effects, but it is possible that the creature who cast those spells on the victim of a *forget* spell could be forgotten by this means. The caster may choose to target the spell on individuals if so chosen. If the caster chooses to target one creature instead of an area, the caster gains a +2 to the DC of this spell or a +1 to the DC for targeting only 2 creatures. A person affected by this spell may regain the lost memories by means of a *restoration*, *heal*, *break enchantment*, *limited wish*, *wish* or *miracle*.

Fools Gold

Transmutation

Level: Druid 2, Sorcerer/Wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft. / 2 levels)

Effect: Transforms 1 cubic ft. per level

Duration: 1 hour/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Description: The spell can transform brass, copper, steel, lead or other less valuable metal objects or coins temporarily into gold colored pyrite. These objects or coins appear to be made of genuine pure 24K gold to an untrained eye. A Craft Alchemy or another appropriate type Craft check or a Spellcraft check (DC equal to a 15 + caster level, the caster level of the one who cast the spell), can allow someone to identify the material as fake. The material will not detect as magic on its own after the spell is cast, but can be made to appear magical with addition of *Magic Aura*. For the purposes of this spell, assume 4000 gp are equal to one cubic foot.

Material Components: Gem dust with a value of 50gp or more and a piece of pyrite. (Any alchemist should carry these). **Note:** Touching cold iron to an object that has been effected by this spell will act like a *dispel magic*. If this happens make a caster level check to dispel as normal. If a citrine (50 gp) is use, DC is a normal caster level check; add +5 to the DC if using a amber gem (100 gp), add +10 to the DC for a topaz (500 gp), add +20 to the DC for use of a topaz (1000 gp).

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DARK TOWER

Long has it been since people have heard from the village of Mitra's Fist. Hundreds of years ago the village, once an oft-visited stop along a well-worn trade route, fell into shadow beneath the shifting sands as the mighty gods Mitra and Set and their minions fought to destroy each other through the annihilation of their sacred temples and artifacts. In the nearest towns and villages tales can still be heard of the folks who went to Mitra's Fist in search of fortune among the buried ruins. Among those tales there are no happy endings: the fortune seekers never returned, and the village of Mitra's Fist has grown quiet...too quiet. Rumors persist of sightings of villagers in Mitra's Fist who should long ago have perished among the sand, and of horrors that haunt the night in Redmoon Pass. Occasionally, through error or bravado, caravans of pilgrims or traders are known to have ventured into Redmoon Pass, but they are rarely, if ever heard from again.



Folk from the nearby towns and villages would know what has happened to their loved ones who have vanished within Redmoon Pass. The priests of Mitra would have their shrine rebuilt upon its original site. The leaders from the surrounding area would have the pass cleansed of the evil which has left Mitra's Fist silent for 300 years. And the mighty lords of Viridistan and the City State would pay handsomely to have the most direct trading route to the Holy Cities re-opened. Yet the rumors are clear: none who go in return to tell of it unscathed. Something unspeakably wrong lurks beneath the sands of Mitra's Fist...waiting...



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