

JG1



Judges Guild



THIEVES OF FORTRESS BADABASKOR

BY ROBERT CONLEY & BOB BLEDSAW



An adventure for levels 10 to 12. Do your heroes dare to enter Fortress Badabaskor? Deadly brigands, vicious cultists, and the dusty treasures of the Dragon Kings await those with muscle, wit, and luck. Defeat these challenges to uncover the dark secret of Badabaskor – a secret that will challenge even the most experienced of adventurers...



THE THIEVES OF FORTRESS BADABASKOR

Concept

Marc Summerlott

Original Design

Mike Petrowsky, Craig Fogel, Bob Bledsaw,
Marc Summerlott, Bill Owen,
and Tony Floren

Developers

Joseph Goodman, Greg Geilman,
and Kara Geilman

3.5 Authors & Design

Robert Conley

Producer & Publisher

Joseph Goodman

Layout

Chris Solis, Robert Conley

Cover Design

Chris Solis

Managing Editor

Greg Geilman

Proofreading

Kara Geilman, Michael Reagin

Maps

Robert Conley

Art

Interior: William McAusland
Cover Art: Stephan Poag

Playtest

Jacqueline O Beck, Nick Birmingham,
Jason Dreistatdt, Melanie Merrill, Barbara Park,
Joshua Park, and Rob Scott

Special Thanks to Scott Bennett, Josh Beck, Dwayne
Gillingham, and Tim Shorts

Dedicated to Stephen and all those who braved Fortress
Badabaskor. Developed by Eostros Games, Published
by Goodman Games.

Contents

Introduction	2
History of Fortress Badabaskor	3
Adventure Summary	3
Rumor Mill	6
Field Guide to Encounters	7
Fortress Badabaskor	9
Fortress Badabaskor, Level One	19
Fortress Badabaskor, Level Two	24
Fortress Badabaskor, Level Three	31
Fortress Badabaskor, Level Four	37
Fortress Badabaskor, Level Five	49
Appendix 1– Field Guide to Badabaskor	60
Appendix 2 – Field Guide to NPCs	62
Appendix 3 – Field Guide to Monsters	63
License	64

MAPS

Cross Elevation	5
Wilderlands Overview	5
Fortress Badabaskor, Ground	8
Fortress Badabaskor, Level One	18
Fortress Badabaskor, Level Two	23
Fortress Badabaskor, Level Three	30
Fortress Badabaskor, Level Four	36
Fortress Badabaskor, Level Five	48
Fortress Badabaskor, Area	59



Eostros Games



Judges Guild



www.goodman-games.com

Introduction

By the mid-1970's the original rules had been released and the game was growing in popularity. But the idea that there could be supporting products other than more rules, items, and monsters had not caught on. That is until Bob Bledsaw and the other members of Judges Guild decided to try.

Their first product was the original maps to the City-State of the Invincible Overlord, followed by other releases designed to help a Judge get his campaign going. The Thieves of Fortress Badabaskor was one of the first complete ready to run adventures Judges Guild released and among the first standalone adventures that could be bought.

The first dungeons created were little more than underground levels with a town or castle outside where the party could retire and refit. Fortress Badabaskor is very much like those early dungeons with a bandit fortress just outside with stores and taverns.

Over the years, even as writing and production of adventures advanced, Fortress Badabaskor remained a favorite of many. Part of the reason was that the authors gave reasons for why the creatures and inhabitants were in Fortress Badabaskor. There were also factions that a party could deal with. Creatures in Badabaskor had different relationships with the factions. Finally after dealing with the upper levels, the sheer toughness of the lower levels made for a memorable experience. Then in the lowest level the names and histories given for the Dragon Kings naturally led for ideas for further adventures.

This latest version doesn't just update the original product but further expands on the themes originally presented. Changes were made for consistency, and to bring the older rules inline with the latest D20 rules. I had a lot of fun over the years with Fortress Badabaskor and hope this latest version is as much fun for you.

–Robert S Conley

The Overlord's Comments

This is the seventh issue of our Judges Guildmember subscription. ¹ Our fantasy game aids are designed as scenarios for active fantasy campaigns, especially those in play a game designed by TSR. In providing alternate scenarios and guidelines, we can help to bring a campaign to life, using characters, history, and legends. Our aids can save prospective referees much time in drawing in the detail of a fantasy world.

However, we expect that each referee will alter, expand, and illuminate areas that they wish. Likewise, deleting, shrinking, and modifying areas of your choice is desirable in personalizing this area for your campaign. It is important for you to add or delete any treasures that are appropriate to your campaign flavor. Likewise the mix of monsters might be modified to suit your world's mythos.

To be sure, Fortress Badabaskor is a powerful dungeon with many different strong factions. Therefore, it is worthwhile for the referee to note that the 'ferocity' is quite compressed in a dungeon as this with five levels. Higher level characters will find it a challenge; whereas, low level characters may venture in, as part of a 'quest', and hopefully divinely reinforced with a strong magic weapon or so, even if temporary!

Good Adventuring!

–Bill Owen & Bob Bledsaw

¹early Judges Guild adventures and supplements were mailed out as part of a subscription service

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

©2006 Goodman Games and Judges Guild; All rights reserved. Reproduction without the written permission of Judges Guild or Goodman Games is expressly forbidden. Goodman Games and the Goodman Games logo are trademarks of Goodman Games and Joesph Goodman. Judges Guild, and the Judges Guild logo are trademarks of Judges Guild and Robert Bledsaw. Thieves of Fortress Badabaskor is a trademark of Judges Guild, Robert Bledsaw and its licensees and partners. Eostros Games and the Eostros Games logo are trademarks of Eostros Games and Gregory Geilman. All rights reserved. All characters, names, places, items, art and text herein are copyrighted by Goodman Games and Judges Guild. "D20 System" and the D20 System logo are trademarks owned by Wizards of the Coast and are used under the terms of the D20 Trademark License contained in the Legal Appendix. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. Dungeons and Dragons® and Wizards of the Coast® are trademarks of Wizards of the Coast, and are used in accordance with the Open Game and D20 Trademark Licenses contained in the Legal Appendix.

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.

Check out Goodman Games online at <http://www.goodmangames.com>

Visit Judges Guild online at <http://www.judgesguild.net>

For additional downloads and product support come see Eostros Games at <http://www.eostros.com>

History of Fortress Badabaskor

Brastagoth, Cyng of Kelnore, established Fortress Badabaskor as one of the Frontier Forts of Kelnore. When the fortress was expanded the lair of the dragon Scratharessar was uncovered. The Knights of Cyng Brastagoth defeated the dragon and sealed its lair, but at a great cost. The other dragons of the land heard of Scratharessar's defeat and warred on Kelnore, ultimately destroying Badabaskor.

After the fall of Kelnore it laid in ruins until the Orichalan Dragon Lords occupied it with the permission of the dragon, Scratharessar. In the waning days of the Dragon Lords, the priests of the demi-god Angall seized the fortress. When Angall was injured in his victory over the god Zanaaphic, the King of All Spirits, his followers carried his body here.

While Angall rested and healed, his priests made Badabaskor his place of worship. After several centuries he awoke. All remnants of civilization had been swept from the surrounding lands. After trying to rekindle civilization and establish an empire, Angall failed in his efforts and then lost interest and concentrated his attention elsewhere. His priests continued to worship him and extract tribute

from surrounding barbarian tribes.

Merchants and peasant farmers for hundreds of miles around feared Fortress Badabaskor. And while no longer ruled directly they often supplied slaves and foodstuffs when demanded by the priests. Local legends conflicted over whether Angall was a god, demon, or an evil lich. Thousands of years passed and slowly the followers of Angall slipped into decadence and permitted the defenses of Fortress Badabaskor to fall into disrepair.

The current period began in the year 4412 BCCC. Tinstag One Eye and his band of highwaymen slipped over the walls at night, opened the main gate, and fell on the sleeping inhabitants like savage berserkers. The bandits rapidly cleared the outer fortress, including the first two levels of chambers in the cliffside. All the followers of Angall they found were put to the sword. The clearing stopped, however, when the High Priest Lorstag killed Tinstag. Cragen, Tinstag's son, avenged his father's death. The clearing resumed but finally ceased once the dragon's lair was discovered on the third level.

Adventure Summary

Cragen has developed a profitable business from his rebuilt fortress for the past twenty years and has imprisoned the remaining followers of Angall in the lower chambers with symbol spells. He has turned Badabaskor into a safe-haven and a market for all manner of legal and illegal goods. Cragen is largely retired from active raiding, focusing on keeping the peace between the gangs now living in the Fortress Badabaskor and taking a cut of their raids. In recent years he has styled himself as the Duke of Badabaskor.

The Overlord and the Black Lotus are aware of Cragen's activities but they are unable to find out where he is located. They still believe Fortress Badabaskor is inhabited by a nasty evil cult that stays mostly secluded. For the last five years, the Black Lotus believes that Cragen has moved on. They are not aware that he has retired from raiding and is sponsoring other groups. Cragen has recently summoned sages and been seeking adventurers to find a way to clear the lower chambers of the dragons and the followers of Angall. No one has succeeded so far.

How to Use this Adventure

This module is as much a setting as a dungeon crawl. Many older dungeons created in the seventies had a town attached and Fortress Badabaskor is no exception. What sets Badabaskor apart are the different factions that can be found and the toughness of the lower levels.

There are several ways of introducing Fortress Badabaskor into your campaign. The players could be hired by the Overlord or be working for his secret police, the Black Lotus. Their mission will be to find and expose the hidden lair of the Bandit Duke Cragen. It is known that somewhere in the region is Cragen's lair. The area is mountainous; there are a lot of ruins and caves to explore.

Only a few of the bandit gangs in the area actually reside in Fortress Badabaskor. The rest are dealt with through a system of cutouts that acts as a secret caravan network; funneling goods and treasure to and from the local towns and Fortress Badabaskor. If this network were penetrated then players would find Fortress Badabaskor as the location of Cragen's lair and be able to explore it to determine its defenses.

The players could start out as members of a bandit gang and eventually be invited to join the gangs located at

Fortress Badabaskor. They will have to prove themselves trustworthy and be known for keeping their mouths shut.

The Overlord and the locals "know" that Fortress Badabaskor is the home of an evil cult and the god Angall. Since the bandits have kept up that pretense that belief is still widely held. As a consequence, scholars, mages, and adventurers are still tempted go to Fortress Badabaskor and try to gain the treasure that lies there.

Less widely known is the fact that Fortress is far older and that it still could hold treasure and lore from the days of the Orichalan Dragon Kings and perhaps from the time of ancient Kelnore.

There are two other adventure hooks that can be used to draw players in. The first is that Sorceress RATHERA, a leader among the amazons, was searching for the Crown of the Crystal Mind. She has been lost for 20 years and now her daughter Shiloh is lost as well. The amazons hire the players to find Shiloh and possibly RATHERA if she is still alive.

The second adventure hook is that the Elven Lord REVASAR is looking for his wayward daughter Relisha. The players have been hired to find her and bring her home. The Relisha's trail leads to Badabaskor.

Adventure Overview

This module is designed for a party of 4 to 6 10th to 12th level characters. If Fortress Badabaskor is being used as an evil town or a base of operations for the players then characters from 5th to 9th level can be used. The dragons on level 3 can challenge epic-level characters of 20th level or greater. The module is designed to allow players to either avoid or roleplay with the dragons. If the players successfully role-play with the dragons they should be awarded at least half experience for the encounter.

The NPCs in this module are introduced with one or two lines of flavor text. In the spirit of Judges Guild, their ultimate personalities and/or motivations are left to the Judge. The outer fortress is presented as a setting with each locale described along with associated NPCs. The exact circumstances of the various NPCs are left to the Judge to facilitate placing the module in their own campaign world. The interior dungeon levels are presented as frozen moments in time with a random chance of encountering patrols.

Magic items are generally listed in the text. However items that have an immediate effect that the Judge needs to know about or items created for this adventure are detailed in a gray description box at the end of the encounter.

Duke Cragen and his bandit gangs occupy the outer fortress and the upper two levels. Within the bandit gangs there are several factions led by different leaders. Cragen has his hands full trying to keep peace within the town. Currently a triumvirate of Cragen, his seneschal Talgorkon, and Captain Branger rule Fortress Badabaskor. Cragen considers Branger his successor.

Cragen's wife Laella is currently in league with Captain Throngath to depose Branger if Cragen dies. Rasnak, the newest captain, and Maktash, the leader of the gnomes, are the wild cards in any struggle between Branger and Throngath. In addition to the bandits, there are the orcs led by Chief Garband and the wererats scouts, which form their own groups.

Scrathaessar and her brood dominate the third level. She is quite content to breed her children as long as she is not attacked. The Orichalan Dragon Kings asked her permission to occupy Badabaskor, she agreed as long as the Kings keep others from disturbing her brood. She considers the priests of Angall and now the bandits as successors to the Dragon Kings in this role.

The central cavern of the dragons is connected to the outside by a large network of caverns several miles long. Because of these caves, the dragons have independent access to the outside world. Inside the mouth of this network is a village of trolls. The trolls have traditionally served Scrathaessar and sometimes work with the other inhabitants. The Dragons also have gargoyles as servants.

The priests of Angall who survived the sack of the outer fortress occupy the fourth level. The High Priest Reyhtuyl and the Druid Massophir are their leaders. They have been trapped for 20 years in these caverns, using Create Food and Water to survive. Several plots to oust the bandits and pleas for the dragon to intervene have failed.

Lately there have been several deaths due the action of Sha-Shoan, an intellect devourer, and its doppelganger

companions. These deaths have proven to be the final straw for many of the priests. Tired of years of living underground, they have allied under the leadership of Arinloge and Cracolf to overthrow Reyhtuyl, the High Priest. They are currently gathered in the fifth level preparing to make their move

A band of amazons led by RATHERA searching for the Crown of the Crystal Mind was trapped below along with the priests. She has forged a shaky alliance with the priests in exchange for food and water. But the recent killings have raised tensions between the two groups. Likely RATHERA and the amazons will remain neutral in any coup attempt. Unbeknownst to RATHERA, her daughter, Shiloh, is searching for her. Shiloh has come to Fortress Badabaskor and has just been captured by the Priests of Angall.

There are several adventurers searching for the Tombs of the Orichalan Dragon Kings. The evil Kow KLAFTARN has ambushed the mage Nonchaic and the two wizards are dueling on the fifth level. Nonchaic betrayed his partner Lissiena to the young red dragon Regjherbal. Regjherbal left his mother, Scrathaessar, to establish his own lair on the fifth level.

There is a group of were-rats from the upper levels who have come down to the fifth level to explore. Currently they are scattered on the fourth level after a run-in with the intellect devourer and the doppelgangers. Two parties of gnomes from the Fortress are also exploring. One group on the fourth level has lost a party member. Arinloge's forces, on the fifth level, have captured the other group.

The Wilderlands of High Fantasy

This adventure is part of the Wilderlands of High Fantasy by Judges Guild. Fortress Badabaskor is in Hex 2906 in Map 8 (Barbarian Altanis) and is next to an outlying mountain of where Ered Perack meets the Cloudwalls. Appendix 1 – Field Guide to Badabaskor has a more detailed history and a guide to how it fits in the Wilderlands of High Fantasy.

Field Guide to Resources

This adventure utilizes sources from the Players Guide to the Wilderlands of High Fantasy™ and Wilderlands of High Fantasy Boxed Set™ by Judges Guild® and Necromancer Games® and has been used under license. 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®.

Adapting the Adventure

Fortress Badabaskor ties into Judges Guild's Wilderlands of High Fantasy. Like all Judges Guild products, it's meant to be used in any world with most elements being easily changed to suit the Judge's campaign.

As presented, Fortress Bababaskor's location is set in a wilderness just beyond the frontier of settled lands. This area is part of a long dead empire that is remembered as a time of glory. A successor realm rose up in its place and was ruled by the Lawful Evil Orichalan Dragon Kings who used Fortress Badabaskor as a safe haven and for their burial tombs.

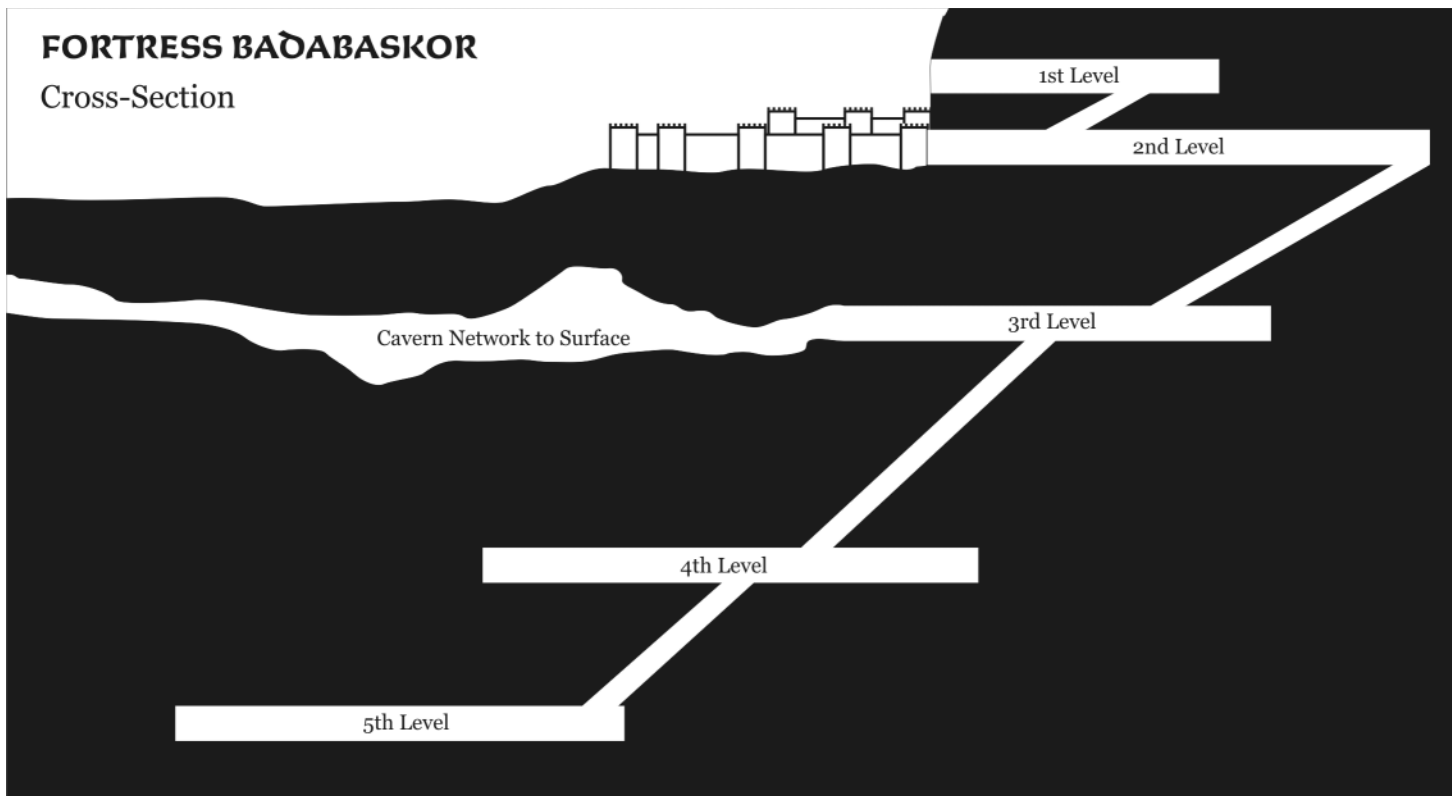
The maps in this adventure focus only on an area within 2½ miles of Fortress Badabaskor. (see page 59) This should easily fit in any area of an existing campaign that is somewhat remote but has access to several overland trade routes.

The dragon Scratharessar is an ancient dragon, for the past few centuries she has been content to breed, and raise her children. Eventually sending them to far off lands so she not bothered in her lair.

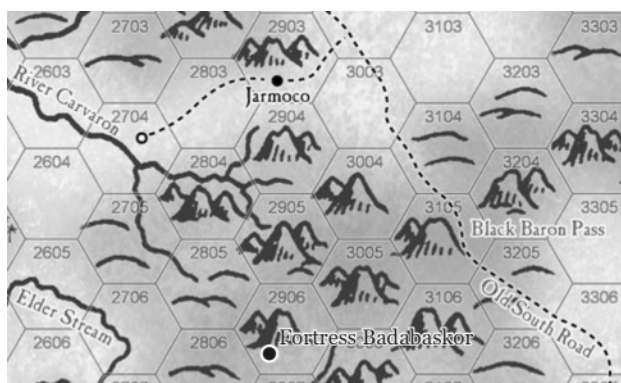
The collapse of the Dragon Kings caused the land surrounding the fortress to be depopulated. When the

chaotic evil cult of Angall took over the fortress, people should have stayed away because of the cult's reputation. Any fallen empire from your campaign can be use in place of the Dragon Kings. Additional ruins from this time could be placed near Fortress Badabaskor for further adventures.

There needs to be a city or town about a week journey (100 to 200 miles) away for the bandits to fence and trade. It helps if it had a reputation or a quarter where little questions are asked about the source of the goods being traded.



**Excerpt from Map 8
Wilderness of High Fantasy**



Rumor Mill

The difficulty class for Gather Information has been listed.

Regional Rumors

The people in the region of Badabaskor know these rumors.

#	RUMORS (1d10)	DC
1	Fortress Badabaskor is a demon haunted pile of stones ruled by cannibal priests. (F)	15
2	The bandit duke rules from a hidden fortress and has many gangs under his control.	25
3	The god Angall is worshipped by his priesthood in Fortress Badabaskor.	20
4	The Amazon sorceress RATHERA is searching for the Crown of the Crystal Mind and was last seen going to Badabaskor.	20
5	The Bandit Duke Cragen is looking for discreet adventurers to help him with a problem.	30
6	The Elven Lord Revasar of Actun is searching for his wayward daughter Relisha and will pay a handsome reward.	20
7	The lost treasure of the Cyngs of Kelnore is in the deepest levels of Badabaskor. (F)	20
8	Many of the ancient Orichalan Dragon Lords were buried in Fortress Badabaskor along with their treasure.	25
9	Cragen's fence comes around every couple of months to trade.	30
10	The God Angall has twisted Fortress Badabaskor into a nightmare realm of chaos and evil (F)	15

Fortress Rumors

People living in the fortress, level 1 and level 2 know these rumors

#	RUMORS (1d20)	DC
1	Captain Throngath and Branger hate other.	15
2	Laella, the Duke's wife, is sleeping with Captain Throngath. (F)	20
3	Laella and Throngath have a plot to seize the fortress if Cragen dies.	30
4	Don't cross Maktash of the Iron Stallion or you will wind up dead.	20
5	Rasnak adventured beneath the Fortress and won the Sword of the Dragon Kings from the dragons. (F)	15
6	Ferdipal is selling out Cragen to the Overlord when he goes to the next market. (F)	20
7	Biffor of Heavenly Delights keeps the best looking slave girl hidden for fear of losing her.	20
8	The best food is at the Land Pirate's End (F)	15
9	Tell Ralltast a good story at the Winery and he will give you some wine.	15
10	Talgorken, the duke's seneschal, now worshipping Angall and conspiring to return the priests to power. (F)	20
11	Lathig Foul Arm of the Hole in the Hill pawned a powerful artifact to the Duke for his inn. (partly F)	20
12	Go to the Seven Winds House for a good time.	15
13	The orcs that live in the upper levels are total scum.	15
14	Elstall of the Flying Horse Stable brought in some hippogriffs some months back.	15
15	The Gnomes are on the top most level training the hippogriff for the Duke's personal guard.	25
16	The wererats and the gnomes managed to find out the password and are now exploring the lower levels.	25
17	The Duke trapped the passageway to the lower levels with Symbol of Deaths. They have passwords.	25
18	There is going to be a big fight inside the gate to the upper levels between the Duke's guard and Garband's orcs.	20
19	Ancient Dragons are protecting the priests below from being taken out by Duke Cragen.	25
20	The wererats are tired of working for the Duke and will betray him for the right price. (F)	20

Level 3 Rumors

The dragon's minions on Level 3 know these rumors

#	RUMORS (1d4)	DC
1	Scratharessar is the queen of the brood of dragons living here. Fear her wrath as she just wishes to be left alone.	15
2	The Dragons have their own means of entering and leaving Badabaskor.	25
3	Regjherbal left the brood and his brother Thasokkar to establish his own lair on a lower level.	20
4	Alcalthar and Thanessak are planning to overthrow Scratharessar with the help of the priests. (F)	20

Level 4 Rumors

The priests and minions of Angall on level 4 know these rumors

#	RUMORS (1d8)	DC
1	The tombs below are of the Orichalan Dragon Kings. Over a dozen are buried there.	20
2	An ancient seer of Kelnore lies entombed below and dispenses wisdom to all those who come. (F)	20
3	The murders are the work of RATHERA and the other amazons. (F)	15
4	Massophir is calling a meeting to overthrow Reyhtuyl. (F)	20
5	Reyhtuyl is preparing to summon the God Angall. (F)	15
6	Several of the Dragon Kings have been transformed into reptilian Champions of Law.	25
7	If you want to be in on the winning side meet with Arinloge down on the fifth level.	20
8	The Amazon that was captured is claiming to be RATHERA's daughter Shiloh.	20

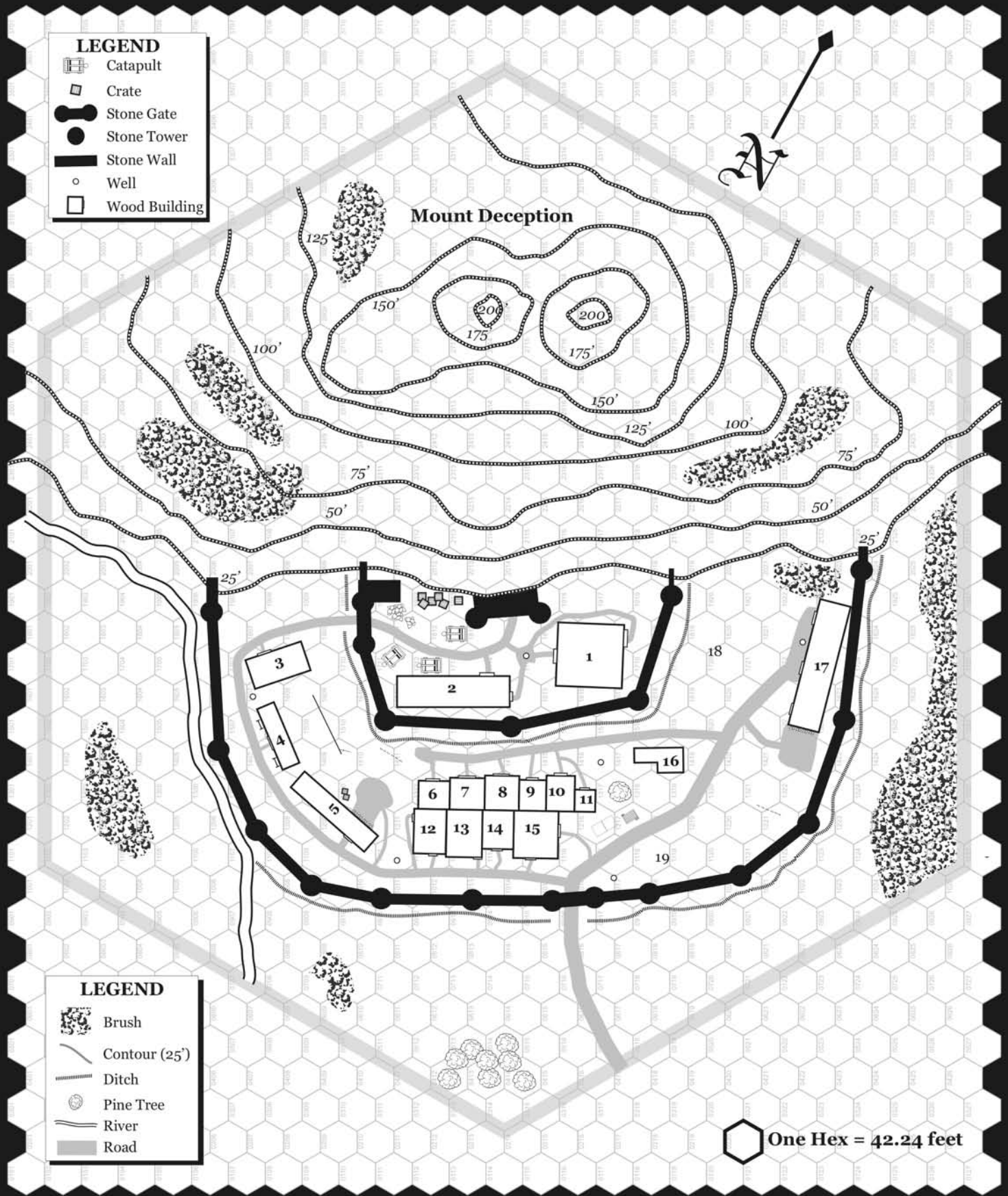
Field Guide to Encounters

Fortress		T	ECL
1	Human Fighters	C	11
1	Commoners	C	8
2	Human Warriors	C	12
3	Human Warriors	C	13
4	Human Warriors, Commoners	C	7
5	Human Warriors	C	13
6	Human Fighter & Giant Snake	C	6
7	Human Fighters & Wizards	C	7
8	Dwarven Fighter	C	5
9	Human Fighters, Commoners	C	3
10	Dwarven Fighters	C	8
11	Human Fighters, Lizardfolk Wizard	C	10
12	Human Fighter & Wizard	C	10
13	Human Wizard & Ogres	C	8
14	Dwarven Fighter	C	3
15	Human Ranger	C	3
16	Human Wizard & Commoners	C	10
17	Human Fighter & Warriors	C	12
18	Human Commoners	C	2
Level 1			
1	Human Warriors	C	4
2	Gnome Rogues & Hippogriffs	C	12
3	Orc Barbarians & Elven Rogue	C	6
4	Orc Barbarians	C	6
5	Wererats	C	4
6	Orc Barbarians	C	8
7	Orc Barbarians	C	7
8	Orc Barbarians & Human Commoner	C	6
9	Wererats & Rats	C	5
10	Monitor Lizards	C	5
11	Orc Barbarians	C	8
12	Centipede Swarm	C	8
13	Gnome Rogues	C	5
13	Poison Needle Trap	T	1
Level 2			
1	Orc Barbarians & Human Warriors	C	8
2	Human Expert & Orc Barbarians	C	7
3	Human Fighter & Orc Barbarians	C	8
4	Human Warriors	C	7
5	Human Expert & Giant Lizard	C	5
6	Human Expert, Warriors & Fiendish Cat	C	6
7	Human Experts	C	4
8	Wererats	C	4
8	Symbol of Death x 2	T	8
9	Orc Barbarians	C	12
10	Human Warriors	C	12
11	Human Warriors & Orc Barbarians	C	9
12	Orc Barbarians	C	6
15	Hell Hounds	C	10
15	Ceiling Guillotine	T	3
16	Giant constrictor snakes & Human commoners	C	7
17	Sm Viper Snake & Trolls	C	10
18	Troll Barbarian, Orc Barbarians & Human Warriors	C	11
19	Wights	C	8
20	Gargoyles	C	8








Level 3			
2	Young Adult Red Dragon	C	19
3	Very Old Red Dragon	C	34
4	Adult Dragons	C	25
5	Great Red Dragon Wyrms	C	40
6	Medusae	C	9
7	Magical Ape Statues	C	14
8	Trolls	C	7
9	Gargoyle	C	4
10	Human Clerics	C	8
Level 4			
1	Human Clerics & Fighters	C	10
2	Human Warriors & Clerics	C	10
3	Huge Spiders	C	5
4	Wererats	C	5
5	Human Sorcerer, Fighters	C	11
5	Symbol of Pain, Falling Rock Trap	T	^
6	Intellect Devourer	C	7
7	Wererats	C	3
8	Human Monk	C	16
9	Gnome Rogues	C	6
10	Skeleton, Warriors	C	12
11	Grey Ooze	C	4
12	Mud Pit Trap	T	2
13	Doppelganger	C	5
14	Human Warriors & Sorcerer	C	6
15	Invisible Stalker	C	7
16	Trolls	C	8
17	Dwarven Fighter, Human Warriors	C	8
17	Gravity Trap	T	3
17	Pit Trap w/Rust monster	T	4
18	Human Druids & Clerics	C	12
19	Temple Guardian, Troll, Wraiths, Wights, Mummies, Spectres	C	13
20	Human Cleric & Animated Statues	C	6
21	Human Clerics, Wraiths & Dread Wraiths	C	18
22	Basilisks & Mummies	C	13
Level 5			
1	Celestial Kitten & Black Pudding	C	8
2	Human Wizards, & Monitor Lizard	C	7
3	Huge Spiders & Rust Monster	C	7
4	Rakshasa	C	12
5	Young Adult Red Dragon & Human Rogue	C	12
6	Gnome Rogues, Human Rogues, Human Druid	C	7
7	Human Clerics, Fighters & Warriors	C	1
9	Young Blue Dragon & Spectres	C	14
9	Deadfall, Pit Trap	T	12
10	Human Wizard	C	5
10	Poison Needle Trap	C	2
11	Spider Swarms & Huge Animated Object	C	7
13	Transformed Human, a lot of Shadows	C	25
15	Ochre Jellies	C	7
16	Transformed Human	C	13
17	Glabrezu Demons	C	17
18	Bone Devils	C	9
19	Human Wizards	C	13

FORTRESS BADABASKOR

Ground Level




LEGEND

-  Catapult
-  Crate
-  Stone Gate
-  Stone Tower
-  Stone Wall
-  Well
-  Wood Building

LEGEND

-  Brush
-  Contour (25')
-  Ditch
-  Pine Tree
-  River
-  Road

 One Hex = 42.24 feet

Fortress Badabaskor

Nestled against the twin peaks of Mount Deception are the twin walls of Fortress Badabaskor. The outer wall runs about 1,400 ft and encompasses the inner fortress plus over a dozen buildings. The inner wall runs 750 ft and surrounds a gatehouse set into the steep slope of the mountain along with two buildings, supplies, and catapults. Both walls are 20 ft high and 20 ft thick made of blocks of tan rock. Interspaced along the walls are 30 ft high round towers and gates with 30 ft towers. There is one gate for each set of walls. The outer gate is facing south in the center the outer ring of the wall. The inner gate is set on the western end of the inner wall. Thirty feet up the slope can be seen three openings spaced 100 ft apart. The center opening is covered by a large set of doors. Pine trees, dry brush, and short grass dot the uplands around Fortress Badabaskor.

2906 Fortress Badabaskor (Castle): Non-Standard; AL NE; Civ 4; TL 4; 140 gp Limit; Assets 2,870 gp; Population 400; Isolated (human 90% [mostly Altanian], others 10%). Authority Figure: Duke Cragen male Altanian LE Ftr11.

Important Characters: Talgorken, male Ghinoran N Wiz9; Captain Branger male Altanian N Ftr8

Duke Cragen; Human Ftr11: CR 11; MedHumanoid; hp 59; Init +5; Spd 20 ft; AC 19; Base Atk/Grapple +9/+12; Atk/Full Atk +3 Longsword +19/+14/+9 (1d8 + 8); AL LE; SV Fort +8, Ref +4, Will +3; Str 17, Dex 12, Con 12, Int 15, Wis 11, Cha 16.

Skills and Feats: Bluff +7, Craft (Armorsmith) +4, Craft (Trapmaking) +4, Craft (Weaponsmith) +4, Diplomacy +4, Handle Animal +17, Intimidate +17, Jump +0, Ride +20, Cleave, Combat Reflexes, Great Cleave, Greater Weapon Focus (Longsword), Improved Initiative, Improved Shield Bash, Mounted Combat, Power Attack, Skill Focus (Ride), Weapon Focus (Longsword), Weapon Specialization (Longsword).

Equipment: Half-plate, Heavy steel shield, +3 Longsword.

Over four hundred people live within the walls of Badabaskor and the upper levels. A dozen roman style latifundia farms lie scattered within a mile of the walls. Most of these farms are along Blackstone Stream. Worked by slaves, and overseen by retired veterans these farms supply only half of the food Badabaskor needs. The remaining food is traded from villages in a region to the west that an evil priest named Morthor Cof controls. The food and other goods are rafted up the Elder Stream to where slaves carry it back to the Fortress.

Rulers of Fortress Badabaskor

Duke Cragen is currently the undisputed leader of Fortress Badabaskor. He rules with a firm but iron fist keeping the various bandit gangs from killing each other and focused on upcoming raids.

Talgorkon is Cragen's seneschal and runs the day-to-day logistics of keeping the fortress supplied and in repair. Under Talgorkon and his wife's guidance, he has allied with several different merchants. He provides them with protection and in turn he can easily bring in supplies and fence goods.

Disputes between individual bandits are typically handled by dueling. The parties will move to an area just outside of the Main Gate to the Outer Walls where there is a dueling circle. There they will fight until one of the parties gives up or dies. The gang's Captain will handle major disputes within a gang. Talgorkon handles problems in the town and/or with merchants.

Talgorkon enforces a strict rule that all debts to the merchants must be paid. Violating this could result in lashes, or even being sold into slavery.

Duke Cragen handles major problems between the gangs or the town. Most inhabitants of the fortress do not want to escalate to this level as people angering Duke Cragen have a habit of disappearing.

Fortress Badabaskor Guards

Fortress Badabaskor is surrounded by an outer set of walls and has inner walls surrounding the entrance into the underground levels. Duty on the wall is rotated among the three main bandit groups led by Branger, Throngath, and Rasnak.

Typically there will be 6 men guarding the main gate of the outer wall with 6 more patrolling the west wall section and 6 others patrolling the eastern wall section. The guards rotate every 6 hours and stand watch day and night. The outer gates are closed at night. The inner walls are not normally manned except for the Inner Gate. Six of Duke Cragen's personal guards will be found guarding the gate in six-hour shifts. The Inner

Gate is closed at night as well.

The bandit guards know to pretend to be temple warriors of Angall if anybody they don't recognize arrives at Fortress Badabaskor. If somebody looks to be an emissary then Cragen's seneschal Talgorkon will be notified.

Talgorkon will have the visitors escorted to him and will receive them dressed as a high priest of Angall in the Main Gate (Room 1, Level 2) to the underground levels. Banners will be draped hiding the fresco of Duke Cragen that is on the wall of the Main Gate Room.

When Vistak's horsemen are in the fortress, they will send out two groups of 6 horsemen to patrol the surrounding territory. They will patrol from sunup to noon, return, and another two groups will be sent out until sundown. Like the wall guards, the horsemen know to pretend they are minions of Angall if they encounter strangers.

Visitors to Fortress Badabaskor

Cragen has his men treat visitors to Badabaskor in several ways. If they have been invited or can be vouched for then they are allowed to stay and do business or join one of the gangs. If they appear to be a well armed party or an emissary then they will be made to wait as Talgorkon is notified. After a half hour wait they will be escorted to the Inner Fortress where the seneschal Talgorkon awaits.

Talgorkon will receive the visitors dressed as high priest of Angall in the Main Gate (Room 1, Level 2). Banners will be draped hiding the fresco of Duke Cragen that is in room.

Talgorkon will query them about their business and either invites them or orders them to leave. If they look weak then they are immediately captured and sold as slaves. Most of the time they will be sent to work on the local latifundia farms. If hostile then every gang in the Fortress is put on alert until they are captured. Typically they will be sold as slaves but sometimes put to death if they caused a lot of trouble. Judges should use their best judgement in role-playing this encounter. [Talgorken stats are found on Page 15]

1- Cragen's Home (ECL 8)

A low single story stone building is the home of Duke Cragen and his wife. Laella is a rotund, ponderously fat woman and is very loud mouthed. She wears a nose ring, mounted with amber stones (315 gp) and a long silver belt (279 gp). She wears copious amounts of perfume, overpowering in their odors.

The Halfling servants; Fosto, Posto, and Rosto are run ragged by Laella in her attempts to make the house seem high class. They are afflicted by nervous tics when Laella begins one of her tirades. They keep Laella's favorite stew simmering all day in the kitchen filling the house with gagging vapors that are only masked by her perfume.

Despite her overbearing manner and appearance, Laella is quite cunning. She steadily guided Cragen to become a robber baron and let others undertake the risky raids. She has an alliance with Throngath and influences Cragen to allow him to undertake many of the lucrative raids.

The two have an agreement that they will marry if Cragen dies and she will support him as Duke instead of Branger. She tolerates Cragen's dalliance with the slave girls but if they become pregnant or a threat she has them seized and thrown into the deeper caverns of Badabaskor.

A great sword with a gem-studded pommel (942 gp) hangs above the fireplace. A small trunk containing 610 cp, 46 sp and a dagger coated with Blue Whinnis (*DC 14 fort; 1 Con; unconsciousness*). Cragen's personal war banner is hung on a pole that is leaning in the northwest corner.

Laella; Human Com8: CR 7; Medium Humanoid; HD 8d4; hp 22; Init -1; Spd 30 ft; AC 9, touch 9, flatfooted 9; Base Atk/Grapple +4/+4; Atk/Full Atk Dagger +3 Ranged (1d4); AL N; SV Fort +2, Ref +1, Will +2; Str 10, Dex 9, Con 11, Int 12, Wis 11, Cha 12.

Skills and Feats: Profession (Cook) +14, Ride +2, Sense Motive +8.5, Spot +11, Swim +2, Use Rope +5; Simple Weapon Proficiency, Skill Focus, Toughness.

Fosto, Posto, and Rosto; Halfling Com1: CR 1; hp 4.

2- Inner Guard's Barracks (ECL 12)

30% chance of being out on a raid

This single story long wooden building is barracks of Captain Branger's bandit gang. In the front of the barracks is a pair of catapults under going repairs.

Captain Branger worked for the Duke's father and he is a loyal follower. He in charge of Cragen's most trusted soldiers. Cragen has made it known that he considers Branger his second in command and that he will become Duke if he dies.

Branger openly despises Throngath and only Cragen's leadership keeps the conflict from erupting into open war. Branger also despises Laella but has kept that opinion to himself, as she was the cause of the only serious argument the two ever had.

Along with the men stationed in the upper levels of Badabaskor, Branger commands the 60 men stationed in the barracks. 30 spearmen, 10 swordsmen, 10 longbowmen, and 10 artillerymen make up his troops. Forty cots line the walls and each will contain 1d100 cp,

3d6 sp, and 1d6 gp.

Branger's cot and personal chest is in a small room at the west end of the barracks. The chest contains 375 cp, 820 sp, 156 gp, 12 pp, and jeweled dagger (75 gp).

Captain Branger; Human Ftr8: CR 8; Medium Humanoid; HD 8d10+8; hp 47; Init +7; Spd 20 ft; AC 18, touch 13, flatfooted 15; Base Atk/Grapple +8/+11; Atk +1 Greatsword +13 Melee (2d6+7); Full Atk +1 Greatsword +13/+8 Melee (2d6+7); AL N; SV Fort +7, Ref +5, Will +2; Str 17, Dex 16, Con 12, Int 11, Wis 10, Cha 13.

Skills and Feats: Climb +1, Handle Animal +4, Intimidate +12, Ride +9; Cleave, Improved Initiative, Martial Weapon Proficiency, Mounted Archery, Mounted Combat, Point Blank Shot, Power Attack, Ride-By Attack, Weapon Focus (Great Sword), Weapon Specialization (Great Sword).

Equipment: +1 Greatsword, Breastplate.

Bandit Swordsmen (10); Human War1: CR 1; Medium Humanoid; hp 9; Init +5; Spd 20 ft; AC 16, touch 11, flatfooted 14; Base Atk/Grapple +1/+4; Atk/Full Atk Scimitar +2 Melee (1d6+2); AL NE; SV Fort +3, Ref +1, Will +0.

Bandit Spearmen (30); Human War1: CR 1; Medium Humanoid; hp 9; Init +5; Spd 20 ft; AC 15, touch 11, flatfooted 14; Base Atk/Grapple +1/+4; Atk/Full Atk Longspear +2 Melee or +2 Ranged (1d8+1); AL NE; SV Fort +3, Ref +1, Will +0.

Bandit Longbowmen (10); Human War1: CR 1; Medium Humanoid; hp 9; Init +5; Spd 20 ft; AC 16, touch 12, flatfooted 14; Base Atk/Grapple +1/+4; Atk/Full Atk Scimitar +2 melee (1d6+1); Composite Longbow +3 Ranged (1d8); AL NE; SV Fort +3, Ref +1, Will +0.

Bandit Artillerists (10); Human War1: CR 1; Medium Humanoid; hp 9; Spd 30 ft; Init +5; AC 13, touch 11, flatfooted 12; Base Atk/Grapple +1/+4; Atk/Full Atk Scimitar +2 Melee (1d6+1); AL LE; SV Fort +3, Ref +1, Will +0.

3- The Iron Stallion (ECL 13)

30% chance of being out on a raid

This two story wooden building is the Iron Stallion Inn. Maktash, an ugly and fat gnome of bad disposition, runs it. He came to Badabaskor over a decade ago.

A renegade from the gnome town of Lightelf (Map 5, hex 4622) he and his two kinsmen established an inn at Badabaskor. The inn quickly became the favorite dive of Handis and his gang of horse raiders.

A year later, after Handis made Maktash the object of one of his jests, Handis was found dead in a water filled ditch. Apparently he got drunk, passed out facedown, and then drowned.

Three years later after two more leaders died the gang was in total disarray. In debt and with no money to continue the upkeep of the men and the horses, the new leader Vistaz struck a deal with Maktash. In return for payment of all the horse raider's debts and the purchase of new equipment they would split the proceeds of their raids.

Since then the horse raiders prospered under Maktash and Vistaz's leadership. Currently there are 40 horse raiders living at the Iron Stallion comprised of 30 short bowmen and 10 lancers. Five overworked peasant girls and

three peasant cooks keep the inn clean and the men fed.

Maktash's two gnome kinsmen, Nakar and Ladis, tend bar and collect any tabs. Nakar specializes in second story work and Ladis is expert with the opening of locks.

If the horsemen are present there will be no rooms available. Otherwise Maktash will allow a room to be rented at 1 gp/night or you can sleep on the inn floor for 1 sp/night. A pot of stew is kept cooking all day along with loaves of bread. A meal can be purchased for 2 sp and various ales and beers can be had for 5 cp. The cashbox contains 115 cp, 6 sp, and 2 gp. In Maktash's basement quarters is buried (*DC 20, Search*) a chest containing 1236 cp, 670 sp, 47 gp, and a ring (40 gp).

Vistaz; Human Ftr8: CR 8; Medium Humanoid; HD 8d10; hp 48; Init +1; Spd 20 ft; AC 17, touch 11, flatfooted 16; Base Atk/Grapple +8/+10; Atk Lance, light Melee +10 (1d6+2) or +1 Longsword +13 (1d8+5) or composite Shortbow +10 Ranged (1d6); Full Atk Light Lance Melee +10/+5 (1d6+2) or +1 Longsword +13/+8 Melee (1d8+5) or Composite Shortbow +10/+5 Ranged (1d6); AL N; SV Fort +6, Ref +3, Will +1; Str 15, Dex 12, Con 11, Int 13, Wis 8, Cha 14.

Skills and Feats: Climb +7, Handle Animal +9, Intimidate +13, Jump -2, Ride +14, Swim -8; Cleave, Greater Weapon Focus, Mounted Archery, Mounted Combat, Power Attack, Ride-By Attack, Weapon Focus, Weapon Specialization.

Equipment: Chainmail, Light wooden shield, Light lance, Composite Shortbow, +1 Longsword.

Maktash; Gnome Rog1/Wiz4: CR 5; Small Humanoid; HD 1d6+3 + 4d4+12; hp 28; Init +6; Spd 20 ft; AC 13, touch 13, flatfooted 11; Base Atk/Grapple +2/-3; Atk/Full Atk Dagger +3 Ranged (1d4-1); SA +1 to attacks vs. kobolds and goblinoids; SQ Low-light vision, +4 dodge vs. giants, Speak with animals, +2 saves vs. illusion, spell-like abilities; AL NG; SV Fort +4, Ref +7, Will +5; Str 9, Dex 14, Con 16, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +11, Disguise +3, Gather Information +5, Hide +10, Sleight of Hand +6, Intimidate +3, Knowledge (Local) +7, Move Silently +7, Profession (Cook) +3, Profession (Innkeeper) +6, Spellcraft +6, Spot +5, Swim +1; Improved Initiative, Lightning Reflexes, Scribe Scroll.

Special Abilities: Familiar, Low-light Vision, Sneak Attack, Trapfinding.

Wiz Spells Prepared (5/5/4): 0—*Daze* (2), *Detect magic*, *Mage hand*, *Open/close*, 1—*Charm person*, *Disguise self*, *Magic missile*, *Sleep* (2), 2—*Fog cloud*, *Invisibility*, *Web* (2).

Peasant (8); Human Com1: hp 4.

Nakar, Ladis; Gnome Rog3: CR 3; Small Humanoid; hp 22; Init +8; Spd 20 ft; AC 18, touch 13, flatfooted 13; Base Atk/Grapple +1/-3 Atk/Full Atk Light Mace +2 Melee (1d6); Sneak Attack (+2d6); SQ Evasion, Low-light vision, +2 saves vs. illusion, spell-like abilities; AL N; SV Fort +3, Ref +7, Will +1; Str 10, Dex 15, Con 13, Int 9, Wis 9, Cha 10.

Skills and Feats: Climb +5, Hide +13, Listen +8, Move Silently +9, Search +6, Spot +6, Tumble +9, Use Magic Device +6.

Bandit Horse Archer (30); Human War3: CR 2; Medium Humanoid; hp 22; Init +1; Spd 20 ft; AC 15, touch 11, flatfooted 14; Base Atk/Grapple +3/+4; Atk/Full Atk Scimitar +4 Melee (1d6+1); Composite Shortbow +5 Ranged (1d6); AL NE; SV Fort +4, Ref +2, Will +1; Ride +9; Mounted Archery, Mounted Combat.

Bandit Lancer (10); Human War3: CR 2; Medium Humanoid; hp 22; Init +1 AC 16 (touch 11, flatfooted 15); Base Atk/Grapple +3/+4; Atk/Full Atk Light Lance +5 Melee (1d6+1), Scimitar +4 (1d6+1); AL NE; SV Fort +4, Ref +2, Will +1; Ride +9; Mounted Combat, Ride-By Attack.

4- The Cavalry Stables (ECL 7)

30% chance of being out on a raid

This long wooden two-story barn houses the stables for the bandit horsemen. In the back is a jousting run with tilting dummies used by the horsemen to practice. In the front of the building, along the walls are two hitching posts.

When the horsemen are stationed within the fortress, 60 to 80 horses will be present. 1d20 of these horses will be lame or wounded. Tending these horses are six peasants and two horsemen.

Horse, Light (80); CR 1; Large Animal; HD: 3d8+6 hp 19; Init +1; Spd 60 ft; AC 13; Atk/Full Atk Melee hooves -2/-2 (1d4+1); SA -; AL N; SV Fort +5, Ref +4, Will +2

Bandit Horse Archer (2); Human War3: CR 2; Medium Humanoid; Init +1; Spd 20 ft; AC 15, touch 11, flatfooted 14; Atk/Full Atk Melee Scimitar +4 (1d6+1); Ranged Composite Shortbow +5 (1d6); AL NE; SV Fort +4, Ref +2, Will +1; Ride +9; Mounted Archery, Mounted Combat.

Peasant (8); Human Com1: hp 4.

5- West Wall Barracks (ECL 13)

30% chance of being out on a raid

This long one story wooden building houses the quarters of Captain Rasnak's bandit gang. In the back are four training dummies along with four archery targets mounted near the inner wall ditch. There are crates to the one side of the dirt used for fighting practice. In the crates are arrows, sharpening stones, practice swords, and padded surcoats.

Captain Rasnak the Rash is known for his fearlessness. Three fingers on his left hand are missing because of his reckless behavior. He is the newest of the Captains, eager to make his mark and drives his men relentlessly. Only fear of his temper keeps his troops from revolting.

Under his command are 20 spearmen, 10 crossbowmen, and 15 swordsmen. At any one time half will be asleep due to crushing fatigue. Rasnak only permits a few to be off-duty while keeping the remainder training constantly.

Pallets are scattered throughout the barracks and only 1d6 cp can be found when searched (*DC 12, Search*) Rasnak sleeps in the main barrack and his personal chest contains 2 +1 chainmail tunics, clothing, four daggers, and a leather pouch filled with 142 sp, and 260 gp.

Captain Rasnak the Rash; Human Ftr6: CR 6; Medium Humanoid; HD 6d10+18; hp 52; Init +6; Spd 20 ft; AC 19, touch 12, flatfooted 17; Base Atk/Grapple +6/+10; +1 Scimitar +12 Melee (Flaming) (1d6+7+1d6 fire) or Longspear +9 Ranged (1d8+4); Full Atk +1 Scimitar +12/+7 Melee (Flaming) (1d6+7+1d6 fire) or Longspear +9/+4 Ranged (1d8+4); AL N; SV Fort +8, Ref +4, Will +1; Str 18, Dex 14, Con 16, Int 11, Wis 8, Cha 14.

Skills and Feats: Climb +2, Handle Animal +4, Intimidate +11, Jump -1, Ride +11; Cleave, Great Cleave, Improved Initiative, Power Attack, Quick Draw, Weapon Focus, Weapon Specialization.

Equipment: *Craddoc*, Chainmail, Heavy steel shield, Longspear.

Craddoc; Scimitar +1 (flaming)

Rasnak won this sword on a raid two years ago. He had to defeat 12 rivals in order to claim it. Since he won the sword its influence has caused Rasnak to become ever more driven and to take greater risks. Its history is not known to Rasnak but a scholar may recognize as dating from the time of the Dragon Kings (DC 30, Knowledge (history))

Powers: +1 magical weapon, flaming, Int 12, Wis 8, AL N, Communication: Empathy, Listen +10

Bandit Swordsmen (15); Human War1: CR 1; Medium Humanoid; hp 9; Init +5; Spd 20 ft; AC 16, touch 11, flatfooted 14; Base Atk/Grapple +1/+4; Atk/Full Atk Scimitar +2 Melee (1d6+2); AL NE; SV Fort +3, Ref +1, Will +0.

Bandit Spearmen (20); Human War1: CR 1; Medium Humanoid; hp 9; Init +5; Spd 20 ft; AC 15, touch 11, flatfooted 14; Base Atk/Grapple +1/+4; Atk/Full Atk Longspear +2 Melee or +2 Ranged (1d8+1); AL NE; SV Fort +3, Ref +1, Will +0.

Bandit Crossbowmen (10); Human War1: CR 1; Medium Humanoid; hp 9; Init +5; Spd 20 ft; AC 16, touch 12, flatfooted 14; Base Atk/Grapple +1/+4; Atk/Full Atk Scimitar +2 (1d6+1/crit 18-20); Ranged Crossbow, light +3 (1d8); AL NE; SV Fort +3, Ref +0, Will +0.

6- Stake Shop (ECL 6)

This one story wooden building has a sign with three golden balls painted on it.

Ferdipal the Tight Fisted runs the local pawnbroker's shop. He has contacts among the Skandian overlords of Zothay and uses them to unload Cragen's booty. Every two months he organizes a caravan with the goods he wants to sell. He leaves for two weeks and then returns. It takes about four days for him to get Zothay. During Zothay's yearly market fair he will spend the whole month in the town trading and selling.

Ferdipal will typically pay half of the market value for any booty fenced to him. He will pay a quarter of the price in gold and the rest in a promissory note. He will redeem any promissory notes after he returns from a trip to Zothay.

In Ferdipal's back room he has an iron strong box (DC 20, *Open Lock, Hard: 10 HP: 15 Break: 25*) with 1200 gp in it. The box has a false bottom with a *wand of ice storm*. (10 charges) Ferdipal knows the wand is magical but hasn't gotten it identified yet.

In the room with the strong box is a giant constrictor snake that will attack anybody other than Ferdipal.

Ferdipal the Tight Fisted; Human Ftr4: CR 4; Medium Humanoid; p 38; Init +3; Spd 20 ft; AC 15, touch 9, flatfooted 15; Base Atk/Grapple +4/+6; Atk/Full Atk +1 Scimitar +8 Melee (1d6+5) or Light Lance +6 (1d6+2); AL N; SV Fort +4, Ref +0, Will +1; Appraise +4, Ride +8, Mounted Combat, Power Attack, Ride-By Attack; Scimitar +1

Giant constrictor snake: CR 5; Huge Animal; HD 11d8+11; hp 63; Init +3; Spd 20 ft, climb 20 ft, swim 20 ft; AC 15, touch 11, flatfooted 12; Base Atk/Grapple +8/+23; Atk/Full Atk Bite +13 Melee (1d8 + 10); SA Constrict 1d8+10, improved grab; SQ Scent; AL N; SV Fort +8, Ref +10, Will +4; Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2.
Skills and Feats: Climb +17, Hide +10, Listen +9, Spot +9, Swim +16; Alertness, Endurance, Skill Focus, Tough-

7- Biffor's Place of Heavenly Delights (ECL 7)

A one-story clapboard building has a sign hanging that is painted with angels frolicking among various items of food and drink.

Biffor the Bald runs a tavern catering to the bandits living in Badabaskor. He was a hedge wizard before coming here to Badabaskor. He serves mostly to Captain Throngath's men. He charges 5 cp for a mug of ale, and 5 sp for a pitcher of wine. For customers that come in that are new to Badabaskor and not affiliated with anybody he will drug their drink with Oil of Taggit (DC 15 fort, 0, *Unconsciousness*). Once unconscious he will sell them to Setta Black Whip at the Dwalka Slave Market (11).

To keep order at the tavern Biffor employs two bouncers named Storch Sly-eye and Crand the Noseless. Storch poses as a patron and finds customers for Biffor's special ale. Crand is 7 foot 2 inches and is an intimidating presence standing next to the door. The ragged remains of his nose further enhance his fearsome presence.

Biffor keeps in his private quarters a slave girl named Lili. Her beauty is legend among the bandits and he keeps her locked away from prying eyes. Also in his quarters is a lock box (DC 15, *Open Locks, Hard: 10 HP: 10, Break: 23*) with 700 gp, 1350 sp, and 5000 cp.

Biffor the Bald; Human Wiz5: CR 5; Medium Humanoid; HD 5d4+10; hp 29; Init +0; Spd 30 ft; AC 10, touch 10, flatfooted 10; Base Atk/Grapple +2/+1; Atk/Full Atk Dagger +2 Ranged (1d4-1); AL CE; SV Fort +3, Ref +1, Will +4; Str 8, Dex 11, Con 15, Int 15, Wis 11, Cha 15; Appraise +3, Concentration +10, Spellcraft +10.

Wiz Spells Prepared (4/4/3/1 DC 12+ spell level): 0—*Mage hand* (2), *Mending*, *Open/close*, 1—*Hypnotism*, *Sleep* (2), 2—*Invisibility*, *Knock*, 3—*Deep slumber*.

Lili; Human Com2: hp 7; Perform (Dance) +8.

Storch Sly-eye; Human Ftr3: CR 3; Medium Humanoid; HD 3d10; hp 28; Init +4; Spd 30 ft; AC 13, touch 10, flatfooted 13; Base Atk/Grapple +3/+5; Atk/Full Atk Light Mace +5 Melee (1d6+2); AL N; SV Fort +3, Ref +1, Will +2; Str 14, Dex 11, Con 10, Int 13, Wis 12, Cha 10
Skills and Feats: Climb +3, Intimidate +4, Jump +3, Move Silently +1; Improved Initiative, Improved Unarmed Strike, Power Attack, Quick Draw, Weapon Focus.
Possessions: Light mace, Light wooden shield, Leather.

Crاند the Noseless; Human Ftr3: CR 3; Medium Humanoid; HD 3d10+3; hp 27; Init +3; Spd 30 ft; AC 11, touch 9, flatfooted 11; Base Atk/Grapple +3/+6; Atk/Full Atk Warhammer +7 Melee (1d8+4); AL N; SV Fort +4, Ref +0, Will +0; Str 16, Dex 9, Con 12, Int 8, Wis 8, Cha 8.
Skills and Feats: Intimidate +5, Jump +9; Cleave, Improved Initiative, Power Attack, Toughness, Weapon Focus (Warhammer).
Possessions: Warhammer, Leather.

8- Ralltast's Winery (ECL 5)

This is a one story half-timber drystone building with a wine barrel hanging from a post

Ralltast the Dwarf hails from Chacban (Map 8 2209). He was an apprentice to the Ironmasters but was caught selling its secrets to outsiders. Banished from the Ironmasters he was captured by Captain Branger. Ralltast used the skills he learned from the Ironmasters to win his freedom. He served as a caravan guard for Ferdipal (6) for several seasons until he started buying and selling wine from Zothay. Now he is a merchant in his own right and supplies the taverns and inns of Badabaskor. He still accompanies Ferdipal on his trips to Zothay.

Ralltast is a jolly fellow who likes stories and jokes. He will never forget a slight and will seek satisfaction at some point. For a good story he will reward the teller with a small cask of wine. Behind his accounting desk he keeps 100 gp and 37 sp in a strongbox (*DC 20, Open Lock, Hard: 10 HP: 15 Break: 25*)

Ralltast the Dwarf; Dwarf Ftr5: CR 5; Medium Humanoid; HD 5d10+5; hp 32; Init +0; Spd 20 ft; AC 16, touch 10, flatfooted 16; Base Atk/Grapple +5/+7; Atk/Full Atk Warhammer +8 Melee (1d8+3); SA +1 to attack orcs/goblinoids; SQ Darkvision, Stonecunning, +2 to saves vs. spells or poisons, +4 dodge vs. giants; AL N; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 13, Int 11, Wis 11, Cha 10
Skills and Feats: Appraise +6, Craft (Weaponsmith) +9, Craft (Winemaking) +4; Cleave, Power Attack, Skill Focus (Appraise), Weapon Focus (Warhammer).
Possessions: Warhammer, Banded mail.

9- Land Pirate's Inn (ECL 3)

A rundown single story wooden building with a tattered pirate hat nailed to the wall next to the door.

Bent Nose Torl is undoubtedly the worst cook in Badabaskor. Only the most down trodden of the bandits and the fortress' inhabitants come here. Torl earned his name when a young Rasnak (then just a bandit) tried to eat his antelope stew. After taking one bite, Rasnak was so disgusted he threw the servant out through the door, went into the kitchen and smashed Torl's nose.

Rofflod is Torl's servant and gets most of the abuse as a

result of the foul fare. For the brave Torl's prices for Awful Antelope Stew 1 cp, Lumpy Porridge 1 cp, hard Bread 1 cp a half loaf, and a mug of Rotgut Ale 1 cp. Unbelievably Torl has profited from his Inn and managed to save 21,200 copper pieces hidden in the walls of his back room. (*DC 20, Search*)

Bent Nose Torl; Human Ftr2: CR2; Medium Humanoid; hp 20; Init +1; AC 13, Atk Heavy Mace +6 Melee (1d8 + 3); AL N; SV Fort +5, Ref +1, Will +1; Str 17, Dex 12, Con 14, Int 10, Wis 13, Cha 12; Cleave, Power Attack.

Rofflod; Human Com1: hp 4; AL N.

10- The Emerald Star (ECL 8)

A single story mortared stone building with a ornate hanging sign with a picture of an emerald glistening drawn on it.

Dilwin the Dwarf hails from Kolda (Map 2 2918) and is a successful gemcutter. He came five years ago after meeting Ferdipal at the annual Zothay market fair. Helping him is his brother Thiswin, and his two cousins Rethal, and Santhal.

He will buy jewelry and gems at half value with no questions asked. He will typically accumulate enough stock to make a trip once every three months. He and his brother will organize a caravan and leave Badabaskor for a month, making stops at Kolda and other towns in the south of Altanis.

In his room, in a secret hiding spot in the stone floor, he has 4000 gp in assorted gems (*DC 30 Search*). In an iron strongbox he keeps 786 gp. (*DC 15, Open Locks, Hard: 10 HP: 15 Break: 25*).

Rethal the Wiry, Santhal Red-Eye; Dwarf Ftr3: CR 3; Medium Humanoid; HD 3d10+3; hp 25; Init +6; Spd 20 ft; AC 19, touch 11, flatfooted 18; Base Atk +3/+4; Atk/Full Atk Battleaxe +5 Melee (1d8+1); AL LE; SV Fort +4, Ref +3, Will +1; Str 12, Dex 15, Con 13, Int 11, Wis 10, Cha 12.
Skills and Feats: Appraise +3, Craft (Gemcutting) +9; Improved Initiative, Skill Focus (Craft (Gemcutting)), Weapon Finesse, Weapon Focus (Battleaxe).
Possessions: Battleaxe, Heavy steel shield, Banded mail.

Thiswin the Bold; Male Dwarf Ftr5: CR 5; Medium Humanoid; HD (5d10)+13; hp 51; Init +0; Spd 20 ft; AC 17 (touch 10, flatfooted 17); Base Atk/Grapple +5/+8; Atk/Full Atk +1 Battleaxe +10 Melee (1d8+6); SA: +1 racial bonus on attack rolls against orcs and goblinoids, +2 racial bonus on Appraise and Craft checks that are related to stone or metal, +2 racial bonus on saving throws against poison, +2 racial bonus on saving throws against spells and spell-like effects, +4 Dodge bonus to Armor Class against monsters of the giant type, Stability, Stonecunning; Darkvision (60'); AL: LE; SV: Fort +6, Ref +1, Will +1; Str 16, Dex 11, Con 15, Int 10, Wis 11, Cha 10
Skills and Feats: Appraise +4, Climb -1, Craft (Blacksmithing) +7, Cleave, Power Attack, Toughness, Weapon Focus (Battleaxe), Weapon Specialization (Battleaxe).
Possessions: +1 Battleaxe, Chainmail, Heavy Shield.

Dilwin the Dwarf; Dwarf Ftr6; CR 6; Medium Humanoid; HD (6d10)+18; hp 58; Init +5; Spd 20 ft; AC 17, touch 11, flatfooted 16; Base Atk/ Grapple +6/+8; Atk +2 Dwarven Waraxe +11 Melee (1d10+6); Full Atk +2 Dwarven Waraxe +11/+6 Melee (1d10+6); SA: +1 racial bonus on attack rolls against orcs and goblinoids, +2 racial bonus on Appraise and Craft checks that are related to stone or metal, +2 racial bonus on saving throws against poison, +2 racial bonus on saving throws against spells and spell-like effects, +4 Dodge bonus to Armor Class against monsters of the giant type, Stability, Stonecunning, Darkvision (60 ft); AL: N; SV: Fort +8, Ref +3, Will +2; Str 15, Dex 13, Con 17, Int 14, Wis 11, Cha 10

Skills and Feats: Appraise +6, Bluff +4, Climb +1, Craft (Gemcutting) +11, Profession (Gemcutter) +4, Cleave, Combat Expertise, Great Cleave, Improved Initiative, Power Attack, Weapon Focus (Dwarven Waraxe /Martial), Weapon Specialization (Dwarven Waraxe /Martial).

Possessions: Chain Shirt, heavy shield, Dwarven waraxe

11- Dwalka Slave Market (ECL 10)

This is a small 20 foot square wooden building. In the back are two 20' by 20' iron cages along with a 10' by 20' raised wooden platform. The platform has iron rings and chains looped through the rings.

Cragen established the slave market 15 years ago under a trusted lieutenant, Dwalka. When Cragen caught him skimming gold and slaves he personally killed him and put Setta Black Whip in charge. Setta turns half of the income earned to the Duke. She keeps 1631 gp in a *Bag of Holding (Type 2)* on her belt.

Here slaves picked up by the raiders are put into two large outdoor iron cages segregated by sex (children with the females). Typically there are 5d10 slaves at any one time. Jasemont handles and feeds the slaves and will beat any that causes trouble. Setta herself using her black whip will personally punish continual troublemakers.

Hlass the Lizard is a personal servant of Setta. He was a sorcerer of a lizardman tribe and fought a raiding party led by Setta. In exchange for the freedom of his tribe he offered himself as a slave. Hlass uses his knowledge of charm and sleep to help Jasemont keep the slaves in line. Rumor has it that slaves that can't be broken are given to Hlass to feast on.

Setta Black Whip; female Human Ftr8; CR 8; Medium Humanoid; HD (8d10)+8; hp 55; Init +3; Spd 30 ft; AC 16 (flatfooted 13, touch 13); Base Atk/Grapple +8/+11; Atk +1 Flail +13 Melee (1d8+6/19-20); Full Atk +1 Flail +13/+8 Melee (1d8+6/19-20); AL: N; SV: Fort +7, Ref +5, Will +2; Str 16, Dex 17, Con 12, Int 11, Wis 10, Cha 13

Skills and Feats: Intimidate +12, Jump +10, Listen +2, Ride +9, Swim +7; Combat Reflexes, Dodge, Improved Critical (Flail), Mobility, Power Attack, Quick Draw, Spring Attack, Weapon Focus (Flail), Weapon Specialization (Flail).

Possessions: +1 Flail; +1 Leather.

Hlass; Lizardfolk Wiz3; CR 3; Medium Humanoid; HD 2d8+8 + 3d4+12; hp 38; Init +4; Spd 30 ft; AC 19, (touch 14, flatfooted 15; Base Atk/Grapple +2/+4; Atk claw +4 Melee (1d4 + 2) or javelin +6 Ranged (1d6 + 2); Full Atk claws +4/+4 Melee (1d4 + 2), bite +2 (1d4 + 1), bite +2 (1d4 + 1) or javelin +6 Ranged (1d6 + 2); SA -; SQ Hold breath; AL CE; SV Fort +5, Ref +8, Will +3; Str 15, Dex 18, Con 19, Int 17, Wis 11, Cha 9;

Skills and Feats: Balance +16, Concentration +11, Craft (Alchemy) +4, Jump +15, Knowledge (Arcana) +9, Spellcraft +6, Swim +15, Combat Casting, Scribe Scroll, Multiattack,

Possessions: javelin, spell component pouch

Wiz Spells Prepared (4/3/2/ DC 13 + spell level): 0—*Daze (2), Ray of frost (2), 1—Magic missile, Sleep, Summon monster I, 2—Misdirection, Scare.*

Jasemont; Human Ftr8; CR 8; Medium Humanoid; HD (8d10)+16; hp 67; Init +5; Spd 20 ft; AC 17, touch 11, flatfooted 16); Base Atk/Grapple +8/+12; Atk +1 Scimitar +14 Melee (1d6+5/15-20); Full Atk +1 Scimitar +14/+9 Melee (1d6+5/15-20) AL: LE; SV: Fort +8, Ref +3, Will +3; Str 18, Dex 13, Con 14, Int 10, Wis 12, Cha 14

Skills and Feats: Intimidate +13, Jump -3, Profession (Hunter) +6, Ride +10, Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Critical (Scimitar), Improved Initiative, Improved Unarmed Strike, Power Attack, Weapon Focus (Scimitar).

Possessions: +1 Chainmail, +1 Scimitar.

12- Lion's Den Tavern (ECL 10)

This is a two story stone building with a tower in one corner that goes up a further 20 ft.

The Lion's Den is the Duke favorite tavern in Badabaskor. His personal men will be found here when not out raiding and the Duke himself will sometimes come here (10% chance).

Cordis runs the Lion's Den and makes sure that the inn is stocked with the best food and drink. He has three comely slave girls to serve the customers, along with three troll brothers to collect the money. Anyone complaining about the high prices that Cordis charges will be shown the business end of the troll's massive two-handed hammers. The troll brothers, Bogen, Logen, and Pogen are from a small community of trolls living in the entrance of a giant cave several miles from Badabaskor.

Cordis himself is little seen unless the Duke or other influential customers are present. He has a chest, with invisibility permanently cast on it, in his back room containing 1100 gp and a dozen potions of *cure moderate wounds*. Cordis charges 5 gp/night for a room, 10 gp if one of the slave girls is to be included. He has several roasts going and will serve a generous platter of meat, bread, and cheese for 1 gp. Ale is 1 sp/mug. Common wine is 5 sp for a pitcher. He has a wide selection of wines from throughout the Wilderlands ranging from 20 gp to 100 gp per bottle.

The upper floor of the inn has an additional room with a two story wooden tower above it. Talgorkon the Duke's seneschal occupies these rooms. During the day, Talgorkon is found mostly in the inner fortress overseeing the storage and distribution of supplies. At night he comes here to rest and continues his magical studies.

The top room of the tower is typically arcane locked and contains his spells books, and other magical treasures. In a locked wooden chest there is 1532 gp, a spellbook with spells up to fifth level, and a *wand of lightning bolts* (during the night) (*DC 40, Open Lock*).

Cordis; Male Human Expert4/War3; CR 5; Medium Humanoid; HD (4d6)+(3d8)+14; hp 49; Init +2; Spd 30 ft; AC 16 touch 12, flatfooted 14; Base Atk/Grapple +6/+7; Atk +2 Dagger +9 Melee (1d4+3) or Atk Scimitar +8 Melee (1d6+1) or Atk +2 Dagger +10 Ranged (1d4+2); Full Atk +2 Dagger +9/+4 Melee (1d4+3) or Scimitar +8/+3 Melee (1d6+1) or +2 Dagger +10/+5 Ranged (1d4+2); AL: N; SV: Fort +6, Ref +4, Will +5; Str 12, Dex 15, Con 14, Int 17, Wis 11, Cha 14

Skills and Feats: Appraise +11, Diplomacy +4, Gather Information +7, Intimidate +12, Jump +3, Knowledge (Arcana) +10, Listen +5, Profession (Hunter) +10, Ride +12, Sense Motive +10, Spot +10, Use Magic Device +14, Dodge, Magical Aptitude, Mobility, Weapon Focus (Scimitar).

Possessions: +2 *Dagger*, Light Wooden Shield, +1 *Leather armor*, Scimitar.

Talgorkon; Human Wiz9; CR 9; Medium Humanoid; HD 9d4-9; hp 16; Init +3; Spd 30 ft; AC 13, touch 13, flatfooted 10; Base Atk/Grapple +4/+4; Atk/Full Atk Dagger +7 Ranged (1d4); AL N; SV Fort +2, Ref +6, Will +6; Str 11, Dex 16, Con 9, Int 18, Wis 10, Cha 12.

Skills and Feats: Craft (Alchemy) +16, Concentration +11, Decipher Script +16, Knowledge (Arcana) +8, Knowledge (Geography) +8, Knowledge (History) +8, Knowledge (Local) +16, Profession (Scribe) +15, Spellcraft +16; Brew Potion, Combat Casting, Maximize Spell, Quicken Spell, Scribe Scroll, Skill Focus (Scribe), Spell Mastery.

Wiz Spells Prepared (4/5/5/4/3/1/ DC 14+ spell level): 0—*Mage hand, Open/close, Read magic, Resistance*, 1—*Charm person, Magic missile (2), Sleep, Unseen servant*, 2—*Alter self, Fog cloud, Mirror image, Protection from arrows, Web*, 3—*Clairaudience/clairvoyance, Fireball, Lightning bolt, Summon monster III*, 4—*Enervation, Greater invisibility, Wall of fire*, 5—*Teleport*.

Equipment: *Wand of lightning bolt* (CL8, 22 charges), *Dagger*.

Bogen, Logen, and Pogen; Troll; CR 5; Large Giant; HD 6d8+36; hp 63,65,66; Init +2; Spd 30 ft; AC 16, touch 11, flatfooted 14; Base Atk/Grapple +4/+13; Atk/Full Atk claws +9/+9 melee (1d6+6), bite +4 melee (1d6+3); SA Rend 2d6+9; SQ Darkvision (90'), low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 22, Dex 14, Con 22, Int 6, Wis 8, Cha 6.

Skills and Feats: Listen +5, Spot +6; Alertness, Iron Will, Track.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage. Loss of a limb or body part will regrow in 3d6 minutes. One can reattach the severed member instantly by holding it to the stump.

13- Hole in the Hill Inn (ECL 8)

This is a single story wooden building with a Halfling hillside home crudely drawn on a hanging sign.

Lathig Foul Arm runs this tavern. He was once an apprentice to Paramswarn the Red of City-State, but he was caught stealing magical items and fled. In the escape Paramswarn cursed him and his right arm is in a state of continual rot. He keeps it wrapped in a linen bandage soaked with various sweet smelling oils but by the end of day nearly everyone keeps a good ten feet away due to the stench.

He eventually wound up at Badabaskor and pawned the one item he kept, a Necklace of Strangulation, to the Duke in exchange for the Tavern. Along with the item, two of Paramswarn servants came along with Lathig. Halk, and Bolk are two ogre brothers. They perform odd jobs, maintain order, and serve the customers. The Tavern mostly caters to Captain Branger's men

Under a plank in the kitchen floor (DC 20, Search) Lathig has hidden 87 gp in a leather pouch. Lathig will rent rooms for 1gp/night. He will serve a common meal of bread, ale, and cheese for 1 sp, add roast goat meat for another 2 sp. The famed house specialty is goat's head soup, which he will sell separately for 1sp/bowl.

Halk, Bolk; Ogre War2; CR 4; Large Giant; HD 4d8+8 + 2d8+4; hp 39; Init +2; Spd 30 ft, ; base speed 40 ft; AC 18, touch 11, flatfooted 16; Base Atk/Grapple +5/+15; Atk/Full Atk Warhammer +10 Melee (1d8+10); SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +9, Ref +3, Will +2; Str 24, Dex 14, Con 14, Int 8, Wis 12, Cha 8.

Skills and Feats: Intimidate +1, Listen +3, Spot +3; Toughness, Weapon Focus.

Special Qualities: Darkvision, Low-light Vision.

Possessions: Leather, Warhammer.

Lathig Foul Arm; Human Wiz5; CR 5; Medium Humanoid; HD 5d4+5; hp 20; Init +0; Spd 30 ft; AC 10, touch 10, flatfooted 10; Base Atk/Grapple +2/+1; Ranged +2 Dagger +4 (1d4 + 1); AL N; SV Fort +2, Ref +1, Will +4; Str 9, Dex 10, Con 12, Int 15, Wis 10, Cha 8

Skills and Feats: Concentration +9, Knowledge (History) +10, Knowledge (Local) +10, Profession (Cook) +8, Profession (Innkeeper) +11; Brew Potion, Quicken Spell, Scribe Scroll, Silent Spell, Skill Focus (Profession (Innkeeper)).

Possessions: *Dagger +2*.

Wiz Spells Prepared (4/4/3/1/ DC 12+ spell level): 0—*Daze (Silent) (2), Mage hand (2), Open/close (2)*, 1—*Magic missile (2), 2—Invisibility, Shatter, Web*, 3—*Summon monster III*.

14- Broken Sword Armory (ECL 3)

A stone, two story building, with the front half of the first floor being open to the outside on three sides. Inside there can be seen a smithy with a forge and other tools. Hanging from the bottom of the second story is a sword that been clearly welded back together from two broken halves.

Valang Halearm is a talented journeyman from Kolda who can repair any weapon. He is a distant cousin of Dilwin and came two years ago. Cragen likes the young dwarf and sends some of his repair business to Valang. He will warn Cragen of any possible enemies but he can be bribed. Valang goal is to earn enough to return to Kolda and undertake the trials to become an ironmaster. He has 537 gp in a small chest underneath his bed (*DC 20, Open Lock*)

Valang Halearm; Dwarf Exp1/Ftr3: CR 3; Medium Humanoid; HD 1d6+5 + 3d10+15; hp 48; Init +0; Spd 20 ft; AC 13, touch 10, flatfooted 13; Base Atk/Grapple +3/+5; Atk/Full Atk: Warhammer +6 melee (1d8+2); SA +1 to attack orcs/goblinoids; SQ Darkvision, Stonecunning, +2 to saves vs. spells or poisons, +4 dodge vs. giants; AL LG; SV Fort +8, Ref +1, Will +3; Str 14, Dex 10, Con 20, Int 11, Wis 10, Cha 13.
Skills and Feats: Appraise +4, Craft (Armorsmith) +10, Craft (Gemcutting) +4, Craft (Locksmithing) +4, Craft (Trapmaking) +4, Craft (Weaponsmith) +10; Power Attack, Skill Focus (Craft (Weaponsmith)), Weapon Focus (Warhammer), Weapon Focus (Warhammer).
Possessions: Light wooden shield, Leather, Warhammer.

15- Flying Horse Stable (ECL3)

This is a wooden building with one half a single story house and the other half a two story barn.

Elstall the Steep buys, sells, and steals horses. He is the main supplier of horses to Badabaskor and makes frequent trips to the surrounding countryside to buy or rustle horses to fulfill his agreement with the Duke.

Elstall originally earned his nickname when he was selling Cragen horses at high prices taken from City-State's horse market. When Bumpkin Winterbur, the horse market's proprietor, found out about this 15 years ago, Elstall had to flee. When Elstall arrived at Badabaskor with half of Winterbur's stock, Cragen continued his agreement. Elstall's most famous achievement was capturing enough hippogriffs to stock the upper stables of Badabaskor.

Elstall the Steep; Human Rgr3: CR 3; Medium Humanoid; HD 3d8+9; hp 23; Init +2; Spd 30 ft; AC 15, touch 12, flatfooted 14; Base Atk/Grapple +3/+6; Atk: Scimitar +7 melee (1d6+3); Full Atk: Scimitar +5 melee (1d6+3) and +3 Scimitar melee (1d6+1 off hand); AL N; SV Fort +10, Ref +5, Will +0; Str 17, Dex 15, Con 16, Int 12, Wis 9, Cha 11.
Skills and Feats: Handle Animal +6, Heal +5, Hide +8, Listen +5, Move Silently +8, Ride +10, Search +7, Spot +5; Endurance, Great Fortitude, Stealthy, Track, Two-Weapon Fighting, Weapon Focus (Scimitar).
Special Abilities: Combat Style, Favored Enemy, Wild Empathy.
Possessions: Studded leather, 2 Scimitars.

16- Seven Winds House (ECL 10)

A two story half timber building with two banners hanging on either side of the main door. The banners depict a happy man being blown around by the breath emanating from the heads of seven comely ladies surrounding him.

Under Madam Delrita, the Seven Winds offers many forms of entertainment. Twenty-three enticing slave girls perform, work the gambling games, and engage in other pastimes. She will arrange private entertainment priced as follows: 5 gp for Peasant, 10 gp for Common, and 50 gp for Royal. Much of the gold in Badabaskor goes into Madam Delrita's strongbox containing 3744 gp (*DC 30, Open Lock*)

Bandits from all the gangs make use of Madam Delrita's house including the Duke and the top leaders. Madam Delrita often hears many of the rumors floating around in the fortress. Tar Kazak is a huge troll that guards the premises. Madam Delrita found him severely burned outside of Badabaskor and nurtured him back to health two years ago. Since then she has been highly interested in Tar's tales about the dragon gods who slumber beneath the earth that his tribe worships.

Madam Delrita was a wizard's apprentice 18 years ago. While she and her master were on a caravan, it was attacked and her master was slain by Cragen. She was made a slave and used her wits to survive and even prosper. Thanks to an alliance with Talgorkon she has managed to resume her studies of magic; in exchange she supplies Talgorkon with all the juicy gossip her girls overhear.

Slave Girls (23); Human Com2: hp 7.

Madam Delrita; Female Human Wiz6: CR 6; Medium Humanoid; HD 6d4; hp 19; Init +0; Spd 30 ft; AC 11, touch 11, flatfooted 10; Base Atk/Grapple +3/+2; Atk/ Full Atk: +2 Dagger +4 melee (1d4+1); AL N; SV Fort +2, Ref +3, Will +5; Str 9, Dex 11, Con 11, Int 17, Wis 11, Cha 13.
Skills and Feats: Concentration +8, Knowledge (Arcana) +5, Knowledge (Architecture) +7, Knowledge (Geography) +7, Knowledge (History) +7, Knowledge (Local) +10, Profession (Cook) +9, Profession (Innkeeper) +9, Spellcraft +7; Brew Potion, Leadership, Maximize Spell, Scribe Scroll, Silent Spell, Still Spell.
Possessions: +2 Dagger.
Wiz Spells Prepared (4/4/4/3/ DC 13+ spell level): 0— *Daze, Mage hand, Open/close, Read magic*, 1— *Disguise self, Hypnotism, Sleep, Unseen servant*, 2— *Daze (Silent, Still) (2), Hypnotic pattern, Invisibility* 3— *Dispel Magic, Hold person, Hypnotism (Silent, Still)*.

17- East Wall Barracks (ECL 12)

This is a long wooden building with four practice dummies against the south narrow end along with a 40 foot dirt circle used for fighting practice. Set 60 foot away are archery targets.

Throngath rules over his men with an iron fist. He is ruthless, ambitious, and desires nothing less to be the next Duke of Badabaskor. He despises Captain Branger, but will not incur Cragen's wrath by openly attacking him. He considers his secret relationship with the Duke's wife Laella to be his ace-in-hole when Cragen dies.

His mean spirited malevolence keeps his men orderly and the best disciplined of Cragen's bandits. He commands 20 spearmen, 20 crossbowmen, and 10 artilleryists. He is typically picked for the most difficult of raids.

Throngath Ironfist; Human Ftr8: CR 8; Medium Humanoid; HD 8d10+24; hp 78; Init +5; Spd 20 ft; AC 19, touch 10, flatfooted 19; Base Atk/Grapple +8/+13; Atk +1 Scimitar +16 Melee (1d6+8) or Comp Longbow +9 Ranged (1d8); Full Atk +1 Scimitar +16/+11 Melee (1d6+8) or Ranged Comp Longbow +9/+4 (1d8); AL N; SV Fort +9, Ref +3, Will +2; Str 20, Dex 12, Con 17, Int 15, Wis 11, Cha 17.
Skills and Feats: Climb +7, Diplomacy +8, Handle Animal +14, Intimidate +14, Ride +14; Cleave, Greater Weapon Focus (Scimitar), Improved Initiative, Leadership, Mounted Archery, Mounted Combat, Power Attack, Weapon Focus (Scimitar), Weapon Special. (Scimitar).
Equip: Half-plate, Heavy wooden shield, Composite longbow, *Scimitar +1*.

Bandit Spearmen (20); Human War1: CR 1; Medium Humanoid; hp 9; Init +5; Spd 20 ft; AC 15, touch 11, flatfooted 14; Base Atk/Grapple +1/+4; Atk/Full Atk Longspear +2 Melee or +2 Ranged (1d8+1); AL NE; SV Fort +3, Ref +1, Will +0.

Bandit Artillerists (10); Human War1: CR 1; Medium Humanoid; hp 9; Spd 30 ft; Init +5; AC 13, touch 11, flatfooted 12; Base Atk/Grapple +1/+4; Atk/Full Atk Scimitar +2 Melee (1d6+1); AL LE; SV Fort +3, Ref +1, Will +0.

Bandit Crossbowmen (20); Human War1: CR 1; Medium Humanoid; hp 9; Init +5; Spd 20 ft; AC 16, touch 12, flatfooted 14; Base Atk/Grapple +1/+4; Atk/Full Atk Scimitar +2 (1d6+1/crit 18-20); Ranged Crossbow, light +3 (1d8); AL NE; SV Fort +3, Ref +0, Will +0;

18-East Commons (ECL 2)

This field, inside the fortress, is for graze animals that are brought into the fortress to be slaughtered. There is a 30% chance that there will 5d20 animals (sheep, goat, or pigs) grazing with 1d6 herdsman. There was also be another 25% chance there will be an argument or fight between two or more herders over who owns the various animals.

Herdsman (1 to 6); Human Com1: hp 4.

19-Caravan Encampment

This field, inside the fortress, is used for a camping ground for caravan organizing or stopping in Badabaskor. The Duke will charge 1sp per day per wagon or horse to stay here. There is a well at the west end of the field.

Duke Cragen's Location (1d12)

Roll	Result	Location
1	In the Central Casement inspecting the hippogriffs.	Level 1 #2
2	In his Private Room with two wenches from the Seven Winds House	Level 2 #14
3	Currently not at Fortress Badabaskor	N/A
4	Inspecting the West Wall Barracks	Village #5
5	Inspecting the Cavalry Stables	Village #4
6	Inspecting the Inner Guard Barrack's	Village #2
7	Inspecting the East Wall Barracks	Village #17
8	At home getting lectured by his wife, Laella	Village #1
9	In a corner in the Lion's Den Tavern talking with Talgorken	Village #12
10	Bidding on a shipment of slaves at Dwalka's Slave Market	Village #11
11	Swapping stories with Rallast at Rallstat's Winery	Village #8
12	Entertaining his captains in the Grand Feasting hall	Level 2 #13

Talgorken the seneshal's Location (1d12)

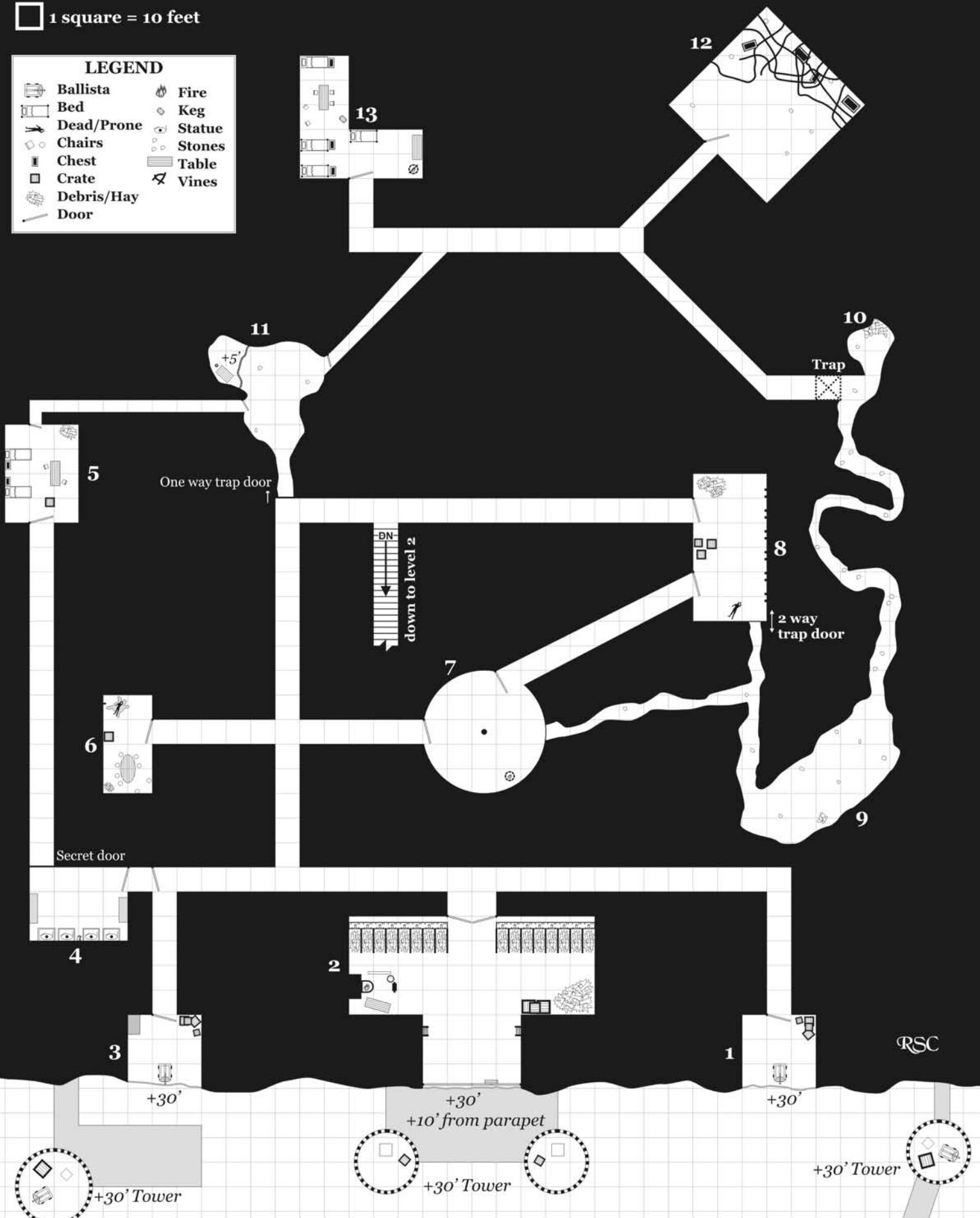
Roll	Result	Location
1	At the Seven Winds with a wench	Village #16
2	Consulting with the Jewellsmith	Level 2 #6
3	Currently not at Fortress Badabaskor	N/A
4	Attacking the Wererats destroying his supplies	Level 2 #8
5	Berating Orintak over the sickly hippogriffs in the Central Casement	Level 1 #2
6	Consulting with Fredipal at the Stake Shop over next month's caravan to Zothay.	Village #6
7	Inspecting incoming supplies at the Main Gate	Level 2 #1
8	In the tower over the Lion's Den studying magic.	Village #11
9	In a corner in the Lion's Den Tavern talking with Duke Cragen	Village #12
10	Inventorying a recent shipment of slaves at Dwalka's Slave Market	Village #11
11	Consulting with the Goldsmith	Level #5
12	In the Grand Dining Hall with Duke Cragen and his Captains being entertained.	Level 2 #13

FORTRESS BADABASKOR

First Level

1 square = 10 feet

LEGEND			
	Ballista		Fire
	Bed		Keg
	Dead/Prone		Statue
	Chairs		Stones
	Chest		Table
	Crate		Vines
	Debris/Hay		
	Door		



Fortress Badabaskor, Level One

There is a 1 in 6 chance every 10 minutes of running into a patrol of orcs. If they spot the party one member of the patrol will flee to raise the alarm while the others fight.

Orcs (5) Bbn3: CR 3; Medium Humanoid; HD 3d12+6; hp 34,30,35,32,36; Init +2; Spd 30 ft; AC 16, touch 12, flatfooted 14; Base Atk/Grapple +3/+7; Atk/Full Atk: Greataxe +8 melee (1d12+6); SQ Darkvision 60 ft, light sensitivity; AL CE; SV Fort +5, Ref +3, Will +1; Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Intimidate +6, Jump +6, Listen +6, Ride +8; Alertness, Toughness, Weapon Focus.

Special Abilities: Darkvision, Fast Movement, Illiteracy, Rage, Trap Sense, Uncanny Dodge.

Possessions: Greataxe, Scale mail.

1- Eastern Casement (ECL 4)

Carved out of the cliff face this room has a masonry wall facing outside. Wooden shutters open a firing port for the ballista installed in the room. In the northeast corner there are ballista bolts and other supplies.

Five artilleryists from Captain Branger's troops are supposed to be working on maintaining the ballista. Four of them (Durval, Eanal, Jev, and Bask) are playing dice on the table in the northwest corner. Travis is underneath the ballista working on the tension bar and very irritated at the other four.

Durval, Eanal, Jev, Bask, and Travis; Human War1:

CR 1; hp 9,7,6,8,5; Spd 30 ft; Init +5; AC 13, touch 11, flatfooted 12; Base Atk +1; Grapple +4; Scimitar +2 (1d6+1); AL LE; SV Fort +3, Ref +1, Will +0;

2- Central Casement (ECL 12)

Foul smells permeates this chamber where ten gnomes run an ill-kept stable. Three adult hippogriffs and six hippogriff yearlings (too young to ride) are in the stall along the north wall. Hay is strewn about and the rancid odor of meat rises from the feedbags tied to the wooden posts of the stalls. A long water trough is behind the stall and a gnome constantly skims scum off the surface to keep it clean.

One hippogriff has just returned from a training flight and is being groomed by two of the gnomes. Another gnome is tending the forge, which he is using to shape new horseshoes. Behind him there are eight pairs of shoes, bridles, and six saddles hanging on the wall.

Two twenty foot wide, fifteen feet high wooden doors

allow the stables to be opened to the sky. There is a window over a platform on the east door allowing a gnome to keep watch for returning riders without having to keep the doors open. To open or close the doors a block and tackle system has been attached to the hinging system. (DC 65, Str to open)

Maktash (Village, 3) invited his cousin Orintak and his gnome friends to come to Badabaskor a year ago. Orintak was a dissatisfied apprentice animal handler in Lightelf and jumped at the chance. The two pitched the idea of an aerial raiding band to Duke Cragen who endorsed it. Orintak, Elstall (Fortress, 15), and the other gnomes successfully organized a hunting party that captured a small herd of hippogriffs. Despite their best efforts Orintak and the gnomes are failing to keep the hippogriffs in good health and many are sickly.

Orintak; Gnome Rog5: CR 5; Small Humanoid; HD 5d6+10; hp 30; Init +8; Spd 20 ft; AC 18, touch 15, flatfooted 14; Base Atk/Grapple +3/-1; Atk/Full Atk Light Mace +7 melee (1d6); SA +1 to attacks vs. kobolds and goblinoids; SQ Low-light vision, +4 dodge vs. giants, Speak with animals, +2 saves vs. illusion, spell-like abilities; AL NE; SV Fort +3, Ref +8, Will +1; Str 10, Dex 19, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +7, Hide +15, Listen +8, Move Silently +11, Open Lock +12, Search +6, Spot +8, Tumble +9, Handle Animals +6; Improved Initiative, Weapon Finesse.

Special Abilities: Evasion, Low-light Vision, Sneak Attack +3d6, Trap Sense, Trapfinding, Uncanny Dodge.

Possessions: Light mace, Studded leather.



Stablehands (10); Gnome Rog3: CR 3; Small Humanoid; HD 3d6+6; hp 22,19,21,23,24,22,21,18,17; Init +8; Spd 20 ft; AC 18, touch 15, flatfooted 14; Base Atk/ Grapple +2/-2; Atk/Full Atk Light Mace +6 melee (1d6); SA +1 to attacks vs. kobolds and goblinoids; SQ Low-light vision, +4 dodge vs. giants, Speak with animals, +2 saves vs. illusion, spell-like abilities; AL N; SV Fort +3, Ref +7, Will +1; Str 10, Dex 18, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Hide +13, Listen +8, Move Silently +9, Search +6, Spot +6, Tumble +9, Handle Animals +6; Improved Initiative, Weapon Finesse.

Possessions: Light mace, Studded leather.

Hippogriff (10): CR 2; Large Magical Beast, HD 3d10+9; hp 25; Init +2; Spd 50 ft, fly 100 ft. (average); AC 15, touch 11, flatfooted 13; Base Atk/Grapple +3/+11; Atk claw +6 Melee (1d4+4); Full Atk: claws (2) +6 Melee (1d4+4) and bite +1 (1d8+2); SQ Darkvision 60 ft, low-light vision, scent; AL N; SV Fort +6, Ref +5, Will +2; Str 18, Dex 15, Con 16, Int 2, Wis 13, Cha 8.

Skills and Feats: Listen +4, Spot +8; Dodge, Wingover.

Special Abilities: Darkvision, Low-light Vision, Scent.

3-Western Casement (ECL 6)

This room is similar to Room 1 with a ballista, outer masonry wall, and a firing port. Currently the room is occupied by five orcs who are amusing themselves by tormenting Relisha, a female elf they captured.

Relisha was originally from Actun (Map 8, 0108) an elven city in Barbarian Altanis. She was the daughter of a leading noble and was bored by her life and decided to leave to seek thrills among the shorter lived races. She wound up learning thief skills and relished the challenging opportunities that came her way. While doing research she came across the legend surrounding Badabaskor and decided that stealing from the priests of Angall was to be her next challenge.

The current situation came as a surprise to her but she nearly made her way into the dungeon when she was spotted by the wererats and captured (2nd level room 8). Thrown in the cage in room 16, she managed to escape and steal an orc sword. But while on this level she was captured by the orcs who are taking great pleasure torturing her.

During the last escape she managed to steal some more treasure and it lies on the floor in a large leather bag. It contains 158 gp, 315 sp, and 488 cp. The orcs plan to divide it after they are done with her.

Relisha; Elf Wiz1/Rog4: CR 5; Medium Humanoid; HD 1d4 + 4d6; hp 19; Init +4; Spd 30 ft; AC 14, touch 14, flatfooted 10; Base Atk/Grapple +3/+5; Atk/Full Atk Shortsword +5 Melee (1d6+2); SQ Low-light Vision, +2 to saves vs. enchantment, immune to sleep effects; AL CN; SV Fort +1, Ref +8, Will +2; Str 14, Dex 19, Con 10, Int 15, Wis 9, Cha 15.

Skills and Feats: Concentration +4, Knowledge (Geography) +6, Knowledge (Local) +10, Listen +11, Move Silently +12, Open Lock +12, Search +12, Spellcraft +6; Alertness, Maximize Spell.

Possessions: Shortsword

Wiz Spells Known (3/2 DC 12+ spell level): 0—*Detect magic, Flare, Read magic*, 1—*Charm person, Sleep*.

Orcs (5) Bbn3: hp 34,32,40, 29,35.

4-Trophy Room (ECL 6)

This room was meant to be Duke Cragen's trophy room but he quickly grew bored of hunting. There are four ragged looking stuffed bugbears. They are mounted on stands against the wall to the south. Above them is a stuffed Pegasus head with a ruby (160 gp) mounted in its mouth. On the opposite wall there is a clear spot in the dust where a small trophy plaque once hanged. Two orcs from the group in room 3 are trying to climb a stuffed bugbear and take the gem. In the northwest corner there is a secret door used by the wererats in room 5 (DC 25, Search).

Orcs (3) Bbn3: CR 3; Medium Humanoid; hp 31,36,34; Init +2; Spd 30 ft; AC 16, touch 12, flatfooted 14; Base Atk/Grapple +3/+7; Atk/Full Atk: Greataxe +8 melee (1d12+6); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +5, Ref +3, Will +1; Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Intimidate +6, Jump +6, Listen +6, Ride +8; Alertness, Toughness, Weapon Focus.

Possessions: Greataxe, Scale mail.

5-Scout's Chamber (ECL 4)

Partially lit by a rusty lantern, burning with a purple flame, this slimy room is quarters for the wererats Duke Cragen uses for spies. Two of the wererats are in the room chasing a small (normal) rat. Currently the rat is under their beds and trying to make it back to its hole. The lantern is on a table with two chairs turned upside down on top of it. 40 sp are hidden under one of the mattresses and 125 gp are in a hole under a loose stone in the floor behind a chest of rags.

Wererat (2): See Level 1 Room 9

Lantern of Detect Traps

When filled with oil and lit this rusty lantern glows with a purple flame. Any hidden traps within the range of its light (15' radius) will glow brightly.

6- Upper Mess Hall (ECL 8)

Around an oval table are six orcs drinking black wine and playing dice. Heaped in piles on the table are 390 cp. Hanging on the wall is the stuffed head of a halfling stolen from the trophy room (Room 4). Two other orcs are standing beyond the table. They are in a tug of war over a leather pouch with 75 gp while loudly threatening each other. They can be heard in corridors outside of this room (DC 5, Listen). In the northwest corner there is an orc passed out sleeping on a bearskin rug. These orcs (along with the others on this level) are assigned by Chief Garband to patrol the upper level of Badabaskor.

Orcs (6); Orc Bbn3: CR 1; hp 32,35,34,29,41,34.

7- Upper Chapel (ECL 7)

In the center of this room is a three-foot diameter pillar with serpents carved into the stone. Near the top are five giant serpent heads with rubies for eyes (60 gp each). The walls of the room were once tiled but only a few dozen now remain. In the middle of the room are four orcs feasting on the remains of pig they flinched from stores on the 2nd level. There is a curved secret door on the eastern side of the room (DC 25, spot).

Orcs (4); Orc Bbn3: CR 3, hp 33,31,34,35,32,36.

8- Upper Prison (ECL 6)

The room reeks of the sickening smell of decomposed garbage. A small human child, Edward, is chained to the wall and three drunken orcs are tickling him with huge ostrich feathers. His father lies face down with an axe in his head with blood pooling around him.

Edward and his father, Jornar, were in the fortress looking for the Duke's seneschal to see about getting permission to leave so that Jornar can be take him to his parent's steading to be raised. While looking for Talgorkon in the upper level they were accosted by three drunken orcs. Jornar insulted the orcs and they attacked capturing father and son. When Jornar came to he tried to attack again and was killed. Since then the orcs have gotten even drunker and now find it hilarious tickling Edward with the ostrich feathers they found.

Edward knows the upper two levels and will offer to guide the party out if they rescue him. If Cragen, Talgorkon, or any of the Captains find about what Jornar's death, the orcs will be executed and Chief Garband will be made to answer for what his men did.

Edward; Human Com1: CR 1; hp 4.

Orcs (3); Orc Bbn3: CR 3; hp 34,31,33

9- Lair of the Rats (ECL 5)

In this otherwise empty cavern are ten rats lined in a row before a pair of giant rats. Each of the ten rats have a silver piece in its mouth and are waiting to be called forward to the pile of 1,040 sp on which the giant rats sit. The two giant rats are Katar and Padan, two wererats in dire rat form. They have trained these rats to steal silver for them. They hope by keeping their horde in this out of way cavern they will be successful in hiding their loot from the other wererats

Rat (10): CR 1/8; Tiny Animal; HD 1d2; hp 1; Init +2; Spd 15 ft, climb 15 ft.; AC 14; Atk/Full Atk Bite +4 Melee (1d3-4); SQ Low-light vision, scent; AL N; SV Fort +2, Ref +4, Will +1; Climb +12, Hide +14

Wererats (2)

Human form: CR 2; Medium Humanoid (Human Shapechanger) ; HD 1d8+1; hp 12; Init +0; Spd 30 ft; AC 15, touch 10, flatfooted 15; Base Atk/Grapple +1/+2; Atk/Full Atk Rapier+2 Melee (1d6+1) or light crossbow +1 Ranged (1d8); SQ Alternate form, rat empathy, low-light vision, scent; AL LE; SV Fort +5, Ref +2, Will +4; Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8.

Skills and Feats: Handle Animal +3, Hide +0, Listen +4, Spot +4, Swim +7; Alertness, Dodge, Iron Will, Weapon Finesse.

Hybrid form: CR 2; Medium Humanoid (Human Shapechanger) ; HD 1d8+2; hp 12; Init +3; Spd 30 ft; AC 16, touch 13, flatfooted 13; Base Atk/Grapple +1/+2; Atk/Full Atk Rapier +4 Melee (1d6+1), bite -1 (1d6 plus disease), light crossbow +4 Ranged (1d8); SA Curse of lycanthropy, disease; SQ Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent; AL LE; SV Fort +6, Ref +5, Will +4; Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +4, Handle Animal +3, Hide +5, Listen +4, Move Silently +4, Spot +4, Swim +9.

Dire Rat: Small Humanoid (Human Shapechanger) HD 1d8+1; hp 5; Init +3; Spd 40 ft, climb 20 ft.; AC 15, touch 14, flatfooted 12; Base Atk/Grapple +1/-4; Atk/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.

10- Lizard's Nest (ECL 5)

In an alcove off of the cavern passage is the nest of two monitor lizards. The nest is made of straw, bones, feathers, and a silver shield (86 gp) along with the remains of their last meal; a giant centipede which has been split open and is oozing yellow gore.

In the corridor leading west from the room the floor has been dug out by the orcs to a 20 foot open pit that is 10' by 10' to keep the lizards from wandering in that direction.

Monitor lizard(2); CR 3; Medium Animal; HD 5d8+15; hp 33,35; Init +2; Spd 30 ft, swim 30 ft.; AC 15, touch 12, flatfooted 13; Base Atk/Grapple +3/+7; Atk/Full Atk Bite +7 Melee (1d8+6); SQ Low-light vision; AL N; SV Fort +9, Ref +6, Will +2; Str 18, Dex 15, Con 17, Int 1, Wis 12, Cha 2.

Skills and Feats: Climb +9, Listen +4, Move Silently +7, Spot +4; Alertness, Great Fortitude.

11- Upper Cavern (ECL 8)

Five orcs are perched on a large rock shelf at the west end of the room. They have bows drawn tracking two rabid dire rats as they are stealing lizard meat off of a small pinewood table. The rats are highly aggressive and obviously rabid with saliva dripping out of their mouths. (**Rabies**, injury, DC 18, 1 day, 1d6 Int)

In addition to the meat there is a small-blackened pot with 20 cp. One of the orcs, Tokarsh, just returned from the trophy room trying to steal the ruby.

Orcs (5) Bbn3: hp 30,35,34,32,34.

12-Upper Treasure Room (ECL 8)

The priests of Angall once used this as the upper treasure room. It has been abandoned by Duke Cragen and now has been invaded by thick green vines that cover the northeast wall and extend about five feet into the room. Four centipede swarms now makes the vines their lair. (DC 25, spot).

The vines cover four chests. Each chest is carved with three images of monkeys with their hands over their mouth, eyes, or ears. One chest still has a potion of *cure moderate wounds*, and a jade dagger (430 gp), and a cursed scarlet war cloak (DC 20, fort) or lose the ability to speak, see, and hear for one week unless a *Remove Curse* is cast within an hour.

Swarm, Centipede (4); 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.

13-Gnome Barracks (ECL 5)

Two gnomes, Janik and Poldar sit at a table gambling as a pot of stew bubble in a pot over a fire in the south east corner. There are a total of 44 sp on the table as the gnome play cards. Janik and Poldar work with the hippogriffs (Room 2) and are currently cooking for when the remaining gnomes stop for the day. Searching the room (DC 10, Search) will find a total of 100 gp scattered among the possessions of the gnomes who live here.

In addition one of the gnomes has stashed his gold (35 gp) in a small cask that is trapped with a poison tip needle.

Poison Needle Trap

CR 1; mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus small centipede poison); Search DC 22; Disable Device DC 20. Market Price: 300 gp); Small centipede poison: Injury, DC 11, 1d2 Dex, 1d2 Dex

Janik, Poldar; Gnome Rog3: Small Humanoid; CR 3; HD 3d6+6; hp 22; Init +8; Spd 20 ft; AC 18, touch 15, flatfooted 14; Base Atk/Grapple +2/-2; Atk/Full Atk Light Mace +2 melee (1d6); SA +1 to attacks vs. kobolds and goblinoids; SQ Low-light vision, +4 dodge vs. giants, Speak with animals, +2 saves vs. illusion, spell-like abilities; AL N; SV Fort +3, Ref +7, Will +1; Str 10, Dex 18, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Hide +13, Listen +8, Move Silently +9, Search +6, Spot +6, Tumble +9, Handle Animals +6; Improved Initiative, Weapon Finesse.

Special Abilities: Evasion, Low-light Vision, Trap Sense, Trapfinding, Sneak Attack +2d6.

Possessions: Light mace, Studded leather.

Judges Notes:

If you play each room individually on levels one and two even a low level parties will have an easy time. The key for making these levels a challenge is to judge how much noise and activity the party is making. If loud enough this will alert the rest of the inhabitants making it more of a challenge.

There are two necklaces of strangulations in this module, one on the second level (room 15) and the other on the fifth level (room 15). The playtesters had mixed feelings about the presence of the necklaces. One interesting plot twist if one of the party fell to the necklaces is to reveal that Lathig Foul-Arm (village 13) sold the upper level necklace to the Duke.

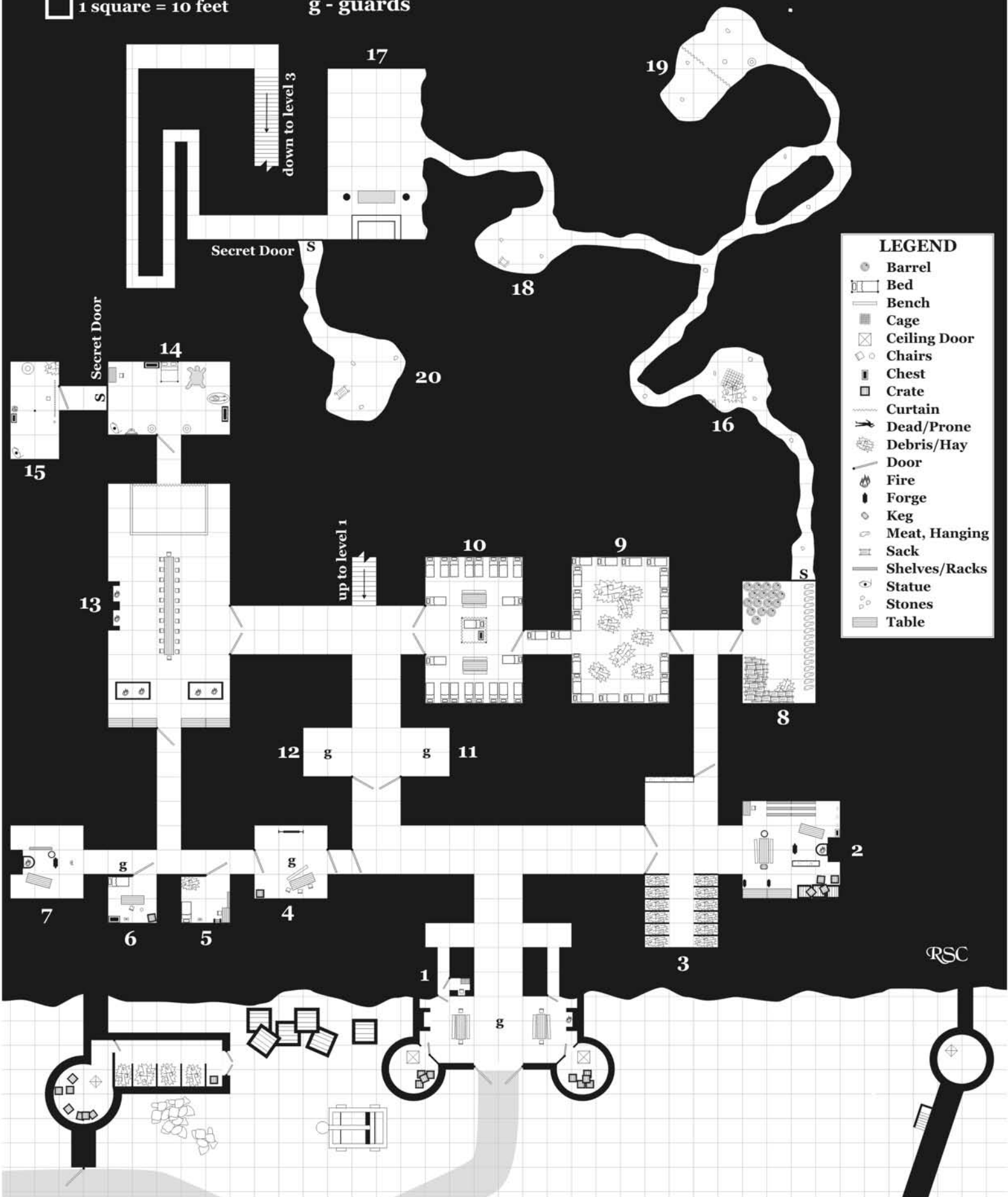
Remember most traps in this adventure are briefly mentioned in the text and detailed in one of the gray boxes at the end of the description.

FORTRESS BADABASKOR

Second Level

1 square = 10 feet

g - guards



LEGEND

- Barrel
- Bed
- Bench
- Cage
- Ceiling Door
- Chairs
- Chest
- Crate
- Curtain
- Dead/Prone
- Debris/Hay
- Door
- Fire
- Forge
- Keg
- Meat, Hanging
- Sack
- Shelves/Racks
- Statue
- Stones
- Table

Fortress Badabaskor, Level Two

There is a 1 in 6 chance every 10 minutes of running into a patrol of bandit guards. If they spot the party one member of the patrol will flee to raise the alarm while the others fight.

Bandit Guards (4); Human Ftr3: CR 3; Medium Humanoid; HD 3d10+6; hp 34,36,32,31; Init +5; Spd 20 ft; AC 18, touch 11, flatfooted 17; Base Atk/Grapple +3/+6; Atk/Full Atk Scimitar +7 melee (1d6+3); Light Crossbow +4 ranged (1d8); AL N; SV Fort +5, Ref +4, Will +1; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 10; Climb +2, Intimidate +6, Ride +7; Improved Initiative, Lightning Reflexes, Quick Draw, Toughness, Weapon Focus (scimitar)..
Possessions: Scimitar, Large Steel Shield, Chainmail, Light Crossbow 10 Bolts

1-Main Gate (ECL 8)

Two guards, Melor, and Tavin are standing adjacent to the main doors. The doors are made of iron and are barred from the inside at night (Hard 10, HP 60, Break DC 28). Two orcs, Nask and Gubberak, are guarding the tower doors, one orc on each door. On the west and east walls of the main hall, next to the fireplaces, are two more guards, Naris and Ceowulf, armed with crossbows.

The four human guards all serve under Captain Branger and are ordered to report to him all those who go in an out of the inner fortress. Naris is disgusted that he is serving with orcs and is secretly working for Throngath. Anything he sees he will report to Throngath as well as Branger. Nask and Gubberak are among the more disciplined of the orcs and will not show any weakness in front the humans.

In the main hall on the wall to the left of the main corridor is a huge fresco of Duke Cragen. Unknown to many there is a peephole (DC 25, Spot) aligned with one of the Duke's eyes allowing one of Cragen's or Branger's men to watch what goes on in the Main Gate.

Orcs (2) Bbn3: CR 3; Medium Humanoid; hp 35,32; Init +2; Spd 30 ft; AC 16, touch 12, flatfooted 14; Base Atk/Grapple +3/+7; Atk/Full Atk: Greataxe +8 melee (1d12+6); SQ Darkvision 60 ft, light sensitivity; AL CE; SV Fort +4, Ref +3, Will +1; Str 18, Dex 14, Con 12, Int 10, Wis 10, Cha 10.
Skills and Feats: Intimidate +6, Jump +6, Listen +6, Ride +8; Alertness, Toughness, Weapon Focus (greataxe).
Special Abilities: Darkvision, Fast Movement, Illiteracy, Rage, Trap Sense, Uncanny Dodge.

Bandit Guards (4); Human Ftr3: CR 3; Medium Humanoid; HD 3d10+6; hp 34,32,29,36; Init +5; Spd 20 ft; AC 18, touch 11, flatfooted 17; Base Atk/Grapple +3/+6; Atk/Full Atk Scimitar +7 Melee (1d6+3) or Light Crossbow +4 Ranged (1d8); AL N; SV Fort +5, Ref +4, Will +1; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 10
Skills and Feats: Climb +2, Intimidate +6, Ride +7; Improved Initiative, Lightning Reflexes, Quick Draw, Toughness, Weapon Focus (scimitar).
Possessions: Scimitar, Light crossbow, Banded mail, Light wooden shield.

2-Smithy (ECL 7)

A large fire pit along the far wall lights up this room. A large man, Evar is standing over the hearth and pounding on a white-hot slab of iron. In one of the corners, three orcs are rummaging through a pile of scrap iron. On order by Chief Garband to find some pieces to repair his armor Sagen kicked them out of the armory. Their loud arguments over their finds is beginning to irritate Evar.

Evar; Male Human Exp3: CR 2; Medium Humanoid; HD 3d6+6; hp 19; Init +1; Spd 30 ft; AC 13, touch 11, flatfooted 12; Base Atk/Grapple +2/+5; Atk/Full Atk Heavy Mace +5 Melee (1d8+3) or Heavy Crossbow +3 Ranged (1d10); AL: N; SV: Fort +3, Ref +2, Will +3; Str 16, Dex 12, Con 14, Int 16, Wis 11, Cha 10
Skills and Feats: Appraise +9, Craft (Armorsmithing) +9, Craft (Blacksmithing) +9, Craft (Weaponsmithing) +12, Escape Artist +3, Gather Information +2, Knowledge (Dungeoneering) +9, Knowledge (Local) +9, Listen +8, Prof (Miner) +6, Spot +8, Use Rope +7, Alertness, Armor Prof (Light), Endurance, Skill Focus (Craft (Weapon)).
Possessions: Leather, Heavy Mace, Heavy Crossbow, Bolts (10)

Orcs (3); Orc Bbn3: CR 3; hp 33,32,35.

3-Stables (ECL 8)

Twelve stalls fill the south end of the stables. Currently only six horses occupy the stalls. Each has feed bags tied on them. Three orcs are cleaning the stalls as punishment by Garband for defying him. A water trough runs along the north wall with barrels of grain stacked against the east wall.

In the middle of the stall Cardan is grooming a jet-black warhorse named Saber. He is a rising star among Cragen's bandits after he successfully trained the warhorse. He gained the warhorse in a raid after killing the previous owner. Cardan has become fond of the horse and talks to it while he grooms it.

Cardan; Human Ftr5: CR 5; Medium Humanoid; hp 49; Init +6; Spd 20 ft; AC 20, touch 11, flatfooted 19; Base Atk/Grapple +5/+9; Atk/Full Atk +1 Longsword +11 melee (1d8+7); AL LE; SV Fort +7, Ref +3, Will +1; Str 19, Dex 15, Con 16, Int 12, Wis 10, Cha 12.
Skills and Feats: Climb +5, Handle Animal +9, Intimidate +9, Ride +12; Cleave, Great Cleave, Improved Initiative, Power Attack, Weapon Focus (Longsword), Weapon Specialization (Longsword).
Equipment: +1 Longsword, Banded mail +1, Heavy wooden shield.

Orcs (3); Orc Bbn3: CR 3; hp 34,32,36.

4-Guard Room (ECL 7)

Four guards, Haran, Dark, Palis, and Urman, stand guard in this room. They watch all those who come and go to deal with the smiths in the chambers beyond. In the room is a table and chairs for the guards to relax in along with a gong they can use as a warning. They are part of Duke Cragen's personal guard and are loyal.

Bandit Guards (4); Human Ftr3: CR 3; Medium Humanoid; HD 3d10+6; hp 34,35,32,33; Init +5; Spd 20 ft; AC 18, touch 11, flatfooted 17; Base Atk/Grapple +3/+6; Atk/Full Atk Scimitar +7 melee (1d6+3) or Light Crossbow +4 ranged (1d8); AL N; SV Fort +5, Ref +4, Will +1; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 10; Quick Draw.

5-Goldsmith (ECL 5)

Vestein is a hoary headed old man working on a gold plated bust (2,360 gp) of the Duke on a table by candlelight in the southeast corner. A shelf above him has a jewel encrusted gold bracelet (845 gp), four gold rings (160 gp each), and a stack of 13 one pound gold ingots covered with a cloth. The ingots were made from gold melted down from treasures gained on various raids. Each ingot is worth about 240 gp.

Between Vestein and the door is a giant lizard chained to the wall. The chain is on a winch and allows the lizard to easily reach the door but not Vestein. If Vestein does not chain the lizard in it will attack anybody coming through the door.

Vestein; Human Exp3: CR 2; hp 13; AL N; Appraise +8, Craft (Goldsmith) +9

Monitor lizard Animal2: CR 3; Medium Animal; HD 5d8+15; hp 33; Init +2; Spd 30 ft, swim 30 ft; AC 15, touch 12, flatfooted 13; Base Atk/Grapple +3/+7; Atk/Full Atk Bite +7 melee (1d8+6); SQ Low-light vision; AL N; SV Fort +9, Ref +6, Will +2; Str 18, Dex 15, Con 17, Int 1, Wis 12, Cha 2.

Skills and Feats: Climb +9, Listen +4, Move Silently +7, Spot +4; Alertness, Great Fortitude.

6-Jewelsmith (ECL 6)

Eindrini, stands next to a workbench in the middle of the room working on a silver crown (3,550 gp). He is dressed in grey robes and has a long white beard. He mutters to himself constantly while working. Beside him on the bench are three diamonds worth 200 gp each along with a magnifying glass. Hidden in a secret compartment, underneath the workbench, is a pouch of precious stones worth a total of 3,750 gp. A locked box under the pallet by the north wall contains 40 gp and 273 sp. To protect Eindrini, Duke Cragen assigned two of his men to stand guard next to the door outside of the room.

A buff colored cat lies curled up on the stool next to Eindrini. The fiendish cat can breathe fire once a day. A 2 HD fireball will hit anybody startling her. The cat was sent by an archdevil that Eindrini has made a pact with. The cat is keeping watch as the pact is due to expire in two months. The pact was for great wealth for 10 years. But Eindrini squandered the money and eventually need to flee from debt, winding up at Fortress Badabaskor.

Like Vestein, Eindrini works on the treasure brought in by Duke Cragen and his men. He takes the various pieces of jewelry and re-works them so they can be sold without the original owners recognizing them.

Eindrini; Human Exp3: CR 2; hp 13; AL N; Appraise +8, Craft (Gemcutting) +9.

Bandit Guards (2); Human Ftr3: CR 3; Medium Humanoid; HD 3d10+6; hp 33, 35; Init +5; Spd 20 ft; AC 18, touch 11, flatfooted 17; Base Atk/Grapple +3/+6; Atk/Full Atk Scimitar +7 melee (1d6+3); Light Crossbow +4 ranged (1d8); AL N; SV Fort +5, Ref +4, Will +1; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 10; Quick Draw.

Cat, fiendish: CR 1/4; Tiny Animal (Fiendish); HD 1d4; hp 2; Init +2; Spd 30 ft; AC 14, touch 14, flatfooted 12; Base Atk/Grapple +0/-12; Atk/Full Atk claws +4/+4 melee (1d2-4), bite -1 melee (1d3-4); SA Breathe Fire (2d6, 1/day, 20' range), Smite Good; SQ Low-light vision, scent, Darkvision (60'), resistance to cold, fire 5; SR 6; AL NE; SV Fort +2, Ref +4, Will +1; Str 3, Dex 15, Con 10, Int 3, Wis 12, Cha 7.
Skills and Feats: Climb +6, Hide +14, Jump +10, Listen +3, Spot +3; Weapon Finesse.

7-Armorer (ECL 4)

Sagen, stands at a forge on the west wall working the bellows on a piece of iron, wearing a leather apron with a dagger hung on his side. Two assistants, Jars, and Pirs, are stacking four long-swords and fifteen battle-axes. Sagen prizes the orcs and refuses to allow them in.

In the center of the hot room a suit of full plate mail sized for a dwarf is mounted. Dilwin of the Emerald Star ordered the suit several months ago and now it is complete. Three shields (one of them split) are mounted on the south wall over a huge barrel of brine water. Three man-sized chainmail tunics are spread on a cooling rack. Six dented helmets stand on a shelf by the door. In a niche behind the barrel, a hilt of gold (355 gp) is hidden.

Sagen; Human Exp3: CR 2; hp 13; AL N; Craft (Armorsmith) +9

Jars, Pirs; Human Exp1: CR 1; hp 6 AL N

8-Stores (ECL 8)

Stacks of grain and barrels of stale water fill this room. Dried meat hangs on hooks high on the walls and gives off a putrid odor. Several bags of grain have been chewed open by three wererats, who have snuck into the room. The wererats are spies for Duke Cragen and continually get into trouble as they habitually poke around where they are not wanted.

In the northeast corner there is a secret door (DC 20 Search) covered by one end of the meat rack. It will take a DC 20 Str check to drag the meat rack away from the door with meat on it, a DC 15 Str check without the meat. The door itself is made of iron (hard 10, hp 60) with the hinges set into the surrounding stone. It will take a DC 28 Str check to break.

On the reverse side of the secret door is a permanent *Symbol of Death* it is set to activate whenever the door is opened without the password *Nath-rax*. Duke Cragen, who paid to have it inscribed permanently, and his lieutenants know the password. In addition there is another symbol scribed in the cave corridor leading from the secret door. It is inscribed on the wall midway down the corridor to room 16. This symbol is setup the same way with the password *Nath-rax*.

Wererats (2)

Human form: CR 2; Medium Humanoid (Human Shapechanger) ; HD 1d8+1; hp 12; Init +0; Spd 30 ft; AC 15, touch 10, flatfooted 15; Base Atk/Grapple +1/+2; Atk/Full Atk Rapier+2 Melee (1d6+1) or light crossbow +1 Ranged (1d8); SQ Alternate form, rat empathy, low-light vision, scent; AL LE; SV Fort +5, Ref +2, Will +4; Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8.

Skills and Feats: Handle Animal +3, Hide +0, Listen +4, Spot +4, Swim +7; Alertness, Dodge, Iron Will, Weapon Finesse.

Hybrid form: CR 2; Medium Humanoid (Human Shapechanger) ; HD 1d8+2; hp 12; Init +3; Spd 30 ft; AC 16, touch 13, flatfooted 13; Base Atk/Grapple +1/+2; Atk/Full Atk Rapier +4 Melee (1d6+1), bite -1 (1d6 plus disease), light crossbow +4 Ranged (1d8); SA Curse of lycanthropy, disease; SQ Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent; AL LE; SV Fort +6, Ref +5, Will +4; Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +4, Handle Animal +3, Hide +5, Listen +4, Move Silently +4, Spot +4, Swim +9.

Dire Rat: Small Humanoid (Human Shapechanger) HD 1d8+1; hp 5; Init +3; Spd 40 ft, climb 20 ft.; AC 15, touch 14, flatfooted 12; Base Atk/Grapple +1/-4; Atk/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.

9-Barracks (ECL 12)

A strong stench seeps from both closed doors to this room. Twenty orcs make this room their barracks. They are armed with shields and one-handed spears. Currently they are around a hapless orc, Yadnak, cuffing, scratching, and loudly jeering at him for losing a wrestling match. Their chief, Garband, is urging them on.

Broken down wooden cots line the walls with ankle deep garbage strewn about the room. Most of the orcs carry their treasure on them (10 sp each) but Garband has a silver box hidden in his cot. It is worth 124 gp and contains 12 gp and an eyeball with a golden iris that follows the viewer inside. Garband got the eye on a spirit quest and it is rumored that it is the eye of Midor, the orc god himself.

Note: the Eyeball is for the Judge's use in developing further adventures.

Chief Garband; Orc Bbn7: CR 7; Medium Humanoid; HD 7d12+21; hp 80; Init +6; Spd 30 ft; AC 19, touch 12, flatfooted 17; Base Atk/Grapple +7/+11; Atk +2 Greataxe +14 melee (1d12+8); Full Atk +2 Greataxe +14/+9 melee (1d12+8); SQ Darkvision 60 ft, light sensitivity; AL CE; SV Fort +8, Ref +4, Will +3; Str 19, Dex 14, Con 16, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +5, Intimidate +10, Jump +11, Listen +11, Ride +8; Alertness, Improved Initiative, Toughness, Weapon Focus (greataxe).

Special Abilities: Damage Reduction 1/-, Darkvision, Fast Movement, Illiteracy, Improved Uncanny Dodge, Rage (2/day, 8 rounds), Uncanny Dodge.

Equipment: +2 Breastplate, +2 Greataxe.

Orcs (20) Bbn3: CR 3; Medium Humanoid; hp 34, 32, 38, 35, 33, 34, 35, 36, 40, 32, 38, 35, 36, 37, 34, 35, 31, 30, 32, 34; Init +2; Spd 30 ft; AC 16, touch 12, flatfooted 14; Base Atk/Grapple +3/+7; Atk/Full Atk Greataxe +8 melee (1d12+6); SQ Darkvision 60 ft, light sensitivity; AL CE; SV Fort +4, Ref +3, Will +1; Str 18, Dex 14, Con 14, Int 10, Wis 10, Cha 10;

Skills and Feats: Intimidate +6, Jump +6, Listen +6, Ride +8; Alertness, Toughness, Weapon Focus (greataxe).

Special Abilities: Darkvision, Fast Movement, Illiteracy, Rage, Trap Sense, Uncanny Dodge.

Possessions: Greataxe, Scale mail.

10-Barracks (ECL 12)

Over 20 cots line the walls of this room with a small chest at the foot of each cot containing the personal possessions of Duke Cragen's personal guard. In the center of the room is a 10' by 10' curtained off area containing the chest and cot of Sergeant Holvath. In each of the guard's chests there is treasure worth 3d6 gp, 1d20 sp, 4d6 cp. In addition in the Sergeant's chest there is a pouch with four opals (180 gp each) hidden in a secret compartment at the bottom.

Twenty men are currently listening to one of their number play the mandolin singing part of the Lay of Atrabilorin. Sergeant Holvath is cursing a recruit, Cromlyn, who is scrubbing the floor. Currently the men are not armed and weapons are scattered throughout the room with ten shields hanging on the wall.

Sergeant Holvath; Human Ftr5: CR 5; Medium Humanoid; HD 5d10+10; hp 48; Init +5; Spd 20 ft; AC 18, touch 11, flatfooted 17; Base Atk/Grapple +5/+8; Atk/Full Atk Scimitar +9 melee (1d6+3); Light Crossbow +6 ranged (1d8); AL N; SV Fort +6, Ref +4, Will +1; Str 17, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Intimidate +8, Ride +9; Power Attack, Quick Draw.

Possessions: Scimitar, Light crossbow, Banded mail, Light wooden shield.

Bandit Guards (21); Human Ftr3: CR 3; Medium Humanoid; HD 3d10+6; hp 34; Init +5; Spd 20 ft; AC 18, touch 11, flatfooted 17; Base Atk/Grapple +3/+6; Atk/Full Atk Scimitar +7 melee (1d6+3); Light Crossbow +4 ranged (1d8); AL N; SV Fort +5, Ref +4, Will +1; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +2, Intimidate +6, Ride +7; Improved Initiative, Lightning Reflexes, Quick Draw, Toughness, Weapon Focus (Scimitar).

Possessions: Scimitar, Light crossbow, Banded mail, Light wooden shield.

11-Guardroom (ECL 9)

Four orcs are looking on two sergeants shouting at each other. One sergeant, Delagon is human, the other is an orc, Gatvith. Two of the orcs are in the middle of exchanging a side bet over who will win the ensuing fight. The orcs are armed with bows, shields, and one-handed spears. Each of the orcs carry 10 gp, Delagon is carrying 15 gp.

Orcs (4) Bbn3: hp 31,35,34,36.

Sergeant Delagon; Human Ftr5: CR 5; Medium Humanoid; HD 5d10+10; hp 48; Init +5; Spd 20 ft; AC 18, touch 11, flatfooted 17; Base Atk/Grapple +5/+8; Atk/Full Atk Scimitar +9 melee (1d6+3) or Light Crossbow +6 ranged (1d8); AL N; SV Fort +6, Ref +4, Will +1; Str 17, Dex 12, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Intimidate +8, Ride +9; Cleave, Improved Initiative, Point Blank Shot, Power Attack, Quick Draw, Weapon Focus (Scimitar).

Possessions: Scimitar, Light crossbow, 10 bolts, Chainmail, Heavy shield.

Sergeant Gatvith; Male Orc Bbn5: CR 5; Medium Humanoid; HD (5d12)+15; hp 59; Init +6; Spd 30 ft; AC 17, touch 12, flatfooted 17; Base Atk/Grapple +5/+10; Atk/Full Atk Greataxe +11 melee (1d12+7); SQ Darkvision (60'), light sensitivity; AL: CE; SV: Fort +7, Ref +3, Will +1; Str 20, Dex 14, Con 16, Int 8, Wis 10, Cha 8

Skills and Feats: Climb +6, Intimidate +5, Jump +6, Listen +5, Survival +3, Improved Initiative, Weapon Focus (Greataxe).

Possessions: Breastplate, Greataxe.

12-Guardroom (ECL 6)

Four orcs stand watch over the double doors leading into this area. Sergeant Tak leads them. Tak is listening to the argument between Delagon and Gatvith with some amusement, as he was the one who got Gatvith in trouble. Each of the orcs carry 10 gp.

Sergeant Tak; Orc Bbn5: CR 5; Medium Humanoid; HD 5d12+5; hp 53; Init +6; Spd 30 ft; AC 16, touch 12, flatfooted 14; Base Atk/Grapple +5/+9; Atk/Full Atk Greataxe +10 melee (1d12+6); SQ Darkvision (60'), light sensitivity; AL CE; SV Fort +6, Ref +3, Will +1; Str 19, Dex 14, Con 15, Int 10, Wis 10, Cha 10

Skills and Feats: Climb +6, Intimidate +5, Jump +6, Listen +5, Survival +3, Improved Initiative, Weapon Focus (Greataxe).

Possessions: Breastplate, Greataxe.

Orcs(4); Orc Bbn3: CR 1; hp 32,34,35,36.

13-Grand Feasting Hall

A wooden table four feet wide and forty feet long dominates this room. A rough linen cloth covers the table, which is centered in the middle of the room with twelve chairs on either side. Ten silver candlesticks (13 gp each) are arranged on the table. A large silver plate (48 gp) is centered on the table. Large fires roar in the fireplaces on the west wall and a gold plated cup (130 gp) stands on the mantle beneath a portrait of Cragen.

A large 20' by 30' wooden platform is at the north end of the room. Dancers and thespians use this when Cragen wishes to entertain guests. Behind the curtain is the corridor that leads to Cragen's private chambers. At the south end of the hall are two large 10' by 20' pits that are used for roasting whole ox, pig, and other meats. Against the south wall are a series of tables used by the servants to prepare a feast for Cragen when called upon. The south door is typically barred requiring a DC 18 Str check.

14-Private Chamber

Cragen's canopied bed with silk sheets lies next to the north wall. To the left of the bed is a large walnut chest with a mirror above it on the wall. In the chest are Cragen's clothes and finery. Two large marble vases stand on each side of the entrance containing oil for the lamps in the room. Two crossed swords over a shield are hanging on the east wall.

An ornately carved trunk (100 gp) containing cloaks, boots, and a +2 *chainmail tunic* stands besides a marble statue of a rearing lion (1,300 gp, 600 lbs). A suit of +1 *full plate* is mounted on a rack in the southeast corner.

A stuffed lion's head is mounted on the south wall and an ivory ship's wheel (1,300 gp) is leaning against the wall. Inscribed on the rim are the words, *The Sea's Wind*. A giant bearskin rug is spread on the floor beside the bed. Concealed under the bed is a huge +1 *battleaxe* with a silver chain (46 gp) on the handle. On the west wall is a secret door built as part of the stone wall. (DC 30 Search) It is activate by pressing a stone next to it.

15-Treasury (ECL 10)

A door with a mosaic of white enameled tiles is at the entranceway to this room. Unless the correct sequence of tiles is pressed a guillotine will be released falling down in front of the door. There are six colored tiles randomly scattered on the door, (Red, orange, yellow, green, blue, and brown). The correct sequence is red, green, and orange. Only Duke Cragen knows the correct sequence.

A hellhound lives in the chamber and will attack anybody unless accompanied by Duke Cragen. There is a pedestal just beyond the door. On it is a plaque that reads, *for my beloved* and a beautiful jeweled necklace. The necklace will detect magic and is a *necklace of strangulation*.

A large chest with 12,000 cp, 378 sp, and 49 gp stands against the west wall beside a pile of silver weapons: six longswords, four daggers, two spears, and five maces. Besides the chest there is a velvet-lined box with ten gold cups (60 gp each). Each of the gold cups has the sigil of Lord Kofsyra of Goodnap (Map 5 2626).

In a 4' diameter urn on the north wall is a stuffed unicorn head with an ivory horn (420 gp) along with six gold bars each weighing 8 lbs and 825 gp each. A shelf on the east wall contains a potion of *cure moderate wounds*, a +2 longsword, and a jar of precious metal rings worth a total of 690 gp.

Twenty cold iron bars (40 gp each) are stacked in the northwest corner of the room. Hanging from the ceiling in the center of the room is a plain brass lantern. Inside the bottom of the lantern are secreted 25 zircons (50 gp each). Beside the door, a *scroll of protection from spells* is stuffed inside of a rusty gauntlet next to a dented helmet worked with silver filigree (60 gp).

Ceiling Guillotine

CR 3; mechanical; timed trigger; automatic reset; Atk +15 melee (1d12+8, greataxe); Search DC 15; Disable Device DC 27.

Necklace of Strangulation

A *necklace of strangulation* appears to be a rare and wondrous piece of valuable jewelry and, short of the use of something as powerful as a *miracle* or a *wish*, can only be identified as a cursed item when placed around a character's neck. The necklace immediately constricts, dealing 6 points of damage per round. It cannot be removed by any means short of a *limited wish*, *wish*, or *miracle* and remains clasped around the victim's throat even after his death. Only when he has decayed to a dry skeleton (after approximately one month) does the necklace loosen, ready for another victim.

Hell hounds(2), CR 8; Medium Outsider; HD 8d8+8; hp 49,50; Init +6; Spd 40 ft; AC 17, touch 12, flatfooted 15; Base Atk/Grapple +8/+9; Atk Bite +10 melee (1d8+1+1d6 fire); Full Atk Bite +10/+5 melee (1d8+1+1d6 fire); SA Breath weapon, fiery bite; SQ Darkvision 60 ft, immunity to fire, scent, vulnerability to cold; AL LE; SV Fort +7, Ref +8, Will +6; Str 13, Dex 14, Con 13, Int 6, Wis 10, Cha 6.

Skills and Feats: Hide +18, Survival +11, Jump +12, Listen +11, Move Silently +18, Spot +11; Improved Initiative, Run, Track, Weapon Focus.

Breath Weapon (Su): 10-foot cone, once every 2d4 rounds, damage 2d6 fire, Reflex DC 13 1/2 dmg. The save DC is Constitution-based.

16-Cavern (ECL 7)

Two giant constrictor snakes are rearing their heads and biting at the feet of four maidens (Pylea, Corine, Lassa, and Seri) suspended in an iron cage from the ceiling. Nine large snake eggs are in the straw nest below. One of them is cracked and a baby snake is emerging.

The maidens were concubines of Duke Cragen until they angered his wife, Laella. She had them thrown into the cage to await the arrival of trolls or one of the other creatures below. When she first married Cragen, Laella had him erect this cage to punish those who displeased her. If the maidens are rescued they will need to be healed (DC 20, Heal) and fed before they are fit to travel.

Giant constrictor snakes (2): CR 5; Huge Animal; HD 11d8+11; hp 63; Init +3; Spd 20 ft, climb 20 ft, swim 20 ft; AC 15, touch 11, flatfooted 12; Base Atk/Grapple +8/+23; Atk/Full Atk Bite +13 melee (1d8+10); SA Constrict 1d8+10, improved grab; SQ Scent; AL N; SV Fort +8, Ref +10, Will +4; Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Climb +17, Hide +10, Listen +9, Spot +9, Swim +16; Alertness, Endurance, Skill Focus (Hide), Toughness.

Pylea, Corine, Lassa, Seri; Human Com2: hp 7.

17-Temple (ECL 10)

A large marble slab lies between two black pillars. A small platform is just beyond the slab with a small wicker basket on it. Three small viper snakes are crawling about on clumps of refuse in the basket. If searched (DC 15, Search) five green emeralds (200 gp each) will be found. Above the platform is the remains of a mosaic with only a few dozen tiles remaining. It is obvious that whatever was here was smashed long ago. On the platform there are marks that show that there was once a heavy throne here.

Four trolls (Onk, Bonk, Tonk, and Lonk) are pounding on the marble slab with war hammers creating a loud racket. This can be heard once anybody moves 30 ft beyond room 16. Onk lost a copper piece that rolled underneath the slab. Onk and his friends are determined to retrieve the lost copper piece.

Small viper snake: CR 1/2; Small Animal, hp 4; Init +3; Spd 20 ft, climb 20 ft, swim 20 ft; AC 17; Atk/Full Atk bite +4 melee (1d2 - 2 plus poison); SA Poison; SQ Scent; AL N; SV Fort +2, Ref +5, Will +1.

Poison (Ex): A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con. Save against DC 10 Fort

Trolls (4): CR 5; Large Giant; HD 6d8+36; hp 63,65,66; Init +2; Spd 30 ft; AC 16, touch 11, flatfooted 14; Base Atk/Grapple +4/+13; Atk/Full Atk claws +9/+9 melee (1d6+6), bite +4 melee (1d6+3); SA Rend 2d6+9; SQ Darkvision (90'), low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 22, Dex 14, Con 22, Int 6, Wis 8, Cha 6.

Skills and Feats: Listen +5, Spot +6; Alertness, Iron Will, Track.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage. Loss of a limb or body part will regrow in 3d6 minutes. One can reattach the severed member instantly by holding it to the stump.

18-Cavern (ECL 11)

Three orcs are on bended knee in front of a large troll. The troll, Moog, is sitting on a large ivory throne (2,000 gp) that was dragged here from the temple. Moog is trying to hear the orcs oaths of loyalty but the din created by Onk and his buddies is deafening. This is starting to make Moog angry.

In the recess are three bandits that have been taken from the iron cage in room 16 several weeks ago. They are hog-tied and a fourth orc is dumping a sauce on them to prepare them as dinner.

Moog, Onk, and the other trolls are servants of the dragon Scratharessar. The trolls regularly patrol and often to go the far cave (room 16) to see what the bandits have left. They are aware of the symbol of deaths in the passageway to the Storeroom (room 8) and will not go in. The orcs were previous occupants of the iron cage imprisoned when they angered Chief Garband. They are trying to make themselves useful to Moog to avoid being eaten.

Orcs (2) Bbn3: CR 3; Med Humanoid; hp 35,32,37, 34; Init +2; Spd 30 ft; AC 16, touch 12, flatfooted 14; Base Atk/Grapple +3/+7; Atk/Full Atk Greataxe +8 melee (1d12+6); SQ Darkvision 60 ft., light sensitive; AL CE; SV Fort +4, Ref +3, Will +1; Str 18, Dex 14, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Intimidate +6, Jump +6, Listen +6, Ride +8; Alertness, Toughness, Weapon Focus.

Special Abilities: Darkvision, Fast Movement, Illiteracy, Rage, Trap Sense, Uncanny Dodge.

Possessions: Greataxe, Scale mail.

Moog; Troll Bbn3: CR 8; Large Giant; HD 6d8+36 + 3d12+18; hp 96 (+6 rage); Init +2; Spd 40 ft; AC 16, touch 11, flatfooted 14; Base Atk/Grapple +7/+16; Atk claw +12 Melee (1d6+6); Full Atk claws +12/+12 melee (1d6+6) and bite +7 melee (1d6+3); SA Rage (1/day, 14 rounds), Rend 2d6+9; SQ Darkvision (90'), low-light vision, regeneration 5, scent; AL CE; SV Fort +14, Ref +5, Will +4; Str 22, Dex 14, Con 22, Int 7, Wis 8, Cha 6.
Skills and Feats: Listen +5, Spot +6; Alertness, Athletic, Iron Will, Shield Proficiency, Track.
Special Abilities: Darkvision, Fast Movement, Illiteracy, Low-light Vision, Rage, Regeneration, Scent, Trap Sense, Uncanny Dodge.

Bandit Guard; Human Ftr3: CR 3; Medium Humanoid; HD 3d10+6; hp 33,31,34; Init +5; Spd 20 ft; AC 18, touch 11, flatfooted 17; Base Atk/Grapple +3/+6; Atk Scimitar +7 melee (1d6+3), Light Crossbow +4 ranged (1d8); AL N; SV Fort +5, Ref +4, Will +1; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 10.
Skills and Feats: Climb +2, Intimidate +6, Ride +7; Improved Initiative, Lightning Reflexes, Quick Draw, Toughness, Weapon Focus (Scimitar).
Possessions: Scimitar, Light crossbow, Banded mail, Light wooden shield.

19-Chamber

of the Guardians (ECL 8)

This cavity is very dry and dusty. Two tattered grey draperies hanging from the ceiling divide the chamber. On the other side of the curtain can be heard faint moaning (DC 10, Listen). The sources are three wights. They are the only remaining tomb guardians, created by the Dragon Lords, on this level.

Near the entrance is a china vase with a picture of an ornate, large mausoleum painted on it (300 gp). The wights will fiercely try to attack anybody trying to take it.

Advanced Wights (3), CR 6; Medium Undead; HD 6d12; hp 50, 48, 51; Init +1; Spd 30 ft; AC 15, touch 11, flatfooted 14; Base Atk/Grapple +3; +4; Atk/Full Atk Slam +5 melee (1d4+1 plus energy drain); SA Create spawn, energy drain; SQ Darkvision 60 ft., undead traits; AL LE; SV Fort +2, Ref +3, Will +6; Str 12, Dex 12, Con 0, Int 11, Wis 13, Cha 15.
Skills and Feats: Hide +10, Listen +10, Move Silently +18, Search +1, Spot +7; Alertness, Blind-Fight, Weapon Focus.
Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 14 Fort to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the Wight gains 5 temporary hit points.
Create Spawn (Su): Those slain by a wight become a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

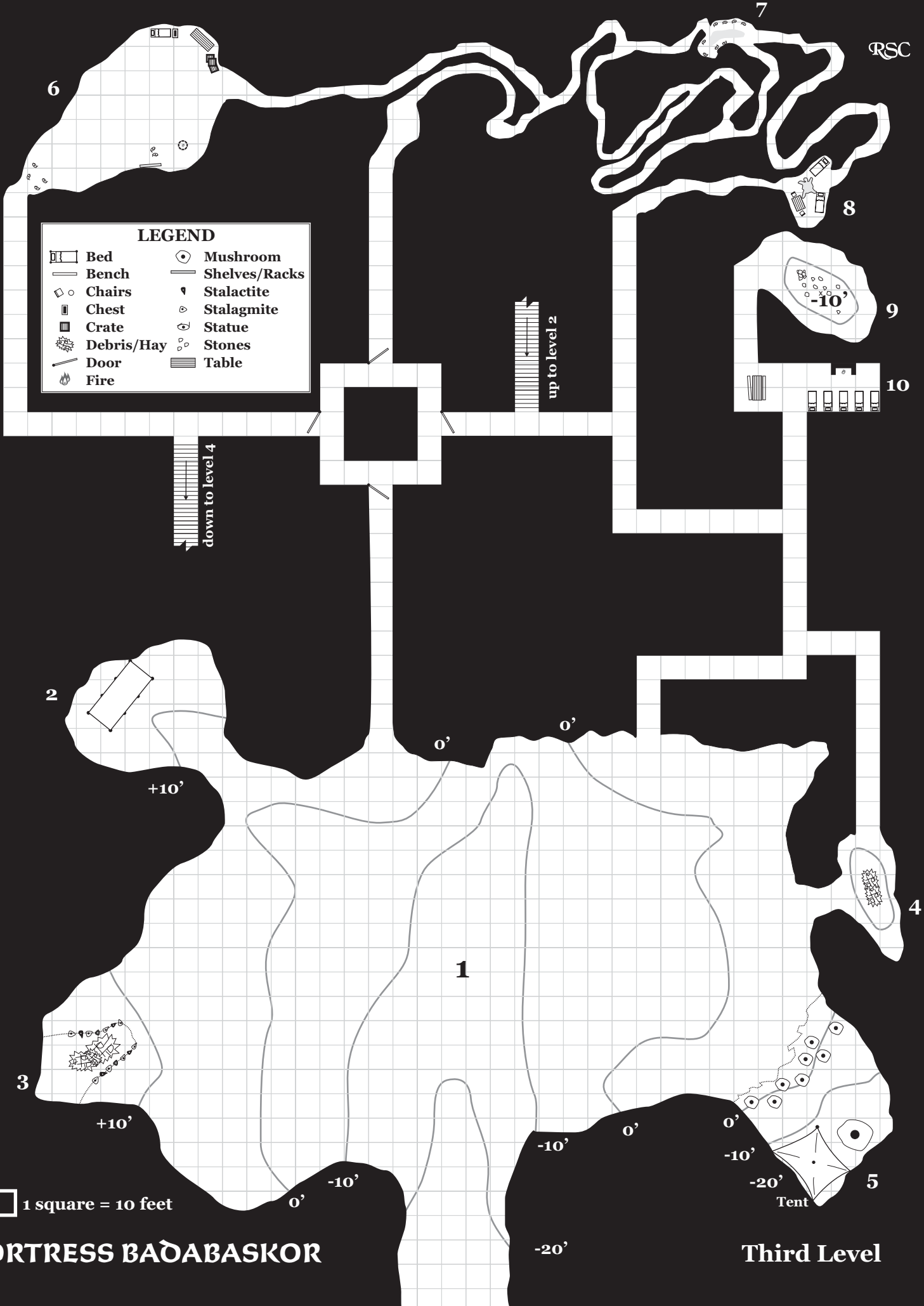
20- Cavern (ECL 8)

The entrance of the cavern is an opened secret door that is shaped to look like it is part of the stone walls. From the entrance inhuman hooting and grunting can be heard along with the sounds of creatures jumping around.

A large green serpent lies dead on the floor with one gargoyle still locked in its coil. Five other gargoyles are dancing on top of it. A large, half open, burlap bag is on the floor. It contains a small +1 *shield*.

The gargoyles are servants of the dragons and are exploring this level. One of them found the secret door and was attacked by a large constrictor snake. His scream brought the others but he was dead before they could kill the snake.

Gargoyles(5): CR 4; Medium Monstrous Humanoid; HD 4d8+16; hp 37, 39, 32, 40, 35; Init +2; Spd 40 ft, fly 60 ft (average); AC 16, touch 12, flatfooted 14; Base Atk/Grapple +4/+6; Atk/Full Atk claws +6/+6 melee (1d4+2), bite +4 melee (1d6+1), gore +4 melee (1d6+1); SQ Damage reduction 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.
Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.



LEGEND

Bed	Mushroom
Bench	Shelves/Racks
Chairs	Stalactite
Chest	Stalagmite
Crate	Statue
Debris/Hay	Stones
Door	Table
Fire	

1 square = 10 feet

FORTRESS BADABASKOR

Third Level

Fortress Badabaskor, Level Three

This level is dominated by the lair of Scrathaessar and her brood. Scrathaessar is immensely old and powerful, but she wants to be left alone and raise her children. If her or any of her brood is attacked, her wrath will be fearsome and she will relentlessly hunt down those responsible. The description for the abilities common to all red dragons are listed here and only the specific ranges and DCs are listed with the dragon themselves. Each of Scrathaessar's brood wears a necklace of a red velvet strap and a red pearl. This has been enchanted to allow Scrathaessar to know if they are being attacked. This necklace works over a range of 5 miles.

Common Dragon Abilities

SA-Breath Weapon (Su): Cone of fire, length per size of dragon, every 1d4 rounds.

SA-Frightful Presence (Ex): Dragons can unsettle foes with their mere presence. This ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. A potentially affected creature that succeeds at a Will save remains immune to that dragon's frightful presence for one day. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with more than 5 HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

SA-Locate Object (Sp): This dragon can locate object as the spell of the same name.

SA-Crush: This special attack allows a flying or jumping dragon to land on opponents as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon, and affects as many creatures as can fit under the dragon's body. Creatures in the affected area must succeed on a Reflex save (DC 24) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape.

SA-Tail Sweep: This special attack allows a dragon to sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet (or 40 feet for a Colossal dragon), extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. Affected creatures can attempt Reflex saves to take half damage.

SQ-Immunities (Ex): Immune to sleep, paralysis.

SQ-Blindsight (Ex): Dragons can pinpoint creatures within a distance of 60 feet. Opponents the dragon can't actually see still have total concealment against the dragon.

SQ-Keen Senses (Ex): Dragons can see four times as well as humans in low-light conditions and twice as well in normal light. They also have darkvision (range 500 feet).

SQ-Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

1-The Central Cavern of the Dragon's Lair

When the party enters the central cavern they will notice the floor is littered with hundreds of skeletons intermixed with rusted weapons and decayed armor in the style of ancient Kelnore. From the far corners of the cavern the sounds of breathing can be heard (DC 20, Listen). The air faintly smells of brimstone and sulfur.

2-NW Chamber (ECL 19)

In this side cavern, a marble slab stands ten feet off the floor supported by eight pillars spaced three feet apart. Standing on the slab is a young red dragon, Thasokkar, who is swaying back and forth watching a large red pearl (3,100 gp) swinging on a blue velvet strap around his neck. Under the slab is a large pile of coins with 12,000 cp, 3,450 sp, and 1,660 gp. Buried in the coins are the mummified remains of an elven warrior still clutching his magical sword "*Glordinen of the Golden Flame*." The skeletons and bones of several men lie scattered against the walls of the cave. Seen among the bones are broken weapons, partially melted shields and damaged armor.

Thasokkar is the youngest child of Scrathaessar and Haaskaton. Of all their children, Thasokkar is proving to have the most potential as a fighter as testified by the many bones lie scattered about. Any party coming into his presence will be challenged. He will demand that one member of the party duel him to the death. If the party

member wins they can take his horde and go free. Otherwise all the possessions on the one he killed will be added to his horde. While his promise of freedom is sincere his mother, Scrathaessar, will not honor it and seek vengeance.

Thasokkar; Young adult red dragon Sor5: CR 13; Huge Dragon; HD 19d12+95; hp 218; Init +0; Spd 40 ft, fly 150 ft (poor); AC 26, touch 8, flatfooted 26; Base Atk/Grapple +19/+37; Atk Bite +28 melee (2d8+10); Full Atk Bite +28 melee (2d8+10), claws +25/+25 melee (2d6+5), wings +25/+25 melee (1d8+5), tail slap +25 melee (2d6+15); SA Breath weapon (50ft Cone of fire, 10d10, Ref DC 24), crush (2d8+15), locate object, frightful presence (DC 21); SQ Fire subtype, immunities, DR 5/magic, blindsense, keen senses, SR 19; AL CE; SV Fort +16, Ref +11, Will +13; Str 31, Dex 10, Con 21, Int 14, Wis 15, Cha 14.
Skills and Feats: Appraise +21, Bluff +21, Concentration +24, Escape Artist +19, Intimidate +21, Jump +29, Listen +21, Search +21, Spot +21; Cleave, Hover, Multiattack, Power Attack, Snatch, Weapon Focus.
Special Abilities: Blindsight, Breath Weapon, Frightful Presence, Spell Resistance.
Spell-Like Abilities: 0—*Cure light wounds, Divine favor.*
Sor Spells (6/7/5 DC 12+spell level): 0—*Dancing lights, Detect magic, Detect poison, Ghost sound, Read magic, Resistance*, 1—*Endure elements, Mage armor*, 2—*Bull's strength, Cat's grace*.

Glordinen of the Golden Flame

+3 chaotic good sword, Int 7, Ego 10, detect sloping passages.

3-SW Alcove (ECL 34)

A thirty-foot dragon's head has been carved by trolls out of the stone in this cavern. The gaping mouth has huge teeth formed out of the remaining stalagmites and stalactites. Sleeping on a large pile of treasure in the mouth is a very old red dragon, Haaskkaton, the latest consort to Scratharessar. Around his neck is a large red pearl (4,400 gp) on a green velvet strap. The treasure hoard consists of 14,000 cp, 8,257 sp, 3,600 gp, a ivory box (460 gp) containing jewelry (2,030 gp), a bloodstone (200 gp), a gold helm set with a *glowstone* (1,800 gp), a mace made of electrum (180 gp). A pile of skulls and broken weapons flanks each side of the dragon's sleeping form.

If awakened he will be quite angry and order any trespassers to see his consort Scratharessar giving directions. He will stay awake until the party goes to Scratharessar's lair. If they attempt to leave the cavern he will shout for the aid of the other dragons and attack to kill.

Haaskkaton; Ancient red dragon Sor15: CR 23; Gargantuan Dragon; HD 34d12+306; hp 527; Init +4; Spd 40 ft, fly 200 ft (clumsy); AC 39, touch 6, flatfooted 39; Base Atk/Grapple +34/+60; Atk Bite +45 melee (4d6+14); Full Atk Bite +45 melee (4d6+14), claws +42/+42 melee (2d8+7), wings +42/+42 melee (2d6+7), tail slap +42 melee (2d8+21); SA Breath weapon (60ft Cone of fire, 20d10, Ref DC 36), crush (4d6+21), tail sweep (2d6+21), locate object, other spell-like abilities, frightful presence (DC 34); SQ Fire subtype, immunities, DR 15/magic, blindsense, keen senses, SR 28; AL CE; SV Fort +28, Ref +19, Will +26; Str 39, Dex 10, Con 29, Int 24, Wis 25, Cha 24.

Skills and Feats: Appraise +41, Bluff +41, Concentration +43, Diplomacy +41, Escape Artist +34, Intimidate +41, Jump +48, Knowledge (Arcana) +41, Knowledge (History) +41, Listen +41, Search +41, Sense Motive +41, Spot +41, Use Magic Device +41; Cleave, Dodge, Great Cleave, Hover, Improved Initiative, Improved Sunder, Multiattack, Power Attack, Quicken Spell-Like Ability, Snatch, Weapon Focus.
Special Abilities: Blindsense, Breath Weapon, Frightful Presence, Spell Resistance.

Sor Spells (6/8/8/8/7/7/7/5 DC 17+spell level): 0—*Dancing lights, Detect magic, Detect poison, Ghost sound, Mage hand, Mending, Open/close, Read magic, Resistance*, 1—*Endure elements, Mage armor, Shield*, 2—*Bear's endurance, Blur, Bull's strength, Cat's grace, Fog cloud*, 3—*Dispel magic, Haste, Slow*, 4—*Detect scrying, Dimension door*, 5—*Cloudkill, Dominate person, Teleport*, 7—*Spell turning*.

Spell-Like Abilities: 0—*Find the path, Suggestion* (3).

4-NE Chamber (ECL 25)

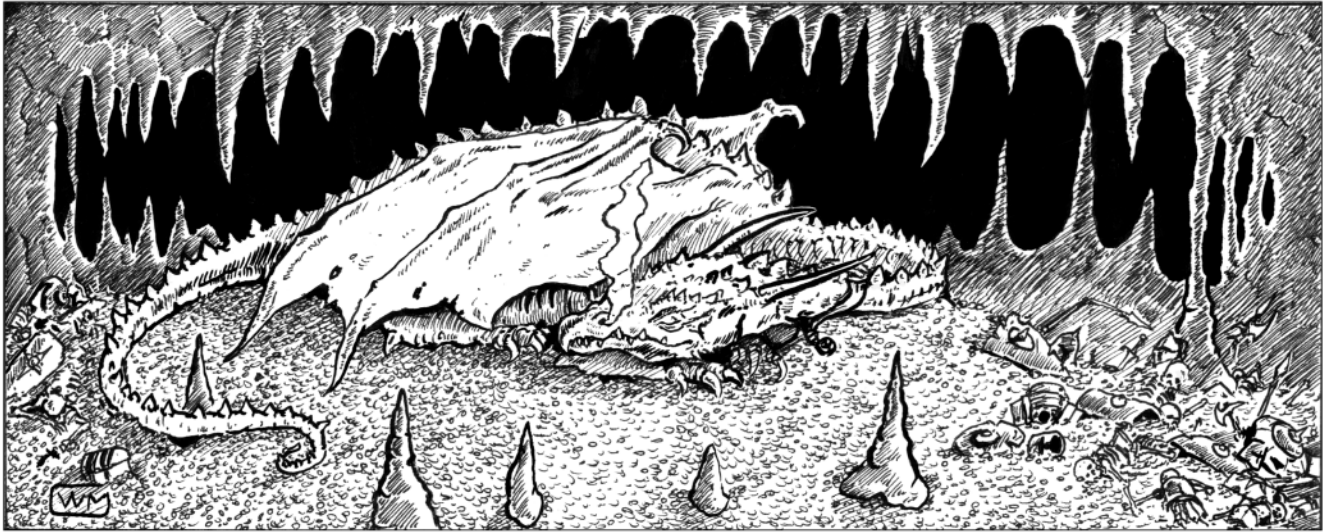
A soft cushion of a mossy growth covers the floor of this cavern. In the middle is a mounded ring of red clay soil and inside is a dragon nest. The nest is covered with treasure and on the treasure are two adult red dragons sleeping with their necks intertwined. They are drowsily humming contentedly. Alcalthar is a son of Scratharessar and has been permitted to stay with his lover Thanessak. Both of the dragons have a gold velvet strap about their necks with a red pearl (3,900 gp each). The nest is carpeted with 9,800 cp, 10,230 sp, and 3,680 gp. Embedded in the walls of the nest are a *ring of three wishes*, a *+1 large wooden shield* with a griffon emblazoned on it, and a *djinn bottle*. If awakened Thanessak will go back to sleep while Alcalthar drowsily tells them to go see his mother, Scratharessar after the party leaves he will go back to sleep.

Djinn Bottle

This bottle is made of ornate glass, with a lead stopper bearing special seals. The bottle can be opened once per day. When opened, the djinn imprisoned within issues from the bottle instantly. There is a 10% chance (01-10 on d%) that the djinn is insane and attacks immediately upon being released. There is also a 10% chance (91-100) that the djinn of the bottle grants three wishes. In either case, the djinn afterward disappears forever. The other 80% of the time (11-90), the inhabitant of the bottle loyally serves the character for up to 10 minutes per day (or until the djinn's death), doing as he commands. Roll each day the bottle is opened for that day's effect.

Alcalthar, Thanessak; Adult red dragon Sor7: CR 15; Huge Dragon; HD 22d12+110; hp 253; Init +4; Spd 40 ft, fly 150 ft (poor); AC 29, touch 8, flatfooted 29; Base Atk/Grapple +22/+41; Atk Bite +32 melee (2d8+11); Full Atk Bite +32 melee (2d8+11), claws +29/+29 melee (2d6+5), wings +29/+29 melee (1d8+5), tail slap +29 melee (2d6+16); SA Breath weapon (50ft Cone of fire, 12d10, Ref DC 26), crush (2d8+16), locate object, frightful presence (DC 24); SQ Fire subtype, immunities, DR 5/magic, blindsense, keen senses; SR 21; AL CE; SV Fort +18, Ref +13, Will +16; Str 33, Dex 10, Con 21, Int 16, Wis 17, Cha 16.
Skills and Feats: Appraise +25, Bluff +25, Concentration +27, Diplomacy +25, Escape Artist +22, Intimidate +25, Jump +33, Listen +25, Search +25, Spot +25; Cleave, Hover, Improved Initiative, Multiattack, Power Attack, Snatch, Weapon Focus.

Spell-Like Abilities: 0—*Cure light wounds, Divine favor*.
Sor Spells Known (6/7/7/5 DC 13+spell level): 0—*Dancing lights, Detect magic, Detect poison, Ghost sound, Mage hand, Read magic, Resistance*, 1—*Endure elements, Mage armor, Shield*, 2—*Blur, Bull's strength, Cat's grace*, 3—*Dispel magic, Haste*.



5-SE Alcove (ECL 40)

Lining the mouth of this alcove is a narrow forest of mushrooms each 4' to 5' high. Accidentally jostling (DC 20, Reflex) the mushrooms will release a cloud of spores that will put the player to sleep. (Spores, Inhaled, DC 15, Sleep 1d6 hours, 80 gp). Beyond the mushrooms the floor steeply slopes down. At the bottom is a huge tent of skins attached and the cavern walls. Beside the tent is a huge mushroom (10' high) covered with red splotches.

Within the tent is a great red dragon wrym, Scrathaessar appearing to be half-asleep. She is wearing a red velvet strap around her neck with a red diamond attached (13,470 gp) that acts as a ring of spell-turning. In front here is a pile of rocks dimly glowing with heat. Interspaced among the rocks are 3 dragon eggs. If the party watches periodically Scrathaessar will breathe fire on the rocks causing them to be heated further.

Scrathaessar has lived since the days of the First Men and is supremely confident in her ability to meet any threat. Even when an entire imperial legion of Kelnore tried to kill her all they could do is imprison her in the cavern. Later when her relatives freed her she exacted a terrible retribution.

Today she likes to talk to those who wander into her den and enjoys a good game of chance, but she is a sore loser and will insist on playing until she wins. If she finds out that any of her family were attacked she will attack relentlessly to destroy the party.

She has grown beyond keeping a huge horde of treasure giving it all to her family. She keeps a few pieces in the red splotches on the mushroom next to her tent. Hidden are a *Ring of Dominate Person*, a *Luckstone*, two *Potions of Enlarge Person*, and the *Crown of the Crystal Mind*.

Stone of Good Luck (Luckstone)

This stone is a rough polished agate. Its possessor gains a +1 luck bonus on saving throws, ability checks, and skill

Scrathaessar; Great wrym red dragon Sor19: CR 26; Colossal Dragon; HD 40d12+400; hp 660; Init +4; Spd 40 ft, fly 200 ft (clumsy); AC 41, touch 2, flatfooted 41; Base Atk/Grapple +40/+73; Atk Bite +50 melee (4d8+17); Full Atk Bite +50 melee (4d8+17), claws +47/+47 melee (4d6+8), wings +47/+47 melee (2d8+8), tail slap +47 melee (4d6+25); SA Breath weapon (70 ft Cone of fire, 24d10, Ref DC 40), crush (4d8+25), tail sweep (2d8+25), locate object, other spell-like abilities, frightful presence (DC 38); SQ Fire subtype, immunities, DR 20/magic, blindsense, keen senses, SR 32; AL CE; SV Fort +32, Ref +22, Will +30; Str 45, Dex 10, Con 31, Int 26, Wis 27, Cha 26.

Skills and Feats: Appraise +48, Bluff +48, Concentration +50, Diplomacy +48, Escape Artist +40, Intimidate +48, Jump +57, Knowledge (Arcana) +48, Knowledge (Geography) +48, Knowledge (History) +48, Listen +48, Search +48, Sense Motive +48, Spot +48, Use Magic Device +48; Cleave, Dodge, Flyby Attack, Great Cleave, Hover, Improved Initiative, Improved Sunder, Multiattack, Power Attack, Quicken Spell-Like Ability, Snatch, Weapon Focus.

Special Abilities: Blindsense, Breath Weapon, Frightful Presence, Spell Resistance.

Spell-Like Abilities: 0—*Discern location, Find the path, Suggestion* (3)

Sor Spells (6/8/8/8/8/7/7/7/7/4 DC 18+spell level): 0—*Dancing lights, Detect magic, Detect poison, Ghost sound, Mage hand, Mending, Open/close, Read magic, Resistance, 1—Endure elements, Mage armor, Shield, 2—Bear's endurance, Blur, Bull's strength, Cat's grace, Fog cloud, 3—Dispel magic, Haste, Slow, 4—Detect scrying, Dimension door, 5—Cloudkill, Dominate person, Teleport, 7—Greater scrying, Spell turning, 8—Maze, Protection from spells, 9—Foresight.*

Crown of the Crystal Mind

An elaborate crystalline crown etched with strange designs. This exceptional crown is an artifact. It is a holy relic of the Amazon race supposedly worn by their first queen.

The Psionic power points in the Crown of the Crystal Mind can be used to manifest any of the following powers at manifester level 20th (or at the wearer's manifester level if it is higher than 20th).

Burst; Catfall; Concealing amorphia, (greater); Concussion blast; Daze, psionics; Detect psionics; Dominate, psionics; Far hand; Float; Mindlink; Inertial barrier;

Crown of the Crystal Mind (Cont.)

Telekinetic force; Telekinetic maneuver; Telekinetic thrust; Teleport, psionics; Thicken skin; True metabolism
The wearer of the Crown also gains power resistance equal to 10 + his manifester level.

The Crown has 500 power points. Anyone who dons the crown instantly knows the current number of power points. The crown will recharge back 1 Psionic power point per day if it currently has fewer than 500 points.

A one-time use of the Crown, the wearer can channel all the remaining charges into an uncontrolled burst of energy. This is used as a standard action. All within 20 feet of the wearer take damage equal to half the power points left in the crown (Reflex DC 18 1/2 dmg). The wearer inhabits a tiny eye of calm at the center of the destruction and is unharmed, but the Crown is reduced to a burned-out

6-Lair of the Medusæ (ECL 9)

At the south entrance of this cavern are the statues of four dwarven fighters. This is the home of Lyndora and her sister Cincy. They are two medusæ in service to the dragons. Cincy is lying on the bed resting, while Lyndora is walking to a wooden rack on the east wall where there is a golden necklace (1,500 gp). By the rack are two statues of orcs in the middle of the room reaching for the necklace.

The necklace has a symbol of one of the great noble houses of City-State. The two sisters loved a young noble scion. Each thought they won his heart but found out that he was seeing the both of them at the same time. Angry they made a pact with dark gods to curse the unfaithful lover. The curse was unleashed but the price was the two sisters were turned into medusæ. Forced to flee their family and City-State, they wandered until they entered the cave of the dragons. They pledged their service and ever since remained servants of Scratharessar.

Lyndora, Cincy; Medusa: CR 7; Medium Monstrous Humanoid; HD 6d8+6; hp 33; Init +2; Spd 30 ft; AC 15, touch 12, flatfooted 13; Base Atk/Grapple +6/+6; Atk Dagger +8 melee (1d4); Full Atk Dagger +8/+3 melee (1d4), snakes +3 (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, Intimidate +4, Move Silently +8, Spot +8; Point Blank Shot, Precise Shot, Weapon Finesse.

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude DC 15 negates. The save DC is Charisma-based.

Poison (Ex): Injury, Fort DC 14, initial damage 1d6 Str, secondary damage 2d6 Str.

7-Old Treasure Cavern (ECL 14)

The statues of eight white apes in comical poses are scattered throughout this small cave. The center of the room is covered with fine red dust. This is all that remains of the wooden tomb of Lord Haskalon the Mirthful. In the middle of the dust are two glowing +1 battle-axes. Anyone stepping on the dust will cause apes to animate (1 statue per round) and attack. The statues were set here to guard the remains of Lord Haskalon.

Ape(8); CR 8; Large Animal; HD 8d8+16; hp 51; Init +6; Spd 30 ft, climb 30 ft; AC 14, touch 11, flatfooted 12; Base Atk/Grapple +6/+16; Atk claw +11 Melee melee (1d6+6); Full Atk claws Melee +11/+11 melee (1d6+6), bite +6/+1 melee (1d6+3); SQ Low-light vision, scent; AL N; SV Fort +8, Ref +8, Will +3; Str 22, Dex 15, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +15, Jump +10, Listen +6, Spot +6; Alertness, Improved Initiative, Toughness.

8-Troll Cavern (ECL 7)

Two of the dragon's troll minions, Jak, and Lak, are sitting at a rotten wooden table counting their pay. A total of 4,000 sp and 288 gp lie in various piles and stacks between the two. Lak is cursing as his coins keep slipping through the cracks in the table. The room is also furnished with two large cots and an owl bear rug. Hanging from the ceiling is a human sized skeleton.

Trolls (2): Large Giant; CR 5; HD 6d8+36; hp 63; Init +2; Spd 30 ft; AC 16, touch 11, flatfooted 14; Base Atk/Grapple +4/+13; Atk/Full Atk claws +9/+9 melee (1d6+6), bite +4 melee (1d6+3); SA Rend 2d6+9; SQ Darkvision (90'), low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 22, Dex 14, Con 22, Int 6, Wis 8, Cha 6.

Skills and Feats: Listen +5, Spot +6; Alertness, Iron Will, Track.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

9-New Treasure Cavern (ECL 8)

This room is being excavated by four gargoyles in an expansion of the quarters the dragons keep for their minions. The floor is covered by 2' boulders and other rubbles causing movement to be halved. If carefully searched (DC 30, Search) there is a diamond (1,500 gp) in the rock matrix forming the ceiling of the excavation. If not carefully worked out (DC 25, Disable Device) the ceiling will collapse causing 5d6 damage to everyone in the room. A reflex save is possible for anybody standing near the entrance. (DC 20, Reflex)

Gargoyles (4): CR 4; Medium Monstrous Humanoid; HD 4d8+16; hp 37; Init +2; Spd 40 ft, fly 60 ft (average); AC 16, touch 12, flatfooted 14; Base Atk/Grapple +4/+6; Atk/Full Atk Melee claws +6/+6 melee (1d4+2), bite +4 melee (1d6+1), gore +4 melee (1d6+1); SQ Damage reduction 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.

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

10-Guest Room (ECL 8)

This room is appointed with several bunks, a fireplace, and a table. This used for the guests and minions of the dragons. Currently there are three clerics of Angall in the middle of a worship service. Two of them are kneeling while the third is in front of them holding a large red quartz with both hands over his head and chanting in draconic.

The clerics (Ashalon, Berak, and Lodon) were sent by Reyhtuyl in an attempt to negotiate with the dragon to help them find who has been killing people on the fourth level.

Berak; Male Human Clr6; CR 6; Medium Humanoid; HD 6d8+12; hp 47; Init +0; Spd 20 ft; AC 17, touch 10, flatfooted 17; Base Atk/Grapple +4/+7; Atk Heavy Masterwork Mace +8 Melee (1d8+3); SA: Rebuke Undead (Su) 4/day (turn level 6) (turn damage 2d6+7), Smite 1/day (Su), Spontaneous casting; Vision: Normal; AL: CE; SV: Fort +7, Ref +2, Will +9; Str 16, Dex 10, Con 15, Int 12, Wis 18, Cha 13

Skills and Feats: Concentration +11, Diplomacy +5, Heal +9, Knowledge (Religion) +6, Listen +5, Spellcraft +10, Spot +5, Combat Casting, Greater Spell Penetration, Spell Penetration, Weapon Focus (Morningstar).

Possessions: Chainmail; Heavy Masterwork Mace; Heavy Shield;

Deity: Angall

Chaos Domain: You cast chaos spells at +1 caster level.

Destruction Domain: Smite: make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). Usable once per day.

Spells per Day: (5/4+1/4+1/3+1/ DC: 14+spell level) 0—*Create water, Inflict minor wounds, Light, Resistance* (2), 1—*Cause fear, Doom, Endure Elements, Inflict light wounds* (D), *Magic Weapon, Protection from Good*, 2—*Bull's Strength, Find traps, Hold person, Cure moderate wounds, Shatter* (D), 3—*Create food and water, Contagion*

Ashalon, Lodon; Human Clr4: CR 4; Medium Humanoid; HD 4d8+12; hp 27; Init +0; Spd 20 ft; AC 15, touch 10, flatfooted 15; Base Atk/Grapple +3/+6; Atk/Full Atk Heavy Mace +7 melee (1d8+3); AL CE; SV Fort +7, Ref +1, Will +7; Str 16, Dex 10, Con 16, Int 12, Wis 17, Cha 11.

Skills and Feats: Concentration +10, Heal +10, Knowledge (Religion) +6, Spellcraft +6; Combat Casting, Scribe Scroll, Weapon Focus (Heavy Mace).

Possessions: Light wooden shield, Banded mail, Heavy Mace.

Deity: Angell

Chaos Domain: Chaos spells at +1 caster level.

Destruction Domain: Smite: make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). Usable once per day.

Clr Spells Prepared (5/4+1/3+1/ DC 13+ spell level): 0—*Create water, Inflict minor wounds* (2), *Light, Resistance*, 1—*Bane, Cure Light Wounds, Inflict light wounds* (D), *Magic weapon, Remove fear*, 2—*Aid, Inflict moderate wounds* (2), *Shatter* (D).

Judges Notes:

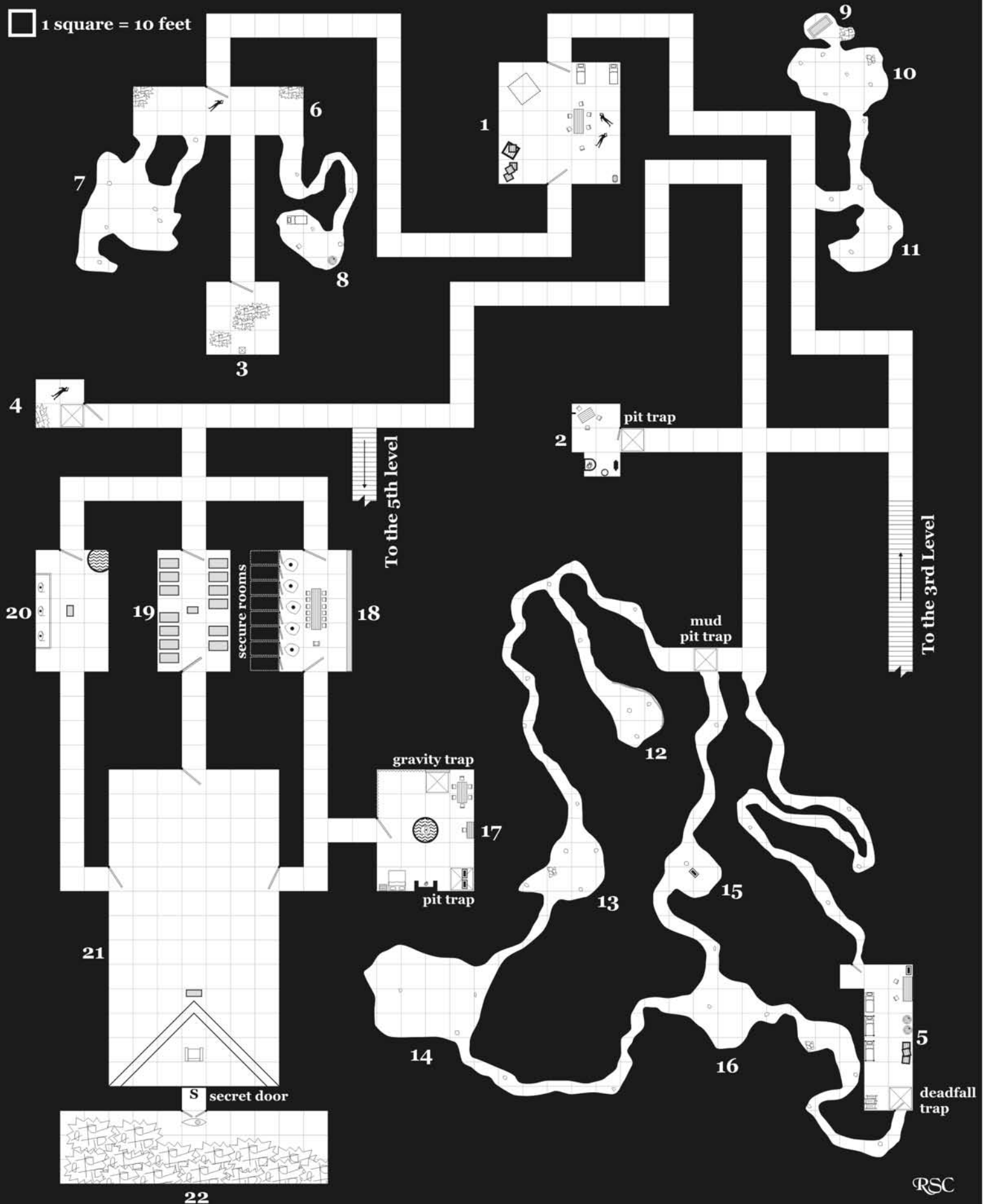
The Dragons are the hardest challenge of the adventure both in original and in this version. It is important to use the description of the Central Cavern #1 to give the players the proper sense of dread. If you look at the map you will see this encounter area can be bypassed.

If the players run into one of the dragons, they will likely need to use all their role-playing skills to get them out of the situation. As a Judge, you should have the party act out their method of entertaining Scrathaessar and/or her brood. In addition it is recommended that you decide which game of chance Scrathaessar will use to play the party. Alternatively you could pick a simple game like checkers, backgammon, or fox and hounds. Of the three I recommend fox and hounds for the least amount of time to play.

FORTRESS BADABASKOR

Fourth Level

1 square = 10 feet



Fortress Badabaskor, Level Four

The surviving priests and temple warriors dominate this level. For twenty years they survived on *create food and water* spells preparing for the day when they could re-take Badabaskor. But in the last couple of days they have been thrown in disarray as a number of priests have been found dead and horribly mutilated. The various factions have been at each others throat and Reyhtuyl, the high priest, has sent a plea to the dragons for help or knowledge.

There is a 1 in 6 chance every 10 minutes of running into a patrol of temple guards. If they spot the party one member of the patrol will flee to raise the alarm while the others fight.

Priests of Angall (1); Human Clr4: CR 4; Medium Humanoid; HD 4d8+12; hp 27; Init +0; Spd 20 ft; AC 15, touch 10, flatfooted 15; Base Atk/Grapple +3/+6; Atk/Full Atk Heavy Mace +7 melee (1d8 + 3); AL CE; SV Fort +7, Ref +1, Will +7; Str 16, Dex 10, Con 16, Int 12, Wis 17, Cha 11.

Skills and Feats: Concentration +10, Heal +10, Knowledge (Religion) +6, Spellcraft +6, Combat Casting, Scribe Scroll, Weapon Focus (Heavy Mace).

Possessions: Light wooden shield, Banded mail, Heavy Mace.

Chaos Domain: Chaos spells at +1 caster level.

Destruction Domain: Smite: make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). Usable once per day.

Clr Spells Prepared (5/4+1/3+1/ DC 13+ spell level): 0—*Create water, Inflict minor wounds (2), Light, Resistance*, 1—*Bane, Cure Light Wounds, Inflict light wounds (D), Magic weapon, Remove fear*, 2—*Aid, Inflict moderate wounds (2), Shatter (D)*.

Temple Warrior (4); Male Human Ftr3: CR 3; Medium Humanoid; HD 3d10+9; hp 30; Init +5; Spd 20 ft; AC 16, touch 11, flatfooted 15; Base Atk/Grapple +3/+5; Atk/Full Atk Scimitar +6 melee (1d6+2); AL: N; SV: Fort +5, Ref +2, Will +2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 9

Skills and Feats: Climb +2, Intimidate +2, Jump -6, Listen +2, Spot +2, Swim -5, Cleave, Improved Initiative, Power Attack, Toughness, Weapon Focus (Scimitar).

Possessions: Scale Mail, Scimitar, Shield, Light.

1-Lower Mess Hall (ECL 10)

This room is used as a mess by the clerics of Angall. There is a table, supplies, and spare cots in this room. In the northeast corner is an iron cage that is used for a temporary holding area for any prisoners.

Currently two temple warriors are guarding the room, one at each door. There are three clerics sitting at the large wooden table dividing the treasure gained from the Amazons they captured. The Amazons were exploring this level when they were surprised and captured by the clerics. The group is congratulating each other, as they believe they uncovered an Amazon conspiracy that is causing people to disappear on this level. They plan to take this information back to Reyhtuyl and use it to organize a strike against RATHERA.

The only survivor is Shiloh who is imprisoned in the cage. The bodies of her two slain compatriots lie on the floor. Beside the table is the leader of these clerics, Anknar, who is using a scroll to prepare a meal for the victors.

Shiloh was on a quest looking for RATHERA her mother. RATHERA disappeared over twenty years ago when Shiloh was a young child. Upon coming of age she took as her life quest to find her mother.

On the table are 1,300 sp, 333 gp, a *scroll of fireball*, and a *potion of cure critical wounds*. Beside the bodies of the slain Amazon are two unclaimed weapons; a +1 *axe* and a +1 *longbow*.

Anknar; Human Clr6: Medium Humanoid; CR 6; HD 6d8+12; hp 47; Init +0; Spd 20 ft; AC 17, touch 10, flatfooted 17; Base Atk/Grapple +4/+7; Atk/Full Atk Heavy MW Mace +8 melee (1d8+3); SA: Rebuke Undead (Su) 4/day (turn level 6) (turn damage 2d6+7), Smite 1/day (Su), Spontaneous casting; Vision: Normal; AL: CE; SV: Fort +7, Ref +2, Will +9; Str 16, Dex 10, Con 15, Int 12, Wis 18, Cha 13

Skills and Feats: Concentration +11, Diplomacy +5, Heal +9, Knowledge (Religion) +6, Listen +5, Spellcraft +10, Spot +5, Combat Casting, Greater Spell Penetration, Spell Penetration, Weapon Focus (Morningstar).

Possessions: Chainmail, Heavy MW mace, Heavy shield.

Deity: Angall

Chaos Domain: Chaos spells at +1 caster level.

Destruction Domain: Smite: make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). Usable once per day.

Spells per Day: (5/4+1/4+1/3+1/ DC:14+spell level) 0—*Create water, Inflict minor wounds, Light, Resistance (2)*, 1—*Cause fear, Doom, Endure elements, Inflict light wounds (D), Magic Weapon, Protection from good*, 2—*Bull's strength, Find traps, Hold person, Cure moderate wounds, Shatter (D)*, 3—*Create food and water, Contagion (D), Cure serious wounds, Summon monster III*.

Priests of Angall (3); Human Clr4: CR 4; Medium Humanoid HD 4d8+12; hp 27; Init +0; Spd 20 ft; AC 15, touch 10, flatfooted 15; Base Atk/Grapple +3/+6; Atk/Full Atk Flail +6 melee (1d8+3); AL CE; SV Fort +7, Ref +1, Will +7; Str 16, Dex 10, Con 16, Int 12, Wis 17, Cha 11; Concentration +10, Heal +10; Cleave, Maximize Spell, Power Attack.
Chaos Domain: Chaos spells at +1 caster level.
Destruction Domain: Smite: make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). Usable once per day.
Clr Spells Prepared (5+1/4+1/3+1 DC13+ spell level): 0—*Create water, Inflict minor wounds (2), Light, Resistance, 1—Inflict light wounds (3), Inflict light wounds (D), Magic weapon, Remove fear, 2—Aid, Cure Moderate Wounds (2), Hold Person, Shatter (D).*

Temple Warrior (4); Human Ftr3: CR 3; Medium Humanoid; HD 3d10+9; hp 30; Init +5; Spd 20 ft; AC 16, touch 11, flatfooted 15; Base Atk/Grapple +3/+5; Atk Scimitar +6 melee (1d6+2); AL: N; SV: Fort +5, Ref +2, Will +2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 9
Skills and Feats: Climb +2, Intimidate +2, Jump -6, Listen +2, Spot +2, Swim -5, Cleave, Improved Initiative, Power Attack, Toughness, Weapon Focus (Scimitar).
Possessions: Scale mail, Scimitar, Light wooden shield.

Shiloh; Human Bbn6: CR 6; Medium Humanoid; HD 6d12+18; hp 57; Init +3; Spd 40 ft; AC 13, touch 13, flatfooted 10; Base Atk/Grapple +6/+10; Atk/Full Atk Scimitar +7/+2 melee (1d6+2), Scimitar +11/+6 melee (1d6+4); AL N; SV Fort +8, Ref +5, Will +2; Str 19, Dex 16, Con 16, Int 12, Wis 11, Cha 14.
Skills and Feats: Climb +13, Intimidate +11, Jump +13, Listen +9, Move Silently +7, Ride +12; Improved Bull Rush, Power Attack, Two-Weapon Fighting.
Equipment: Scimitar.

2-Smithy (ECL 10)

Three temple warriors are guarding the half battered door, while two acolytes go about their task of repairing broken weapons at the forge. Their master, Ashford the Vile, in a heated discussion with two of his associates over wererats they killed and whether they were responsible for the recent deaths. Nanex the Bold, and Zaras are sitting at the table disputing Ashford statements.

A large sack next to the table contains their spoils gained from the wererats (548 gp, 955 sp, and 8 gems worth 550 gp). Behind Zaras is a lever he can reach that will activate a pit trap 2 feet beyond the door into the corridor.

Acolyte of Angall (2); Human Clr2: CR 2; Medium Human; HD 2d8+4; hp 20; Init +0; Spd 30 ft; AC 14, touch 10, flatfooted 14; Base Atk/Grapple +1/+3; Atk/Full Atk Heavy Mace +3 melee (1d8+2); AL CE; SV Fort +5, Ref +0, Will +5; Str 15, Dex 11, Con 15, Int 13, Wis 15, Cha 12
Skills and Feats: Craft (Alchemy) +6, Concentration +7, Listen +4, Heal +5, Spellcraft +7, Spot +3; Brew Potion, Combat Casting.
Possessions: Heavy mace, Chainmail shirt.
Clr Spells Prepared (4/3+1/ DC 12+ Spl Lvl): 0—*Create water, Inflict minor wounds (2), Light, 1—Cause fear, Cure Light Wounds, Inflict light wounds (D), Magic weapon.*

Nanex, Zaras; Human Clr4: Medium Humanoid; CR 4; HD 4d8+12; hp 27; Init +0; Spd 20 ft; AC 15, touch 10, flatfooted 15; Base Atk/Grapple +3/+6; Atk/Full Atk Heavy Mace +7 melee (1d8+3); AL CE; SV Fort +7, Ref +1, Will +7; Str 16, Dex 10, Con 16, Int 12, Wis 17, Cha 11.
Skills and Feats: Concentration +10, Heal +10, Knowledge (Religion) +6, Spellcraft +6, Combat Casting; Scribe Scroll, Weapon Focus (Heavy Mace).
Possessions: Light wooden shield, Banded mail, Heavy mace.
Chaos Domain: Chaos spells at +1 caster level.
Destruction Domain: Smite: make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). Usable once per day.
Clr Spells Prepared (5/4+1/3+1/ DC 13+ spell level): 0—*Create water, Inflict minor wounds (2), Light, Resistance, 1—Bane, Cure light wounds, Inflict light wounds (D), Magic weapon, Remove fear, 2—Aid, Inflict moderate wounds (2), Shatter (D).*

Ashford the Vile; Male Human Clr6: CR 6; Medium Humanoid; HD (6d8)+12; hp 47; Init +0; Spd 20 ft; AC 17, touch 10, flatfooted 17; Base Atk/Grapple +4/+7; Atk Heavy MW Mace +8 melee (1d8+3); SA: Rebuke Undead (Su) 4/day (turn level 6) (turn damage 2d6+7), Smite 1/day (Su), Spontaneous casting; AL: CE; SV: Fort +7, Ref +2, Will +9; Str 16, Dex 10, Con 15, Int 12, Wis 18, Cha 13
Skills and Feats: Concentration +11, Diplomacy +5, Heal +9, Knowledge (Religion) +6, Listen +5, Spellcraft +10, Spot +5; Combat Casting, Greater Spell Penetration, Spell Penetration, Weapon Focus (Morningstar).
Possessions: Chainmail, Heavy MW mace, Heavy shield.
Deity: Angall
Chaos Domain: Chaos spells at +1 caster level.
Destruction Domain: Smite: make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). Usable once per day.
Spells per Day: (5/4+1/4+1/3+1/ DC:14+spell level) 0—*Create water, Inflict minor wounds, Light, Resistance (2), 1—Cause fear, Doom, Endure elements, Inflict light wounds (D), Magic weapon, Protection from good, 2—Bull's strength, Find traps, Hold person, Cure moderate wounds, Shatter (D), 3—Create food and water, Contagion (D), Cure serious wounds, Summon monster III.*

Temple Warrior (3); Male Human Ftr3: CR 3; Med Humanoid; HD 3d10+9; hp 30; Init +5; Spd 20 ft; AC 16, touch 11, flatfooted 15; Base Atk/Grapple +3/+5; Atk/Full Atk Scimitar +6 melee (1d6+2); AL: N; SV: Fort +5, Ref +2, Will +2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 9
Skills and Feats: Climb +2, Intimidate +2, Jump -6, Listen +2, Spot +2, Swim -5, Cleave, Improved Initiative, Power Attack, Toughness, Weapon Focus (Scimitar).
Possessions: Scalemail, Scimitar Light shield.

3-Store Room (ECL 5)

A foul odor emanates from behind this door. When opened thick webs can be seen covering the ceiling. A large section of the web will be released engulfing the first person stepping into the room (see spider description). A huge spider will attack seeking to web the victim and hauling them up into the ceiling web.

The floor is littered with decayed matter and broken furniture. If searched (DC 10, Search) a trap door will be

found. Underneath is a small treasure of 1,200 cp, and two gems worth 100 gp each.

Huge monstrous spider: CR 5; Huge Vermin; HD 8d8+16; hp 52; Init +3; Spd 30 ft, climb 20 ft; AC 16, touch 11, flatfooted 13; Base Atk/Grapple +6/+18; Atk/Full Atk Bite +9 melee (2d6+6 plus poison); SA Web; SQ Darkvision (60'), tremorsense (60'), vermin traits; AL N; SV Fort +8, Ref +5, Will +2; Str 19, Dex 17, Con 14, Int 0, Wis 10, Cha 2.
Web (Ex): Can throw a web 8 times per day. Has a max range of 50', range increments of 10'. An entangled creature can escape (DC 16, Escape Artist) or (DC 20, Strength). +5 if the trapped creature has something to grab while pulling free. Each 5-foot section has the 14 hp, and sheet webs have damage reduction 5/-.
Tremorsense (Ex): Can detect and locate any creature or object within 60 feet in contact with the ground, or within in contact with the spider's webs.

4-Lycanthropes' Lair (ECL 5)

Strange chittering can be heard outside the iron-bound oak door (DC 15, Listen). In the room are three wererats from the upper fortress who were sneaking around trying to steal treasure. The door is unguarded but the wererats have constructed a crude weapon trap. On the floor is the body of a cleric. The wererats are anxious to get out of the level as they have lost several members of their party.

The cleric's belongings are being divided by the wererats in the room. They have a *Bag of Holding (Type II)* that contains 84 rations, a *Mace of Disruption*, *Bracers of Defense +6*, and a *Ring of Regeneration*. Around each wererat's neck is a leather sack with 64 gp each.

Blade Trap: Atk +8 melee (1d8/x3); Search 21; Disable 20

Wererats(2) Human form: CR 2; Medium Humanoid (Human Shapechanger) ; HD 1d8+1; hp 12,10; Init +0; Spd 30 ft; AC 15, touch 10, flatfooted 15; Base Atk/Grapple +1/+2; Atk/Full Atk Rapier +2 melee (1d6+1) or Light cCrossbow +1 ranged (1d8); SQ Alternate form, rat empathy, low-light vision, scent; AL LE; SV Fort +5, Ref +2, Will +4; Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8.

Skills and Feats: Handle Animal +3, Hide +0, Listen +4, Spot +4, Swim +7; Alertness, Dodge, Iron Will, Weapon Finesse.

Hybrid form: CR 2; Medium Humanoid (Human Shapechanger) ; HD 1d8+2; hp 12,10; Init +3; Spd 30 ft; AC 16, touch 13, flatfooted 13; Base Atk/Grapple +1/+2; Atk/Full Atk Rapier +4 melee (1d6+1), bite -1 melee (1d6 plus disease); Light Crossbow +4 ranged (1d8); SA Curse of lycanthropy, disease; SQ Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent; AL LE; SV Fort +6, Ref +5, Will +4; Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +4, Handle Animal +3, Hide +5, Listen +4, Move Silently +4, Spot +4, Swim +9.

Dire Rat: CR 1/3; Small Humanoid (Human Shapechanger) , HD 1d8+1; hp 5,5; Init +3; Spd 40 ft, climb 20 ft; AC 15, touch 14, flatfooted 12; Base Atk/Grapple +2/-4; Atk/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.

5-Amazon Barracks (ECL 11)

The sound of a women's voice can be heard from inside the room (DC 15, Listen). Both doors to this room are guarded by a *symbol of pain* (DC 30, Search, Disable Device). This symbol is triggered when anybody who is not an Amazon (race) passes the portal. In addition above the south door is 10' by 10' tarp holding several dozen large stones set to fall if they don't have the key to the door.

Furnishing the room are two bunk beds, a cot, table, and supplies. Along with a trunk in the northeast corner storing four bottles of expensive City-State Red (100 gp each), two suits of *chainmail +1*, and a two potions of *cure serious wounds*.

In the right corner of the room, Rathera the Enchantress is talking to her four Amazon companions. They are talking about the recent disappearances on this level and how to track down those responsible.

Twenty years ago, after giving birth to her daughter, she decided to follow a quest to find the legendary Crown of the Crystal Mind. The Crown is a holy artifact of the Amazons. This led her to Fortress Badabaskor. Her party slew several of the priests and temple warriors that attempted to enslave her. Eventually she was able to negotiate with the High Priest Lorstag to allow her to pass down to the lower levels. But in the middle of preparations the bandits attacked the fortress and took over the upper levels.

Forced to ally with the priests, she and her companions were driven down into the lower levels and trapped. Even after twenty years the alliance still holds mostly thanks to Rathera's ability to defend her companions. They know that the dragons have the crown but currently lack the power to retrieve it.

Amazon (4); Human Ftr4: CR 4; Medium Humanoid; HD 4d10+12; hp 40; Init +6; Spd 20 ft; AC 19, touch 12, flatfooted 17; Base Atk/Grapple +4/+8; Atk/Full Atk Scimitar +9 melee (1d6+6); Light Crossbow +7 ranged (1d8+1); AL N; SV Fort +7, Ref +3, Will +1; Str 19, Dex 15, Con 17, Int 12, Wis 11, Cha 14.

Skills and Feats: Intimidate +9, Jump +4, Ride +9, Swim -3; Cleave, Improved Initiative, Point Blank Shot, Power Attack, Weapon Focus (Scimitar), Weapon Specialization (Scimitar).

Possessions: Heavy wooden shield, Chainmail, Scimitar, Light crossbow.

Falling Rock Trap: CR 1; mechanical; location trigger; manual reset; Atk +10 melee (2d6, rock); Search DC 20; Disable Device DC 22. Market Price: 1,400 gp.

Symbol of Pain

This spell functions like symbol of death, except that each creature within the 60' radius of a symbol of pain instead suffers wracking pains that impose a -4 penalty on attack rolls, skill checks, and ability checks. These effects last for 1 hour after the creature moves farther than 60 feet from the symbol.

The symbol of pain has no hit point limit; once triggered, this symbol of pain simply remains active for 80 minutes. This symbol is triggered when anybody who is not an amazon (race) passes the portal.

Rathera; Human Sor10: CR 10; Medium Humanoid; HD 10d4+10; hp 34; Init +6; Spd 30 ft; AC 15, touch 12, flatfooted 13; Base Atk/Grapple +5/+6; Atk/Full Atk +2 Scimitar +9 melee (1d6+3); AL N; SV Fort +4, Ref +5, Will +7; Str 12, Dex 14, Con 12, Int 15, Wis 11, Cha 20.

Skills and Feats: Concentration +14, Knowledge (Arcana) +18, Profession (Sailor) +13, Profession (Scribe) +13, Spellcraft +17; Combat Casting, Improved Initiative, Skill Focus (Knowledge (Arcana)), Weapon Focus (Scimitar).

Sorcerer Spells Known (6/8/7/7/6/4 DC 15+ spell level): 0—*Acid splash, Daze, Detect magic, Detect poison, Light, Mending, Open/close, Read magic, Resistance, 1—Charm person, Comprehend languages, Detect secret doors, Magic missile, Summon monster I, 2—Fog cloud, Invisibility, Scorching ray, Web, 3—Dispel magic, Fireball, Summon monster III, 4—Stoneskin, Wall of fire, 5—Symbol of pain.*

Equipment: *Wand of Hold Person* (23 charges), *Bracers of Armor* +3, +2 Scimitar.

6-Ruined Kitchen (ECL 7)

This room smells of death. Scattered about the ruined remains of a kitchen are piles of trash. In the door lies the body of a wizard.

Hidden in the room, via the cloud mind ability, is Sha-Shoan, an Intellect Devourer. He went into Badabaskor several days ago on the rumors that this is the location of the Crown of the Crystal Mind. He is carefully choosing victims to see if any know the location of the Crown. If he attacks it will take a save to see Sha-Shoan (DC 16, will)

Sha-Shoan came with a group of three Doppelgangers (room 13) they decided to split up to cover more ground.

Sha-Shoan; Intellect devourer: CR 7; Small Aberration; HD 6d8+12; hp 42; Init +5; Spd 40 ft; AC 21, touch 16, flatfooted 16; Base Atk/Grapple +4/+1; Atk/Full Atk claws +6/+6/+6/+6 melee (1d3+1); SA Body thief, psi-like abilities; SQ Blindsight 60 ft, damage reduction 10/adamantine, immunity to fire, power resistance 23, resistance to electricity 15, vulnerability to protection from evil; PR 23; AL CE; SV Fort +4, Ref +7, Will +6; Str 13, Dex 21, Con 15, Int 12, Wis 12, Cha 14.

Skills and Feats: Bluff +15, Concentration +11, Hide +14, Listen +14, Move Silently +16; Combat Manifestation, Toughness, Up The Walls, Wild Talent.

Racial Psionic Powers Known:

0—*Body adjustment, Cloud mind, Compression, Detect psionics, Ego whip, Empty mind, Id insinuation, Intellect fortress, Painful strike.*

Body Thief (Su): A full-round action that provokes attacks of opportunity, the devourer can merge its form with that of a helpless or dead creature of Small size or larger. The devourer cannot merge its body with that of a creature immune to extra damage from critical hits.

If it completes its merging, it psionically consumes the brain of the victim. The devourer can exit the body at any time as a standard action, bursting the victim's skull and resuming its normal form.

It can choose to animate the body for up to seven days as if it were the victim's original brain. The devourer retains its hit points, saving throws, and mental ability scores, as well as its psi-like abilities. It assumes the physical qualities and ability scores of the victim, as if it had used polymorph to assume the victim's form. As long as the intellect devourer

occupies the body, it knows the languages spoken by the victim and very basic information about the victim's identity and personality, but none of the victim's specific memories or knowledge.

7-Cavern (ECL 3)

In this cave are two men arguing about how to escape this level. (DC 10, Listen). They are both wererat scouts cut off from the main party in Room 4.

Wererats (2)

Human form: CR 2; Medium Humanoid (Human Shapechanger); HD 1d8+1; hp 12; Init +0; Spd 30 ft; AC 15, touch 10, flatfooted 15; Base Atk/Grapple +1/+2; Atk/Full Atk Rapier+2 Melee (1d6+1) or light crossbow +1 Ranged (1d8); SQ Alternate form, rat empathy, low-light vision, scent; AL LE; SV Fort +5, Ref +2, Will +4; Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8.

Skills and Feats: Handle Animal +3, Hide +0, Listen +4, Spot +4, Swim +7; Alertness, Dodge, Iron Will, Weapon Finesse.

Hybrid form: CR 2; Medium Humanoid (Human Shapechanger); HD 1d8+2; hp 12; Init +3; Spd 30 ft; AC 16, touch 13, flatfooted 13; Base Atk/Grapple +1/+2; Atk/Full Atk Rapier +4 Melee (1d6+1), bite -1 (1d6 plus disease), light crossbow +4 Ranged (1d8); SA Curse of lycanthropy, disease; SQ Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent; AL LE; SV Fort +6, Ref +5, Will +4; Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 8.

Skills and Feats: Climb +4, Handle Animal +3, Hide +5, Listen +4, Move Silently +4, Spot +4, Swim +9.

Dire Rat: Small Humanoid (Human Shapechanger) HD 1d8+1; hp 5; Init +3; Spd 40 ft, climb 20 ft.; AC 15, touch 14, flatfooted 12; Base Atk/Grapple +1/-4; Atk/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.

8-Cavern of the Monk (ECL 16)

Meski, a monk, sits in the shadows of this cavern. He came here thirty years ago to meditate on the nature of evil as represented by the demi-god Angall. He will question all who enter the room as to the reason they are trespassing in his domain. He is very proud and will not tolerate abusive language or actions.

The only other thing in this cavern is a bowl with ten kernels of rice. If pressed he will explain he came here with forty kernels and eats one kernel a year for subsistence. When he reaches the last kernel he will leave having adequately meditated on the evil represented by Angall.

Meski; Human Mnk16: CR 16; Medium Humanoid; HD 16d8+60; hp 126; Init +9; Spd 80 ft; AC 19; Base Atk/Grapple +12/+18; Atk Unarmed +15 melee (2d8+2), Full Atk Unarmed +15/+10/+5 melee (2d8+2) or Unarmed Flurry +14/+9/+4 melee (2d8+2); SR 26; AL LN; SV Fort +14, Ref +15, Will +11; Str 14, Dex 20, Con 19, Int 14, Wis 13, Cha 11.

Skills and Feats: Balance +26, Climb +21, Concentration +23, Diplomacy +11, Escape Artist +24, Hide +16, Jump

+19, Knowledge (Religion) +13, Move Silently +9, Tumble +12; Alertness, Deflect Arrows, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Mental Leap, Mind Over Body, Self-sufficient, Snatch Arrows, Stunning Fist, Weapon Focus.

Special Abilities: Abundant Step, Diamond Body, Diamond Soul, Evasion, Fast Movement, Flurry of Blows, Improved Evasion, Ki Strike, Monk AC Bonus, Purity of Body, Quivering Palm, Slow Fall, Still Mind, Unarmed Strike, Wholeness of Body.

9-Crypt of Hainare the Cruel (ECL 6)

In the center of this room is an open crypt that is completely empty having been robbed long ago. Hidden in the shadows are three gnome thieves from the upper levels. They are bored with taking care of the hippogriffs (level 1, room 2) and are looking for treasure. They will attempt to shadow the party and steal their goods if given an opportunity. They have lost track of one their companions (see Room 16)

The crypt is inscribed, "*Feared in life and in death.*"

Thieves (3); Gnome Rog3: CR 3; Small Humanoid HD 3d6+6; hp 22; Init +8; Spd 20 ft; AC 18, touch 15, flatfooted 14; Base Atk/Grapple +2/-2; Atk/Full Atk Light Mace +2 melee (1d6); SA +1 to attacks vs. kobolds and goblinoids; SQ Low-light vision, +4 dodge vs. giants, Speak with animals, +2 saves vs. illusion, spell-like abilities; AL N; SV Fort +3, Ref +7, Will +1; Str 10, Dex 18, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Hide +13, Listen +8, Move Silently +9, Search +6, Spot +6, Tumble +9, Use Magic Device +6.

Possessions: Small light mace, Studded leather.

10-Crypt Guardians (ECL 12)

Standing in this cavern are twelve skeletons guarding the crypt in room 9. They will animate into action when any light source comes into the room. Otherwise this room is completely bare.

Skeleton, Warrior (12): CR 4; Medium Undead; HD 5d8; hp 32; Init +5; Spd 30 ft; AC 15, touch 11, flatfooted 14; Base Atk/Grapple +5/+5; Atk/Full Atk Scimitar +6 melee (1d6+1), or claws +6/+6 melee (1d4+1); SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +4, Ref +2, Will +3; Str 13, Dex 12, Con 0, Int 0, Wis 10, Cha 1.

Equipment: Large steel shield, Scimitar.

11-Cavern of the Ooze (ECL 4)

In the southwest alcove of this cavern, hides a Grey Ooze waiting to drop on anything that comes within reach.

Gray ooze: CR 4; Medium Ooze; HD 3d10+15; hp 31; Init -5; Spd 10 ft; AC 5, touch 5, flatfooted 5; Base Atk/Grapple +2/+3; Atk/Full Atk Slam +3 melee (1d6+1 plus 1d6 acid); SA Acid, constrict 1d6+1 plus 1d6 acid, improved grab; SQ Blindsight 60', immunity to cold and fire, ooze traits, transparent; AL N; SV Fort +6, Ref -4, Will -4; Str 12, Dex 1, Con 21, Int 0, Wis 1, Cha 1.

Special Abilities: Blindsight.

12-Moldy Cavern (ECL 2)

In the passage way leading to this cavern there is a hidden trap door trap that leads to a 10' deep pit with 5' of mud in the bottom. The north wall of this cavern is covered with a carpet of burned yellow mold.

Mud Pit Trap

CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10' deep (1d6, fall); Search DC 24; Disable Device DC 20. Market Price: 1,800 gp.

Pulling out a character trapped in the deep mud can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole, or rope. If both checks are made then the victim can be pulled to safety.

13-Humid Cave (ECL 5)

In the rough humid passage are three Doppelgangers. They came with Sha-Shoan (room 6) are searching for new victims to question about the location of the Crown of the Crystal Mind. If they hear the party they will attempt to hide. If the party is weak enough they will trail them, attack, and try to question them using torture and detect thoughts ability. Their goal is to impersonate leaders and assemble a large enough force to sacrifice in a futile attack so that that they can steal the Crown of the Crystal Mind.

Doppelganger(3): CR 3; Medium Monstrous Humanoid (Shapechanger); HD 4d8+4; hp 22; Init +1; Spd 30 ft; AC 15, touch 11, flatfooted 14; Base Atk/Grapple +4/+5; Atk/Full Atk Slam +5 melee (1d6+1); SA Detect thoughts; SQ Change shape, immunity to sleep and charm effects; AL N; SV Fort +4, Ref +5, Will +6; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13.

Skills and Feats: Bluff +10, Hide +8, Disguise +9, Move Silently+5, Listen +6, Sense Motive +6, Spot +6; Dodge

14-Dry Cavern (ECL 6)

Outside of this cavern the screams of a woman in distress can be heard over the voices of three men (DC 10, Listen). In the center of the cavern are three temple warriors molesting Aldina, an Amazon apprentice to Rathera (room 5). She is defending herself with a wand and believes it will polymorph them into toads when in reality it is a *Wand of Delusion*. Each of the men has 30 gp in treasure. If rescued Aldina will request to be escorted to Room 5. She will warn the party about the traps if they do this.

Temple Warrior (3); Male Human Ftr3: CR 3; Medium Humanoid; HD 3d10+9; hp 30; Init +5; Spd 20 ft; AC 16, touch 11, flatfooted 15; Base Atk/Grapple +3/+5; Atk Scimitar +6 melee (1d6+2); AL: N; SV: Fort +5, Ref +2, Will +2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 9

Skills and Feats: Climb +2, Intimidate +2, Jump -6, Listen +2, Spot +2, Swim -5, Cleave, Improved Initiative, Power Attack, Toughness, Weapon Focus (Scimitar).

Possessions: Scale mail, Scimitar, Light Shield.

Aldina; Human Sor4: CR 4; Medium Humanoid; HD 4d4+8; hp 20; Init +1; Spd 30 ft; AC 11, touch 11, flatfooted 10; Base Atk/Grapple +2/+3; Atk/Full Atk Shortstaff +3 melee (1d4+1); AL N; SV Fort +3, Ref +4, Will +6; Str 12, Dex 13, Con 15, Int 13, Wis 11, Cha 18..

Skills and Feats: Concentration +9, Spellcraft +8; Maximize Spell.

Equipment: Wand of Delusion (Polymorph), Shortstaff
Sor Spells Known (6/7/4 DC14+ spell level): 0—*Mage hand, Open/close, Ray of frost, Read magic, Resistance, Touch of fatigue*, 1—*Magic Missile, Sleep, Summon monster I*, 2—*Scorching ray*.

Wand of Delusion (Polymorph)

The user believes the item is a Wand of Polymorph, yet it actually has no magical power other than to deceive. The user is mentally fooled into thinking the item is functioning and cannot be convinced otherwise without the help of a remove curse spell.

15-Dusty Cavern (ECL 7)

This is a vacant and dusty cavern. Any fighting done in this room will raise enough clouds of dust to start everyone choking. (DC 15, Fort save per round failure result in 1d6 of nonlethal damage).

In the room is an opened large chest with invisibility cast on it. This chest has long since been cleaned out. Guarding the chest is an Invisible Stalker still obeying the command of a long dead wizard.

Invisible stalker: CR 7; Large Elemental (Air, Extraplanar); HD 8d8+16; hp 52; Init +8; Spd 30 ft, fly 30 ft (perfect); AC 17, touch 13, flatfooted 13; Base Atk/ Grapple +6/+14; Atk/Full Atk 2 Slams +10/+10 melee (2d6+4); SQ Darkvision 60 ft., elemental traits, natural invisibility, improved tracking; AL N; SV Fort +4, Ref +10, Will +4; Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11.

Skills and Feats: Listen +13, Move Silently +15, Search +13, Spot +13; Combat Reflexes, Improved Initiative, Weapon Focus.

16-Cavern of Trolls (ECL 8)

The loud noise of fighting and grunting can be heard outside of this cavern (DC 10, Listen). Two trolls are fighting tooth and nail over a female troll looking on with amusement. The trolls were stationed on this level for the priests to send messages to the dragons. When the female troll went into heat the two males decided to take their fight into an empty cave.

The female troll holds a large sack containing 75 cp, a dagger, and a tied gnome thief. Toviari was with his companions exploring this level when he got separated and later captured by the trolls (see Room 9).

Troll (3): CR 5; Large Giant; HD 6d8+36; hp 63; Init +2; Spd 30 ft; AC 16, touch 11, flatfooted 14; Base Atk/Grapple +4/+13; 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 22, Dex 14, Con 22, Int 6, Wis 8, Cha 6.

Skills and Feats: Listen +5, Spot +6; Alertness, Iron Will, Track.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Toviar; Gnome Rog3: CR 3; Small Humanoid; HD 3d6+6; hp 22; Init +8; Spd 20 ft; AC 18, touch 15, flatfooted 14; Base Atk/Grapple +2/-2; Atk/Full Atk Light Mace +2 melee (1d6); SA +1 to attacks vs. kobolds and goblinoids; SQ Low-light vision, +4 dodge vs. giants, Speak with animals, +2 saves vs. illusion, spell-like abilities; AL N; SV Fort +3, Ref +7, Will +1; Str 10, Dex 18, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Hide +13, Listen +8, Move Silently +9, Search +6, Spot +6, Tumble +9, Use Magic Device +6.

Possessions: Small light mace, Studded leather.

17-Evil High Priest Quarters (ECL 10)

The floor of this room is covered with a strange 2' high mist. It is not fog and has the faint odor of brimstone. Many paintings depicting horrific sacrificial offerings hang on the four walls of this room. In the southwest corner is a large bed with four golden posts (1,250 gp each). In the center of the room is a fountain ten feet in diameter and made of finely worked lead. Its centerpiece is a marble goblin (500 gp) spouting water from its mouth. There is a large desk along the center of the east wall with scrolls scattered on its surface. One of the eight scrolls (roll randomly to choose) has explosive runes cast upon it. This room is guarded by Galium and 4 Temple Warriors.

A floor to ceiling bookshelf takes up a 10' section of the north wall. Behind a very large green book, titled *The Protocols of Lord Angall*, is a lever. When activated, this will cause the gravity trap to operate on everyone within ten feet of the lever (see below).

In the southeast corner of the room, barely covered by the mist (DC 15, Spot) are two chests. The chests are not locked but opening them will cause a trap to activate (see below). In the first chest is a solid block of gold worth 4,000 gp weighing 40 lbs. The second chest has a solid block of silver worth 700 gp weighing 70 lbs.

Temple Warrior (3); Male Human Ftr3; CR 3; Medium Humanoid; HD 3d10+9; hp 30; Init +5; Spd 20 ft; AC 16, touch 11, flatfooted 15; Base Atk/Grapple +3/+5; Atk/Full Atk Scimitar +6 melee (1d6+2); AL: N; SV: Fort +5, Ref +2, Will +2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 9

Skills and Feats: Climb +2, Intimidate +2, Jump -6, Listen +2, Spot +2, Swim -5, Cleave, Improved Initiative, Power Attack, Toughness, Weapon Focus (Scimitar).

Possessions: Scalemail, Scimitar Light shield.

Galium; Male Duergar Ftr6; CR 6; Medium Humanoid; HD 6d10+21; hp 62; Init +5; Spd 20 ft; AC 19, touch 11, flatfooted 18; Base Atk/ Grapple +6/+9; Atk +2 Dwarven Waraxe +12 melee (1d10+7); Full Atk +2 Dwarven Waraxe +12/+7 melee (1d10+7); SA: +1 racial bonus on attack rolls against orcs and goblinoids, +2 racial bonus on Appraise and Craft checks that are related to stone or metal, +2 racial bonus on saving throws against spells and spell-like effects, +4 Dodge bonus to Armor Class against monsters of the giant type, Immunity to paralysis, phantasms, and poison, Light Sensitivity, Stability, Stonecunning; Darkvision (120'); AL: CE; SV: Fort +8, Ref +3, Will +2; Str 16, Dex 13, Con 17, Int 10, Wis 11, Cha 8

Skills and Feats: Climb +2, Craft (Armorsmith) +7, Craft (Weaponsmithing) +7, Intimidate +3, Listen +1, Spot +1; Cleave, Improved Initiative, Improved Sunder, Power Attack, Toughness, Weapon Focus (Dwarven Waraxe), Weapon Specialization (Dwarven Waraxe).

Possessions: Dwarven full plate, +2 Dwarven waraxe
Spells: Racial Innate: *Enlarge Person* (1 per day), *Invisibility* (1 per day).

Gravity Trap

Everything within a 10 foot radius is affected by a reverse gravity spell and begins falling toward the ceiling. As the lever is activated, a ten-foot square section of the ceiling pulls away, revealing a 10' high recess. In combination with the reverse gravity will act as a 20' pit. When the person impacts the top of the recess the ceiling section shuts, the reverse gravity spell will deactivate causing the victim(s) to fall back down 10'. The ceiling section is a 1/2' masonry wall (Hard: 8; HP 60; Break 30).

Gravity Trap: CR 3; mechanical, location trigger, automatic reset; DC 20 Reflex save avoids; Total of a 30' fall does 3d6 damage; Disable Device DC 20.

Pit Trap w/ monster

To protect the chests the ten-foot square the chests are sitting on have been enchanted. When the chests are opened the chests will be levitated so they don't fall. The floor will swing down causing everyone in the ten-foot square to fall into a ten foot pit. At the bottom of the pit is a rust monster. When the victim(s) impact the floor the floor will swing back and the chest will cease to be levitated. The floor section is 1/2' masonry (Hard: 8; HP 60; Break 30). If the chests are moved away from the ten foot square they can be safely opened.

Pit Trap w/monster: CR 4; magical, automatic reset; DC 15 reflex avoids; 10' deep (1d6 fall)

18-Priest Quarters (ECL 12)

The floor of this room is made of white marble with red mineral veins. The floor is glowing with a slow light that acts as a *daylight* spell. While it doesn't destroy undead, they are extremely uncomfortable and avoid entering the room. In the center of the room is a long table with 6 seats on either side.

At the southern end of the room is a large over-stuffed chair with dragon horn arms. If any fighting breaks out in the room the chair will animate and attack. The chair is studded with numerous gems valued at 18,800 gp. Any

attempt to remove the gems will also animate the chair.

Lining the west wall is a row of five giant mushrooms growing out of holes in the floor. The mushrooms show careful trimming of the caps as they are used to spice the food created by the clerics. On the west wall are eight doors leading to rooms used by the clerics to sleep and rest. These rooms are actually extra dimensional spaces and were created by using a variant of *Secure Shelter* and *Tiny hut*. They are 10' by 10' by 8' and is a pleasant, dry 70 degrees. On command the door to a room can be made transparent on the inside so that the occupant can see out. Also on command the room can be made to glow with a soft light useful to read and write by. Each room is furnished with bunk beds, chests of personal belongings and a desk with a chair. In each room, one can find 1d100x5 gp and a 50% chance of a *random scroll up to 4th level*.

Currently in the room is Massophir, a druid in the service of Angall. Massophir is in charge of organizing the lesser priests in their day-to-day tasks. He is currently sitting in the large chair addressing his followers and the other clerics who are congregated around the large table. The lesser priests have been bickering over the recent disappearances and Reyhtuyl, the high priest, has ordered Massophir to bring them into line.

Massophir; Human Drd9; CR 9; Medium Humanoid; HD 9d8+18; hp 60; Init +7; Spd 30 ft; AC 19, touch 13, flatfooted 16; Base Atk/Grapple +6/+7; Atk +2 Scimitar +10 melee (1d6+3); Full Atk +2 Scimitar +10/+5 melee (1d6+3); AL NE; SV Fort +8, Ref +6, Will +10; Str 12, Dex 16, Con 14, Int 12, Wis 19, Cha 12.

Skills and Feats: Concentration +14, Diplomacy +13, Heal +16, Listen +16, Spellcraft +13, Spot +16; Extend Spell, Improved Initiative, Leadership, Maximize Spell.

Special Abilities: Animal Companion, Bonus Languages, Nature Sense, Resist Nature's Lure, Spontaneous Casting, Trackless Step, Venom Immunity, Wild Empathy, Wild Shape, Woodland Stride.

Drd Spells Prepared (6/5/5/4/3/1 DC 14+ spell level):
0—*Create water, Cure minor wounds (2), Detect poison, Light, Resistance*, 1—*Detect snares and pits, Entangle (2), Faerie fire, Magic stone*, 2—*Barkskin, Flame blade, Flaming sphere, Fog cloud, Summon swarm*, 3—*Call lightning (2), Cure moderate wounds, Meld into stone*, 4—*Cure serious wounds, Flame strike, Ice storm*, 5—*Transmute rock to mud*.

Possessions: +2 Scimitar, +3 Leather, Light wooden shield.

Druid (4); Human Drd4; CR 4; Medium Humanoid; HD 4d8+4; hp 27; Init +5; Spd 30 ft; AC 14, touch 11, flatfooted 13; Base Atk/Grapple +3/+4; Atk/Full Atk Scimitar +5 melee (1d6+1); AL NE; SV Fort +5, Ref +2, Will +7; Str 12, Dex 13, Con 13, Int 11, Wis 17, Cha 10

Skills and Feats: Concentration +8, Heal +10, Listen +10, Spellcraft +7, Spot +10.

Possessions: Scimitar, Light wooden shield, Leather armor.

Drd Spells Prepared (5/4/3/ DC 13+ Spell level) 0—*Create water, Cure minor wounds (2), Light, Resistance*, 1—*Cure light wounds, Entangle (2), Summon nature's ally I*, 2—*Barkskin, Flame blade, Summon nature's ally II*.

Animated Chair: CR: 2; Medium Construct; HD: 2d10+20; hp 31; Init: +0; Spd: 50 ft; AC: 14, touch 10, flat-footed 14; Base Atk/Grapple: +1/+2; Atk/Full Atk Slam +2 melee (1d6+1); Space/Reach 5 ft/5 ft; SQ: Construct traits, darkvision (60'), low-light vision; AL: N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 10, Con -, Int -, Wis 1, Cha 1

Acolyte of Angall (2); Human Clr2: CR 2; Medium Humanoid; HD 2d8+4; hp 20; Init +0; Spd 30 ft; AC 14, touch 10, flatfooted 14; Base Atk/Grapple +1/+3; Atk/Full Atk Heavy Mace +3 melee (1d8+2); AL CE; SV Fort +5, Ref +0, Will +5; Str 15, Dex 11, Con 15, Int 13, Wis 15, Cha 12
Skills and Feats: Craft (Alchemy) +6, Concentration +7, Listen +4, Heal +5, Spellcraft +7, Spot +3; Brew Potion, Combat Casting.

Possessions: Heavy mace, Chainmail shirt.

Clr Spells Prepared (4/3+1/ DC 12+ Spell Level): 0—*Create water, Inflict minor wounds (2), Light*, 1—*Cause fear, Cure light wounds, Inflict light wounds (D), Magic weapon*.

Priest of Angall (6); Human Clr4: CR 4; Medium Humanoid; HD 4d8+12; hp 27; Init +0; Spd 20 ft; AC 15, touch 10, flatfooted 15; Base Atk/Grapple +3/+6; Atk/Full Atk Heavy Mace +7 melee (1d8 + 3); AL CE; SV Fort +7, Ref +1, Will +7; Str 16, Dex 10, Con 16, Int 12, Wis 17, Cha 11.
Skills and Feats: Concentration +10, Heal +10, Knowledge (Religion) +6, Spellcraft +6; Combat Casting, Scribe Scroll, Weapon Focus (Heavy Mace).

Possessions: Light wooden shield, Banded mail, Heavy mace.

Chaos Domain: Chaos spells at +1 caster level.

Destruction Domain: Smite: make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). Usable once per day.

Clr Spells Prepared (5/4+1/3+1/ DC 13+ spell level): 0—*Create water, Inflict minor wounds (2), Light, Resistance*, 1—*Bane, Cure light wounds, Inflict light wounds (D), Magic weapon, Remove fear*, 2—*Aid, Inflict moderate wounds (2), Shatter (D)*.

19-Preparation Room (ECL 13)

This room is used to prepare victims for sacrifice to Angall. The foul odors of this room will cause everyone to gag until they make their save (DC 20, Fort). There are 13 crypts in this room: 7 on the west wall and 6 on the east wall. In the center of the room is an altar inscribed with symbols of death. Seen in the room is a troll, Eackor, carefully cleaning the room. Hovering over the altar is the guardian of the altar, Bomoshivac, appearing as a head of a giant ram. The Bomoshivac and the troll will attack anybody who doesn't look like a priest of Angall.

If the party looks strong or the fight goes badly Eackor and/or Bomoshivac will start opening the crypts and releasing the creatures within. Afterward Eackor will attempt to flee to warn the remaining priests.

In the crypts along the west wall are three ghosts, a spectre, and three mummies. In the crypts along the east wall are a wraith, three wights, another wraith, and another spectre. Each crypt contains 1d100 x 10 gp. The three mummies are wearing crowns (200 gp each). The crowns have been enchanted to act as a *Ring of Energy Resistance* (fire).

Bomoshivac: Temple Guardian: CR 7; Large Aberration (Lawful, Extraplanar); 16d10+60; hp 148; Init +2; Spd 0 ft (turn 360 deg and raise/lower 5ft); AC 22, touch 9, flatfooted 20; Base Atk/Grapple +12/+20 Atk/Full Atk bite +16 melee (1d8+4); SA breath weapon (fire), breath weapon (electricity); SQ Darkvision (60'), low-light vision, SR 25; AL LN; SV Fort +11, Ref +7, Will +12; Str 18, Dex 16, Con 22, Int 8, Wis 16, Cha 7.

Skills: Listen +10, Spot +10.

SA-Breath Weapons

1 - 40' line, Fire damage 4d10, Reflex half DC 24.

2 - 30' line Electricity damage 2d12, Reflex half DC 24.

Note: Can fire both in the same round.

Eackor; Troll: CR 5; Large Giant, HD 6d8+36; hp 63; Init +2; Spd 30 ft; AC 16, touch 11, flatfooted 14; Base Atk/Grapple +4/+13; 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'), low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 22, Dex 14, Con 22, Int 6, Wis 8, Cha 6.

Skills and Feats: Listen +5, Spot +6; Alertness, Iron Will, Track.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Wraith (2): CR 5; Medium Undead, HD 5d12; hp 32; Init +7; Spd 60 ft; AC 15, touch 15, flatfooted 12; Base Atk/Grapple +2/+0; Atk/Full Atk Incorporeal touch +5 melee (1d4 plus 1d6 constitution drain); SA Constitution drain, create spawn; SQ Darkvision (60'), daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str 0, 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; Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

Mummy (3): CR 5; Medium Undead, HD 8d12; hp 55; Init +0; Spd 20 ft; AC 20, touch 10, flatfooted 20; Base Atk/Grapple +4/+11; Atk/Full Atk Slam +11 melee (1d6+10 plus mummy rot); SA Despair, mummy rot; SQ Damage reduction 5/-, darkvision (60'), 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.

Mummy Rot: Supernatural disease—slam, Fort DC 16, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based. Unlike normal diseases, mummy rot continues until the victim reaches Con 0 (and dies) or is cured as per SRD.

Wight (3): CR 6; Medium Undead, HD 6d12; hp 50; Init +1; Spd 30 ft; AC 15, touch 11, flatfooted 14; Base Atk/Grapple +3/+4; Atk/Full Atk Slam +5 melee (1d4+1 plus energy drain); SA Create spawn, energy drain; SQ Darkvision (60'), undead traits; AL LE; SV Fort +2, Ref +3, Will +6; Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15.
Skills and Feats: Hide +10, Listen +10, Move Silently +18, Search +1, Spot +7; Alertness, Blind-Fight, Weapon

Energy Drain Living creatures hit by an incorporeal touch attack gain negative levels. For each negative level bestowed, the creature gains 5 temporary hit points.
Wight 1 negative levels Fort, DC 14
Spectre 2 negative levels Fort, DC 15

Constitution Drain: Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 14 Fort save or take 1d6 points of Con drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn: Any humanoid slain becomes an undead creature of that type in 1d4 rounds. Spawn are under the command of the undead that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

20-Prayer Room (ECL 6)

The floor and walls of the room are lined with the same white marble with red veins as found in room 18. They also glow as a *daylight* spell. There are three gold plated statues on the west wall with gold plated shields and swords. If the statues are touched they will animate and begin attacking only the offender. Once killed the statues have 9,200 gp each of gold plating. The plating can be peeled off at a rate of 400 gp /minute (23 minutes per statue).

In the center of the room is a small altar and three copper rings on the surface. The first ring will give +1 to all saving throws, the second ring will cause the wearer to fall into an endless sleep with no saving throw until a remove curse is cast, and last ring will cause the wearer to obey Angall or any of his priests as per the *charm person* spell until a remove curse is cast.

Along the north wall is a sculpted marble pool of vivid blue water big enough for one person to wade into. Anybody walking into the pool allowing themselves to be immersed will have all items repaired, all magic items recharged, any per day effect reset, be completely healed, and feel refreshed. This pool will only work 1/month for any one person. If used again before the month is up he will lose half of his hit points and all items including magic items which are not artifacts will be completely dissolved. Artifacts will be deactivated for one month.

Currently in the room is Havan who is praying in front of the statues. He is preparing for the upcoming coup attempt by Arinloge and Cracolf (see Level 5, room 8). When he is done he will return to the meeting and confront Massophir. He and his co-conspirators will kill Massophir and his druid followers. They will then organize the

remaining priests, team up with Arinloge and Cracolf and go after Reyhtuyl.

Havan; Human Clr6: CR 6; Medium Humanoid; HD 6d8+12; hp 47; Init +0; Spd 20 ft; AC 17, touch 10, flatfooted 17; Base Atk/Grapple +4/+7; Atk Heavy MW Mace +8 melee (1d8+3); SA: Rebuke Undead (Su) 4/day (turn level 6) (turn damage 2d6+7), Smite 1/day (Su), Spontaneous casting; AL: CE; SV: Fort +7, Ref +2, Will +9; Str 16, Dex 10, Con 15, Int 12, Wis 18, Cha 13

Skills and Feats: Concentration +11, Diplomacy +5, Heal +9, Knowledge (Religion) +6, Listen +5, Spellcraft +10, Spot +5; Combat Casting, Greater Spell Penetration, Spell Penetration, Weapon Focus (Morningstar).

Possessions: Chainmail, Heavy MW mace; Heavy shield.
Deity: Angall

Chaos Domain: Chaos spells at +1 caster level.

Destruction Domain: Smite: make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). Usable once per day.

Spells per Day: (5/4+1/4+1/3+1/ DC:14+spell level) 0—*Create water, Inflict minor wounds, Light, Resistance* (2), 1—*Cause fear, Doom, Endure elements, Inflict light wounds* (D), *Magic weapon, Protection from good*, 2—*Bull's strength, Find traps, Hold person, Cure moderate wounds, Shatter* (D), 3—*Create food and water, Contagion* (D), *Cure serious wounds, Summon monster III*.

Golden Statue; Animated object: CR 5; Huge Construct; HD 8d10; hp 84; Init -1; Spd 20 ft; AC 20, touch 9, flatfooted 20; Base Atk/Grapple +6/+19; Atk Slam +9 melee (2d6+7) or Longsword +11 melee (3d6+5); Full Atk 2 Slams +9 melee (2d6+7) or Longsword +11/+6 melee (3d6+5); SQ Construct traits, darkvision (60'), low-light vision; AL N; SV Fort +2, Ref +1, Will -3; Str 20, Dex 8, Con -, Int -, Wis 1, Cha 1

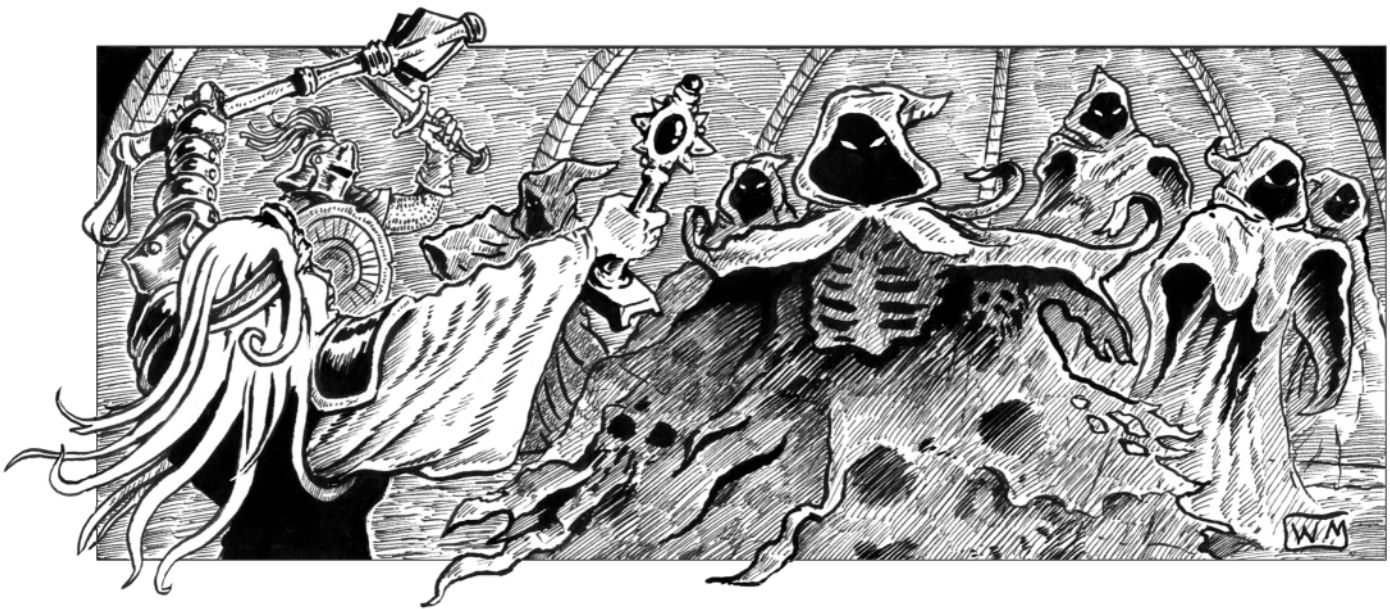
Possessions: Huge longsword.

21-The Temple of Angall (ECL 18)

Before entering the temple the party can see that it is affected by a continual darkness spell. If dispelled or negated, the temple is revealed as a chamber of stunning riches, and barbarity. If entered each member is effected by magic similar to a *Symbol of Sleep* (DC 30, Will)

The floor is inlaid with silver coins from Angall's conquest totaling over 1,310,000 sp. The three doors of the temple are adorned with copper plated with gold along with a portrait of Angall outlined in 1,200 gems. Each door is worth 60,000 gp. The ceiling is made of worked brass in the center of the design is a huge black diamond the size of a fist worth 260,000 gp. The gem is magical and is the source of the continual darkness spell and the effects of the symbol of sleep.

Forty feet from the south wall is the *Altar of Impending Damnation*. Beyond the altar, 10' from the south wall is the Throne of Angall made of adamantite (1,500,000 gp). The throne weighs 1000 lb and made to fit a large size creature. On the south wall behind the throne is a secret door (DC 30, Search). It is opened by pressing a depression on the end of the right arm of the throne (DC 35, Search). Guarding the three entrances into the temple are six wraiths transformed from loyal followers. Standing



along the south wall are four more wraiths who are elite guards in service to Angall. They will attack anybody who is not a faithful of Angall. In front of the altar is the high priest Reyhtuyl and four other priests, he is currently in a ceremony trying to divine the source of the current troubles..

Reyhtuyl; Male Human Clr17; CR 17; Medium Humanoid; HD 17d8+68; hp 164; Init +7; 20 ft; AC 28, touch 13, flatfooted 27; Base Atk/Grapple +12/+14; Atk +3 Heavy Anarchic Mace +18 melee (1d8+5); Full Atk +3 Heavy Anarchic Mace +18/+13/+8 melee (1d8+5); SA: Rebuke Undead (Su) 5/day (turn level 17) (turn damage 2d6+19), Smite 1/day (Su), Spontaneous casting; AL: CE; SV: Fort +14, Ref +8, Will +15; Str 15, Dex 16, Con 18, Int 14, Wis 20, Cha 14

Skills and Feats: Concentration +19, Diplomacy +12, Heal +15, Knowledge (Arcana) +12, Knowledge (Religion) +22, Listen +10, Spellcraft +19, Spot +10,; Combat Casting, Greater Spell Penetration, Improved Counterspell, Improved Initiative, Maximize Spell, Spell Penetration, Weapon Focus (Heavy Mace).

Possessions: +3 Full Plate, Ring of Spell Storing +3 Heavy Anarchic Mace, Ring of Protection +2, +2 Heavy Shield.

Chaos Domain: Chaos spells at +1 caster level.

Destruction Domain: Smite: make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). Usable once per day.

Clr Spells Prepared (6/7+1/6+1/6+1/6+1/5+1/4+1/3+1/2+1/1+1/ DC 15+ Spell level) 0—*Create water, Inflict minor wounds* (2), *Purify food and drink, Read magic, Resistance*, 1—*Cause fear* (2), *Command, Inflict light wounds* (D), *Shield of faith* (2), 2—*Inflict moderate wounds* (2), *Shatter, Shatter* (D), *Silence, Sound burst, Spiritual weapon*, 3—*Blindness/deafness, Contagion* (D), *Create food and water, Inflict serious wounds* (2), *Inflict serious wounds* (D), *Meld into stone, Searing light* (Maximize), 4—*Dismissal, Divine power, Greater magic weapon, Inflict critical wounds* (2), *Inflict critical wounds* (D), 5—*Flame strike* (2), *Mass inflict light wounds* (D), *Slay living, True seeing, Unhallow*, 6—*Blade barrier, Harm, Harm* (D), 7—*Blasphemy, Summon monster VII, Word of chaos, Disintegrate* (D) 8—*Earthquake* (D), *Flame strike* (Maximize), 9—*Implosion* (D), *Summon monster IX*.

Wraith (6): CR 5; Medium Undead, HD 5d12; hp 32; Init +7; Spd 60 ft; AC 15, touch 15, flatfooted 12; Base Atk/Grapple +2/+0; Atk/Full Atk Incorporeal touch +5 melee (1d4 plus 1d6 constitution drain); SA Constitution drain, create spawn; SQ Darkvision (60'), 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; Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

Wraith, Dread (4): CR 11; Large Undead; HD 16d12; hp 104; Init +13; Spd 60 ft; AC 25, touch 25, flatfooted 16; Base Atk/Grapple +8/+0; Atk/Full Atk Incorporeal touch +16 melee (2d6 plus 1d8 constitution drain); SA Constitution drain, create spawn; SQ Darkvision (60'), daylight powerlessness, incorporeal traits, lifesense 60 ft, undead traits, unnatural aura; AL LE; SV Fort +5, Ref +14, Will +14; Str -, Dex 28, Con -, Int 17, Wis 18, Cha 24.

Skills and Feats: Diplomacy +9, Hide +24, Intimidate +26, Knowledge (Religion) +22, Listen +25, Search +22, Sense Motive +23, Spot +25; Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack, Mobility, Spring Attack.

Spectre (2): CR 7; Medium Undead, HD 7d12; hp 45; Init +7; Spd 40 ft, fly 80 ft (perfect); AC 15, touch 15, flatfooted 12; Base Atk/Grapple +3/+0; 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, Listen +14, Search +12, Spot +14; Blind-Fight

Altar of Impending Damnation

Anybody who is not a priest of Angall contacting the altar will have to make a DC 35, Fort save. If failed they have to make an additional fort save, success will cause the person to sleep for 2d6 turns, failure means 2d6 days, and a natural 1 will mean death. A neutralize poison cast within 12 minutes will revive a person affected.

Priest of Angall (6); Human Clr4: CR 4; Medium Humanoid; HD 4d8+12; hp 27; Init +0; Spd 20 ft; AC 15, touch 10, flatfooted 15; Base Atk/Grapple +3/+6; Atk/Full Atk Heavy Mace +7 melee (1d8 + 3); AL CE; SV Fort +7, Ref +1, Will +7; Str 16, Dex 10, Con 16, Int 12, Wis 17, Cha 11.
Skills and Feats: Concentration +10, Heal +10, Knowledge (Religion) +6, Spellcraft +6, Combat Casting, Scribe Scroll, Weapon Focus (Heavy Mace).
Possessions: Light wooden shield, Banded mail, Heavy mace.
Chaos Domain: Chaos spells at +1 caster level.
Destruction Domain: Smite: make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). Usable once per day.
Clr Spells Prepared (5/4+1/3+1/ DC 13+ spell level): 0—*Create water, Inflict minor wounds (2), Light, Resistance*, 1—*Bane, Cure light wounds, Inflict light wounds (D), Magic weapon, Remove fear*, 2—*Aid, Inflict moderate wounds (2), Shatter (D)*.

22-The Treasure Room (ECL 13)

In the hallway leading to the treasure are two basilisks chained to the wall. In front of the doors leading to the treasure room is a large inlaid eye. Anybody walking on the eyes without saying the password will have to make a DC 25, Fort save or be turned into stone. Just inside the door of the treasure room are four mummy guards.

The accumulated treasure of Angall fills the room. 153,000 cp, 12,345 sp, 8,325 gp, 1,231 pp lie scattered on the floor. In a small wooden chest lined with velvet are 16 gems (10 gp each), 12 gems (100 gp each), 2 gems (1,200

gp each), and 1 gem (5,000 gp). Scattered among the coins are a *Rod of Metamagic (Extend Lesser)*, *+1 Light Mace (Icy Burst)*, *Goggles of Night*, *Ring of Minor Spell Storing*, *Staff of Swarming Insects*, *Wand of Wall of Ice*, *Amulet of Natural Armor +5*, *Wand of Major Image*, *+3 Greatsword*, *+4 Banded Mail*, *+5 Chainmail (Acid Resistance)*.

Advanced Basilisk (2): CR 10; Medium Magical Beast; HD 10d10+30; hp 83; Init +3; Spd 20 ft; AC 16, touch 9, flatfooted 16; Base Atk/Grapple +10/+12; Atk/Full Atk Bite +12/+7 melee (1d8+3); SA Petrifying gaze; SQ Darkvision (60'), low-light vision; AL N; SV Fort +12, Ref +6, Will +4; Str 15, Dex 8, Con 16, Int 2, Wis 12, Cha 11.
Skills and Feats: Jump +4, Listen +9, Spot +7; Alertness, Blind-Fight, Great Fortitude, Improved Initiative.
Petrifying Gaze: Turn to stone permanently, range 30 feet; Fortitude DC 13 negates.
 *The basilisk's dull coloration and its ability to remain motionless grants it a +4 racial bonus on Hide checks in natural settings. The stone hallway to the treasure counts as a natural setting for this purpose.

Mummy (4): CR 5; Medium Undead; HD 8d12; hp 55; Init +0; Spd 20 ft; AC 20, touch 10, flatfooted 20; Base Atk/Grapple +4/+11; Atk/Full Atk Slam +11 melee (1d6+10 plus mummy rot); SA Despair, mummy rot; SQ Damage reduction 5/-, darkvision (60'), 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.

Judges Notes:

There are a lot of ways how the party could deal with level four. The initial choice of going left or right will set the tone of the events that follows. Going left will take them right into the heart of the priest's quarters. Going right opens up the rest of the level with the possibility of meeting the amazons, and finding the culprits, the doppelgangers and intellect devourer, that are responsible for the recent crisis among the priests.

At the end of the hallway left are some wererats holed up in a room. If the party manages to talk to them they can be useful source of information about the layout of the level and the mysterious killers.

The remainder of this level depends on the which rooms the party selects. Going into the Priest Quarters (#18) will likely ignite a confrontation that will draw the high priest Reyhtuyl from 21, Havan from 20, and Eackor from 19. Another possibility is the party listening on the conversation. They learn about the mysterious killers and about the discontent among the priests.

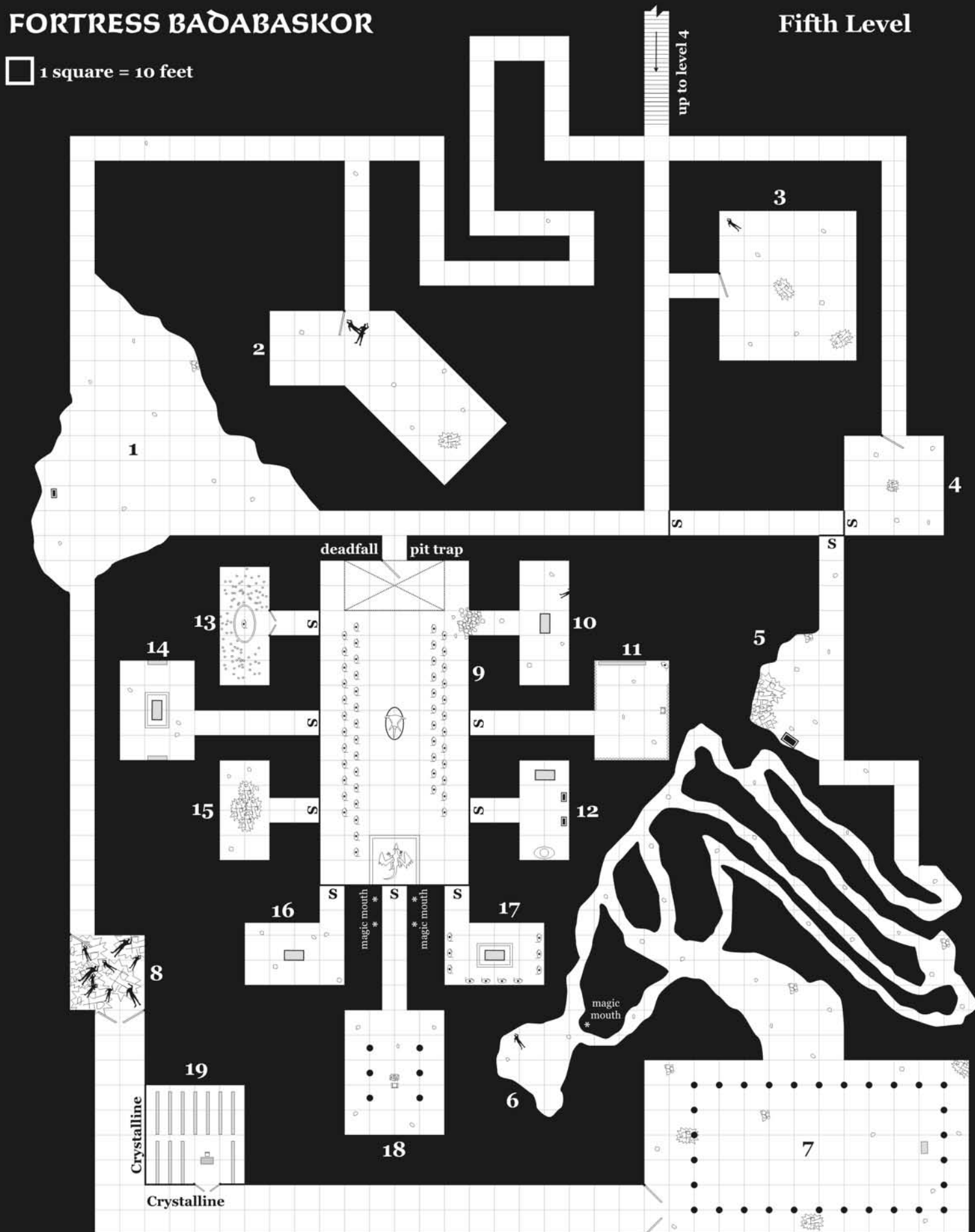
Entering The Preparation Room (#19) will ignite a similar confrontation as the Priest Quarters. However if the party can take down Eackor and Bomoshivac before they release all of the undead and warn the priests they still may preserve the element of surprise.

Hevan in the Prayer Room (#20) offers the best chance for the party to role-play in this area. Hevan will attempt to convince the party to aid him, using his wit and guile to convince the party that many of the priests are oppressed and they can help him liberate them. If the party goes along with Hevan he will urge them to attack Massophir in room #18 and then the high priest Reyhtuyl in room #21.

FORTRESS BADABASKOR

Fifth Level

1 square = 10 feet



Fortress Badabaskor, Level Five

There are several adventuring parties located this level. Have them roll listen and/or spot checks to see if they are prepared for the arrival of the party.

1-Lair of the Black Pudding (ECL 8)

This large cavern appears empty except for a white porcelain chest on the west side. Clinging to the ceiling above the east entrance is a black pudding. The black pudding will attack anybody beneath it.

Contained within the unlocked chest is the *Sword of Desion*. Also in the chest a celestial kitten with pale pink fur is sleeping on the sword. It will attack anybody of a chaotic alignment attempting to take the sword. It will follow the sword wielder and will act as a cat familiar. If the wielder is of chaotic alignment the kitten will continue to attack.

This was the Sword of Desion, a powerful champion of law in the days of the Dragon Kings. When Desion died King Halckenmenon kept his sword in a place of honor. When Halckenmenon was buried at Badabaskor (room 10) the chest with the sword was placed in the tomb. Centuries later Halckenmenon's tomb was looted. The chest was abandoned here when the thieves found it was a powerful lawful artifact.

Kitten, Celestial Familiar: Tiny Magical Beast (Extraplanar); CR 1/4; HD 1d4; hp 2; Init +2; Spd 30 ft; AC 14, touch 14, flatfooted 12; Base Atk/Grapple +1/-12; Atk/Full Atk Claws +4/+4 melee (1d2-4), bite -1 melee (1d3-4); SA Smite Evil; SQ Low-light vision, scent, darkvision, share spell, empathic link, resistance to acid, cold, electricity 5; SR 6; AL NG; SV Fort +2, Ref +4, Will +1; Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 7.

Skills and Feats: Climb +6, Hide +14, Jump +10, Listen +3, Spot +3; Alertness, Improved Evasion, Weapon Finesse.

Note: Will attach itself to the wielder of the Sword of Desion and act as a familiar regardless of the wielder's class. Wielder gains Summon Familiar as a bonus feat as per the familiar rules in the PHB. Sword is considered Sor1 for the purposes of the kitten without a wielder.

Ooze, Black Pudding: CR 7; Huge Ooze, HD 10d10+60; hp 115; Init -5; Spd 20 ft, climb 20 ft; AC 3, touch 3, flat-footed 3; Base Atk/Grapple +7/+18; Atk/Full Atk Slam +8 melee (2d6+4 plus 2d6 acid); SA Acid, constrict 2d6+4 plus 2d6 acid, improved grab; SQ Blindsight 60 ft., split, ooze traits; AL N; SV Fort +9, Ref -2, Will -2; Str 17, Dex 1, Con 22, Int -, Wis 1, Cha 1.

Acid (Ex): Secretes a digestive acid that dissolves organic material and metal quickly. Does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolves and become useless (DC 21, Reflex). A metal or wooden weapon that strikes dissolves (DC 21, Reflex). Acidic touch deals 21 points of damage to wooden or metal objects per full round of contact.

Constrict (Ex): A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

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

Split (Ex): Slashing and piercing weapons deal no damage. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split.

Sword of Desion: +3 Longsword.

Axiomatic: The weapon is law-aligned and bypasses the corresponding damage reduction. Adds 2d6 points of damage against chaotic alignment. Adds one negative level to any chaotic creature attempting to wield it. The negative level remains as long as the weapon is in hand. It cannot be overcome in any way (including restoration spells) while the weapon is wielded.

Detect Chaos: Glows a soft faint pink within 10' of any chaotically align creature or person.

Grants Summon Familiar: A celestial kitten will attach itself as a cat familiar to the wielder of the sword. If the wielder is of chaotic alignment the kitten will attack the wielder.

2-Wizard's Duel (ECL 7)

The bodies of two charred trolls lay on the floor in front of an open, smoldering door. Beyond the door, the sounds of explosions and spellfire can be heard. Looking in the room one can see two mages engaged in a duel of spells. The room is otherwise bare. Anything of value here has long since been looted long ago. A thick layer of ash covers the floor.

Kow Klaftarn, dressed in a gray robe fringed in miniature skulls is dueling Nonchaic the Reluctant dressed in a blue robe. While the party watches they see Kow Klaftarn point a wand at Nonchaic. Nonchaic then is transformed into a fish that falls to the floor and lies gasping. Behind Nonchaic is a giant lizard with packs slung over its back.

The two mages separately sneaked into Fortress Badabaskor, making their way down to explore its lowest levels. Nonchaic has been here the longest, over a month, and has systematically analyzed the tombs to accumulate lore on the Dragon Kings. He has a docile giant monitor lizard that acts as a pack animal and has the unique ability to mimic and sing like a parrot. Kow Klaftarn came here recently in search of loot and ran into Nonchaic. He decided to attack Nonchaic and take the lizard and Nonchaic's notes.

If the party helps Kow Klaftarn he will lie saying that Nonchaic attacked him and he was only giving what the mage deserves. He is out only for himself and the treasure. He is quite upfront about this. If he sees the party hindering him or not giving him his share then Kow will betray them at the first opportunity.

If the party helps Nonchaic he will try to kill Kow. Afterwards he will attempt to convince them not to loot any of the tombs and join him on learning more of the Dragon Kings. If the party says no or eventually does loot the tombs then he will leave taking the pack lizard with him. If threatened he will abandon the lizard and use invisibility. He can be bribed with the prospect of more knowledge. His most prized find is a book labeled “*The Chronicles of Former treasures and Lost Empires of the Wilderlands.*”

Advanced Monitor lizard, CR 3; Medium Animal, HD 5d8+15; hp 33; Init +2; Spd 30 ft, swim 30 ft; AC 15, touch 12, flatfooted 13; Base Atk/Grapple +3/+7; Atk/Full Atk Bite +7 melee (1d8+6); SQ Low-light vision; AL N; SV Fort +9, Ref +6, Will +2; Str 18, Dex 15, Con 17, Int 1, Wis 12, Cha 2.
Skills and Feats: Climb +9, Listen +4, Move Silently +7, Spot +4; Alertness, Great Fortitude.

Nonchaic; Human Wiz6: CR 6; Medium Humanoid, HD 6d4+12; hp 29; Init +5; Spd 30 ft; AC 13, touch 11, flatfooted 12; Base Atk/Grapple +3/+3; Atk/Full Atk +2 Dagger +6 melee (1d4 + 2); AL N; SV Fort +6, Ref +3, Will +9; Str 10, Dex 12, Con 15, Int 19, Wis 14, Cha 11.
Skills and Feats: Concentration +11, Decipher Script +13, Knowledge (Arcana) +13, Knowledge (History) +13, Knowledge (Local) +13, Knowledge (Religion) +13, Spellcraft +15; Craft Wand, Empower Spell, Improved Initiative.
Equipment: *Dagger +2, Amulet of Natural Armor +2, Wand of Detect Secret Doors.*
Wiz Spells Prepared (4/4/4/3 DC 14+ spell level): 0—*Daze* (2), *Light*, *Read magic*, 1—*Cause fear*, *Charm person*, *Comprehend languages*, *Identify*, 2—*Daze monster*, *Invisibility*, *Summon monster II*, *Web*, 3—*Arcane sight*, *Dispel magic*, *Hold person*.

Kow Kluftarn; Human Wiz7: CR 7; Medium Humanoid; HD 7d4; hp 18; Init +6; Spd 30 ft; AC 16, touch 15, flatfooted 14; Base Atk/Grapple +3/+4; Atk/Full Atk +1 Quarterstaff melee (Shock) +5 (1d6+2+1d6 electricity); AL LE; SV Fort +2, Ref +6, Will +5; Str 12, Dex 14, Con 11, Int 18, Wis 11, Cha 13.
Skills and Feats: Concentration +10, Knowledge (Arcana) +14, Knowledge (Geography) +14, Knowledge (History) +14, Knowledge (Planes) +14, Knowledge (Religion) +14, Spellcraft +16; Combat Casting, Empower Spell, Lightning Reflexes, Maximize Spell.
Equipment: *Wand of Polymorph*, *+1 Staff (shock)*, *Ring of Protection +3*, *Amulet of Natural Armor +1.*
Wiz Spells Prepared (4/5/4/3/2 DC 14+ Spell level): 0—*Light*, *Ray of frost* (3), 1—*Magic missile* (2), *Shield*, *Sleep*, *True strike*, 2—*Levitate*, *Mirror image*, *Summon monster II* (2), *Web*, 3—*Lightning bolt* (2), *Summon monster III*, 4—*Ice storm*, *Summon monster IV.*

3-Lair of the Spider (ECL 7)

When the party approaches the entrance corridor to this room they will see a rust monster emerge in a hurry. It will turn away from the party and run away. A round later a giant spider will emerge chasing the rust monster. If the spider spots the party then it will turn and attack.

The room is bare masonry and anything within has long turned to dust. The room is lined with webs including several egg sacs. In one corner is the desiccated body of a fighter still wearing a suit of *+1 full plate*. There is another giant spider in the web and it will spit venom at anybody entering the room.

Rust monster: CR 3; Medium Aberration; HD 5d8+5; hp 27; Init +3; Spd 40 ft; AC 18, touch 13, flatfooted 15; Base Atk/Grapple +3/+3; Atk/Full Atk Antennae touch +3 melee (0), bite -2 melee (1d3); SA Rust; SQ Darkvision (60'), 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
Rust (Ex): A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10' cube of metal instantly. Magic armor and weapons, and other magic items made of metal, must succeed on a DC 17 Reflex save or be dissolved. The save DC is Constitution-based and includes a +4 racial bonus. A metal weapon that deals damage to a rust monster corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.

Huge monstrous spiders (2): CR 5; Huge Vermin; HD 8d8+16; hp 52; Init +3; Spd 30 ft, climb 20 ft; AC 16, touch 11, flatfooted 13; Base Atk/Grapple +6/+18; Atk/Full Atk Bite +9 melee (2d6+6 plus poison); SA Web; SQ Darkvision (60'), tremorsense 60', vermin traits; AL N; SV Fort +8, Ref +5, Will +2; Str 19, Dex 17, Con 14, Int -, Wis 10, Cha 2.

Web (Ex): Can throw a web 8 times per day. Has a max range of 50'. A creature can escape (DC 16, Escape Artist) or (DC 20, Strength). +5 if the trapped creature has something to grab while pulling free. Each 5' section has 14 hp, and sheet webs have damage reduction 5/-.

Tremorsense (Ex): A monstrous spider can detect and pinpoint any creature or object within 60' in contact with the ground, or within any range in contact with the spider's webs.

Poison (Ex): A monstrous spider has a poisonous spit. (DC 16, Fort, 1d8 Str, 1d8 Str)

4-Rakshasa Room (ECL 12)

If the party approaches by the north entrance just before they reach the door they will see a small boy open the door and step out. When he sees the party, he breaks down and starts to cry, begging them to save him and his mother. In the room is a thin peasant woman. One of her legs is shackled with a loose 3' iron chain still attached. The room is bare masonry with little else other than the pile of rags the woman is sitting on. The rags smell of urine and sweat.

She will explain that she was kidnapped by the bandits and sold into slavery. She was able to escape into the fortress eventually making her way down here. She was able to break one of the leg irons but has been unable to remove the other. She asks the party to help her escape and return her to her village. She will say that she and her boy have been here a long time living on rats.

The boy and his mother are really Rakshasa exploring Badabaskor. They want to join the party and at the first opportunity betray them and loot their belongings.

Observant party members will note that the room's condition doesn't coincide with their story. Aside from the rags there is little evidence that they have been living here. Underneath the rags the Rakshasa stashed their treasure when they heard the party coming. There is a leather sack containing a potion of *cure moderate wounds*, gems worth 895 gp, and a *Ring of Comprehend Languages* 1/day.

Rakshasa (2) Sor7: CR 10; Medium Humanoid; HD 7d8+21; hp 52; Init +2; Spd 40 ft; AC 21, touch 12, flatfooted 19; Base Atk/Grapple +7/+8; Atk/Full Atk Claws +8/+8 melee (1d4+1), bite +3 melee (1d6); SA Detect thoughts, spells; SQ Change shape, damage reduction 15/good and piercing, darkvision (60'), SR 27; AL LE; SV Fort +8, Ref +7, Will +6; Str 12, Dex 14, Con 16, Int 13, Wis 13, Cha 17.

Skills and Feats: Bluff +17, Concentration +13, Diplomacy +7, Disguise +17, Intimidate +5, Listen +13, Move Silently +13, Sense Motive +11, Spellcraft +11, Spot +11, Perform (Oratory) +13; Alertness, Combat Casting, Dodge.

Sor Spells Known (6/7/7/5 DC 13+ spell level): 0—*Detect magic, Light, Mage hand, Message, Read magic, Resistance, Touch of fatigue*, 1—*Charm person, Mage armor, Magic missile, Shield, Silent image*, 2—*Bear's endurance, Invisibility, acid arrow*, 3—*Haste, Suggestion*.

Detect Thoughts (Su): Can continuously use detect thoughts (caster level 18th; Will DC 15 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A rakshasa can assume any form, or revert, as a standard action. In humanoid form, a rakshasa loses its claw and bite attacks. The rakshasa reverts to its natural form when killed. A true seeing spell reveals its natural form.

5-Dragon Lair

This semi cavernous room (the east wall is masonry) is the home of Regjherbal a young adult Red dragon. A scion of Scratharessar she decided to come down here and explore the tomb several decades ago. Since then she has made her lair in this room.

Several weeks ago Nonchaic (room 3) and his companion Lissiena stumbled across the dragon, Regjherbal. Lissiena was a rogue who joined with Nonchaic in sneaking into Badabaskor and exploring its levels. The two were captured by the Regjherbal and made slaves. However the dragon was impressed by Nonchaic knowledge of the Dragon Kings. She let Nonchaic go with a book of lore (see Room 2) in exchange for Lissiena as a slave.

Regjherbal has been using *charm* spells to send Lissiena to catch rats and lizards for the dragon to eat. Currently she is standing (not charmed) next to the dragon holding a silver tray (760 gp) with the latest catches. The dragon is currently rummaging through a trunk occasionally taking a morsel from the tray. If rescued Lissiena will join the party and will try to convince them to go to Nonchaic's manor to seek vengeance. If Nonchaic is with the party she will feign relief and at the first opportunity backstab and try to kill him.

Inside the trunk are a *Crystal Ball*, 1,450 cp, 1,200 sp, 255 gp, a gold teapot (460 gp) and a *Deck of Many Things*.

Regjherbal; Young adult red dragon Sor5: CR 13; Huge Dragon; HD 19d12+95; hp 218; Init +0; Spd 40 ft, fly 150 ft (poor); AC 26, touch 8, flatfooted 26; Base Atk/Grapple +19/+37; Atk Bite +28 melee (2d8+10); Full Atk Bite +28 melee (2d8+10), 2 Claws +25/+25 melee (2d6+5), Wings +25/+25 melee (1d8+5), Tail Slap +25 melee (2d6+15); SA Breath weapon (50ft Cone of fire, 10d10, Ref DC 24), crush (2d8+15), locate object, frightful presence (DC 21); SQ Fire subtype, immunities, DR 5/magic, blindsense, keen senses, SR 19; SR 19; AL CE; SV Fort +16, Ref +11, Will +13; Str 31, Dex 10, Con 21, Int 14, Wis 15, Cha 14.

Skills and Feats: Appraise +21, Bluff +21, Concentration +24, Escape Artist +19, Intimidate +21, Jump +29, Listen +21, Search +21, Spot +21; Cleave, Hover, Multiattack, Power Attack, Snatch, Weapon Focus.

Special Abilities: Blindsense, Breath Weapon, Frightful Presence, Spell Resistance.

Spell Like Abilities: 0—*Cure light wounds, Divine favor*.
Sor Spells (6/7/5): 0—*Dancing lights, Detect magic, Detect poison, Ghost sound, Read magic, Resistance*, 1—*Endure elements, Mage armor*, 2—*Bull's strength, Cat's grace*.

Lissiena; Human Rog4: CR 4; Medium Humanoid; HD 4d6+4; hp 22; Init +8; Spd 30 ft; AC 17, touch 14, flatfooted 13; Base Atk/Grapple +3/+4; Atk/Full Atk Short Sword +4 melee (1d6+1); AL N; SV Fort +2, Ref +10, Will +1; Str 13, Dex 19, Con 13, Int 12, Wis 10, Cha 11.

Skills and Feats: Climb +7, Hide +10, Intimidate +7, Listen +7, Move Silently +10, Open Lock +11, Search +8, Spot +7, Tumble +10, Use Rope +11; Improved Initiative, Lightning Reflexes.

Equipment: Currently none, likes to use shortwords.

6-Den of Thieves (ECL 7)

Two cavern passageways converge to form the entrance of this cave. At the convergence a magic mouth has been placed to warn the rogues within.

In the cavern are three gnomes with their hands tied and hanging from their feet from ropes attached to the cavern ceiling. They were exploring down from the upper fortress and were captured by Cracolf and Arinloge's men. Their possessions were looted and now being divided by two rogues.

The rogues' companion, a druid, has made a bed out of his cloak and is sleeping against the far wall. The druid has *Bracers of Armor +2* on and *+1 Scimitar*. The druid, Yanulf, was a follower of Massophir (see Level 4, room 18) but decided to throw his lot in with Arinloge.

The treasure the rogues are dividing contains a *scroll of three spells (Fire Ball, Hold Monster, and Charm Person)*, 610 gp, and a *Chime of Opening*.

Druid; Human Drd4: CR 4; Medium Humanoid; HD 4d8+4; hp 27; Init +5; Spd 30 ft; AC 14, touch 11, flatfooted 13; Base Atk/Grapple +3/+4; Atk/Full Atk +1 Scimitar +5 melee (1d6+1); AL NE; SV Fort +5, Ref +2, Will +7; Str 12, Dex 13, Con 13, Int 11, Wis 17, Cha 10.

Skills and Feats: Concentration +8, Heal +10, Listen +10, Spellcraft +7, Spot +10; Maximize Spell.

Equipment: +1 Scimitar, Light wooden shield, *Bracers of Armor +2*

Drd Spells Prepared (5/4/3 DC 13+ spell level): 0—*Create water, Cure minor wounds (2), Light, Resistance, 1—Cure light wounds, Entangle (2), Summon nature's ally I, 2—Barkskin, Flame blade, Summon nature's ally II.*

Captured Gnomes (3); Gnome Rog3: CR 3; Small Humanoid; HD 3d6+6; hp 22; Init +8; Spd 20 ft; AC 18, touch 15, flatfooted 14; Base Atk/Grapple +2/-2; Atk/Full Atk Light Mace +2 melee (1d6); SA +1 to attacks vs. kobolds and goblinoids; SQ Low-light vision, +4 dodge vs. giants, Speak with animals, +2 saves vs. illusion, spell-like abilities; AL N; SV Fort +3, Ref +7, Will +1; Str 10, Dex 18, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Hide +13, Listen +8, Move Silently +9, Search +6, Spot +6, Tumble +9, Use Magic Device +6.

Rogues (2); Human Rog4: CR 4; Medium Humanoid; HD 4d6+4; hp 22; Init +8; Spd 30 ft; AC 17, touch 14, flatfooted 13; Base Atk/Grapple +3/+4; Atk/Full Atk +1 Short Sword +4 melee (1d6+1); AL NE; SV Fort +2, Ref +10, Will +1; Str 13, Dex 19, Con 13, Int 12, Wis 10, Cha 11.

Skills and Feats: Climb +7, Hide +10, Intimidate +7, Listen +7, Move Silently +10, Open Lock +11, Search +8, Spot +7, Tumble +10, Use Rope +11; Improved Initiative, Lightning Reflexes.

Special Abilities: Evasion, Opportunist, Sneak Attack (+2d6), Trap Sense, Trapfinding, Uncanny Dodge.

Possessions: Studded leather, +1 Short sword, Dagger.

7-Lower Temple (ECL 12)

The large double doors to the west have been arcane locked (Break DC 28, Hard 5, HP 20). A troll is guarding the other entrance in case Regjherbal (Room 5) returns. In the center of the room Cracolf Wolfrunner and his fellow temple guards stand transfixed and are chanting. At the far end of the room Arinloge, an evil priest is standing before an altar inscribed with symbols of Angall and is performing a ceremony.

Arinloge prepared this room for his own private ceremonies involving Angall. He and Cracolf are preparing a coup against the weak leadership of Reyhtuyl. After they finish in a half-hour they will move up to the fourth level. Their Haven (See Level 4, Room 20) will have taken control of the junior priests, away from Massophir, and the combined force will go after Reyhtuyl.

Arinloge; Human Clr9: CR 9; Medium Humanoid; HD 9d8+18; hp 55; Init +6; Spd 20 ft; AC 24, touch 10, flatfooted 24; Base Atk/Grapple +6/+9; Atk +2 Heavy Mace +12 melee (1d8+5); Full Atk +2 Heavy Mace +12/+7 melee (1d8+5); AL CE; SV Fort +8, Ref +5, Will +11; Str 16, Dex 14, Con 14, Int 12, Wis 20, Cha 13.

Skills and Feats: Concentration +14, Diplomacy +13, Heal +17, Spellcraft +13; Combat Casting, Empower Spell, Improved Initiative, Power Attack.

Equipment: *Ring of Blinking, Amulet of Natural Armor +2, +1 Half-plate, +2 Heavy steel shield, +2 Heavy mace.*

Clr Spells Prepared (6/6+1/5+1/4+1/3+1/2+1/ DC 15+ spell level): 0—*Detect poison, Guidance, Inflict minor wounds (2), Light, Purify food and drink, 1—Bane, Cause fear, Inflict light wounds (2), Inflict light wounds (D), Magic weapon, Summon monster I, 2—Hold person, Cure moderate wounds (2), Shatter (D), Silence, Summon monster II, 3—Contagion (D), Create food and water (2), Cure serious wounds, Summon monster III, 4—Divination, Greater magic weapon, Inflict critical wounds (D), Summon monster IV, 5—Flame Strike, Mass inflict light wounds (D), Summon monster V.*

Troll: CR 5; Large Giant; HD 6d8+36; hp 63; Init +2; Spd 30 ft; AC 16, touch 11, flatfooted 14; Base Atk/Grapple +4/+13; Atk Claw +9 melee (1d6+6); Full Atk 2 Claws +9 melee (1d6+6) and Bite +4 melee (1d6+3); SA Rend 2d6+9; SA Rend 2d6+9; SQ Darkvision (90'), low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 22, Dex 14, Con 22, Int 6, Wis 8, Cha 6.

Skills and Feats: Listen +5, Spot +6; Alertness, Iron Will, Track.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Cracolf; Human Ftr5: CR 5; Medium Humanoid; HD 5d10+20; hp 59; Init +7; Spd 20 ft; AC 24, touch 15, flatfooted 21; Base Atk/Grapple +5/+9; Atk/Full Atk +1 Scimitar (Keen) +10 melee (1d6+6/crit 15-20); AL N; SV Fort +8, Ref +4, Will +0; Str 19, Dex 16, Con 18, Int 11, Wis 9, Cha 12.

Skills and Feats: Climb +8, Intimidate +9, Jump +8; Cleave, Improved Initiative, Power Attack, Quick Draw, Weapon Focus (Scimitar), Weapon Specialization (Scimitar).

Possessions: +1 Heavy steel shield, +2 Scale mail, *Ring of Protection +2, +1 Scimitar (Keen).*

Temple Warrior (5); Male Human Fighter3: CR 3; Medium Humanoid; HD 3d10+9; hp 30; Init +5; Spd 20 ft; AC 16, touch 11, flatfooted 15; Base Atk/Grapple +3/+5; Atk Scimitar +6 melee (1d6+2); AL N; SV Fort +5, Ref +2, Will +2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 9

Skills and Feats: Climb +2, Intimidate +2, Jump -6, Listen +2, Spot +2, Swim -5, Cleave, Improved Initiative, Power Attack, Toughness, Weapon Focus (Scimitar).

Possessions: Scale Mail, Scimitar, Light shield.

8-Offal Room

The rotting remains of bodies and other indescribable inhuman corpses fill this room knee deep. On the walls are mosaics showing scenes of terrible carnage and a warning to tomb robbers in many languages. There is

nothing of any value, just many broken weapon and other debris among the bodies.

This room acts as a one-way teleport for anybody ritually sacrificed in a ceremony involving the god Angall. This works within three miles and extends to other planes of existence.

9-Hall of the Dragon Kings (ECL 14)

The double iron doors to this room are arcane locked (Break DC 38, Hard 10, HP 60). Above the archway, a *Symbol of Fear* is inscribed (DC 22, Will negates, DC 31 Disable Device, Search). The room is filled with ornate carvings and statuary of kings and wizards. The 20' by 40' area beyond the door is a trigger for a trap. If more than 150 lbs (two men) is in the area a large 20' by 40' by 10' stone will fall out of the ceiling crushing anybody underneath. If more than 300 lbs (three men) are in the area the floor will flip down revealing a 30' pit in which the party will fall and the stone goes in after them. If the floor doesn't flip down the trap is designed so that the floor doesn't flip but the entrance is blocked. The stone weighs 2,000 lbs for anybody trying to move it. Two spectres guard the tombs. They will attack once anybody steps more than 30' away from the door.

Inscribed in draconic is the following inscription on the inside of the doors.

*Lament the mighty which are now gone
To Victorious battles which can't be seen
In the shadows of the horn
Gilded Stirrups the Demon-tooth keen
He who moves with mirth and flickering phantom
False seeming haze and freezing sword so thin
The scandalmonger with charm and philter
Unmoving caged unspeaking yet within
One only sleeps and waits the call
To ride again on winged beast
The elder-giant King of Day
Hungering for a Deathless feast
Two are doubly cursed
Three are tripled
Venture forth alone
Or be forever crippled
Kith of the Swirling Horde*

Mounted in the center of the room on a large pedestal is a triceratops skull. Any light source north of the skull will cause the shadows of the horns to fall on the southeastern and southwestern most secret doors. To notice the horn's shadows (DC 20, Spot) To find the secret doors (DC 35, Search). Behind the rows of statues are alcoves recessed into the wall. They are decorated in colorful mosaics of vines and flowers. The alcoves are lined with small shelves containing urns. Occupying the bottom of each alcove is a fountain; in about half of them the fountains are still working with a steady flow cycle of perfumed water.

The urns contain the ashes of high nobles and valued servants of the Dragon Kings. Ten urns are encrusted with gems (total of 430 gp), and there is a gold urn (1,780 gp) filled with dust of disappearance. Among the statues there is one of an Altanian princess with a tiara made of 333

pearls (3,330 gp). Another statue of a boy with a mischievous evil grin has its hands out offering a magical *-3 cursed scimitar*.

The south end of the room is a 20' by 20' dais a large statue of a young blue dragon stands upon it. If the name of Stangroth Elder-Giant is shouted the statue will come to life. The dragon will attack anybody who is not in the service of Stangroth.

The entrances to the tombs are marked as secret doors; they are thin masonry walls decorated with mosaics that continue the vine and flower patterns found in the alcoves (Hard 8, HP 45, Break 25). The entrance to the Tomb of Halkenmenon (Room 10) has already been broken open. The thin walled masonry entrances of the tombs can be found by a careful search (DC 35, Search)

Deadfall, Pit Trap CR 12; mechanical; location trigger; DC 20 Reflex half-damage (20d6, stone block; 3d6 fall); Search DC 20; Disable Device DC 25.

Dragon, blue, young: CR 6; Medium Dragon; HD 12d12+24; hp 102; Init +4; Spd 40 ft, fly 150 ft (poor), burrow 20 ft; AC 21, touch 10, flatfooted 21; Base Atk/Grapple +12/+15; Atk Bite +16 melee (1d8+3); Full Atk Bite +16 melee (1d8+3), Claws +10/+10 melee (1d6+1), Wings +10/+10 melee (1d4+1); SA Breath weapon (60ft Line of lightning, 6d8, Ref DC 18), create/destroy water; SQ Immunities, blindsense, keen senses; AL LE; SV Fort +10, Ref +8, Will +9; Str 17, Dex 10, Con 15, Int 12, Wis 13, Cha 12.

Skills and Feats: Bluff +13, Escape Artist +12, Hide +12, Intimidate +13, Listen +13, Search +13, Spellcraft +13, Spot +13; Cleave, Improved Initiative, Power Attack, Weapon Focus (unarmed).

Spectre (2): CR 7; Medium Undead; HD 7d12; hp 45; Init +7; Spd 40 ft, fly 80 ft. (perfect); AC 15, touch 15, flatfooted 12; Base Atk/Grapple +3/+0; Atk/Full Atk Melee Incorporeal touch +6 (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 0, Dex 16, Con 0, Int 14, Wis 14, Cha 15.

Skills and Feats: Hide +13, Intimidate +12, Knowledge (Religion) +12, Listen +14, Search +12, Spot +14; Alertness, Blind-Fight, Improved Initiative.

10-Tomb of Halkenmenon (ECL 10)

The entrance to the tomb of Halkenmenon is broken open. When the party is within 10' of the entrance they will see 5 spectres approaching them. However two of the spectres are upside down, one is flying on its side, another keeps dipping halfway into the floor then coming out again, and the last is upright but approaching sideways.

The problem is the spectres are illusions cast by Sarn. Sarn is a wizard who had the misfortune being caught looting the tomb. When he tried to teleport away he miscalculated and entombed himself in the east wall. His body decayed but his head survived. His mind is quite active and he amuses himself by projecting illusions. After several decades he is quite insane. Because of the way he

teleported he cannot see out into the room. He is telepathic so he is aware of anybody coming within 300'. He tries to use the illusions to scare the party, but because he can't see them, he has problems orienting them correctly.

If the party enters the tomb they will be bombarded with various illusions pleading with them to free him. Even if they agreed, Sarn will continue to pester them. If they try to leave, he will send illusions after them until they go beyond 300' of the tomb. If anybody gets within 10' of his body in the east wall, Sarn is able to cast *suggestion* on them 2/day. He will give them a compulsion that a great treasure is buried where his body is and that they must dig it out. Once Sarn's body is dug out, his body, including his head, will crumble to dust.

Above where the body sticks out there is a mounted rapier. This rapier can cast a *Cone of Cold* 1/day. Below the body, on the floor, are a copper amulet (1 sp), a *Scroll of Charm Person*, and a *Ring of Fire Elemental Command*.

In the middle of the room is the sarcophagus of King Halckenmenon. The outer faces of the lid have dozens of small holes. (DC 10, Spot) These are the openings from which the poison needle traps are sprung. If activated 1d8 needles will strike everyone in the room.

Inside the sarcophagus is the body of Halckenmenon and brittle remains of a book detailing the king's life, a gem encrusted ring (2,420 gp), two vials of rose oil perfume, withered flowers, a belt encrusted with opals (3,250 gp) and sandals (5,150 gp), a cap that changes colors every 10 minutes, several miniature bronze dinosaurs (200 gp total), and a *Figurine of Wondrous Power (Ebony Fly)*. Behind the body are *Explosive Runes* that spell out in draconic "If you can read this you are too close."

Poison Needle Trap: CR 4; mechanical; triggered by lid moving; repair reset; 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.

Sarn, Human Wiz20: CR 5; Medium Undead; Persistent Image 5/day, Read Thoughts (300 ft), Suggestion (2/day)

11-Tomb of Ceniltac (ECL 7)

Hanging on the walls of the passageway leading to the room are the decayed shields of his liegemen along with crossed jagged bladed scimitars underneath. The blazons can still be made out and they are various animal symbols. When the first party member passes the last pair of shields the sound of a loud gong will be heard and the tomb and passageway will be filled with an eerie green glow.

The tomb is filled with the accoutrements of war. At the far end is a bronze throne (1,580 gp) with the mummified remains of the king sitting on it. The throne has 40 rubies embedded in it (40 gp each). The king is wearing a silver crown mounted by a single large tiger eye gem (2,340 gp). With the sounding of the gong one eye of the king will open and follow the players as they make their way around the room.

On racks against the north wall is an array of 10 silver scimitars (65 gp each), two battleaxes, five large metal shields, a flail, a +3 *shield* emblazoned with a black wolfhead, 6 daggers, 4 scimitars, a pair of silver spurs (16 gp), and a great helm with a metal wolfhead mounted on the top. Against the northeast corner is an armor stand with a set of half-plate mail with a wolf's head emblazoned on the chest. Leaning against the armor stand is a pole with a ragged battle standard on it. Rotting tapestries cover the walls. If they are disturbed or pulled down, 12 swarms of poisonous spiders will attack.

At the feet of the king is a pile of treasure arranged in a tribute offering. It consists of 17,400 cp, 18,630 sp, 3,120 gp, 15 pp, 35 gems (20 gp), 34 gems (50 gp), 12 gems (80 gp), 18 gems (150 gp), 3 gems (200 gp), a necklace (1,040 gp), 24 bronze rings (2 gp), and a gold inlaid breastplate (1,800 gp)

If any of the tomb's contents are disturbed a huge animated construct will form out of the treasure. The treasure will form into an animated shape of the king with his sword and attack.

Swarm, Spider (12): CR 1; Diminutive Vermin (Swarm); HD 2d8; hp 9; Init +3; Spd 20 ft, climb 20 ft.; AC 17, touch 17, flatfooted 14; Base Atk/Grapple +1/+0; Atk/Full Atk Swarm +0 melee (1d6 plus poison); SA Distraction, poison; SQ Darkvision (60'), immune to weapon damage, swarm traits, tremorsense 30 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +0; Str 1, Dex 17, Con 10, Int -, Wis 10, Cha 2.
Skills and Feats: Climb +11, Listen +4.

Distraction (Ex): Any turn with a spider swarm in a character's space may cause nausea for 1 round (DC 11 Fort)
Poison (Ex): Injury, Fort DC 11, initial and secondary damage 1d3 Str. The save DC is Constitution-based.

Animated Object, Huge: Huge Construct; CR 5; HD 8d10; hp 84; Init -1; Spd 20 ft, 40 ft multiple legs, 60 ft wheels; AC 13, touch 7, flatfooted 13; Base Atk/Grapple +6/+19; Atk/Full Atk Slam +9 melee (2d6+7); SA Trample; SQ Construct traits, darkvision (60'), low-light vision, also see text; AL N; SV Fort +2, Ref +1, Will -3; Str 20, Dex 8, Con -, Int -, Wis 1, Cha 1.

Trample (Ex): The animated treasure can trample creatures two or more sizes smaller than itself, dealing damage equal to 2d6+14. Opponents who do not make attacks of opportunity against the object can attempt to jump away (DC 19, Reflex, ½ dmg)

12-Tomb of Avaskilee

At the end of the corridor, leading to the tomb, is an arched entranceway. Above the entrance is inscribed in Draconic "Avaskilee' Protector of the Realm-Sword." Beneath the inscription is a bas-relief of a sword surrounded by a ring and a flower to each side. Within the chamber a huge stone sarcophagus stands against the north wall. Two chests, made of bronze (640 gp each), are against the east wall. A round marble table stands in the middle of the south wall. In the center of the table is a 4' diameter golden translucent hemisphere. If examined an ornate long sword can be seen floating within.

This sword is a +2 *Axiomatic Longsword* with the ability of *charm person* 1/day. The golden hemisphere is

insubstantial. A person can reach in and attempt to take the sword. Without following the proper ritual, a person will experience 1d6 damage each time they attempt to grab the sword. In addition, their hand will jerk back from the sword, forcing another attempt. If the two bronze flowers, found in the sarcophagus, are placed on opposite sides of the hemisphere it will disappear and the sword can be grabbed. In the sarcophagus are the mummified remains of Avaskilee. He is seen with arms crossed holding the two bronze flowers (10 gp each).

In the chest on the left are 12,700 cp, a bronze *Helm of Chaos/Law*, and a bronze urn filled with purple worm poison. In the chest on the right is a *Scroll of Protection from Demons*, a bronze tablet inscribed with a map and description of a copper mine 120 miles to the south, a *mandolin* that gives +4 to all bard checks, and a bronze crown encrusted with gems (4,370 gp). The crown has tiny needles that will pierce the skin of anybody putting it on (1d3 damage). The needles are coated with Death Blade poison (injury, DC 20, 1d6 Con, 2d6 Con)

13-Tomb of Torrangana (ECL 25)

At end of the corridor of this tomb is a pair of locked iron doors. (DC 30, Open Lock; Hard: 10, Hp: 60, Break: DC 28). Above the doors is an inscription, in draconic, "Torrangana, Sorcerer of the Black Talons." On the sides of the doors are many symbols of warning from different cultures. Several of the glyphs are from an old form of elvish warning "Leave the dark unslain, Or the Terror will become your bane."

In the center of the room is granite dais three feet high and oval in shape. Standing still and chained by both wrists is a human with skin that gives the impression of scales and the head of a reptile. The figure looks real but is covered with cobwebs and dust. Throughout are 142 purple opaque crystals in the shape of an egg. Four others are broken (DC 20, Spot). Amid the eggs are a *Wand of Ice Storm* (50 charges) and a *Staff of Power* (50 charges) both topped with a black talon (DC 10, Search).

Each of the crystals contains a shadow. There are currently four shadows in the room and they will attack the party the moment they enter the room. The crystals are easily broken and will release the shadow trapped within. When a shadow is killed Torrangana, the reptile headed human, will regenerate 1 hp. Torrangana will revive and use his spells to give him the strength to free himself. He will then attempt to break as many of the crystals as he can, Sending the shadows after the party. When he is brought down to 0 hp he will return to his state of torpor although he will continue to regenerate as shadows are killed.

Shadow (142): Medium Undead; HD 3d12; hp 19; Init +2; Spd 40 ft; AC 13, touch 13, flatfooted 11; Base Atk/Grapple +1/+0; Atk/Full Atk Incorporeal touch +3 melee (0 plus 1d6 Str); SA Create spawn, strength damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13.
Skills and Feats: Hide +8, Listen +7, Search +4, Spot +7; Alertness, Dodge.

Torrangana; Transformed Human Wiz12: CR 13; Medium Humanoid; HD 2d8+12d4+70; hp 121; Init +8; Spd 30 ft; AC 19, touch 14, flatfooted 15; Base Atk/Grapple +7/+12; SA: Hold Breath (Ex), Summon Familiar; AL: LE; SV: Fort +11, Ref +13, Will +14; Str 20, Dex 18, Con 20, Int 19, Wis 18, Cha 10

Skills and Feats: Balance +12, Concentration +20, Craft (Alchemy) +16, Jump +10, Knowledge (Arcana) +15, Knowledge (Religion) +16, Spellcraft +22, Swim +9, Cmbt Casting, Great Fort, Improved Initiative, Iron Will, Lightning Reflexes, Maximize Spell, Quicken Spell, Scribe Scroll.
Wiz Spells Prepared (4/5/5/5/4/4/2 DC 15+ spell level): 0—Daze (4), 1—Burning hands, Mage armor, Magic missile, Protection from chaos, True strike Protection from chaos, Shield, Sleep, True strike, 2—Darkvision, Invisibility, Mirror image, Scorching ray, Web 3—Dispel magic, Fireball, Haste, Lightning bolt, 4—Ice storm, Magic missile (maximize) (2) Summon monster IV, 5—Cone of cold, Dominate person, Scorching ray (maximized), Telekinesis, 6—Globe of invulnerability, Fireball (maximized).

14-Tomb of Makel

The passage to this tomb is covered with mosaics showing scenes of a wise sage dispensing wisdom or extolling one of the virtues. Inscribed among the mosaics is the name "Makel the Sage." The entranceway to the chamber is open. On the west wall a small narrow rectangular presence lamp glows with a reddish flame, and emits the faint smell of lilacs.

In the center of the room on a slab of rose-colored marble is a lead lined glass sarcophagus. Within can be seen the perfectly preserved body of Makel the Sage. On his head is a garland of roses (no thorns) looking freshly picked. If the coffin is smashed, cracked, or otherwise open, the body will quickly decompose filling the tomb with Insanity Mist within 1 round (inhaled, DC 15, 1d4 Wis, 2d6 Wis).

On the south wall is a large cabinet of teak wood filled with 3 drawers (500 gp). Inscribed on a small bronze plate in draconic is "For Future Crises." In the top drawer is a *Tome of Clear Thought* +3. In the second drawer is a *scroll of commune*. Finally in the bottom drawer is a tray of over 340 varieties of flower seeds.

On the north wall is a similar teak cabinet with 3 drawers. The only difference is that the inscription reads "For future imperialists." In the top drawer is a *Gem of Brightness*. In the second drawer is a pair of *Bracers of Defenselessness*. In the bottom drawer is a *Pouch of Dust of Sneezing and Choking*.

15-Tomb of Briadsum (ECL 7)

The passageway to this tomb is of finely worked masonry with an open entranceway at the end. In the middle of the tomb are the collapsed and decayed remains of a Viking longship forming a pile 10' wide and 20' long. Along the sides of the pile are seen over 40 small round metal shields. Their faces have been strangely scoured of their blazonry (DC 15, Spot).

Lurking in the pile are two large ochre jellies. If the party starts poking around they will quickly ooze out and attack. In the center of the pile are the skeletal remains of Briadsum. Around his neck is a *Necklace of Strangulation* that appears to be of great value.



Near his waist is a +2 longsword in a jeweled scabbard (6,700 gp), and he is still wearing a pair of *Boots of Striding and Springing*. Near his head a plain iron helm that is topped with a crown of dragon teeth (1,113 gp). The king lies on a six-foot diameter round wooden shield.

Nearby is a large iron pot (3' diameter) that contains tattered remnants of furs, 12,280 cp, 4,520 sp, 610 gp, a gem encrusted coronet (3,450 gp), an ivory mirror (1,670 gp), a golden cloak clasp (80 gp), and two sapphires (1,400 gp each).

In the pile near the old wooden prow there are four skeletons. Each wears a golden necklace (1,440 gp). Within the pile are the remains of broken wine bottles, 15 are still intact and 10 of these are a very good and potent wine (150 gp each).

Ooze, Ochre Jelly (2): CR 5; Large Ooze; HD 6d10+36; hp 69; Init -5; Spd 10 ft, climb 10 ft; AC 4, touch 4, flatfooted 4; Base Atk/Grapple +4/+10; Atk/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.

Acid (Ex): Secretes a digestive acid that dissolves only flesh. Any melee hit or constrict attack deals acid damage.

Constrict (Ex): An ochre jelly deals automatic slam and acid damage with a successful grapple check.

Improved Grab (Ex): If hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Split (Ex): Slashing and piercing weapons and electricity attacks deal no damage. Instead it will split into two identical jellies, each with half of the original's current hit points (round down). A jelly with 10 hit points or less cannot be further split.

16-Tomb of Stangroth (ECL 13)

Inlaid across the top of the ornate masonry walls is the name Stangroth repeated the length of the corridor to the tomb in draconic. On the west wall of the corridor there are two stylized inscriptions in a mosaic. The first is "*The King of Day*" and the second is "*Elder-Giant*." On the opposite wall is inscribed "*Last of the Death-Stalkers*" and

"*Karlain of the Swirling Horde*." The entranceway of the tomb is an ornate stone arch.

In the center of the tomb is a large sized stone box with the top open. When examined the box is filled with a fine dusty powder. Buried in the dust is the body of King Stangroth. If the body is uncovered an eight foot tall perfectly preserved humanoid body is revealed similar to the body of Torrangana (see Room 13) with his skin giving the impression of scales and his head of a reptile. He is wearing an ornate green leather harness (100 gp), gold spurs (280 gp each), and holding a large morning star. He has a silver ornate bottle (50 gp) attached his belt (filled with 3 *potions of cure serious wounds*).

Two minutes after the head is uncovered Stangroth awakens. Unlike Torrangana, Stangroth feeds off of the negative energy of the undead. When he awakens he will roar, revealing two sharp fangs. He will pull himself out and run out of the tomb. He will disregard the party unless hindered. He will begin searching Fortress Badabaskor for any undead the party has missed. He will work his way through each level. After he has fed, he will return to the tomb to rest for a month.

The dust is a unique magic that causes anybody that is completely immersed in it to fall into an indefinite state of hibernation. If the party has a large enough container they can take as much of the dust they want.

Stangroth was a powerful champion of Law as a Dragon King and was eventually transformed to this form for his last battle. The transformation has made human conversation irritating and caused him to fly into fits of rage. Eventually he was subdued and placed here to give him peace.

Stangroth; Transformed Human Ftr10: CR 10; Medium Humanoid; HD 2d8+10 + 10d10+50; hp 129; Init +8; Spd 30 ft; AC 21, touch 14, flatfooted 17; Base Atk/Grapple +11/+16; Atk Claw +17 melee (1d4+6) or Bite +15 melee (1d4+5); Full Atk 2 Claws +17/+17 melee (1d4+6), Bite +15/+10/+5 melee (1d4+5); SA Undead energy drain; SQ Hold breath; AL LN; SV Fort +14, Ref +12, Will +7; Str 23, Dex 18, Con 20, Int 12, Wis 14, Cha 10.

(Strangroth Cont.)

Skills and Feats: Climb +19, Jump +23; Cleave, Combat Reflexes, Great Cleave, Improved Unarmed Strike, Multiattack, Power Attack, Stunning Fist.

Undead Energy Drain (Su): Undead creatures hit by Stangroth's bite attack gain one negative level. The DC is 14 for the Fort save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, Stangroth gains 5 temporary hit points.

17-Tomb of Ranmonderne (ECL 17)

The passageway to this tomb is built of fine masonry. The entranceway of the tomb is a simple arch. Lining the walls of the tomb are the statues of demons evenly split among Vrocks, Hezrou, and Glabrezu. In the center of the tomb a large man-sized bronze case lies on a marble slab. On the side of the slab is a gold plaque (1,250 gp) inscribed with the following

*Here lies the glorious king
Ranmonderne, first of his name
Slain by the Prince of the Undead
His sacrifice was not in vain*

In the case is the body of Ranmonderne still dressed in his *+2 full plate armor*. Next to the body is a *+3 large metal shield*, and the *longsword Demon-Tooth*. If the sword is picked up, four Glabrezu will teleport in the room within 1d6 rounds.

Demon, Glabrezu (4): CR 13; Huge Outsider (Chaotic, Extraplanar, Evil); HD 12d8+120; hp 174; Init +0; Spd 40 ft; AC 27, touch 8; Base Atk/Grapple: +12/+30; Atk Pincers +20 melee (2d8+10); Full Atk 2 pincers +20 melee (2d8+10) and 2 Claws +18 melee (1d6+5) and Bite +18 melee (1d8+5); SA Improved grab, summon demon; SQ Damage reduction 10/good, darkvision (60'), immunity to electricity and poison, resist acid 10, cold 10, and fire 10, SR 21, telepathy 100', true seeing; AL CE; SV Fort +18, Ref +8, Will +11; Str 31, Dex 10, Con 31, Int 16, Wis 16, Cha 20.

Skills and Feats: Concentration +25, Intimidate +24, Knowledge (Other) +18, Listen +26, Move Silently +18, Search +18, Sense Motive +18, Spellcraft +18, Spot +26; Cleave, Great Cleave, Multiattack, Persuasive, Power Attack.

Improved Grab (Ex): To use this ability, a glabrezu must hit a Medium or smaller opponent with a pincer attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Spell-Like Abilities: At will- *chaos hammer* (DC 19), *confusion* (DC 19), *dispel magic*, *mirror image*, *reverse gravity* (DC 22), *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC 19); 1/day- *power word stun*. Caster level 14th. The save DCs are Charisma-based.

Summon Demon (Sp): 1/day summon 4d10 dretches or 1d2 vrocks with a 50% chance of success, or 1 glabrezu with a 20% chance of success. The equivalent of a 4th-level spell.

True Seeing (Su): Glabrezu continuously use *true seeing* as the spell (caster level 14th).

Demon-tooth: Longsword +3; Axiomatic; SA: On a critical will cause a demon to turn to stone (DC 35, Fort) and return to their home plane.

18-Tomb of Tulkanditaz (ECL 9)

The passageway to this tomb is made of masonry walls. Within the first ten feet a pair of magic mouths will appear. The first will say "*Do not disturb the treasures of Tulkanditaz.*" The second will say "*Bow low to his majesty as you enter, lest you feel his wrath.*" When the party proceeds 10' feet further another pair of magic mouths appear. The first will say, "*Crawl forward and show your reverence.*" Then the second will say "*Whisper your request.*"

Beyond the arched entranceway, in the center of the tomb is Tulkanditaz sitting on a gold and silver throne (28,500 gp). He is wearing a large gold mask encrusted with gems (8,960 gp), wearing gold plate armor (6,030 gp), holding a *Staff of the Magi* (46 charges) in his right hand, and holding a *Crystal Ball* with *clairaudience* ability in his left hand. The walls of the tomb are covered with mosaics depicting events during his reign.

At his feet is a *Scroll of Many Spells*, a *+1 long spear* decorated with feathers, a ivory gaming board (1,190 gp), *+1 gem hilted dagger* (3,040 gp), a black *Bowl of Commanding Water Elementals*, a *Potion of Telepathy*, a *Potion of Hide from Animals*, a *Scroll of Stoneskin* and a *Potion of Haste*.

The gold mask will answer one question per party member with 90% accuracy. If the question is about an item then the mask will tell the party where to find the item. If the players do not follow the instructions of the magic mouth then 4 bone devils will appear and attack. If any item is taken from the tomb then a bone devil will appear 1/week and attack the thief until the item is returned.

Devil, Bone: CR 9; Large Outsider (Evil, Extraplanar, Lawful); HD 10d8+50; hp 95; Init +9; Spd 40 ft; AC 25, touch 14, flatfooted 20; Base Atk/Grapple +10/+19; Atk Bite +14 melee (1d8+5); Full Atk Bite +14 melee (1d8+5) and 2 Claws +12 melee (1d4+2) and Sting +12 melee (3d4+2 plus poison); SA Spell-like abilities, fear aura, poison, summon devil; SQ Damage reduction 10/good, darkvision (60'), immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, telepathy 100'; SR 21; AL LE; SV Fort +12, Ref +12, Will +11; Str 21, Dex 21, Con 21, Int 14, Wis 14, Cha 14.

Skills and Feats: Bluff +15, Concentration +18, Diplomacy +6, Hide +14, Intimidate +17, Knowledge (Other) +15, Listen +17, Move Silently +18, Search +15, Sense Motive +15, Spot +17; Alertness, Improved Initiative, Iron Will, Multiattack.

Fear Aura (Su): Radiates a 5-foot-radius fear aura as a free action. (DC 17, Will) effect per fear spell (caster level 7th). A creature that successfully saves cannot be affected again by the same bone devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Poison (Ex): Injury, Fort DC 20, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Spell-Like Abilities: At will- *greater teleport* (self plus 50 pounds of objects only), *dimensional anchor*, *fly*, *invisibility* (self only), *major image* (DC 15), *wall of ice*. Caster level 12th. The save DC is Charisma-based.

Summon Devil (Sp): 1/day summon 2d10 lemures with a 50% chance of success, or 1 bone devil with a 35% chance of success. Equivalent of a 4th-level spell.

Scroll of Many Spells

Any person not able to cast arcane spells will take 4d6 damage when they first touch the scroll. Afterwards they can handle it without fear of damage. When an arcane spell user picks it up a random spell from 0 to 7th level will appear. (Roll a 1d8-1). This item can be used to cast up to 20 spells, afterwards it will be blank for the user. This item will reset itself when picked up by another arcane spell user.

19-Library of the Dragon Kings (ECL 13)

This room is surrounded by very thick crystalline walls (Hard 5, HP 320, Break DC 45). The south and west walls of this room form part of the corridors leading to this room. Wooden shelves 36' high with thousands of books, scrolls, tomes, manuscripts, manuals, codices, tracts, tables, and papers can be seen through the walls.

There is a pair of ornate double doors leading into the room. If anybody tries to enter with weapons or magic items they will be effected by a *Symbol of Fear* (DC 22, Will negates, DC 31 Disable Device, Search) inscribed in the archway.

A taciturn little old man sits at a small desk 10' from the door. He is furiously writing with a stylus on a clay tablet by the light of a large candle. When the players enter he will angrily tell them to hush and resumes writing. If attacked he has a *Symbol of Stunning* inscribed on another tablet that he will reveal.

If the players politely ask to look around he will allow up to three party members to explore the stacks. He will explain they must make no noise and everything must remain in the library. There is a 1 in 20 chance every ten minutes a useful tome is found. The old man keeps an eye on the party exploring the library (Spot DC 20).

In the stacks is Stephan of Cobaer, wearing spectacles, his hair immaculately combed and is impeccably dressed in wizard robes. He is staring at a shelf of books. When asked he will reply that he is pondering the meaning of the word *Truthiness*. When pressed he will give an explanation that will effect everyone as per the *confusion* spell (DC 25, Will).

If the walls are cracked or destroyed, or the librarian is killed then the shelves and all their contents will crumble to dust causing everyone to choke (DC 15, Fort save per round failure result in 1d6 of nonlethal damage).

The Librarian; Human Wiz13:

CR 13; Medium Humanoid; HD 13d4+13; hp 49; Init +7; Spd 30 ft; AC 13, touch 13, flatfooted 10; Base Atk/Grapple +6/+6; Atk/Full Atk Unarmed +6/+1 melee (1d3); AL LN; SV Fort +5, Ref +7, Will +12; Str 10, Dex 16, Con 12, Int 21, Wis 18, Cha 12.

Skills and Feats: Concentration +17, Knowledge (Arcana) +21, Knowledge (Architecture) +21, Knowledge (Geography) +21, Knowledge (History) +21, Knowledge (Local) +21, Knowledge (Nature) +21, Knowledge (Nobility) +21, Knowledge (Planes) +21, Knowledge (Religion) +21, Spellcraft +23, Knowledge (Psionics) +21; Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Improved Initiative, Quicken Spell, Scribe Scroll.

Wiz Spells Prepared (4/6/5/5/5/4/2 DC 14+ spell level):

0—*Mage hand, Mending, Open/close, Read magic*, 1—*Mage armor (Quicken), Magic missile (Quicken) (2), Protection from chaos, Protection from evil, Protection from good, Protection from law, Shield, Unseen servant*, 2—*Alter self, Arcane lock, Invisibility, See invisibility, Web*, 3—*Arcane sight, Clairaudience/clairvoyance, Daylight, Haste, Summon monster III*, 4—*Greater invisibility, Lesser globe of invulnerability, Solid fog, Stoneskin, Summon monster iv*, 5—*Wall of force*, 6—*Disintegrate, transformation*, 7—*Summon monster VII*.

Stephan of Cobaer; Human Wiz8:

CR 8; Medium Humanoid; hp 30; Init +6; Spd 30 ft; AC 20, touch 12, flatfooted 18; Base Atk/Grapple +4/+4; Atk/Full Atk Unarmed +4 melee (1d3); AL N; SV Fort +3, Ref +4, Will +7; Str 11, Dex 14, Con 12, Int 20, Wis 9, Cha 16.

Skills and Feats: Knowledge (Minutiae) +16, Concentration +12, Knowledge (Trivia) +16, Knowledge (Facts) +16, Knowledge (Words) +16, Spellcraft +16; Heighten Spell, Improved Initiative, Quicken Spell, Scribe Scroll, Still Spell.

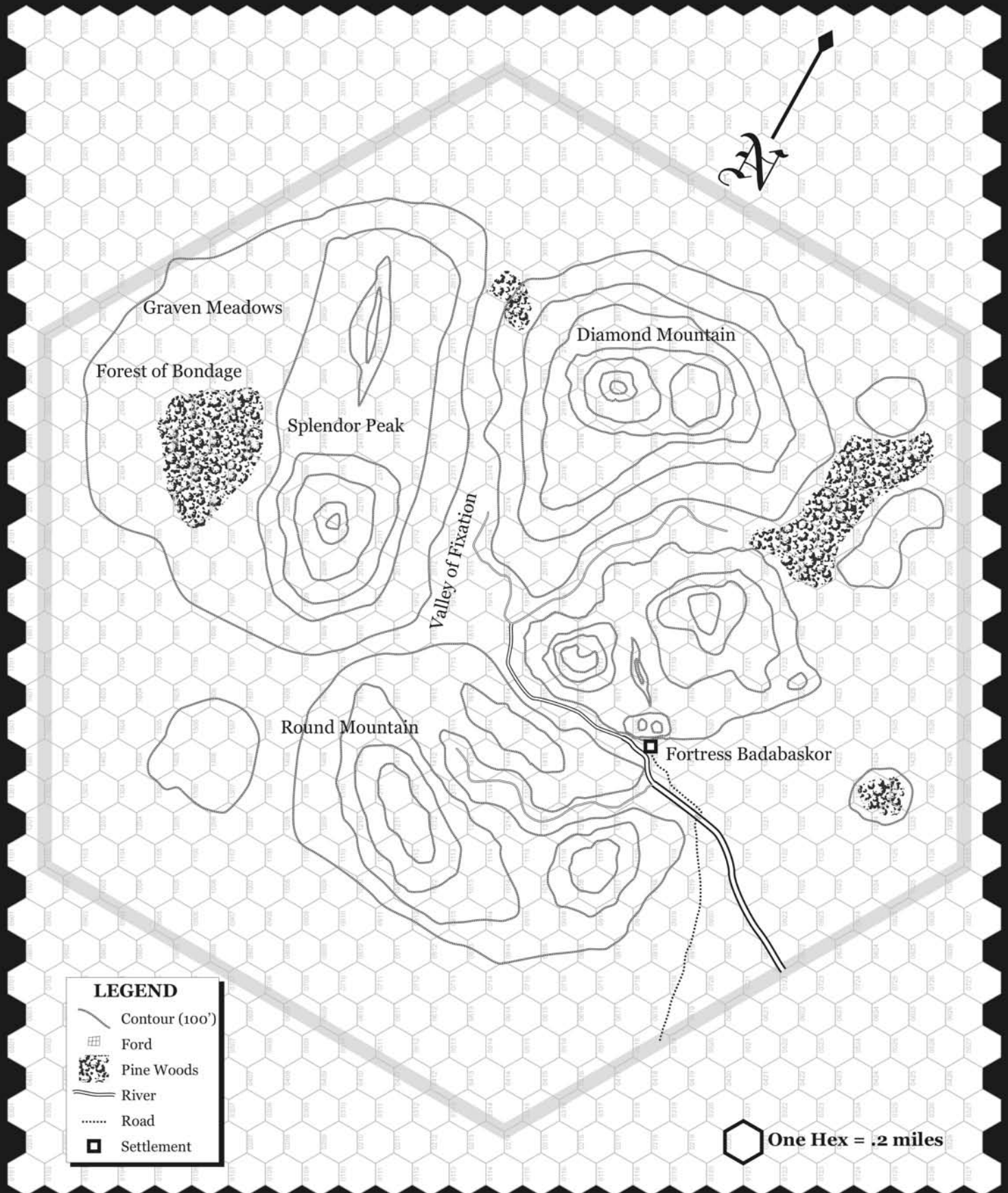
Equipment: *Bracers of Armor +6, Amulet of Natural Armor +2, Wand of Confusion*.

Wiz Spells Prepared (4/6/4/4/3 DC 15+ spell level):

0—*Daze (4)*, 1—*Cause fear, Charm person (2), Hypnotism, Obscuring Mist, Sleep*, 2—*Daze monster, Hypnotic pattern, Misdirection, Touch of idiocy*, 3—*Deep slumber, Suggestion (2), Tongues*, 4—*Confusion (3)*.

FORTRESS BADABASKOR

Area Map



Appendix 1- Field Guide to Badabaskor

Background

In the days of Kelnore's expansion across Padizan Peninsula, Cyng Brastagoth, ruler of Kelnore, and his host came upon a mountain situated so that it overlooked the land for many leagues around. It was here that he chose to build a frontier fortress to protect his people that were settling in the western half of the Padizan Peninsula.

By the end of the year, five thousand workers and two thousand troops began construction of Fortress Badabaskor. The fortress was built with one side protected by an overhanging cliff of granite. During construction a cave network was found inside the cliff and chambers were dug out. While the actual area of the fortress was made small the chambers inside the cliff made it valuable as a place of refuge and safety for the local settlers. During construction the workers unearthed the den of a very old dragon. Scores of workers were killed before the knights of the Cyng returned and were able to seal the dragon in its lair once more.

Unbeknownst to all, the dragon, Scrathaessar, was highly respected by others of her race. She fought along side the First Men against the Eldar Alliance and was instrumental in many victories. Greatly wounded in the war she carved herself a den in the cavern network underneath Fortress Badabaskor to rest and heal.

Her defeat by the knights of Kelnore caused her to send out a cry for vengeance to others of her kind. Dragons do not act hastily. It took many centuries for them to decide on a course of action. Finally they emerged from their lairs throughout the Valley of the Ancients and began to wage a savage war against the Empire of Kelnore. Destroying many of the frontier forts, they reached Fortress Badabaskor and killed all of its inhabitants. They freed Scrathaessar and with their thirst for vengeance satisfied, they returned to the Valley of Ancients. In the ensuing troubles Kelnore never returned to Badabaskor and the Fortress remained in ruins.

Two thousand years later the Orichalan Dragon Lords re-established Fortress Badabaskor after receiving permission from Scrathaessar. The Dragon Lords used Badabaskor to extend their cruel rule over the region. When the war between the Pious and Philosophers broke out the last Lord of Badabaskor left. He crowned himself emperor and established the Empire of Glorious Doomfire in the name of Philosophy.

During the time of the Empire of Glorious Doomfire a powerful wizard of the Dragon Lords, Angall, grew powerful. Desiring mastery, he contacted the dark spirits to do his bidding. As wealth and power accumulated Angall became ever more perverse and cruel, even by Dragon Lord standards. Whispers began that he had fallen prey to the very spirits he had summoned.

The religion he founded was soon outlawed and he retreated to a fastness he created for himself located in the Majestic Mountains to the north. Despite being outlawed it only delayed the spread of his faith for a little while. Many followers were won among the wealthy and powerful. His followers began raiding farms, villages, and towns

indiscriminately. As his desire for power grew he began to send assassins against the Emperor himself.

The Emperor struck back and attacked his followers, routing them in many regions. Angall sent representatives to the northern tribesmen and offered an alliance with them. For fifty years the tribesmen attacked. They drew off the resources of the Empire. Unable to continue fighting both the tribesman and other rival factions, the borders gradually withdrew. Sensing the Empire fatally weakened Angall's followers went on the offensive. They fought for another fifty years until the Battle of Frastikar Marsh. There the Empire was utterly defeated and their will to resist was broken. After the battle the Angallians consolidated their rule and turned their attention to the division of spoils. Remnants of the Empire of Glorious Doomfire continued to exist for another 167 years but were never a threat to the Angallians again.

During the consolidation, Fortress Badabaskor came under siege by the Angallians. After several months the defenders were starved to submission. Surrendering, they were lead into captivity and their leaders sacrificed in a great ceremony to Angall.

For the next two hundred years the power of Angall was a dark shadow eclipsing adjacent lands. He grew to such heights that even the gods felt threatened. Zanaaphic the King of All Spirits confronted Angall. In the six-day battle that ensued the Padizan Peninsula suffered earthquakes, and volcanic eruptions. Angall's fastness in the Majestic Mountains collapsed into the fissures and rifts the battle opened. At the end of the sixth day Zanaaphic was defeated but in winning Angall was changed. He lost much of his humanity along with his ability to cast spells and psionics. His body changed into a monstrous form.

With Angall unable to lead, his followers split into rival factions and fought among each other. Many fell to the vengeance of those they oppressed, while others were slaughtered in crusades launched from other lands. In fifty years only a few strongholds remained in the hands of the Angallians.

Angall himself was taken to Fortress Badabaskor to rest and heal. The followers of Angall made several additions to the tunnel system, constructing an underground temple and many other large chambers. Unfortunately it took many centuries for Angall to heal, and when he awoke all remnants of civilization had been swept from the surrounding lands.

At first he attempted to re-establish his empire by conquering the local barbarians. As the centuries wore on he grew bored and more self-absorbed. With his attention completely turned inwards, the priests began to rule the small empire. One by one the local tribes broke away or won their freedom in exchange for tribute or bribes. A thousand years later, Angall's empire was no more, lost by inattention and sloth. The priests continued to exact tribute from the surrounding tribes and little troubled their day-to-day existence until a bandit lord named Cragen took notice.

Locale

Altanian

The original inhabitants of this area of the Wilderlands they were conquered by the Orichalan Dragon Kings. When the Dragon King's empire collapsed they won their freedom and divided into several dozen barbarian tribes. They are noted for their psionic abilities.

Kelnore

An ancient, large empire that expanded into this region from the east. They predate even the Dragon Kings and very few of their artifacts remain. Their empire was remembered for its glorious achievements of art, literature, and science. After the fall of their empire many of their frontier forts were used by later civilizations.

Hamar Tower (2704)

A watchtower built by the Overlord after a large Altanian army attacked the South Road. Despite the thieves being at Fortress Badabaskor they still believe the worshippers of Angall inhabit the Fortress.

Ironmasters

In the Wilderlands the dwarven Ironmasters know the secrets forging the highly magic weapons of the dwarven race.

Jarmoco (2903)

A quarry town sending flint and other stone to City-State along the South road. Cragen and the thieves of Badabaskor have a lot of dealing with the underworld of Jarmoco but nobody knows in Jarmoco exactly where Cragen's den is and they not likely going to believe that it is located in Fortress Badabaskor even if told, as everyone knows it is inhabited by the mad Demon Angall.

Morthor Cof

Leader of the Natch Ur, an evil cult that worships the earth. The cult controls Palen Springs and some of the surrounding villages.

Orichalan Dragon Kings

These creatures created a large empire in this region of the Wilderlands several thousand years ago. They were tyrannical in their rule and widely hated by their subjects. When their empire collapsed the Orichalan nation was hunted down and slaughtered. Only a few remnants remain today.

The Overlord of the City-State

Ruler of the City-State of the Invincible Overlord. The City-State is several hundred miles to the north of Fortress Badabaskor and is a major hub of commerce and trade, including the slave trade. Fortress Badabaskor lies at the extreme southern edge of its influence and most of the bandit's loot come from caravan originating from the City-State.

The Black Lotus

Secret police and assassins under the Overlord that has spies at all levels of society, under the direct control of the Overlord they seek and eliminate threats to his authority.

Palen Springs (1605)

Cragen has dealings with Morthor Cof to the west and often buys and sells goods, and supplies with him.

Skandiks

A human culture of the Wilderlands very similar to historical Vikings. They have raided throughout the Wilderlands and control several coastal areas which are divided into petty kingdoms. Zothay is one such petty kingdom of the Skandiks. They are rivals against the Overlords and the two have often fought wars.

South Road

The South road is the major trade route leading south from City-State past the region where Fortress Badabaskor is located.

Zothay

To the east is a large port town where some supplies are bought and goods fenced to its Skandian Governor.

3611 Zothay (Small Town): Conventional; AL LG; TL 5; 800 gp limit; Assets 55,500gp; Population 2,220 (Able bodied 555); Mixed (human 70% [mostly Tharbrian, some Gishmesh and Skandik, a few Altanian], half-elf 15%, elf 10%, dwarf 5%, halfling 4%, other 6%); Resources: Market.

Authority Figure: Kritas the Red, male human [Skandik] LG Wiz6.

Important Characters: Sjorald Ivarson, male human [Skandik] NE Ftr6 (envoy from Ossary, stationed here to ensure that the tribute is met). Perena, female human [Tharbrian] LG Clr5 (Athena); Sanjis Tharsa, female human [Gishmesh] CG Exp5 (dancing girl, owner of the Three Plates Resthouse); Revin Olthar, male human [Tharbrian] LE Ftr5 (head of the Thieves Guild, slave trader); Thunis of Thalanzar, male human [Gishmesh] CG Clr4 (Selanii).

When the Skandiks arrived at Ossary over 1,000 years ago, Zothay was a small fishing village. After the town of Kauran fell, the entire coastline southward felt the repeated raids of the Skandiks. Emboldened by the goddess Athena, Zothay was the lone village to resist. It built a small alliance along the coast to Horaja and began to successfully resist the Skandiks. An alliance was made with the Overlord of the City-State and the village became a town as the goods from the Sea of Five Winds flowed to the Old South Road to the City-State. However, 100 years ago, the King of Ossary enlisted the aid of the Redrock Orcs to attack Zothay and its alliance. In the general confusion, the King of Ossary attacked Zothay and sacked the town. He had the town tear down the walls and forced the citizens to pay tribute. The current King of Ossary's father installed Kritas the Red as governor. While born a Skandik, he now considers Zothay his home. Alkazed, the current king sent Sjorald to ensure Kritas' loyalty. Perena supports Kritas and the two are working on a plan to free Zothay. Zothay has a sizable Gishmesh enclave; they worship Selanii, Paldorian goddess of the sea.

-used by permission from Wilderlands of High Fantasy by Necromancer Games

Appendix 2 - Field Guide to NPCs

Angall of the Perpetual Void

Angall of the Perpetual Void; Outsider Ftr30, Divine Rank 1: CR 30; Large Outsider; hp 300; Init +16; Spd 80 ft, fly 120 ft (average); AC 37, touch 37, flatfooted 28; Base Atk/Grapple +25/+28; Atk/Full Atk +5 Longsword +41/+36/+31/+26 (Chaotic, Flaming) melee (1d8+23+1d6 fire), +5 Longsword +41/+36/+31/+26 (Chaotic, Flaming) melee, crit 17-20) +41/+36/+31/+26 (1d8+23+1d6 fire, +5 Heavy mace +42/+37/+32/+27 (Chaotic, Speed) melee (1d8+22), +5 Heavy Mace +42/+37/+32/+27 (Chaotic, Speed) melee (1d8+22); AL CE; SV Epic +5, Fort +21, Ref +15, Will +9; Str 28, Dex 26, Con 28, Int 25, Wis 15, Cha 20.

Special Abilities: Darkvision, DR 15/epic, No Auto Fail on SV roll of 1, Immune to Transmutation, Immune to energy drain, ability drain, or ability damage, Immune to mind altering effects, Immune to electricity, cold, and acid, Immune to Disease, poison, stunning, sleep, paralysis, death effects, and disintegration, Fire Resist 6, SR 45, PR 45, domain chaos 1/day, domain destruction 1/day, Enhanced senses (1 mile in radius), Remote sense (1 mile of Fortress Badabaskor). Block Sensing (1 mile radius, rank 1 or lower), Divine Aura 10ft radius (DC 16, Will)

Divine Abilities: Divine Weapon Specialization.

Skills and Feats: Climb +31, Diplomacy +16, Intimidate +28, Jump +31, Knowledge (Arcana) +18, Knowledge (History) +18, Knowledge (Planes) +18, Knowledge (Religion) +18, Knowledge (Psionics) +18; Blind-Fight, Cleave, Epic Weapon Focus, Epic Weapon Specialization, Great Cleave, Greater Two-weapon Fighting, Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Improved Initiative, Improved Overrun, Improved Sunder, Improved Two-Weapon Fighting, Multiattack, Power Attack, Superior Initiative, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus, Weapon Specialization.

Equipment: Longsword +5 (chaotic, flaming), +5 Heavy mace (chaotic, speed).

Centuries ago, Angall was an evil and very powerful wizard of considerable lust and greed. In his constant quest for unlimited power, he invoked the dark spirits of the abyss to do his bidding. As wealth, power, servants, and slaves accumulated, Angall became more perverse. Little suspected that he was falling prey to very spirits he commanded.

After several decades when his powers seemed to reach a new zenith, Angall was confronted by Zanaaphic, the King of All Spirits. A battle took place that almost destroyed the land, opening fissures and rifts in the countryside surrounding Angall's fortress in the north. In the end Zanaaphic was defeated after six days.

In winning the struggle, Angall lost his humanity and underwent a change, which has endured to this day. He was stripped of his considerable psionics and spell casting abilities, but now neither can affect him (SR 45, PR 45). He stands eleven feet tall and his altered body is covered with thick dragon-like scales and scar tissue. Sprouting from his back are large bat-like wings that enable to fly rapidly although not allowing him to hover. Angall has four huge arms which permits four strikes per round. In his right hands, he wields two large swords and his two left hands he wields two maces. He is an insane egotist of malicious and evil disposition. His current form has not impaired his considerable intellect and malevolent cunning.

In the years since the battle Angall has attained the lowest rank of the divine powers. He demands regular sacrifices and rites of supplication. Angall has lost interest in Badabaskor and the surrounding lands and is currently exploring other planes of existence. He continues to use the power his worshippers give him to aid him in his explorations.

This is presented as an option for the Judges to use during an adventure involving Badabaskor. The most likely reason for his return would be the slaughter of his priests that would cut off the flow of power he desires. His return would be a momentous event in the region.

Appendix 3 - Field Guide to Monsters

TEMPLE GUARDIAN

Large Aberration (Lawful, Extraplanar)

HD: 16d10+60

Init: +2

Spd: 0 can only turn 360 degrees and lowering 5 ft.

AC: 22 (+11 natural, -1 size, +2 Dex), touch 9, flat-footed 20

Base Atk/Grapple: +12/+20

Attack: +16 bite 1d8+4

Full Attack: +16 bite 1d8+4

Space/Reach: 10'/5'

Special Attacks: breath weapon fire, breath weapon electricity

Special Qualities: Darkvision 60 ft, low-light vision, SR 25

Saves: Fort +11, Ref +7, Will +12

Abilities: Str 18, Dex 16, Con 22, Int 8, Wis 16, Chr 7

Skills: Listen +10, Spot +10

Feats: Multiattack

Environment: any underground

Organization: solitary

CR: 11

Alignment: LN

Advancement: 17-19 Large, 20-23 Huge

A temple guardian is a floating large ram's head that guards a specific location within a temple. The temple's high priest is responsible for creating it. The resulting aberration is intelligent. It can be named and can have discussions over its instructions and what it has seen.

Combat

Breath Weapon: A 40' line of Fire, dmg 4d10, Reflex half DC 24.

Breath Weapon: A 30' line of Lighting, dmg 2d12, Reflex half DC 24.

Note: Can fire both in the same round.

Construction

A Temple Guardian is created from the head of a male ram sacrificed to the priest's guard. The ram must have been free of all blemishes and imperfections. During the ritual the animal must be properly handled (DC 20, Animal Handling).

CL 14th, Summon Monster VIII, geas/quest, flame strike or lightning chain, raise dead. Price 100,000 gp, Cost 60,000 gp + 4,200 XP

This printing of the *Thieves of Fortress Badabaskor* is done under version 1.0 of the Open Gaming License, version 5 of the D20 System Trademark License, version 4 of the D20 System Trademark Logo Guide, and the System Reference Document by permission from Wizards of the Coast, Inc. Subsequent printings will incorporate final version of the license, guide, and document.

Designation of Product Identity: The following items are here by designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0; Any and all Judges Guild logos, identifying marks, and trade dress; Any and all Goodman Games logos, identifying marks, and trade dress; all proper nouns, capitalized terms, italicized terms, artwork, maps, symbols, depictions, and illustrations, except such items that already appear in the System Reference Document.

Designation of Open Content: Subject to the Product Identity designation above, all creature statistic blocks are designated as Open Gaming Content.

Some of the portions of this book which are delineated OGC originate from the System Reference Document and copyright © 1999, 2000 Wizards of the Coast, Inc. The remainder of these OGC portions in this book are hereby added to Open Game Content and should bear the copyright notice:

Thieves of Fortress Badabaskor

Copyright 2006, Judges Guild and Goodman Games
(contact goodmangames@mindspring.com or see www.goodmangames.com)

Thieves of Fortress Badabaskor is copyright © 2006 Judges Guild, Goodman Games.

Dungeons & Dragons® and *Wizards of the Coast*® are Registered Trademarks of Wizards of the Coast and are used with Permission. Open game content may be used under in the term of the Open Game License.

'd20 System' and the 'd20 System logo are Trademarks own by Wizards of the Coast and are used according to the terms of the d20 System License version 1.0. A copy of this license can be found at www.wizards.com.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except

as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License.

You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v1.0 Copyright 2000, Wizards of the Coast, Inc.

System Rules Document Copyright 2000 Wizards of the Coast, Inc. Authors Jonathan Tweet, Monte Cook, Skip Williamsn, based on original material by E. Gary Gygax and Dave Arneson.

Wilderlands of High Fantasy, Player's Guide to the Wilderlands Copyright 2003, Necromancer Games, Inc. and Judges Guild; Authors Bob Bledsaw and Clark Peterson

Based on original material by Bob Bledsaw, Bill Owens, and Bryan Hinnen.

Thieves of Fortress Badabaskor Copyright 2006, Judges Guild and Goodman Games (contact goodmangames@mindspring.com or see www.goodmangames.com)

THIEVES OF FORTRESS BADABASKOR

From the classic original, the updated Thieves of Fortress Badabaskor promises adventure and excitement.

The robed bureaucrat looks up from the table and gazes on all of you before proceeding. "Ah, I see you decided to accept this mission. In your search for the bandit leader Cragen you need to be aware of a few things." Pointing to a mountain on the map, he says, "Here is a particularly nasty little cult worshipping some dead god." He pauses, then continues, "Angall is the god's name, I believe. Also be aware that we have reports that there is a raiding party of amazons. I believe their leader is looking for her mother who disappeared in the area twenty years ago."

The bureaucrat rolls up the map and hands it to you, then turns to open an old book. "I don't know if this is of any relevance, but it appears that there are ancient accounts of a Great Wyrm from the days of the First Men." Slamming the book shut he looks at all of you. "I would be careful in poking around in any caves or dungeons. You have your mission. Find Cragen and the reward is yours. That is all."



Judges Guild



Requires the use of the Dungeons & Dragons® Players Handbook, Third Edition, published by Wizards of the Coast, Inc.® This product utilizes updated material from the v3.5 revision.