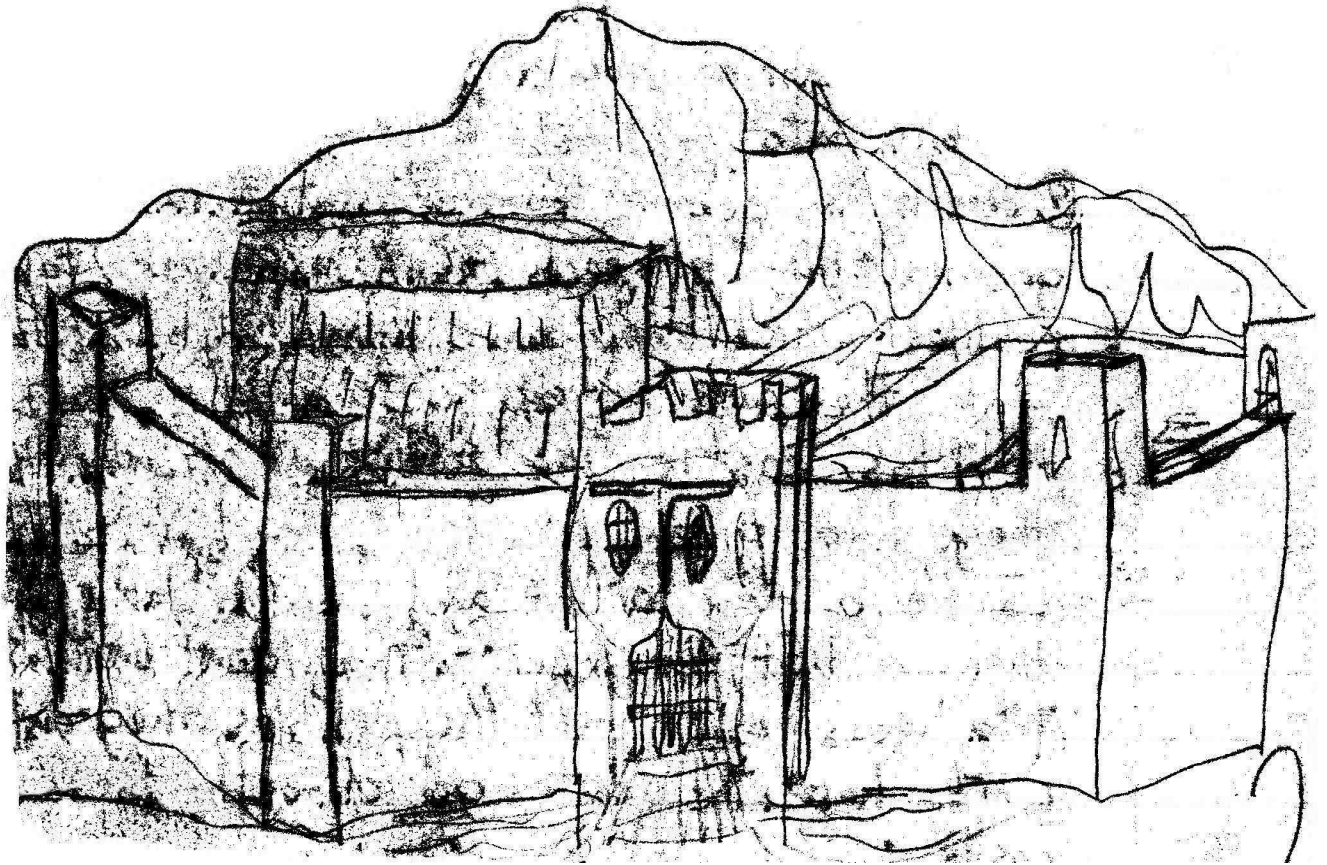


UNDERPORT: ABYSSAL DESCENT



A Special Vintage Mega-Dungeon Playable With

KNIGHTS OF THE

All Mind

And Other OSR/d20 Rule Sets

DEFINITIONS OF TERMS

Standard monster/npc stat block is in the following order:

Name (Alignment, Hit Dice/Size or Race, Hit Points, Armor Class/Touch AC and Armor Type if any, Move, Attack Bonus, Attacks/Crit Special, Saves, Special abilities, Individual Treasure if any, Language, Challenge Rating)

Any **magic items** and **spells** are listed in *italics*.

Multiple natural attacks given (i.e. "2 Claws or Bite") are all combined (i.e. Claws and Bite) during a full-round attack.

Attack Bonus (AB) includes any applicable Str/Dex bonuses and applies equally to all melee & ranged attacks unless noted otherwise.

Abbreviations:

A	= Arcane Magic	HD	= Hit Dice
AB	= Attack Bonus	HP	= Hit Points
AC	= Armor Class	Hrs	= Hours
C	= Colossal	Int	= Intelligence
Cha	= Charisma	L	= Large
chrg	= Charge	M	= Medium
CL	= Caster Level	Min	= Minute
Con	= Constitution	Move	= Movement Rate
cp	= Copper Pieces	Opp	= Opponent
CR	= Challenge Rating	pp	= Platinum Pieces
Crit	= Critical Hit	Ref	= Reflex
D	= Divine Magic	Resist	= Resistance
Dam	= Damage	Rnd	= Melee Round
DC	= Difficulty Check	S	= Small
Dex	= Dexterity	sp	= Silver Pieces
DR	= Damage Reduction	SR	= Spell Resistance
Elec	= Electricity	Str	= Strength
ep	= Electrum Pieces	T	= Tiny
Fort	= Fortitude	Turn	= 10 minutes
G	= Gargantuan	vs	= Versus
gp	= Gold Pieces	Wis	= Wisdom
H	= Huge		

UNDERPORT: ABYSSAL DESCENT

SPECIAL VINTAGE WORK

Edited by
Matrox Lusch

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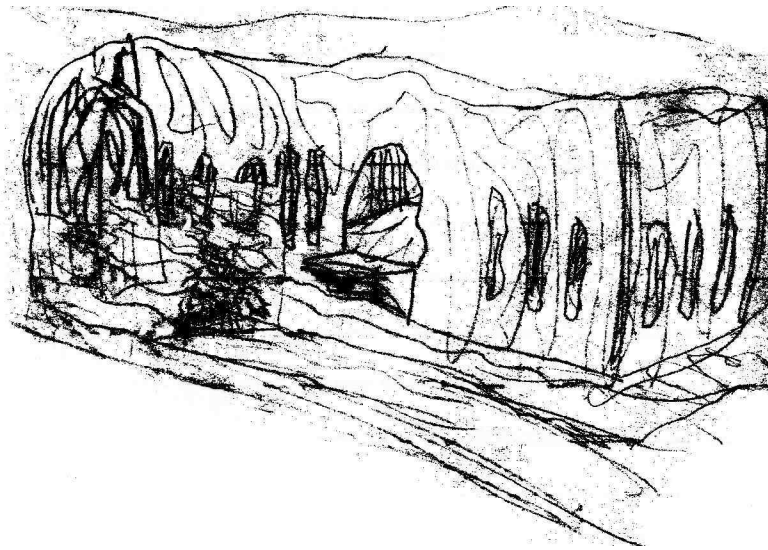
(Cover art *The Castle Hold of Tita* Luigi Bomba)

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Caverns of the Locathah

FOREWORD

Arrgh, mateys! *Underport* is a mega-dungeon originally written incrementally during RPG's early years between mid-1978 and late 1981 (without Gygax DMG dungeon-smith advice).

When writing began our RPG gang had been running *The World's Most Popular Role Playing Game* almost daily for more than six months. The style was swords & sorcery, focused on heavy fighting action. Leveling was more time-consuming back in those days. An easier way for us to provoke meaningful fights versus tougher monsters was by placing various powerful magic items throughout the dungeon. *Monty Haul?* Judge for yourselves.

Our adventures were infused with *Judges Guild* ideas and Dave Hargrave's *Arduin*. These were not "game balanced" encounters and players had to measure when to cut & run.

The upper levels of the dungeon also represents transitions from middle to high school, depths in the dungeon correspond to real-life passage of time. A *Pirates of the Caribbean*-like scenario begins LEVEL 1, further down: drug, sex and alcohol references. Go figure.

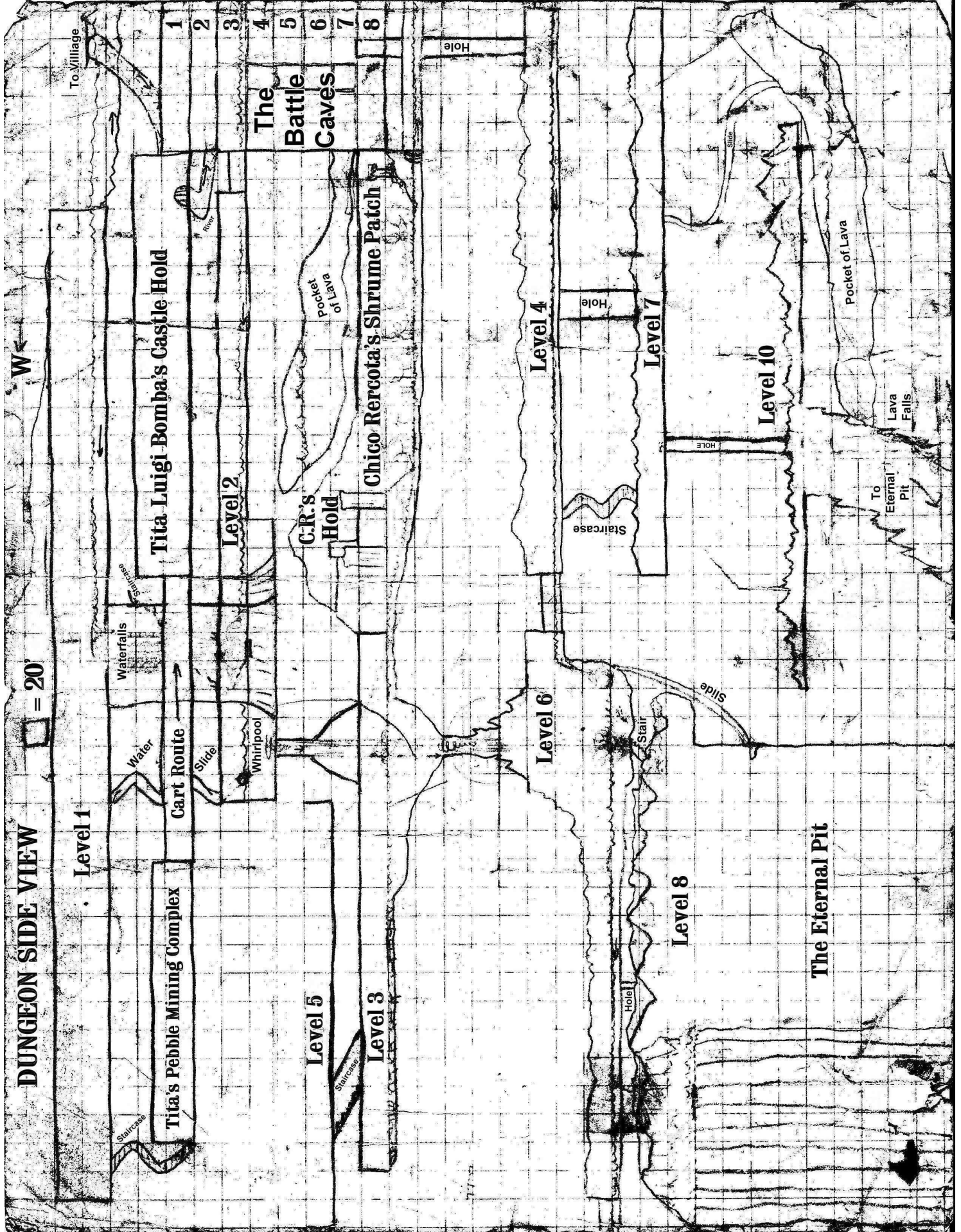
Sections through LEVEL 3 are adapted nearly exact from the original, only changed to not conflict with *WotC* product identity. At LEVEL 4 I took similar old-school monsters and created more dangerous encounters. Levels beyond 4th only maps with sketchy descriptions existed, so I plumbed our notes sprinkling on *Fourthcore* inspirations. Revel in the chaos!

Matrox Lusch
Direbane Publishing Editor
18 January 2015

Please Note: Unless stated otherwise typical worked tunnels are 10' high, chambers 20'. Natural caverns are 10'+1d12' high, varying every 20' or so. Use imagination considering that the height of an encounter area should be commensurate with it's width and inhabitants. Also, **there are no wandering monster tables**. If adventurers dilly-dally or make lots of noise, check nearby encounter areas to see who/what investigates or might be wandering about. Other than that, the dungeons of *Underport* are infested with **Gelatinous Cubes**, so feel free to send one in whenever circumstances warrant.

Gelatinous Cube (N, 4+32 HD/L, 54 HP, AC 4, Move 15', AB +2, Slam 1d6 plus 1d6 acid plus Paralyze 3d6 rnds DC 20 Fort, Saves: Fort +9/Ref -4/Will -4, Blindsight 60', Immune to elec, Engulf traps inside DC 13 Ref plus Paralyze 3d6 rnds DC 20 Fort, 75% Hide in Shadows, Surprise 1-3, CR 3)

Huge Gelatinous Cube (N, 16+32 HD/H, 120 HP, AC 3, Move 15', AB +1, Slam 4d6 plus 4d6 acid plus Paralyze 3d6 rnds DC 20 Fort, Saves: Fort +13/Ref 0/Will 0, Blindsight 60', Immune to elec, Engulf traps inside DC 22 Ref plus Paralyze 3d6 rnds DC 20 Fort, 75% Hide in Shadows, Surprise 1-3, CR 10)



Side view of Underport dungeon, scale is 20' per square.

LEVEL 1

Skull in arch over river entrance, "Ye comes seeking adventure and salty old pirates, aye? ... Sure ye've come to the proper place. Hahahahahahaha..." etc.

- 1.** 3 skeletons (dead ones) lie in this little nook. Broken swords and torn pirates clothing leads one to believe that there was a hard fight fought here long ago. 3 gp found if a thorough search is made. **Note:** Dungeon river flows at 40'/rnd throughout the levels.
- 2.** The Bar - As players near the bend, they see light and hear music, laughter, and rude noises. As they turn around the bend they see **27 skeletons** who are drinking and causing all the ruckus in this decrepit bar. The dimly lit bar is adorned with maps and cobwebs. If a search is made, the players will find 800 gp, 130 sp, 270 cp, and several bottles of flat grog. The off-shoot passage contains no skeletons, appearing to be sleeping quarters.
Skeletons (NE, 1 HD/M, 6 HP each, AC 15/11, Move 30', AB +1, Scimitar 1d6+1/18-20 *or* 2 claws 1d4+1, Saves: Fort +0/Ref +1/Will +2, DR 5/bludgeoning, Darkvision 60', Immune to cold, CR 1/3)
- 3.** The sign over this cave reads, "Captains Quarters," and perched in the center of an overly-large bed is a dead skeleton with a crossbow bolt in his head. The room is completely sacked.
- 4.** The Pirate's Lost Treasure - 22,000 gp, 700 pp, 50 gems (100-800gp each), *Incense of Meditation*, and a *Potion of Clairvoyance*.
- 5.** Pirate Town - This is the home of some 113 buccaneers, although only **50 pirates** are here because the others are off raiding. The ones left have an 80% chance each of being drunk and/or otherwise occupied and the players will probably not be noticed. Events: "Buy a Wench for a Bride" auction, 8 crates of chickens, 'Mayor' of town being dunked in a well, and several views through windows of "unsaintly" behavior. Total mayhem! Nobody seems to notice smoke drifting up from down river.
Pirates (CE, 2 HD/M, 9 HP each, AC 13/12 buckler, Move 30', AB +1, Scimitar 1d6+2/18-20 *or* Throwing Knife 1d4+2, Saves: Fort +1/Ref +5/Will +0, Sneak Attack +1d6, 3-18 sp each plus 20% chance per pirate of 1d8 gold teeth worth 1gp apiece, Speak Common/Pirate's Cant/Orcish, CR 1).
- 6.** Dungeon - There seems to be fire spreading everywhere. The men in the cells are trying to coax over a scraggly dog holding a ring of keys in its mouth.
- 7.** This large cavern is where oil is stored. Fire is burning brightly and the whole place is ready explode, but **7 drunk pirates** (intoxicated to the extent of no fighting ability)

don't seem to mind as they are shooting flaming crossbow bolts at each other. Most of which are hitting the barrels of oil! There is a huge portcullis blocking the exit. It can be lifted by a DC 27 Strength check, or by the crank on shore.

- 8.** **3 giant worker ants** are attempting to drag home a freshly killed hobgoblin, but not having much success getting him into their little cave. The hobgoblin has a usable large shield & 4 gp.
Giant Worker Ants (N/A, 2 HD/M, 15/13/6 HP, AC 17/10, Move 50', AB +1, Bite 1d6, Saves: Fort +3/Ref +0/Will +0, Can track by scent, CR 1).
- 9.** **16 Giant Rats** are busily munching away on 9 freshly killed hobgoblin bodies in this fungi-covered cave. There are 10 bastard swords and 9 shields strewn about. A **shrieker** is in a crevice at the north end of the cave. Hobgoblins have 1-6 gp each. If the rats are obviously going to be bested they will flee to room **10**.
Giant Rats (N, 2 HD/M, 9 HP each, AC 14/13, Move 40', AB +2, Bite 1d6 + Disease DC 16 Fort, Saves: Fort +1/Ref +2/Will +1, Low-Light vision 120', Disease incubation 2d4 hours/initial 1 Con damage/Secondary 1d2 Str + 1d2 Con, CR 1)
Shrieker (Movement or light within 10' causes shrieker to emit a piercing sound that lasts for 1d3 rounds attracting creatures)
- 10.** This is the giant rat lair, **16 giant rats** will flee if battle is going against them. Their treasure consists of 2,000 sp, 1,500 gp, 3 125gp gems, a *Potion of Invisibility*, and a +1 longbow on a very big, dead hobgoblin.
Giant Rats (N, 2 HD/M, 9 HP each, AC 14/13, Move 40', AB +2, Bite 1d6 + Disease DC 16 Fort, Saves: Fort +1/Ref +2/Will +1, Low-Light vision 120', Disease incubation 2d4 hours/initial 1 Con damage/Secondary 1d2 Str + 1d2 Con, CR 1)
- 11.** 8 hobgoblin bodies lie here. They each have a bastard sword, large shield, and 1-6 gp. Their blood is still flowing and PCs can hear someone talking to themselves in the next room (**12**).
- 12.** Here **Quesnef the 3rd level wizard** ponders what to do as his spells are low and his **3 summoned manes** have to go back soon to Gehenna. He is walking around 14 charred hobgoblin bodies and is mad because giant rats made off with the large hobgoblin with a magic bow. Quesnef has 100 gp, a 50gp gem, and *Rod of Negation*.
Quesnef (CE, Wizard 3/Human Str 9/Int 16/Wis 9/Dex 16/Con 10/Cha 12, 10 HP, AC 13, Move 30', AB +1, Staff 1d6, Saves: Fort +1/Ref +4/Will +3, *Rod of Negation*, Spells: Pyrotechnics/can memorize more, Speak Common/Draconic, CR 3)
Manes (CE, 1+2 HD/S, 7/7/8 HP, AC 13/11, Move 20', AB +1, 2 Claws 1d3 or Bite 1d4, Saves: Fort+4/Ref +2/Will +2, Darkvision 60', Telepathy 100', Aura of desire to touch & pet mane DC 6 Will, Explode 10' 2d6 DC 13 Ref, Resist Acid 10/ Cold 10/Elec 10, Speak Abyssal/Celestial/Draconic, CR 1)

- 13.** **4 troglodytes** heading to see why their hobgoblin "friends" are making so much noise. ***Troglodytes*** (CE, 2+4 HD/M, 8/13/13/14 HP, AC 15/9, Move 30', AB +1, Club 1d6 *or* 2 Claws 1d4 *or* Bite 1d4, Saves: Fort +5/Ref -1/Will +0, Darkvision 90', Stench -2 all rolls/10 Rnds 30' DC 13 Fort, Speak Draconic, CR 1)
- 14.** **Troglodyte Lair** - **6 troglodytes** are playing "toss the rock" rather roughly. They have 1,000 ep, 1,000 gp, and the "rock" they are playing with has a 500gp gem inside it. ***Troglodytes*** (CE, 2+4 HD/M, 13/16/13/9/16/12 HP, AC 15/9, Move 30', AB +1, Club 1d6 *or* 2 Claws 1d4 *or* Bite 1d4, Saves: Fort +5/Ref -1/Will +0, Darkvision 90', Stench 30' -2 all rolls/10 Rnds DC 13 Fort, Speak Draconic, CR 1)
- 15.** **10 hobgoblins** and **1 hobgoblin sergeant** are playing "bones." They are surprised on a 1-4. and have 10-60 gp each. ***Hobgoblins*** (LE, 1+2 HD/M, 6 HP each, AC 15/11 studded leather & shield, Move 30', AB +2, Javelin 1d6+1, Saves: Fort +4/Ref +1/Will -1, Darkvision 60', 10-60 gp each, Speak Common/Goblin, CR 1/2)
Hobgoblin Sergeant (LE, 1+2 HD/M, 9 HP each, AC 15/11 studded leather & shield, Move 30', AB +2, Longsword 1d8+1/19-20, Saves: Fort +4/Ref +1/Will -1, Darkvision 60', 320 gp, Speak Common/Goblin, CR 1/2)
- 16.** This is the dwelling of 300 young, 150 females, and **10 hobgoblins**. 80% of the hobgoblins here are trying to sleep. Their "crap" treasure is here, 10,590 cp. ***Hobgoblins*** (LE, 1+2 HD/M, 6 HP each, AC 15/11 studded leather & shield, Move 30', AB +2, Longsword 1d8+1/19-20, Saves: Fort +4/Ref +1/Will -1, Darkvision 60', 10-60 gp each, Speak Common/Goblin, CR 1/2)
- 17.** The **hobgoblin sub-chief** is trying to convince **2 hobgoblin sergeants** and **30 hobgoblins** to turn against the chief. ***Hobgoblin Sub-Chief*** (LE, 2 HD/M, 16 HP, AC 17/12 chain, Move 30', AB +3, 2-handed Sword 2d6+2/19-20, Saves: Fort +4/Ref +1/Will -1, Darkvision 60', 400 gp, Speak Common/Goblin, CR 1)
Hobgoblin Sergeants (LE, 1+2 HD/M, 9 HP each, AC 15/11 studded leather & shield, Move 30', AB +2, Longsword 1d8+1/19-20, Saves: Fort +4/Ref +1/Will -1, Darkvision 60', 300 gp each, Speak Common/Goblin, CR 1/2)
Hobgoblins (LE, 1+2 HD/M, 6 HP each, AC 15/11 studded leather & shield, Move 30', AB +2, Longsword 1d8+1/19-20 *or* Longspear 1d8+1/x3, Saves: Fort +4/Ref +1/Will -1, Darkvision 60', 10-60 gp each, Speak Common/Goblin, CR 1/2)
- 18.** **Store Room** - **2 giant rats** are sifting through bags of grains and rotted fruit. Human-like bodies hang on the wall. ***Giant Rats*** (N, 2 HD/M, 9 HP each, AC 14/13, Move 40', AB +2, Bite 1d6 + Disease DC 16 Fort, Saves: Fort +1/Ref +2/Will +1, Low-Light vision 120', Disease incubation 2d4 hours/initial 1 Con damage/Secondary 1d2 Str + 1d2 Con, CR 1)

- 19.** Chief's Room - The **hobgoblin chief** is sitting in his throne surrounded by 1,000 cp, 6,000 sp, 7,000 ep, and 1,000 gp plus his **11 hobgoblin bodyguards**. The room has several rotting tapestries on the wall and a box (poison needle +8 to hit, -10% find/disable, initial 1 Con/secondary 1d2 Con DC 13 Fort, CR 1) holding 9 40gp gems, *Gem of Seeing* and *Potion of Hill Giant Control*.
Hobgoblin Chief (LE, 4 HD/M, 22 HP, AC 18/13 chain, Move 30', AB +4, 2-handed Sword 2d6+2/19-20, Saves: Fort +4/Ref +1/Will -1, Darkvision 60', 50gp Amulet with 1,000gp diamond, Speak Common/Goblin, CR 1)
Hobgoblin Bodyguards (LE, 1+2 HD/M, 9 HP each, AC 15/11 studded leather & shield, Move 30', AB +2, Longsword 1d8+1/19-20, Saves: Fort +4/Ref +1/Will -1, Darkvision 60', 100-400 gp each, Speak Common/Goblin, CR 1/2)
- 20.** This cave full of timber and branches is the home of a **giant badger**. He is having a snack of hobgoblin.
Giant Badger (N, 3 HD/M, 15 HP, AC 16/15, Move 30', BAB +2, 2 claws 1d4+2 *or* Bite 1d6+1, Saves: Fort +7/Ref +6/Will +4, Low-light vision, Rage if damaged +4 Str/+4 Con/-2 AC, CR 2)
- 21.** **7 gnolls** have left their lair to spy on the hobgoblins.
Gnolls (CE, 2+2 HD/M, 11 HP each, AC 15/10 leather & shield, Move 30', AB +3, Battleaxe 1d8+2/x3 *or* Short Bow/only +1 to hit 1d6/x3, Saves: Fort +4/Ref +0/Will +0, Darkvision 60', 100-400 gp each, Speak Gnoll, CR 1)
- 22.** **13 kobolds** have left their lair to spy on the gnolls.
Kobolds (LE, 1 HD/S, 4 HP each, AC 15/12 leather, Move 30', AB +1, Spear +3 to hit if thrown 1d4-1/x3, Saves: Fort +2/Ref +1/Will -1, Darkvision 60', Sensitive to bright light, 20 gp each, Speak Draconic, CR 1/4)
- 23.** The door to this tomb is old and dusty. When the tomb is entered torches on the wall will light by themselves. At the bottom of the stairs are three human-like bodies that are quite decayed. Close examination reveals the bodies are all female. If the outer 2 are disturbed in any way they will animate and become **2 zombies**. All three corpses each wear a golden belt (50gp) and a golden head band (10gp).
Zombies (NE, 2+3 HD, 16 HP each, AC 11/9, Move 30', AB +2, Slam 1d6+1, Saves: Fort +0/Ref -1/Will +3, Darkvision 60', DR 5/slashing, CR 1/2)
- 24.** This room is bare except for a *small magic ring with "newbold" printed on it* (when "newbold" spoken wearing ring roll d100: 01-20 Flying, 21-40 Invisibility, 41-60 Levitation, 61-70 Shocking Grasp, 71-80 Spell Turning, 81-00 19 Str) that is the property of the **14 halflings** in the room behind the secret door. The halflings will burst in through the secret door when the ring is touched. The **halfling leader** dropped the ring and will promise his services if the players return the ring to him. If not, the leader and band of halflings will follow the party and attempt to steal back the ring.
Halfling Leader (CN, Rogue 2/Halfling Str 15/Int 13/Wis 12/Dex 19/Con 11/Cha 13,

11 HP, AC 16/12 leather, Move 20', AB +1, Short sword 1d6+2/19-20, Saves: Fort +0/Ref +6/Will +1, Sneak attack +1d6, Climb Walls 67%, Find Traps 44%/Hear Noise 18%, Hide in Shadows 55%, Move Quietly 55%, Open Lock 54%, Pick Pockets 59%, Read Languages 0%, 6 50gp gems, Speak Common/Halfling, CR 2) **Halflings** (CN, 1+1 HD/S, 5 HP each, AC 16/12 studded leather & shield, Move 20', AB +1, Short Sword 1d6/19-20 *or* Short Bow 1d6/x3, Saves: Fort +4/Ref +2/Will +0, 51-150 gp each, Speak Common/Halfling, CR 1/2)

- 25.** In this cavern three bodies lie dead. One dressed in robes holding a wand with no charges. One dressed in leather who has a *Potion of Invisibility* in a belt pouch. The last is clad in chainmail and is holding a still glowing *+1 longsword*. The bodies all look very pale and as the players investigate they are attacked by **10 stirges**. Distributed among the bodies are 3,000 ep and 1,000 gp.
Stirges (N, 1 HD/T, 5 HP each, AC 16, Fly 40', AB +7, Touch Attack/attaches, Saves: Fort +2/Ref +6/Will +1, Darkvision 60', Low-light vision, Blood drain each round stirge begins attached to a victim 1d4 Con/4 max then detaches, CR 1/2)
- 26.** Here is the lifeless body of a fighter with a dead stirge still attached while a **piercer** devours him. If the party moves closer to investigate or engage **another piercer** will drop. The fighter has 532 gp and 10 pp.
Piercers (N, 4 HD/L, 19 HP, AC 17/10, Move 5', AB N/A, Secrete Acid 1d6, Saves: Fort +0/Ref +0/Will +0, Darkvision 60', Drop attack 3d6 DC 15 ref, CR 2)
- 27.** **2 lions** guard this huge door. They are on 20' chains which will break on 1 in 6 chance per attack.
Lions (5+10 HD, 32/34 HP, AC 15/12, Move 40', AB +7, 2 Claws 1d4+5 *or* Bite +2 to hit 1d8+2, Saves: Fort +6/Ref +7/Will +2, Low-light vision, scent, Grab on hit with bite attack - next round can Rake with 2 claws Dam 1d4+2 each claw, CR 3)
- 28.** When the party opens the door they see a large room with columns lining the walls. At the end of this hall is a huge statue of some fiery demon. When the party enters the room the statue's eyes suddenly light up and the statue speaks saying "If you value your lives, turn back!" etc. There are tapestries on either side of the statue.
- 29.** This is the home of **Ristar the Powerful**, the last survivor of the party that killed the first occupant of this room. Ristar's spellbook was almost totally destroyed, leaving only the Ghost Sound and Color Spray spells. Not having enough courage or power to leave he has lived here for nearly 7 years, surviving off of offerings left to the demon statue by the hobgoblins (he can spy out from the statue's head, 20' above the floor of the temple). He has built up a horde of 75,000 gp.
Ristar the Powerful (NG, Wizard 7/Human Str 6/Int 18/Wis 10/Dex 10/Con 9/Cha 11, 14 HP, AC 10, Move 30', AB +3, Staff 1d6, Saves: Fort +2/Ref +2/Will +5, Spells: *Ghost Sound/Color Spray*/can memorize more, Speaks Common/Goblin/Draconic/Dwarven/Gnoll, CR 1 with reduced spells)

- 30.** There is an eerie red glow issuing forth from the passages leading into this huge cavern filled with treasure and several magic items, but it will take some time to find any magic and the 300-year-old **huge, mature red dragon** will return very soon. On top of a stone stage in the center of the cavern are 2 golden statues of red dragons. The 30', 10', & 40' caves on the south side of the cavern all converge into a single 80' wide cavern which leads a half-mile south-west to a 100' wide/100' deep sinkhole in the forest. Treasure: 30,000 cp, 100,000 sp, 40,000 ep, 60,000 gp, 5,000 pp, Potions: *Fire Giant Strength/Climbing/Flying/Fire Giant Control/Super Heroism/Half Elf Control/Philter of Love/Diminution*, Scrolls: *Wall of Ice(A)/Fear(A)/Levitate(A)/Cure Disease(D)/Flame Strike(D)*, Items: *Longsword (+1/+4 vs Reptiles), Ring of Regeneration, Wand of Polymorph (44 chrgs), Boots of Striding & Springing.* **Huge, Mature Red Dragon** (CE, 25+125 HD/H, 312 HP, AC 32/8, Move 40'/Fly 150', AB +34, Bite 2d8+11 or 2 Claws 2d6+11 or 2 Wings 1d8+11 or Tail Slap 2d6+11 or Crush with Body 2d8+11 & pinned/DC 23 ref, Saves: Fort +20/Ref +14/Will +18, Keen Sense, Darkvision 120', Blindsight 60', Frightful Presence 210' DC 26 will/4 HD or less panicked 4d6 rnds/5 HD or more shaken 4d6 rnds, Flyby/can take extra standard action during move action, Cleave, Great Cleave, Breath Weapon: 110'x50' cone of fire 14d10 DC 28 ref, DR 10/Magic, Immune to Sleep/Paralysis/Fire, Spell Resist 23, Vulnerable to Cold, Sorcerer 9 Spells: *Detect Magic/Read Magic/Daze/Message/Hold Portal/Obscuring Mist/Comprehend Languages/Identify/True Strike/Magic Missile/Reduce Person/Protection from Arrows/Fog Cloud/Web/Detect Thoughts/Darkness/Mirror Image/Blindness/Deafness/Nondetection/Tongues/Hold Person/Deep Slumber/Clairaudience-Clairvoyance/Vampiric Touch/Blink/Dimension Anchor/Black Tentacles/Locate Creature/Wall of Fire, Speak Draconic, CR 18)*
- 31.** Here are **5 human servers of the dragon** who are busily preparing an offering of hobgoblin bodies for the soon-to-return red dragon. They speak only their own secret language and only leave their caves seeking food offerings for the red dragon. They each wear gold dragon-headed medallion necklaces worth 5gp.
Servers of the Dragon (CE, 1 HD/M, 5/7/1/3/6 HP, AC 10, Move 30', AB +1, Dagger 1d4/19-20, Saves: Fort +2/Ref +0/Will +2, Speak Secret Language, CR 1/2)
- 32.** In this room are sleeping **10 human servers of the dragon**. They each also have gold dragon headed medallion necklaces worth 5gp each.
Servers of the Dragon (CE, 1 HD/M, 5 HP each, AC 10, Move 30', AB +1, Dagger 1d4/19-20, Saves: Fort +2/Ref +0/Will +2, Speak Secret Language, CR 1/2)
- 33.** Torture Chamber - Adorned in the common fashion with whips, spikes, various sized boxes, etc. On the "alter" is a body with corroded, maggot-infested flesh dead only about 6 hours. If anyone in the party goes beyond the barred area the door will shut and **3 ghouls** will attack them. Once a person is paralyzed they will leave them alone for the time being and focus on any others. There is an iron maiden plated with gold worth 1,000 gp.

Ghouls (CE, 2 HD/M, 13/8/15 HP, AC 14/12, Move 30', AB +2, Bite 1d6+1 Paralyze 1d4+1 rnds DC 12 Fort & Disease *or* 2 Claws 1d3 Paralyze 1d4+1 rnds DC 12 Fort, Saves: Fort +0/Ref +2/Will +5, Darkvision 60', +2 Turn Resistance, Disease: "Ghoul Fever" 1 day incubation/1d3 Con & 1d3 Dex DC 12 Fort, Speak Common, CR 1)

- 34.** A strong breeze is blowing south down this passage.
- 35.** Here is a water slide down to the 2nd level. Damage taken from slide: No armor = 0, Leather = 1d3, Studded Leather = 1d3, Chain = 1d4, Plate = 1d6.
- 36.** **3 kobolds** cowering here from 7 gnolls that invaded this level.
Kobolds (LE, 1 HD/S, 4 HP each, AC 15/12 leather, Move 30', AB +1, Short Sword 1d4-1/19-20, Saves: Fort +2/Ref +1/Will -1, Darkvision 60', Sensitive to bright light, 20 gp each, Speak Draconic, CR 1/4)
- 37.** Here lie 82 kobold bodies of those who died defending from the attack of 7 gnolls.
- 38.** Here **4 kobold champions** and **100 kobolds** debate going after the 7 gnolls.
Kobold Champions (LE, 2 HD/S, 10/11/9/10 HP, AC 15/12 leather, Move 30', AB +2, Short Sword 1d4-1/19-20 *or* Short Bow/+4 to hit 1d4/x3, Saves: Fort +3/Ref +2/Will +0, Darkvision 60', Sensitive bright light, 20 gp each, Speak Draconic, CR 1/4)
Kobolds (LE, 1 HD/S, 4 HP each, AC 15/12 leather, Move 30', AB +1, Short Sword 1d4-1/19-20, Saves: Fort +2/Ref +1/Will -1, Darkvision 60', Sensitive to bright light, 20 gp each, Speak Draconic, CR 1/4)
- 39.** The **kobold chief** is trying to convince one of his **2 kobold subchiefs** to go and tell the gnolls about the treasure offering.
Kobold Chief (LE, 3 HD/S, 16 HP, AC 16/12 studded leather, Move 30', AB +2, Battle Axe 1d6/x3, Saves: Fort +3/Ref +2/Will +0, Darkvision 60', Sensitive to bright light, 3 100gp necklaces, 2 100gp bracelets, Speak Draconic, CR 1/4)
Kobold Subchiefs (LE, 2 HD/S, 12/12 HP, AC 15/12 leather, Move 30', AB +2, Short Sword 1d4-1/19-20 *or* Short Bow/+4 to hit 1d4/x3, Saves: Fort +3/Ref +2/Will +0, Darkvision 60', Sensitive to bright light, 20 gp each, Speak Draconic, CR 1/4)
- 40.** Here lie the 5 items of power offerings from the kobolds to the gnolls: +3 *Battleaxe*, +3 *Longsword*, +3 *Longbow*, *Holy Avenger Longsword*, and +3 *Greatsword*.
- 41.** Masses of kobold women and children. They have no treasure.

END LEVEL ONE

Tita Luigi Bomba's Pebble Mining Complex

1. In this huge cavern is a pond and several large trees that look like flowers. When adventurers enter the cavern a **buttergrog** will fly out, but will not attack unless attacked. In the large alcove to the south are 10 hidden buttergrog eggs.
Buttergrog (11 HD/H, 56 HP, AC 16/12, Move 20'/Fly 80' can hover, AB +10, Slam 1d10+8, Saves: Fort +8/ Ref +12/Will +10, Darkvision 60', Low-light vision, Scent, Squirt "Buttered Grog" 2x per day/60'x20' cone/Cause 9 HD of creatures to pass out drunk DC 18 Fort, CR 10)
2. **2 ice maidens** play with each other. They're on vacation and have no treasure, and are extremely fond of adventurers.
Ice Maidens (N, 5 HD/M, 24/29 HP, AC 24/18, Move 30', AB +5, 2 Touch 1d6 Cold, Saves: Fort +4/Ref +8/Will +7, Low-light vision, DR 5/Fire&cold iron, Gaseous form at will/Fly 20', Icy Stare gaze attack 30' turn to ice DC 16 Fort, Cha 18, Speak Common/Sylvan, CR 6)
3. In this pebble mine are **2 pebble gnomes**, Sabrina and Carl, who are pebble miners for Tita. Sabrina has a *magic pick* that transforms any non-magical inanimate object into a like weight and substance of pebbles. The mine is very deep, but dead-ends.
Pebble Gnomes (NG, 1 HD/S, 4/8 HP, AC 15/10 chain, Move 20', AB +1, Pick 1d3/4x, Saves: Fort +4/Ref +0/Will -1, Low-light vision, +2 saves vs illusions, +4 AC dodge bonus vs giant types, +1 attack vs kobolds & goblinoids, Speak with burrowing animals 1/day, Speak Common/Gnome, CR 1/2)
4. The pebble transfer station. **82 pebble gnomes** take mined pebbles, loading them into carts pulled by 26 mules for delivery to Tita's castle hold. Pebble gnomes will gladly give the adventurers a lift - for a price. If asked, they had given a demon a lift to the castle hold a day earlier. Pebble gnomes don't know what Tita does with the pebbles, they only work here. Several cart rails lead off to deeper mines with more pebble gnomes that dead-end (or perhaps other adventures?).
Pebble Gnomes (NG, 1 HD/S, 4 HP each, AC 15/10 chain, Move 20', AB +1, Pick 1d3/4x, Saves: Fort +4/Ref +0/Will -1, Low-light vision, +2 saves vs illusions, +4 AC dodge bonus vs giant types, +1 attack vs kobolds & goblinoids, Speak with burrowing animals 1/day, 10 gp each, Speak Common/Gnome, CR 1/2)

Note for Caravan Branch: Delivery/trade cavern, 20% chance 12 mule train, 22 goblins.
Goblins (NE, 1 HD/S, 5 HP each, AC 14/11 leather, Move 30', AB +2, Morning Star 1d6 *or* Sling 1d3, Saves: Fort +3/Ref +1/Will -1, Darkvision 60', Move Quietly 25%, 15 gp each, Speak Goblin, CR 1/3)

Note for Riverbank Entrance: The riverbank entrance is off a small cove about five miles east up the coast from Underport. **3 scrag** lurk under the loading dock or a bit down in the cave entrance. Hidden on shore 75 yards west are 1,000 gp & +1 dagger (+3 vs dragons). Between the mining complex and riverbank is a winding tunnel with no other exit (**completely random wandering monsters regularly wander in**). **Scrag** (CE, 6+36 HD/L, 63 HP each, AC 16/11, Move 20'/Swim 40', AB +9, 2 Claws 1d6+6 or Bite 1d6+3, Saves: Fort +11/Ref +4/Will +3, Darkvision 90', Low-light vision, Rend if hit with both claw 2d6+9, Regenerate 5 HP/rnd & lost limbs in 3d6 minutes only if immersed in water/except fire&acid, scent, track, Speak Giant, CR 5)

END TITA LUIGI BOMBA'S PEBBLE MINING COMPLEX

The Castle Hold of Tita Luigi Bomba

- Here pebbles brought in by the pebble gnomes are delivered to **32 goblins** who sort the pebbles. The best pebbles are delivered to Tita, others are fed to the resident **delver**. **Goblins** (NE, 1 HD/S, 5 HP each, AC 14/11 leather, Move 30', AB +2, Morning Star 1d6 or Sling 1d3, Saves: Fort +3/Ref +1/Will -1, Darkvision 60', Move Quietly 25%, 15 gp each, Speak Goblin, CR 1/3)
Delver (N, 15+78 HD/H, 145 HP, AC 24/9, Move 30'/Burrow 10', AB +17, Slam 1d8+8 plus 2d6 acid/full attack 2 slams, Saves: Fort +12/Ref +6/Will +11, Darkvision 60', Tremorsense 60', Immune to acid, Acid does 4d8 to metal & 8d10 to stone, Slam attack leaves patch of slime 2 rnd 2d6 acid dam, Speak Terran/Undercommon, CR 9)
- 32 goblin workers** sleep while off duty. 2 in 6 chance workers will awake and assist if fighting in **1**. They have 1-6 gp each and often go to the kobold lair for entertainment. In a room behind the curtain is the **goblin leader**. He is the only goblin allowed to see Tita as Tita hates the sight of goblins.
Goblin Leader (NE, 3 HD/S, 12 HP, AC 15/12 leather & shield, Move 30', AB +4, Long Sword 1d6, Saves: Fort +4/Ref +2/Will +0, Darkvision 60', Move Quietly 30%, 150 gp, Speak Goblin, CR 1)
Goblins (NE, 1 HD/S, 5 HP each, AC 14/11 leather, Move 30', AB +2, Morning Star 1d6 or Sling 1d3, Saves: Fort +3/Ref +1/Will -1, Darkvision 60', Move Quietly 25%, 15 gp each, Speak Goblin, CR 1/3)

3. Bazaar - Place where all of Tita Luigi Bomba's trade is taken care of. Makes Great Kingdom look like a paladin's bathroom.

* * * * *Bazaar Places of Interest* * * * *

Herbs and Mild Hallucinogens - This large tent in the center of the courtyard is run by **2 brownies**, friends of Tita's who often travel here. They boast "pepper," the best herb in 4 dimensions.

Brownies (LG, 1d3+1 HD/T, 2/3 HP, AC 17, Move 20', AB +6, Longsword 1d4-2/19-20, Saves: Fort +1/Ref +6/Will +4, Low-light vision, DR 5/cold iron, SR 16, Dodge +1 AC against 1 opponent, Spell-Like Abilities: Confusion (DC 16)/continual flame/dancing lights/dimension door/magic circle against evil/mirror image/ventriloquism (DC 14)/All caster level 7th 1/day each, 25% Hide in Shadows/forest, Speak Common/Sylvan/Halfling, CR 1)

Armory - The **dwarven fighter** who owns this shop believes an armorer's building should look tough as his weapons, and his does. 1,600 gp concealed under floorboard.

Dwarven Fighter (CN, Fighter 5/Dwarf, 35 HP, AC 16/11 chain, Move 20', AB +5, Battleaxe 1d8+3/x3, Saves: Fort +8/Ref +1/Will +0, Darkvision 60', +2 on saves vs poison/spells/spell-like effects, Speak Common/Dwarven/Goblin, CR 5)

Munchies - Here all types of junk foods (watch out for the brownies) are sold by an adorable woman, **Trixi**. She has a way of making everything taste sweet and makes everything herself, grows some too. 80 cp, 90 sp, 40 ep, 200 gp, and 9 pp in cash box.

Trixi (NG, 1 HD/M, 5 HP, AC 12/Dex, Move 30', AB +3, Dagger 1d4/19-20, Saves : Fort +1/Ref +3/Will +1, Speak Common, CR 1/2)

Inn & Bar - Rooms are inexpensive (1 gp per night), but with "extras" can run up to 100 gp depending on tastes. No brawling is allowed and **a fighter** and his pet **pseudo dragon** keep the peace by sending boisterous adventurers to the tavern next door.

Fighter (CN, Fighter 7/Human, 40 HP, AC 16/11 Chain&Dex, Move 30', AB +11/+6, Bastard Sword 1d10+4/19-20, Saves: Fort +7/Ref +4/Will +2, Speak Common, CR 7)

Pseudo Dragon (NG, 2+2 HD, 16 HP, AC 18/14, Move 15'/Fly 60', AB +6, Sting 1 plus poison/Bite 1d3, Saves: Fort +4/Ref +5/Will +4, Blindsight 60', Darkvision 60', Low-light vision, Immune to Sleep & Paralysis, Spell Resist 19, Telepathy 60', Chameleon 80% undetectable unless see invisible, Poison initial sleep 1 min DC 14 Fort/secondary sleep 1d3 hours DC 14 Fort, Speak Common/Sylvan, CR 1)

Tavern - This is where the brawling goes on. Nobody knows who owns this place. Liquor is served through coin-operated machines. The tavern closes for 1 hour at 5:00 AM and re-opens with all new tables and chairs.

Porno-Parchment - Here are sold erotic stories and drawings concerning everything in a monster encyclopedia from A to Z. It is run by **2 chaotic gnomes**. 300 gp in box.
Gnomes (CN, 1 HD/S, 6 HP each, AC 12/10 leather, Move 20', AB +1, Whip 1d2, Saves: Fort +4/Ref +0/Will -1, Low-light vision, +2 saves vs illusions, +4 AC dodge bonus vs giant types, +1 attack vs kobolds & goblinoids, Speak with burrowing animals 1/day, Speak Common/Gnome, CR 1/2)

Christian Hope - This clean, white-washed, lovely building is actually the front for all the illegal activities in Tita Luigi Bomba's castle hold, get whatever for a price. Things are kept under control by a **high-level mage, Sethtar**. 5,000 gp in the till.

Sethtar (CE, Wizard 10/Human Str 11/Int 18/Wis 16/Dex 16/Con 10/Cha 10, 37 HP, AC 18/Bracers&Dex, Move 30', AB +5, +1 Adamantine Dagger 1D4+1, Saves: Fort +3/Ref +6/Will +10, +5 Bracers, Spells: *Detect Magic/Detect Poison/Read Magic/Presdigation/Burning Hands/Magic Missile x2/Ray of Enfeeblement/Reduce Person/Fog Cloud/Hideous Laughter/Darkness/Darkvision/Knock/Deep Slumber/ Hold Person/Fireball/Lightning Bolt/Crushing Despair/Ice Storm/Wall of Ice/Reduce Person, Mass/Teleport/Cone of Cold*, Speak Common/Draconic/Dwarven/Elven/ Goblin, CR 10)

* * * * *Other Buildings are Self-explaining* * * * *

4. Great hall leads to the skull entrance. There is a red carpet down the center bending west that Lord Tita uses to visit the pebble sorting. There are **2-24 guards** in here at all times. Guards spring trap door (DC 20 Ref, 50' 5d6 plus 1-4 spikes +10, 1d4+2).
Guards (LN, Fighter 2/Human, 10 HP each, AC 16/11 Chain&Shield, Move 30', AB +3, Longsword 1d8+1, Saves: Fort +3/Ref +0/Will +0, Speak Common, CR 2)
5. These are the stables where all of Tita Luigi Bomba's mules are kept. There are 36 mules and **11-18 guards**. The stables are run by **Garf Dung-Breath the Fighter** and his **15 goblins**.
Guards (LN, Fighter 2/Human, 10 HP each, AC 16/11 Chain&Shield, Move 30', AB +3, Longsword 1d8+1, Saves: Fort +3/Ref +0/Will +0, Speak Common, CR 2)
Garf Dung-Breath (NE, Fighter 6/Human, 34 HP each, AC 16/12 Scale&Dex, Move 30', AB +9/+4, +2 Longsword 1d8+3, Saves: Fort +5/Ref +4/Will +2, 50 gp and a 500gp gem, Speak Common/Goblin, CR 6)
Goblins (NE, 1 HD/S, 5 HP each, AC 14/11 leather, Move 30', AB +2, Shovel 1d6/x3, Saves: Fort +3/Ref +1/Will -1, Darkvision 60', Move Quietly 25%, Speak Goblin, 15 gp each, CR 1/3)
6. This is Lord Tita Luigi Bomba's grand hall and throne room. If between the hours of noon and 9 pm **Lord Tita Luigi Bomba** will be found here feasting and conducting affairs of state. Also in attendance are **10 nobles**, **20 guards**, and **2-20 slaves**. At all other times there will only be **6-15 guards** and **1-10 servants**.

Lord Tita Luigi Bomba (CN, Fighter 13/Human Str 20/Int 18/Wis 16/Dex 17/Con 14/Cha 16, 117 HP, AC 22/14 +1 *Plate&Dex*, AB +16/+11/+6, +5 *Scimitar* 1d6+5/18-20, Saves: Fort +10/Ref +9/Will +9, +1 *Mithral Full Plate of Speed*/10 rounds Haste per day, *Helm of Teleportation*/3 per day, *Necklace of Fireballs*/10d6x1/9d6x2/7d6x2/5d6x2/3d6x2, Cleave, Great Cleave, Blind-fight, Improved Unarmed Strike, Deflect Arrows, Mobility, Lightning Reflexes, Iron Will, Stunning Fist, Speak Common/Gnome/Elven/Draconic/Dwarven, CR13)

Nobles (LN, 1-6 HD/M, 6-36 HP each, AC 15/11 Chain, Move 30', AB +1-6, *Longsword* 1d8+1, Saves: Fort +2-5/Ref +0-2/Will +0-2, Speak Common, CR 1-6)

Guards (LN, Fighter 2/Human, 10 HP each, AC 16/11 Chain&Shield, Move 30', AB +3, *Longsword* 1d8+1, Saves: Fort +3/Ref +0/Will +0, Speak Common, CR 2)

Slaves (N, 1/2 HD/M, 2 HP each, AC 10, Move 30', AB +1, *Dagger* 1d4/19-20, Saves: Fort +1/Ref +0/Will -1, Speak Common, CR 1/2)

Servants (LN, 1/2 HD/M, 3 HP each, AC 10, Move 30', AB +1, *Dagger* 1d4/19-20, Saves: Fort +1/Ref +0/Will -1, Speak Common, CR 1/2)

- 7.** This is the barracks where **200 guardsmen** are housed. Bottom level is a small bar and **10-100 guards** will be here at any time. All others are upstairs in their bunks, **Guards** (LN, Fighter 2/Human, 10 HP each, AC 16/11 Chain&Shield, Move 30', AB +3, *Longsword* 1d8+1, Saves: Fort +3/Ref +0/Will +0, Speak Common, CR 2)
- 8.** These richly furnished chambers are the nobles' apartments. If not in the grand hall from noon to 9 pm or at war, **10 nobles** will be here. **Nobles** (LN, 1-6 HD/M, 6-36 HP each, AC 15/11 Chain, Move 30', AB +1-6, *Longsword* 1d8+1, Saves: Fort +2-5/Ref +0-2/Will +0-2, Speak Common, CR 1-6)
- 9.** Entryway to Lord Tita Luigi Bomba's chambers. There are always **10 guards** here. **Guards** (LN, Fighter 2/Human, 10 HP each, AC 16/11 Chain&Shield, Move 30', AB +3, *Longsword* 1d8+1, Saves: Fort +3/Ref +0/Will +0, Speak Common, CR 2)
- 10.** Here is where Lord Tita's **50 knights** sleep. These knights are kept in suspended animation unless needed. They awaken if their door is opened or Lord Tita wills it. **Knights** (LN, Fighter 5/Human, 35 HP each, AC 20/12 Full Plate&HeavySteelShield, Move 20', AB +9, +2 *Bastard Sword* 1d10+4/19-20, Saves: Fort +5/Ref +1/Will +1, Exotic Weapon Proficiency, Cleave, Great Cleave, Toughness, Speak Common, CR 5)
- 11.** This is Tital Luigi Bomba's sitting room. No one, except the most expensive prostitutes and a few princesses from other kingdoms, go further into his chambers than here. The room is covered in tapestries and beautiful furnishings, and is also occupied by the Lord's bodyguard, **Grog the Warrior**. **Grog the Warrior** (N, Fighter 8/Human Str 20/Int 10/Wis 12/Dex 17/Con 16/Cha 9, 83 HP, AC 18/13 Adamantine Breastplate&Dex, Move 20', AB +14/+9, +2 *Battleaxe* 1d8+5/x3, Saves: Fort +9/Ref +5/Will +3, Toughness, Weapon Focus, Cleave, Great Cleave, Whirlwind Attack, Improved Sunder, Blind-Fight, Speak Common, CR 8)

- 12.** Lord Tita Luigi Bomba's bedchamber, few have seen it. It is richly furnished with the best of everything. The secret door in the southwest corner leads to the castle hold's Treasury of Untold Riches (empty, Tita has long-ago drained his treasury).
- 13.** In this secret room is the answer to what Lord Tita does with all the pebbles, he makes elaborate jewelry in here and parades about in it. No one, except Lord Tita Luigi Bomba himself, has ever been in this room.
- 14.** Mess hall for the guards. The kitchen is on the top floor and food is lowered down on dumbwaiters. **110-200 Guards** will be in here at mealtimes, and **100 servants**.
Guards (LN, Fighter 2/Human, 10 HP each, AC 16/11 Chain&Shield, Move 30', AB +3, Longsword 1d8+1, Saves: Fort +3/Ref +0/Will +0, Speak Common, CR 2)
Servants (LN, 1/2 HD/M, 3 HP each, AC 10, Move 30', AB +1, Dagger 1d4/19-20, Saves: Fort +1/Ref +0/Will -1, Speak Common, CR 1/2)
- 15.** Skull Entrance - This tower has 3 levels: the ground level being the the gate to the castle hold, the middle level where **15 guards** operate the drawbridge and many gates, and the upper level where the **Mage Protectorate** lives. The entire exterior walls of Tita Luigi Bomba's castle hold running out from both sides of the Skull Entrance are covered top to bottom with obscene graffiti. The graffiti is written in Common, Goblin, Gnome, Draconic, Elven, Dwarven, Magic and other unknown languages.
Guards (LN, Fighter 2/Human, 10 HP each, AC 16/11 Chain&Shield, Move 30', AB +3, Longsword 1d8+1, Saves: Fort +3/Ref +0/Will +0, Speak Common, CR 2)
Mage Protectorate (N, Wizard 20/Human Str 12/Int 22/Wis 17/Dex 16/Con 11/Cha 18, 100 HP, AC 23/Bracers&staff&Dex, Move 30', AB +11/+6, +2 Staff 1D6+1, Saves: Fort +8/Ref +11/Will +17, +8 *Bracers, Staff of Power, Amulet of the Planes, Spells: Detect Magic/Detect Poison/Read Magic/Enlarge Person/Presdigitation/Burning Hands/Magic Missile x2/Ray of Enfeeblement/Reduce Person/Detect Thoughts/Fog Cloud/Hideous Laughter/Darkness/Darkvision/Knock/Deep Slumber/Dispel Magic/Hold Person/Fireball/Lightning Bolt/Crushing Despair/Ice Storm/Wall of Fire/Wall of Ice/Reduce Person, Mass/Teleport/Cone of Cold/Cloudkill/Contact Other Plane/Transmute Rock to Mud/Antimagic Field/Dispel Magic Greater/Repulsion/Wall of Iron/Plane Shift/Teleport Greater/Finger of Death/Power Word Blind/Irresistable Dance/Mind Blank/Horrid Wilting/Temporal Stasis/Imprisonment/Gate/Time Stop/Power Word Kill, Speak Common/Draconic/Dwarven/Elven/Goblin/Half-Orc/Gnome/Sylvan, CR 20)*
- 16.** In this hallway **1-6 Guards** will always be patrolling.
Guards (LN, Fighter 2/Human, 10 HP each, AC 16/11 Chain&Shield, Move 30', AB +3, Longsword 1d8+1, Saves: Fort +3/Ref +0/Will +0, Speak Common, CR 2)
- 17.** These 4 towers house **30 guards** each.
Guards (LN, Fighter 2/Human, 10 HP each, AC 16/11 Chain&Shield, Move 30', AB +3, Longsword 1d8+1, Saves: Fort +3/Ref +0/Will +0, Speak Common, CR 2)

END THE CASTLE HOLD OF TITA LUIGI BOMBA

The Battle Caves

The Battle Caves are simply 8 levels of caves, long-since cleared of monsters, in which battles are fought between the forces of Tita Luigi Bomba and Chico Rercota.

* * * * *Encounters (1 in 12 chance per turn, roll 1d12 for result)* * * * *

1-4 = **11-20 Guards** of Tita Luigi Bomba

5-6 = **55-100 Guards** of Tita Luigi Bomba

7 = **1-12 Kobolds** lost in the Battle Caves

8-10 = **6-10 'Stoned Wanderers'** of Chico Rercota

11-12 = **22-40 'Stoned Wanderers'** of Chico Rercota

Guards (LN, Fighter 2/Human, 10 HP each, AC 16/11 Chain&Shield, Move 30', AB +3, Longsword 1d8+1, Saves: Fort +3/Ref +0/Will +0, Speak Common, CR 2)

Kobolds (LE, 1 HD/S, 4 HP each, AC 15/12 leather, Move 30', AB +1, Short Sword 1d4-1/19-20, Saves: Fort +2/Ref +1/Will -1, Darkvision 60', Sensitive to bright light, 20 gp each, Speak Draconic, CR 1/4)

'Stoned Wanderers' (CN, Barbarian 2/Human, 15 HP each, AC 14/11 Studded Leather&Dex, Move 40', AB +3, Longsword 1d8+1/Net 10' ranged touch attack entangles, Saves: Fort +3/Ref +1/Will +0, Climb Cliffs 82%, Hide 40%, Surprise 3 in 6/surprised 1 in 10, Detect Illusion 10%, Detect Presence of Magic 30%, Track, Rage 1 per day/+4 Str&Con/+2 Will Saves/-2 AC, Speak Common, CR 2)

LEVEL 2

(Note: *The Bottom of the river has seaweed.*)

- 1. 10 Lizard Men** wait here to kill anything that goes past, but 1-10 are asleep (surprised 1-5 in 6). There is a large gong they will sound if overwhelmed in a fight. The lizard men sometimes go upstream to trade with the locathas when food is low. ***Lizard Men*** (N, 2+2 HD/M, 11 HP each, AC 15/10, Move 30', AB +2, Club 1d6+1 *or* Javelin 1d6+1 *or* Claw 1d4+1, Saves: Fort +1/Ref +3/Will +0, Hold breath 52 rnds, Speak Draconic, CR 1)
- 2.** Here is a **leprechaun** who has created an illusion of 20 leprechauns having a feast. He will attempt to corral adventurers into the wine cellar. ***Leprechaun*** (N, 1 HD/S, 5 HP, AC 14, Move 40', AB +1, Cudgel 1d4, Saves: Fort +0/Ref +5/Will +4, Low-light vision, Spell resist 27, DR 5/cols iron, At-will Spell-like abilities DC 13+spell lvl: Dancing Lights/Invisibility self/Major Image/Polymorph any object/Ventriloquism, Speak Sylvan/Common/Elven/Gnome/Halfling, CR 4)
- 3.** This wine cellar is full with kegs of all sorts of excellent wines and liquors. Once adventurers touch any of the kegs, an iron portcullis drops and locks in place, blocking the exit (60 HP/Hardness 10, Break DC 28, if unlocked lift DC 25).
- 4.** The leprechaun's treasure is hidden here in this chamber behind the secret door in **3**. Having had nothing new to add to the treasure for a very long time, the leprechaun has forgotten it was down here. The treasure consists of 10,000 gp, *Ring of Feather Falling*, *Horn of the Tritons*, *Short Sword of Kaz* (+6 Defender, CN, Int 15/Ego 27, Abilities: Color spray 1 per day, Detect Thoughts 3 per day, Fly 1 per day, Greater Invisibility 3 per day, immune to fear, Disintegrate 1 per day, +6 Strength 2 per day, Shapechange 3 per day/each time user permanently grows 3", raises all of wielder's ability scores +2, any metal merely passes through owner, insanity effect if a user fails to sacrifice 1 intelligent life per day or is away from sword for more than 1 day). The sword is in a beautiful scabbard and set apart from the other treasure. The leprechaun has never used the sword and will gladly give it up for the rest of his treasure.
- 5.** Here is a **sleeping lizard man** that is supposed to be on guard. There is an empty bottle lying on the ground and the sound of screams echo from nearby. ***Lizard Man*** (N, 2+2 HD/M, 11 HP each, AC 15/10, Move 30', AB +2, Club 1d6+1 *or* Claw 1d4+1, Saves: Fort +1/Ref +3/Will +0, Hold breath 52 rnds, Speak Draconic, CR 1)
- 6. 17 lizard men** are feasting on still living 5 human females and 3 kobold females.

Lizard Men (N, 2+2 HD/M, 11 HP each, AC 15/10, Move 30', AB +2, Club 1d6+1 *or* Dart 1d4+1 *or* Claw 1d4+1, Saves: Fort +1/Ref +3/Will +0, Hold breath 52 rnds, Speak Draconic, CR 1)

- 7.** The **lizard man chief** prepares to eat an extremely beautiful human female (17 Cha). 120 gp lies about on the ground.
Lizard Man Chief (N, 4 HD/M, 23 HP each, AC 17/12 shield, Move 30', AB +4, +2 longsword 1d8+1 *or* Javelin 1d6+1 *or* Claw 1d4+1, Saves: Fort +3/Ref +4/Will +2, Hold breath 52 rnds, Speak Draconic, CR 1)
- 8.** **7 lizard men** are dicing and preparing to eat still alive 5 human males.
Lizard Men (N, 2+2 HD/M, 11 HP each, AC 15/10, Move 30', AB +2, Club 1d6+1 *or* Javelin 1d6+1 *or* Claw 1d4+1, Saves: Fort +1/Ref +3/Will +0, Hold breath 52 rnds, Speak Draconic, CR 1)
- 9.** These rooms are barren other than 1-20 frogs, rats, etc. crawling around in them. The rooms look as if long ago someone dwelt here.
- 10.** This room looks similar to the others (**9**) except for the **gray ooze** on the floor.
Gray Ooze (N, 3+15 HD/M, 31 HP, AC 5, Move 10', AB +3, Slam 1d6+1 plus Acid 1d6+1, Saves: Fort +6/Ref -4/Will -4, Blindsight 60', Immune to Cold/Fire, Dissolves wood and metal on any hit unless save DC 16 Ref, CR 4)
- 11.** Floating in the water is a **large patch of strangle weed**.
Strangle Weed (N, 4+12 HD/L, 30 HP, AC 14/9, Move 5', AB +7, Slam 1d6+6/if hits grapple +11 1d6+6, Saves: Fort +7/Ref +1/Will +2, Blindsight 60', CR 3)
- 12.** Lizard man footprints lead down the passage and high-pitched screams are heard.
- 13.** A **lizard man** has dragged off one of the kobold women for a snack.
Lizard Man (N, 2+2 HD/M, 11 HP each, AC 15/10, Move 30', AB +2, Club 1d6+1 *or* Claw 1d4+1, Saves: Fort +1/Ref +3/Will +0, Hold breath 52 rnds, Speak Draconic, CR 1)
- 14.** The lizard men conduct dealings with the locathas here, there is a gong to call them above the hole leading down into the water.
- 15.** **3 lizard men** are sleeping off a drunk here.
Lizard Men (N, 2+2 HD/M, 11 HP each, AC 15/10, Move 30', AB +2, Club 1d6+1 *or* Claw 1d4+1, Saves: Fort +1/Ref +3/Will +0, Hold breath 52 rnds, Speak Draconic, CR 1)
- 16.** **5 lizard men** are sitting around drinking and talking about past battles. One wants the others to go with him to the lower levels.

Lizard Men (N, 2+2 HD/M, 11 HP each, AC 15/10, Move 30', AB +2, Club 1d6+1/Javelin 1d6+1 *or* Claw 1d4+1, Saves: Fort +1/Ref +3/Will +0, Hold breath 52 rnds, Speak Draconic, CR 1)

- 17.** In this huge chamber a 90' wide pillar of rock extends 20' up from the water to the ceiling. dozens of continual light spells have been cast on the walls and ceiling. There is a small cave cut into a protrusion from the pillar, falling water can be heard from inside the cave. **1-20 locathah** swim here at any time.

Locathah (N, 2 HD/M, 9 HP each, AC 14/11, Move 10'/Swim 60', AB +2, Longspear 1d8/x3 *or* Net 10' ranged touch attack entangles, Saves: Fort +3/Ref +1/Will +1, Speak Aquan, CR 1/2)

- 18.** This is the bottom of the waterfall from **LEVEL 1**. Anyone falling from the top will take 5-30 HP damage. There is a steep stair from the top to the bottom carved into the side stopping about 10' above the surface of the water, otherwise the walls are smooth, wet, and can't be climbed. There is an 80% chance **5-10 locathah** are inside to collect things washed down here from above.

Locathah (N, 2 HD/M, 9 HP each, AC 14/11, Move 10'/Swim 60', AB +2, Longspear 1d8/x3 *or* Net 10' ranged touch attack entangles, Saves: Fort +3/Ref +1/Will +1, Speak Aquan, CR 1/2)

- 19.** This is a temple of the locathah with many offerings of carved stone, fish, seaweed, but nothing of any material value. **11-20 locathah** will be here at any time and also a **locathah cleric**.

Locathah Cleric (N, Cleric 3/M, 28 HP, AC 16/13 Dex, Move 10'/Swim 60', AB +3, *+1 Staff of the Serpent* 1d6+1, Saves: Fort +6/Ref +2/Will +4, *+1 Staff of the Serpent* if thrown grows into a huge viper snake/if snake is killed staff will not turn into another snake for 3 days, Spells: DC 13+Spell Lvl Cure Minor Woundsx2/ Guidance/ Resistance/Entropic Shield/Magic Stone/Enthrall/Obscuring Mist/Fog Cloud, Speak Aquan, CR 3)

Locathah (N, 2 HD/M, 9 HP each, AC 14/11, Move 10'/Swim 60', AB +2, Longspear 1d8/x3 *or* Net 10' ranged touch attack entangles, Saves: Fort +3/Ref +1/Will +1, Speak Aquan, CR 1/2)

- 20.** Here are the living quarters for most of the locathah. **78 locathah** are inside these areas along with **3 locathah leaders** and **12 locathah champions**.

Locathah (N, 2 HD/M, 9 HP each, AC 14/11, Move 10'/Swim 60', AB +2, Trident 1d8, Saves: Fort +3/Ref +1/Will +1, Speak Aquan, CR 1/2)

Locathah Leaders (N, 4 HD/M, 20 HP each, AC 14/11, Move 10'/Swim 60', AB +4, Trident 1d8 *or* Light Crossbow 1d8/19-20, Saves: Fort +5/Ref +3/Will +3, Speak Aquan, CR 3)

Locathah Champions (N, 3 HD/M, 15 HP each, AC 14/11, Move 10'/Swim 60', AB +3, Trident 1d8, Saves: Fort +4/Ref +2/Will +2, Speak Aquan, CR 2)

- 21.** The **Chief of the locathah** lives here. He has the tribes treasure of 40 100gp gems and a *Stone of Controlling Earth Elementals*.
Chief of the Locathah (N, 5 HD/M, 25 HP, AC 15/12, Move 10'/Swim 60', AB +5, +2 Light Mace 1d6, Saves: Fort +6/Ref +4/Will +4, Speak Aquan, CR 4)
- 22.** The chief's **12 locathah guards** stand ready here to stop anyone from interfering with the chief.
Locathah Guards (N, 3 HD/M, 15 HP each, AC 14/11, Move 10'/Swim 60', AB +3, Light Crossbow 1d8/19-20 or Net 10' ranged touch attack entangles, Saves: Fort +4/Ref +2/Will +2, Speak Aquan, CR 2)
- 23.** In this small chamber is a whirlpool draining into a 10' wide hole going down.

END LEVEL 2

LEVEL 3

(Note: *The Bottom of this lake has seaweed too.*)

All creatures in swamp surprise on 1-5.

- 1.** The whirlpool from **LEVEL 2** ends here. Adventurers will take no damage falling from the whirlpool above, but will sink if in armor and have a chance of being sucked in 1 rnd through a lower whirlpool to **LEVEL 6** (Total non-magical Armor/Shield bonus x 10 = % chance of being sucked through the whirlpool). This dark, murky lake is inhabited by an **eye of the deep**. It will hide in the deeper parts of the lake and slowly rise to meet intruders using illusions first.
Eye of the Deep (LE, 10+20 HD/M, 65 HP, AC 15/10, Move 5'/Swim 20', AB +2, Claws 2d4 or bite 1d6 or Eye Ray/+7 ranged touch attack-see below, Saves: Fort +5/Ref +5/Will +10, All-Around Vision/cannot be surprised or flanked, Darkvision 60', Constrict on claw hit/+7 grapple = 2d4 Dam, Flyby/can take extra standard action during move action, 2 Eye Stalks/Each eye stalk can produce magical ray 1 per rnd/12th caster lvl/150' range DC 17 Will: Left-Hold Person/Right-Hold Monster/Combined-Minor Image, Central Eye/Stun Ray 2d4 rnd/30' range/DC 17 Fort, Speak Common/Beholder, CR 8)
- 2.** **18 killer frogs** will swarm over the first intruder who enters this cave.
Killer Frogs (CN, 3+8 HD/S, 16 HP each, AC 15, Move 30'/Swim 40', AB +6, Bite 1d6+4, Saves: Fort +2/Ref +7/Will +4, Hop attack +4 to hit, 20% move quietly, CR 2)

- 3.** This underground swamp is the lair of a **will-o'-wisp**. The will-o'-wisp will not attack unless attacked, rather will attempt to lure adventurers into the swamp where it will feed off their life-force when other creatures attack. The will-o'-wisp's treasure is stuck underwater in the muck at **3** next to the sand bar. Inside a half-buried *Folding Boat* are 2,000 gp, 500 pp, 20 100gp gems, 40 250gp gems, *Ring of Two Wishes*, and a *Staff of Power* (37 charges).
Will-O'-Wisp (CE, 9 HD/S, 40 HP, AC 29, Fly 50', AB +16, Touch 2d8 electricity, Saves: Fort +3/Ref +12/Will +9, Darkvision 60', natural invisibility, immune to magic that allows spell resistance except Magic Missile & Maze, Blind-fight, Speak Common/Auran, CR 6)
- 4.** This area is infested by **16 crocodiles** lazily waiting for passing prey.
Crocodiles (3+9 HD/M, 22 HP each, AC 15/11, Move 20'/Swim 30', AB +6, Bite 1d8+6 *or* Tail Slap 1d12+6, Saves: Fort +6/Ref +4/Will +2, Low-light vision, Hold breath 68 rnds, 85% Hide in Shadows in water or 35% on dry land, CR 2)
- 5.** Here **6 giant toads** sleep on a small sand bar, will attack if disturbed.
Giant Toads (N, 2+4 HD/M, 12 HP each, AC 15, Move 40'/Burrow 20', AB +2, Bite 2d4, Saves: Fort +3/Ref +4/Will +3, Low-light vision, CR 2)
- 6.** Under the low ceiling of this nook, **8 giant ticks** wait to drop upon any unsuspecting creature.
Giant Tick (N, 4 HD/M, 18 HP each, AC 17/11, Move 30', AB +4, Bite 1d4+2 plus blood drain 1d4 Con per rnd/16 Con max then detaches, Darkvision 60', Scent, Disease: incubation 1d3 days/1d6 Str dam/DC 13 Fort, CR 2)
- 7.** Swimming around in this area are **3 dire lampreys**.
Dire Lampreys (N, 5+15 HD/M, 37 HP each, AC 15/14, Swim 30', AB +6, Bite 1d6+4 plus attach/blood drain 1d4 Con per rnd, Low-light vision, scent, 60% Hide in Shadows, CR 3)
- 8.** There are piles of dung and muck in this chamber and throughout the connecting cave system. This particular area is occupied by an **otyugh**.
Otyugh (N, 6+9 HD/L, 36 HP, AC 17/9, Move 20', AB +4, 2 tentacles 1d6 *or* bite -2 hit 1d4 plus disease/incubation 1d3 days 1d3 Dex & 1d3 Con DC 14 Fort, Darkvision 60', Scent, Constrict automatic 1d6 rnd after hit with tentacle, Speak Common, CR 4)
- 9.** A brownish-white oozy mass is in the center of this chamber, and has a small, twitching arm sticking out of it. The mass is a **black pudding** that is slowly dissolving a halfling. On one finger of the arm is a *Ring of Regeneration* that will be pulled into the pudding's acid 5 rnds after adventurers enter.
Black Pudding (N, 10+60 HD/L, 115 HP, AC 3. Move 20'/Climb 20', AB +8, Slam 2d6+4 plus 2d6 Acid dissolves armor&clothes DC 21 Ref, Saves: Fort +9/Ref -2/Will -2, Blindsense, dissolves metal/wood DC 21 Ref, Slash/Pierce splits in 2, CR 7)

- 10.** **10 piercers** cling to the ceiling waiting for something to pass underneath them. Broken bones lie about in the muck.
Piercers (N, 4 HD/L, 19 HP, AC 17/8, Move 5', AB N/A, Secrete Acid 1d6, Saves: Fort +0/Ref +0/Will +0, Darkvision 60', Drop attack 3d6 DC 15 ref, CR 2)
- 11.** The pile dung and slime in this area is larger than the other areas, and infested with **11 rot grubs**.
Rot Grubs (infestation DC 15 Ref, 1d2 Con per grub per rnd DC 17 Fort, 1st rnd can burn out grubs 1d6 fire dam, cutting out does 1d6 Dam per rnd of infestation, remove disease halts infestation but immune to disease offers no protection)
- 12.** **4 slime crawlers** are cleaning up the remains of an unsuccessful expedition. Scattered about are 6,000 sp, 2,000 gp, and a headless body wearing a suit of +2 *scale mail*.
Slime Crawlers (N, 3+6 HD/L, 19 HP each, AC 17/11, Move 30'/Climb 15', AB +3, 4 tentacles 1d4+2 plus paralysis 2d4 rnds DC 13 Fort *or* bite 1d6+2, Saves: Fort +3/Ref +3/Will +5, Darkvision 60', Scent, CR 3)
- 13.** An **ettin** is sitting in its lair arguing with itself over whether or not to leave the dungeon. A large, heavy sack with 9,000 gp lies on the ground.
Ettin (CE, 10+20 HD/L, 65 HP, AC 18/8 hide armor, Move 30', AB +12, Morningstar 2d6+6 *and* javelin +5 ranged 1d8+6, Saves: Fort +9/Ref +2/Will +5, Low-light vision, 2-weapon fighting, Speaks pidgin of Orc-Goblin-Giant/DC 15 Int check to communicate +5 bonus for knowing each/any of Orc/Goblin/Giant, CR 6)
- 14.** There is a sign stating "DO NOT ENTER" on the iron door here. If adventurers do not heed the sign, entering the room will magically seal the door behind them as a voice says "Fools! Thou has broken the sacred trust! Call forth your champion to enter the portal and meet thy dread!" An arch set into the northern wall will begin to shimmer inside with kaleidoscopic magical energies. The players are unable to leave the room short of a wish. The arch portal is a teleport/duplication effect that will make an exact duplicate (magic, etc.) of anything that enters. Adventurers who enter must fight themselves in arena combat (a huge, empty, domed arena with no exits) until either one adventurer wins or everyone in the adventuring party is dead. When an adventurer is killed the voice calls another in. As soon as one adventurer wins they teleport back to the room. Any dead characters also appear back to life at -1 Con and the iron door opens. This was entertainment for some long departed immortals.
- 15.** The floor of this passage is very thin. There is a 10% per person cumulative chance of the floor giving way and adventurers walking there falling into a lair of **giant ants**. Adventurers falling through find themselves in a large chamber filled with ant eggs, **50 giant worker ants**, **5 giant soldier ants**, and the **giant ant queen**. Adventurers are surprised on 1-4. Inside the ant lair are 3 100gp gems, 5 500gp gems, a *Potion of Haste*, and 2 *Potions of Cure Serious Wounds*.

Giant Worker Ants (2 HD/M, 9 HP each, AC 17/10, Move 50', AB +1, Bite 1d6, Saves: Fort +3/Ref +0/Will +0, Scent, CR 1)

Giant Soldier Ants (2+2 HD/M, 11 HP each, AC 17/10, Move 50', AB +3, Bite 2d4+3 plus acid sting if bite hits, Saves: Fort +4/Ref +0/Will +1, Scent, Acid Sting 1d4+1 piercing dam plus 1d4 acid dam, CR 2)

Giant Ant Queen (4+4 HD/L, 22 HP, AC 17/10, Move 40', AB +5, Bite 2d6+4, Saves: Fort +5/Ref +0/Will +2, Scent, CR 2)

- 16.** Here, **2 fire giants** are having sex on a large bed. They will be treat intruders most unpleasantly. Giant-sized greatswords are leaned against the north wall.

Fire Giants (LE, 15+75 HD/L, 142 HP each, AC 15/8, Move 40', AB +20, Slam 1d4+10 *or* Greatsword 3d6+15, Saves: Fort +14/Ref +4/Will +9, Low-light vision, Immune to Fire, Vulnerable to Cold, Rock catching, Cleave, Great cleave, power attack, improved sunder/+4 to hit, Speak Giant/Common, CR 10)

- 17.** **4 fire giants** are arguing over tonight's dinner, an overcooked dwarf.

Fire Giants (LE, 15+75 HD/L, 142 HP each, AC 23/8 half-plate, Move 40', AB +20, Greatsword 3d6+15 *or* Slam 1d4+10 *or* Rock +10 to hit 2d6+10 plus 2d6 Fire/120' range, Saves: Fort +14/Ref +4/Will +9, Low-light vision, Immune to Fire, Vulnerable to Cold, Rock catching, Cleave, Great cleave, power attack, improved sunder/+4 to hit, Speak Giant/Common, CR 10)

- 18.** This is the fire giants living room, filled with a sofa and giant-sized tables and chairs. On one of the tables are 3 giant-sized copies of *Play-Giant* from Porno-Parchment.

- 19.** **4 hell hounds** are chained on 500' chains bolted to the walls adjacent to the door to the north. They are very mean because fire giant do not take good care of their pets. Broad stairs leading up on the west side are carved with unsettling sigils and covered with a thick layer of dust as if nothing has tread them for decades, or even centuries. **Hell Hounds** (LE, 4+4 HD/M, 22 HP each, AC 16/11, Move 40', AB +5, Bite 1d8+1 plus 1d6 fire, Saves: Fort +5/Ref +5/Will +4, Darvision 60', Breath Weapon 10' cone of fire every 2d4 rnds/2d6 dam DC 13 Ref 1/2, Immune to fire, vulnerable to cold, scent, Understand Infernal, CR 3)

- 20.** The attic of the fire giants' dwelling. **2 young fire giants** are playing with the giants' treasure: 5,000 ep, 3,000 gp, *Scroll of 3 Water Breathing Spells*, *Apparatus of the Crab*, *Wings of Flying*, and a *Figurine of Ebony Fly*.

Young Fire Giants (CE, 8+35 HD/L, 75 HP each, AC 15/8, Move 40', AB +15, Slam 1d4+6 *or* Rock +7 to hit 2d6+6 plus 2d6 Fire/100' range, Saves: Fort +7/Ref +2/Will +4, Low-light vision, Immune to Fire, Vulnerable to Cold, Rock catching, Cleave, Great cleave, Speak Giant, CR 10)

- 21.** This is the home of a **sea hag**. She is quite reclusive and has no treasure except components for her spells.

Sea Hag (CE, 3+6 HD/M, 19 HP, AC 14/11, Move 30'/Swim 40', AB +7, 2 claws 1d4+4, Saves: Fort +2/Ref +4/Will +4, Darkvision 60', Amphibious, Spell Resist 14, Horrific Appearance weakens 2d6 Str/DC 13 Fort, Evil Eye gaze dazed for 3 days/DC 13 Will plus die of fright/DC 13 Fort, Speak Giant/Common, CR 4)

- 22.** 4 **minotaurs** are on a boating vacation here from **LEVEL 4**. They brought 2,000 gp and 2 *Rings of Swimming* with them.

Minotaurs (CE, 6+12 HD/L, 39 HP each, AC 14/9, Move 30', AB +9, Greataxe 3d6+6/x3 or Gore 1d8+4, Saves: Fort +6/Ref +5/Will +5, Darkvision 60', Powerful Charge gore 4d6+6, Power Attack, Scent, Track, Speak Giant, CR 4)

END LEVEL 3

Chico Rercota's Hold and Shrumme Patch

- 1.** Entering from the east adventurers can see this cavern hosts fields of huge mushrooms as well as a small keep at the west end. In d20+10 min these "shrummes" will cause the equivalent of drunkenness if eaten. **1-100 'stoned wanderers'** are in the fields at any given time gathering shrooms and patrolling the area. **4 'stoned wanderers'** always stand guard at the gate. They have 6 colored smoke bombs to set off as signal warning of hostile intruders.

'Stoned Wanderers' (CN, Barbarian 2/Human, 15 HP each, AC 14/11 Studded Leather&Dex, Move 40', AB +3, Longsword 1d8+1/Net 10' ranged touch attack entangles, Saves: Fort +3/Ref +1/Will +0, Climb Cliffs 82%, Hide 40%, Surprise 3 in 6/surprised 1 in 10, Detect Illusion 10%, Detect Presence of Magic 30%, Track, Rage 1 per day/+4 Str&Con/+2 Will Saves/-2 AC, Speak Common, CR 2)

- 2.** This ruined tower is a common tripping out place for **1-12 'stoned wanderers'**. If the rubble is cleared away blocking the staircase down, a door will be seen at the bottom. The door leads to a tomb occupied by **12 ghouls** that will rush out and attack anyone who opens the door. Inside the tomb are 600 gp, 50 pp, and a +2 *shield*.

'Stoned Wanderers' (CN, Barbarian 2/Human, 15 HP each, AC 14/11 Studded Leather&Dex, Move 40', AB +3, Longsword 1d8+1/Net 10' ranged touch attack entangles, Saves: Fort +3/Ref +1/Will +0, Climb Cliffs 82%, Hide 40%, Surprise 3 in

6/surprised 1 in 10, Detect Illusion 10%, Detect Presence of Magic 30%, Track, Rage 1 per day/+4 Str&Con/+2 Will Saves/-2 AC, Speak Common, CR 2)

Ghouls (CE, 2 HD/M, 13/8/15 HP, AC 14/12, Move 30', AB +2, Bite 1d6+1 Paralyze 1d4+1 rnds DC 12 Fort & Disease *or* 2 Claws 1d3 Paralyze 1d4+1 rnds DC 12 Fort, Saves: Fort +0/Ref +2/Will +5, Darkvision 60', +2 Turn Resistance, Disease: "Ghoul Fever" 1 day incubation/1d3 Con & 1d3 Dex DC 12 Fort, Speak Common, CR 1)

3. Each of these towers houses **30 'stoned wanderers'**.

'Stoned Wanderers' (CN, Barbarian 2/Human, 15 HP each, AC 14/11 Studded Leather&Dex, Move 40', AB +3, Longsword 1d8+1/Net 10' ranged touch attack entangles, Saves: Fort +3/Ref +1/Will +0, Climb Cliffs 82%, Hide 40%, Surprise 3 in 6/surprised 1 in 10, Detect Illusion 10%, Detect Presence of Magic 30%, Track, Rage 1 per day/+4 Str&Con/+2 Will Saves/-2 AC, Speak Common, CR 2)

4. This courtyard is patrolled constantly by **2 groups each of 10 royal guards. 4-40 'stoned wanderers'** will also be present.

Royal Guards (N, Barbarian 3/Human, 23 HP each, AC 15/12 Studded Leather & shield&Dex, Move 40', AB +3, Longsword 1d8+1, Saves: Fort +3/Ref +2/Will +1, Climb Cliffs 84%, Hide 45%, Surprise 3 in 6/surprised 1 in 10, Detect Illusion 15%, Detect Presence of Magic 35%, Track, Rage 1 per day/+4 Str&Con/+2 Will Saves/-2 AC, Speak Common, CR 3)

'Stoned Wanderers' (CN, Barbarian 2/Human, 15 HP each, AC 14/11 Studded Leather&Dex, Move 40', AB +3, Longsword 1d8+1/Net 10' ranged touch attack entangles, Saves: Fort +3/Ref +1/Will +0, Climb Cliffs 82%, Hide 40%, Surprise 3 in 6/surprised 1 in 10, Detect Illusion 10%, Detect Presence of Magic 30%, Track, Rage 1 per day/+4 Str&Con/+2 Will Saves/-2 AC, Speak Common, CR 2)

5. Tower of the Royal Guard. **50 royal guards** are housed in this tower and ready to fight at a moment's notice. The top floor is occupied a **fallen paladin/blackguard, Crysler Chordoba**. Chordoba is the leader of the Royal Guard and also provides muscle accompanying interplanar shrume deliveries, but unfortunately he has fallen victim to a **brain slug** from the aberrant realm and is thoroughly amoral evil.

Royal Guards (N, Barbarian 3/Human, 23 HP each, AC 15/12 Studded Leather & shield&Dex, Move 40', AB +3, Longsword 1d8+1, Saves: Fort +3/Ref +2/Will +1, Climb Cliffs 84%, Hide 45%, Surprise 3 in 6/surprised 1 in 10, Detect Illusion 15%, Detect Presence of Magic 35%, Track, Rage 1 per day/+4 Str&Con/+2 Will Saves/-2 AC, Speak Common, CR 3)

Crysler Chordoba (AE, Fallen Paladin 6/Blackguard 3/Human Str 22/Int 10/Wis 14/Dex 16/Con 12/Cha 16, 66 HP, AC 21/17+2 *scale&heavy steel shield*/Dex, Move 20', AB +15/+10, +2 Flail 1d8+6 plus poison 1d4 Str per rnd 6 rnds DC 16 Fort Str=0 suffocate if fail DC 16+1 per rnd Fort, Saves: Fort +12/Ref +9/Will +8, Blindsight 60', Evil Aura, Detect Good 60', Poison, Dark Blessing, Smite Good +6 Dam 1/day, Aura of Despair/-2 Opp saves, Cleave, Great Cleave, Improved Sunder, Power Attack, Toughness, Spells: Cause Fear/Doom/Darkness, Speak Common, CR 9)

Brain Slug (AE, 1 HD/T, 4 HP, AC 17, Fly 50', AB +10, touch attack on exposed eyes/successful hit enters and envelopes the eyes & brain between skull and skin/host's eyes take on yellow translucence, Saves: Fort +2/Ref +8/Will +4, Blindsight 60', 70% Hide in Shadows, Immune to magic, invulnerable to piercing/slashing/bludgeoning attacks, vulnerable to fire/acid, impossible to remove without killing host, if host killed attacks nearest living target, Psionic symbiosis to host: Host alignment changed to Amoral Evil/Blindsight 60'/Brain slug nourished by host's victim's fear and pain brain waves, Telepathic emotions, CR 4)

- 6.** Quarters for 'stoned wanderers', mess hall on bottom floor occupied by **51-80 'stoned wanderers'** at any time (milk for sugary cereals and stores of sour cream kept in the cool basement). Upper 2 floors sleeping bunks with **31-50 'stoned wanderers'** present each (80% of which sleeping). The roof has **2-24 'stoned wanderers'** chilling. **'Stoned Wanderers'** (CN, Barbarian 2/Human, 15 HP each, AC 14/11 Studded Leather&Dex, Move 40', AB +3, Longsword 1d8+1/Net 10' ranged touch attack entangles, Saves: Fort +3/Ref +1/Will +0, Climb Cliffs 82%, Hide 40%, Surprise 3 in 6/surprised 1 in 10, Detect Illusion 10%, Detect Presence of Magic 30%, Track, Rage 1 per day/+4 Str&Con/+2 Will Saves/-2 AC, Speak Common, CR 2)
- 7.** Warehouse with bins for preparing and sorting shrumes into varying degrees of quality, texture, quantity, etc. On the north wall is an interplanar portal through which shrome deliveries are performed. When the portal is open a half-dozen 'stoned wanderers' plus Crysler Chordoba clip to their belts 7' chains that are all attached to a longer chain. The longer chain is counter-balanced, so that if there is any trouble a weight can be released dragging the delivery party back through the portal. Crysler Chordoba has secretly added **black mood psionic powder** to the shrome supplies in the 4 bins nearest the portal. **11-22 'stoned wanderers'** are present at any time. **'Stoned Wanderers'** (CN, Barbarian 2/Human, 15 HP each, AC 14/11 Studded Leather&Dex, Move 40', AB +3, Longsword 1d8+1/Net 10' ranged touch attack entangles, Saves: Fort +3/Ref +1/Will +0, Climb Cliffs 82%, Hide 40%, Surprise 3 in 6/surprised 1 in 10, Detect Illusion 10%, Detect Presence of Magic 30%, Track, Rage 1 per day/+4 Str&Con/+2 Will Saves/-2 AC, Speak Common, CR 2)
Black Mood Psionic Powder (aberrant poison, undetectable except by those sensitive to psionic energies, ingested with an intoxicant injester blacks out and commits heinous acts of sadistic brutality of which he has no memory, DC 22 Will to resist)
- 8.** The quarters of Chico Rercota's private guard, **10 monks**, live here. The large room also contains the hold's treasury: 25,000 sp, 22,500 gp, 50 100gp gems, 20 1000gp gems, *Detect Chaos Scroll*, *Fireball Scroll*, *short sword +1/locate object*, *+2 spear*. **Monks** (LN, Monk 10/Human, 54 HP each, AC 21, Move 60', AB +11/+6, Hands 1d10+4 *or* Flurry of 3 Blows 1d10+4, Saves: Fort +11/Ref +12/Will +11, Stunning Fist DC 19 Fort, Improved Evasion 1/2 or no Dam, Still Mind +2 Saves vs Enchant, Ki Strike, Slow Fall 50', Immune to normal disease, Heal 20 HP per day, 99% Climb Walls, Toughness, Cleave, Great Cleave, Power Attack, Deflect Arrows, CR 10)

9. Elongated room is the audience, meditation, and living chamber of **Chico Rercota**. The 10'x10' on the north has simple, unfinished wood tables and chairs for visiting guests. Far at the southern end is Chico's shrine where he will be found meditating. **Chico Rercota** (LN, Monk 15/Human Str 22/Int 16/Wis 18/Dex 20/Con 14/Cha 10, 111 HP, AC 22, Move 80', AB +17/+12/+7, Hands 2d6+6 *or* Flurry of 5 Blows 1d6+6, Saves: Fort +11/Ref +15/Will +13, Stunning Fist DC 22 Fort, Improved Evasion 1/2 or no Dam, Still Mind +2 Saves vs Enchant, Ki Strike, Slow Fall 70', Immune to normal disease/Poison, Heal 30 HP per day, Dimension Door 1/day, Spell Resist 25, Quivering Palm Death DC 22 Fort, 104% Climb Walls, Toughness x2, Cleave, Great Cleave, Power Attack, Deflect Arrows, Spring Attack, Blind-fight, CR 15)
10. This is a prison used by Crysler Chordoba. Standing guard there are 4 '**stoned wanderers**', but the post is known as a bad trip. In cells A, B, and D are tortured and dismembered human-like shapes, still living. Cell C is empty and used as a secret back door where there is usually a flat boat hidden used to visit **LEVEL 4**, but the boat is missing leaving only depressions in the dirt floor where it was stored and then dragged to the river on **LEVEL 3**. Whoever took the boat did not return. **'Stoned Wanderers'** (CN, Barbarian 2/Human, 15 HP each, AC 14/11 Studded Leather&Dex, Move 40', AB +3, Longsword 1d8+1/Net 10' ranged touch attack entangles, Saves: Fort +3/Ref +1/Will +0, Climb Cliffs 82%, Hide 40%, Surprise 3 in 6/surprised 1 in 10, Detect Illusion 10%, Detect Presence of Magic 30%, Track, Rage 1 per day/+4 Str&Con/+2 Will Saves/-2 AC, Speak Common, CR 2)
11. 4-24 '**stoned wanderers**' hand out in this small cave singing along with a large herd of **80 campestri** (singing and dancing tiny mushroom folk). The air inside hangs heavy with smoke, but the sounds are high and light. **'Stoned Wanderers'** (CN, Barbarian 2/Human, 15 HP each, AC 14/11 Studded Leather&Dex, Move 40', AB +3, Longsword 1d8+1/Net 10' ranged touch attack entangles, Saves: Fort +3/Ref +1/Will +0, Climb Cliffs 82%, Hide 40%, Surprise 3 in 6/surprised 1 in 10, Detect Illusion 10%, Detect Presence of Magic 30%, Track, Rage 1 per day/+4 Str&Con/+2 Will Saves/-2 AC, Speak Common, CR 2)
Campestri (N, 1 HD/T, 4 HP each, AC 12, Move 30', AB +0, Butt 0d, Saves: Fort +2/Ref +0/Will -1, Low-light vision, Tremorsense, Sound imitation, Spores/10' radius cloud breathing creatures Slowed 1d4 rnds DC 10 Fort, Immune to poison/sleep/paralysis/stunning/polymorph/critical hits/mind effects, Collective intellect, CR 1/6)

*End Chico Rercota's Hold
and Shrume Patch*

LEVEL 4

(Note: *Smaller tunnels on map are 3' diameter giant rat-sized holes.*)

- 1. 7 Giant Spider-like Insectoids** hide along the walls and will attack intruders immediately with their (non-flammable) web and wasp-like stingers. Inside 3 cocoons are remains of an owlbear, elf, and a halfling. Loose in the web are 700 gp, 350 pp, *Potion of Fire Resistance*, and a *magic bastard sword +1/+4 vs enchanted creatures*. The iron door out to the west is an air-tight hatch with a wheel to open in the center. **Spider-like Insectoids** (N, 8+24 HD/L, 60 HP each, AC 20/12, Move 50', AB +9, 2 Claws 1d8+4 or Sting 1d6+2 plus poison initial 1d6 Con secondary 1d6 Con dissolves internal organs DC 17 Fort or Web +8 ranged touch 10' DC 17 Strength to break free, Saves: Fort +9/Ref +5/Will +4, Darkvision 60', DR 10/Magic, CR 6)
- 2. 3 mustard jellies** have totally cleared this hallway between the airtight door and the broken bridge over the river. One lurks near the door, the other 2 on the small sand bar on either side of the broken bridge waiting an opportune time to ambush. **Mustard Jellies** (N, 7+45 HD/L, 83 HP each, AC 17/9, Move 30', AB +7, Slam 2d4+3 plus 1d4 Acid, Saves: Fort +8/Ref +2/Will +2, Blindsight 60', DR 5/Magic, Slam hit can constrict/free grapple 2d4+3 plus 1d4 Acid, Can split at will into 2 jellies move 40', Immune to elec & magic missile, elec dam adds temp HP to jelly, Poison Aura slows within 10' radius plus 1d4 rnds DC 19 Fort, 50% move quietly, CR 7)
- 3.** A nest of **20 piercers** cling to the ceiling of this stalactite-covered cavern. The mostly dissolved remains of 2 freshly-slain owlbears lie here along with battered skeletons, broken armor, and weapons including a *+1 Absorbing Shield* and a *+1 Scimitar of the Planes (+2 on Elemental Plane or against elementals/+3 on the Astral or Ethereal Planes or those natives/+4 on any other plane or any outsider)*. **Piercers** (N, 4 HD/L, 19 HP, AC 17/8, Move 5', AB N/A, Secrete Acid 1d6, Saves: Fort +0/Ref +0/Will +0, Darkvision 60', Drop attack 3d6 DC 15 ref, CR 2)
- 4.** A flock of **12 owlbears** are huddled in these caves. They have been marauding through the area since breaking free from someone trying to deliver them to the lower levels. As a result, they are very hungry, anxious, and likely to attack anything that moves on sight since two of their family were killed by piercers, another captured by the spider-like insectoids, and a fourth disabled by the nasty 3-bodied, mutant rats. **Owlbears** (N, 5+25 HD/L, 52 HP each, AC 15/10, Move 30', AB +9, 2 Claws 1d6+5 or Bite +4 to hit 1d8+2, Saves: Fort +9/Ref +5/Will +2, Scent, Claw hit can grapple +14 as a free action with no attack of opportunity, CR 4)
- 5.** A large, flat-bottomed boat is beached in the sand next to a dead 'stoned wanderer' who looks as if he was beaten to death by a pickaxe about the face and torso.

6. A cluster of **4 large ankhegs** lie just below the surface at the entrance to this cavern. If they detect prey passing by they will burrow up (as a charge, +2 attack, -2 AC) and attack. Beneath the sand is also a sack with 1,000 sp and fancy 400gp jade necklace. **Large Ankhegs** (N, 4+12 HD/L, 34 HP each, AC 18/9, Move 30'/Burrow 20', AB +7, Bite 3d6+7 plus 1d6 acid, Saves: Fort +7/Ref +4/Will +2, Darkvision 60', Low-light vision, Tremorsense 60', Claw hit can grapple +12 as a free action with no attack of opportunity, Spit acid 30' 1 per 6 hrs 5d4 Dam DC 14 Ref for 1/2, CR 4)
7. A gargantuan, 30' long, 8-headed **thessalhydra** is collared here by a 50' chain attached in the north wall. In **7a** behind the curtain is a winch linked to a pulley system that will wind up all of the 50' chain into a hole in the north wall. The winch is trapped, turning the wheel without disabling the trap will release from the ceiling a bubbling **death ooze** to drop directly and engulf all within 10' square in front of the winch. **Thessalhydra** (N, 12+87 HD/G, 153 HP & 8 Heads 19 HP each, AC 20/7, Move 40'/Swim 20', AB +17, 8 Serpentine Head Bites 3d8+8 plus 1d6 Acid *or* Main Head Bite +12 to hit 3d8+4 plus 2d8 acid *and* Tail slash +12 to hit 2d8+4, Saves: Fort +15/Ref +9/Will +6, Darkvision 60', Fast Healing 18 HP per rnd, Tail Slash hit can grapple +32 as a free action with no attack of opportunity/Constrict for 2d8+7, Spit acid 40' 1 per day 4d6 Dam DC 23 Ref for 1/2, CR 10)
Death Ooze (NE, 8 HD/H, 52 HP, AC 4, Move 60'/Climb 60', AB +7, Slam 2d4+5 plus 1d6 cold & Necrotic Rot, Saves: Fort +2/Ref +3/Will +6, Blindsight 60', SR 18, Engulf large or smaller creatures 1d6 cold plus Necrotic Rot plus creatures grappled DC 20 Ref, Necrotic Rot Initial 1d6 Con Secondary 3d6 Con DC 17 Fort/Creatures slain by necrotic rot become juju zombies in 1d4 rnds, Immune to Flanking/Crit/Gaze/Illusions/Cold/LightningPoison/Acid, Cold or Lightning splits into 2 oozes, CR 10)
Juju Zombies (NE, 3+18 HD/M, 33 HP each, AC 16/13, Move 30', AB +8, Slam 1d6+7, Saves: Fort +5/Ref +4/Will +1, Darkvision 60', DR 5/magic & slashing, immune to cold/elec, immune to magic missiles, +4 Turn resist, Resist Fire 10, CR 3)
8. This room reeks of rot and death, but its occupant **skeleton warrior** is absent (20% chance of returning per turn). Among rotting pieces of flesh are a sack containing 10,000 gp, 2 *Potions of Cure Serious Wounds*, and *Wand of Ice Storm* (25 charges). **Skeleton Warrior** (NE, 12 HD/M, 78 HP, AC 25/11 +2 *full plate & Dex*, Move 20', AB +20/+15/+10, +2 Bastard Sword 1d10+9, Saves: Fort +13/Ref +9/Will +8, Darkvision 60', DR 10/magic & bludgeoning, turning immunity, SR 27, Fear aura 30' radius effects 4 HD or less DC 15 Will if save successful shaken 1 rnd, Blind-fight, Cleave, Great cleave, Power Attack, +2 *Cloak of Resistance*, *Boots of Speed*, CR 14)
9. Concealed among natural stalactites on the ceiling of this natural cavern is a **roper**. **Roper** (CE, 10+30 HD/L, 85 HP, AC 24/10, Move 10', AB +13, Bite 2d6+6 *or* 6 Strands +11 50' ranged touch attack latches on 2d8 Str DC 18 Fort/To break free DC 19 Str/If strand severed can extrude new one next rnd as free action, Saves: Fort +10/Ref +8/Will +8, Darkvision 60', Low-light vision, Immune to Elec, Resist cold 10, vulnerable to fire, SR 30, CR 12)

- 10.** **Large rust monster** consuming iron bars here, but will attack if senses better metal. **Large Rust Monster** (N, 10+10 HD/L, 54 HP, AC 18/13, Move 50' AB +6, Antennae touch attack causes metal to corrode and become useless immediately/Magic metal DC 17 Ref *or* bite +0 to hit 1d6, Saves: Fort +4/Ref +8/Will +10, Darkvision 60', Scent metal 90', CR 6)
- 11.** A single skeleton whose bones appear to have been coated with metal patrols this cave formation in the middle of the river. It is actually an all-metal **lead skeleton** construct and programmed to attack anyone passing through except the skeleton warrior from **7**. **Lead Skeleton** (N, 10+20 HD/M, 75 HP, AC 24/14, Move 30', AB +13, Slam 1d8+6, Saves: Fort +3/Ref +7/Will +3, Blindsight 60', Darkvision 60', Low-light vision, DR 10/magic & bludgeoning, Immune to Acid/Cold/Elec/Fire, Immune to all Magic that allows SR except Sonic Magic attack slows as spell for 1d4 rnds, CR 7)
- 12.** This area appears to have been some sort of shrine, but all the surrounding hieroglyphics have been totally chipped away. All that remains is a plain, man-sized stone alter atop a raise of three large steps. The area is covered with dried reddish-brown stains from old liquid dripped from the alter down the steps. The alter radiates transmutation magic. Anyone sacrificed on the alter will rise a vampire in 1d6 turns.
- 13.** In this alcove are 6 torches permanently embedded in their sconces. Their flame cannot be extinguished and the torches and sconces are indestructible.
- 14.** The huge, iron double doors here are air-tight with wheels in the center of both doors. To open both wheels must be turned simultaneously (either wheel alone will not turn at all). Inside are 15 opaque, man-sized casks of which 7 are smashed open. There are also **7 ghoulish reavers** that attack immediately, their flesh appears to bubble and burn. If there is an opportunity for adventurers to listen carefully thumping noises may be heard from within the 8 unbroken casks (an additional **8 ghoulish reavers** are inside if the adventurers decide to break them open). Hanging on the walls are 15 golden spears (100gp each) each with a 200gp sapphire embedded in the non-pointy end. In a compartment set into the wall north of the doors are 400 pp of a strange design, 15 50gp gems, a non-magical monofilament edge +3 *Vorpal Dagger*, and vial of dust will knockout all undead 10' radius 1d3 min no save. Giant rat hole exit southwest corner. **Ghoulish Reavers** (CE, 9+40 HD/M, 80 HP each, AC 17/14, Move 35', AB +14, 2 claws 1d12+4/19-20 *or* Throw radioactive pieces of flesh 10' explode 2d6 plus radiation exposure Incubation 4d6 Hrs Initial 1d6-2 Con Secondary 1d6-2 Con DC 15 Fort, Saves: Fort +9/Ref +9/Will +9, Darkvision 60', When hit flesh explodes 2d6 plus radiation exposure Incubation 4d6 Hrs Initial 1d6-2 Con Secondary 1d6-2 Con DC 15 Fort, Improved Crit Claws, CR 7)
- 15.** A **giant pike** will attack anything that moves in the river here. **Giant Pike** (N, 6+12 HD/L, 39 HP, AC 16/13, Swim 60', AB +7, Bite 1d8+3 plus grab swallow whole M-size or smaller 1d4 acid/interior AC 11, 3 HP to cut through, CR 4)

- 16.** This swampy cavern passage has walls adorned with multi-colored fungi including **4 advanced violet fungi** and **4 shriekers**. Tangled in the muck is a skeleton adorned with a rare and wondrous necklace that is actually a *Necklace of Strangulation*.
Advanced Violet Fungi (N, 4+12 HD/M, 30 HP each, AC 13/9, Move 10', AB +5, 4 Tentacles 2d6+4 plus poison Initial 1d4 Str & 1d4 Con Secondary 1d4 Str & 1d4 Con DC 14 Fort, Saves: +8 Fort/Ref +0/Will +2, Low-light vision, CR5)
Shriekers (N, 2+2 HD/M, 11 HP each, AC 8/5, Move 0', Movement or light within 10' cause fungus to emit piercing sound for 1d3 rnds, CR 1)
- 17.** A nest of **12 slime crawlers** infest this underground swamp. They have regurgitated indigestible items in **17a** including 4,000 ep, 1,250 gp, and a *Ring of Water Walking*.
Slime Crawlers (N, 3+6 HD/L, 19 HP each, AC 17/11, Move 30'/Climb 15', AB +3, 4 tentacles 1d4+2 plus paralysis 2d4 rnds DC 13 Fort or bite 1d6+2, Saves: Fort +3/Ref +3/Will +5, Darkvision 60', Scent, CR 3)
- 18.** A pale and dessicated dead ogre with more than a dozen puncture wounds lies in the center of this chamber next to his *+1 greatclub*. **33 stirges** cling to the 40' ceiling. The ogre has 400 gp and 7 10gp gems in his pouch.
Stirges (N, 1 HD/T, 5 HP each, AC 16, Fly 40', AB +7, Touch Attack/attaches, Saves: Fort +2/Ref +6/Will +1, Darkvision 60', Low-light vision, Blood drain each round stirge begins attached to a victim 1d4 Con/4 max then detaches, CR 1/2)
- 19.** Three rats are devouring fur and feather covered fleshy parts, but as they turn to face intruders, it is actually a **3-bodied mutant rat** connected at the neck with one head and giant unblinking eye. It rises into the air and loose rubble is hurled at adventurers.
3-Bodied Mutant Rat (CE, 8+4 HD/S, 56 HP, AC 15, Fly 30', AB +7, Touch attack radiation permanent 1d6 Cha drain DC 17 Fort, Saves: Fort +2/Ref +5/Will +7, Darkvision 60', Psionic Abilities: Energy Stun 3d6 Elec DC 17 Ref/Telekenetic Force & Thrust up to 300 lbs 120' range 1d6+2 per 20 lbs of rock, CR 8)
- 20.** This is the lair of the mutant rats and **10 3-bodied mutant rats** are present lapping at the gory remains of an owlbear. Presiding from a stone throne over the bizarre scene is a very beautiful human female, **Alexia the wererat**. There is much rubble strewn about and a large oaken chest, locked with the clasp covered in contact poison (Initial 1d6 Dex Secondary 2d6 Dex DC 16 Fort). Contains 7,000 gp & *Potion of Invisibility*.
3-Bodied Mutant Rats (CE, 8+4 HD/S, 56 HP, AC 15, Fly 30', AB +7, Touch attack radiation permanent 1d6 Cha drain DC 17 Fort, Saves: Fort +2/Ref +5/Will +7, Darkvision 60', Psionic Abilities: Energy Stun 3d6 Elec DC 17 Ref/Telekenetic Force & Thrust up to 300 lbs 120' range 1d6+2 per 20 lbs of rock, CR 8)
Alexia the Wererat (LE, 2+3 HD, 13 HP, AC 16/13, Move 30', AB +5, +1 Rapier of Speed 1d6+2/18-20 plus extra attack or Bite -1 to hit 1d6 plus Disease & Curse or Light Crossbow +4 to hit 1d8/1920, Saves: Fort +6/Ref +5/Will +4, Low-light vision, DR 10/silver, Scent, Alternate form/Rat, Rat empathy, Curse of Lycanthropy DC 15 Fort, Filth Fever 1d3 Dex & 1d3 Con Incubation 1d3 days 1d3 Dex & 1d3 Con, CR 2)

- 21.** A huge patch of **yellow mold** fills this 40' wide passage over the floor and half up the walls. In the center is a skeleton with a *Girdle of Stone Giant Strength* (Str 27).
Yellow Mold (If disturbed each 5' square bursts forth poisonous spores 1d6 Con DC 15 Fort/in 1 min 2d6 Con DC 15 Fort; Fire destroys, sunlight renders dormant, CR 6)
- 22.** **3 3-bodied mutant rats** have cornered a wayward **goblin** here outside the mutant rat lair. The goblin has 5 gp and 4 flasks of oil.
3-Bodied Mutant Rats (CE, 8+4 HD/S, 56 HP, AC 15, Fly 30', AB +7, Touch attack radiation permanent 1d6 Cha drain DC 17 Fort, Saves: Fort +2/Ref +5/Will +7, Darkvision 60', Psionic Abilities: Energy Stun 3d6 Elec DC 17 Ref/Telekenetic Force & Thrust up to 300 lbs 120' range 1d6+2 per 20 lbs of rock, CR 8)
Goblin (NE, 1 HD/S, 5 HP each, AC 14/11 leather, Move 30', AB +2, Short sword 1d4 *or* Sling 1d3, Saves: Fort +3/Ref +1/Will -1, Darkvision 60', Move Quietly 25%, Speak Goblin, CR 1/3)
- 23.** A **greater shadow** haunts this cave where the skeleton of a long-dead fighter lays. Among the fighter's decrepit possessions are a +2 *large steel shield* and a 250gp ring.
Greater Shadow (CE, 9 HD/M, 58 HP, AC 14, Fly 40', AB +6, Touch attack 1d6 Str, Saves: Fort +3/Ref +5/Will +7, Darkvision 60', +2 Turn resist, Incorporeal/immune to nonmagical attacks, Spring Attack, CR 8)
- 24.** The last **cave man** of the tribe that once inhabited these caverns has befriended a **3-bodied mutant rat**. He has his tribe's treasure of 40 5gp nuggets and 4 1,000gp giant ivory tusks stacked in a corner. He also has a small mushroom farm where he grows all types (poison, food, psychedelic, healing).
Cave Man (N, 3+12 HD, 30 HP, AC 17/14 Hide, Move 20', AB +5, Greatclub 1d10+4, Saves: Fort +6/Ref +3/Will +2, Power Attack, Speak Common, CR 2)
3-Bodied Mutant Rat (CE, 8+4 HD/S, 56 HP, AC 15, Fly 30', AB +7, Touch attack radiation permanent 1d6 Cha drain DC 17 Fort, Saves: Fort +2/Ref +5/Will +7, Darkvision 60', Psionic Abilities: Energy Stun 3d6 Elec DC 17 Ref/Telekenetic Force & Thrust up to 300 lbs 120' range 1d6+2 per 20 lbs of rock, CR 8)
- 25.** A **huge gelatinous cube** wanders around this cavern. It carries inside 1,000 sp, 600 ep, 750 gp, 150 pp, 3 200gp gems, and a *Potion of Fire Giant Strength* in addition to various pieces of stone.
Huge Gelatinous Cube (N, 16+32 HD/H, 120 HP, AC 3, Move 15', AB +1, Slam 4d6 plus 4d6 acid plus Paralyze 3d6 rnds DC 20 Fort, Saves: Fort +13/Ref 0/Will 0, Blindsight 60', Immune to elec, Engulf traps inside DC 22 Ref plus Paralyze 3d6 rnds DC 20 Fort, 75% Hide in Shadows, Surprise 1-3, CR 10)
- 26.** A pair of **stone giants** live here, with **2 fire lizards** guarding just inside the stone door. In addition to a large supply of throwing rocks and pot of cave-animal stew over a fire pit, the giants have 800 gp, 90 pp, 10 100gp gems, and a *Javelin of Lightning*.

Stone Giants (N, 14+56 HD/L, 119 HP each, AC 25/11 hide, Move 30', AB +17, Greatclub 2d8+12 or Slam 1d4+8 or Rock +11 to hit 180' 2d8+12, Saves: Fort +13/Ref +6/Will +7, Darkvision 60', Low-light vision, Rock catch, Power Attack, CR 8)
Fire Lizards (N, 10+50 HD/H, 105 HP, AC 17/8, Move 30', AB +16, 2 Claws 1d8+8 or Bite +14 2d6+4, Saves: Fort +12/Ref +7/Will +3, Darkvision 60', Low-light vision, Immune to fire, Vulnerable to cold, Breath weapon 1d4 Rnds 20' cone 2d6 DC 20 Ref, Power Attack, CR 8)

- 27.** Another **stone giant** sits back concealed in this alcove. He carries 1,000 gp, a 100gp ring, a pair of 100gp cloak pins, and a *Brass Horn of Valhalla* which the giant will use if has too.

Stone Giants (N, 14+56 HD/L, 119 HP each, AC 25/11 hide, Move 30', AB +17, Greatclub 2d8+12 or Slam 1d4+8 or Rock +11 to hit 180' 2d8+12, Saves: Fort +13/Ref +6/Will +7, Darkvision 60', Low-light vision, Rock catch, Power Attack, CR 8)

- 28.** If the **skeleton warrior** was not encountered in **8**, he will be wandering past here.
Skeleton Warrior (NE, 12 HD/M, 78 HP, AC 25/11 +2 *full plate* & Dex, Move 20', AB +20/+15/+10, +2 Bastard Sword 1d10+9, Saves: Fort +13/Ref +9/Will +8, Darkvision 60', DR 10/magic & bludgeoning, turning immunity, SR 27, Fear aura 30' radius effects 4 HD or less DC 15 Will if save successful shaken 1 rnd, Blind-fight, Cleave, Great cleave, Power Attack, +2 *Cloak of Resistance*, *Boots of Speed*, CR 14)

- 29.** **4 two-headed trolls** are huddled up counting treasure (6,432 gp and 13 500gp gems).
Two-Headed Trolls (CE, 10+40 HD/L, 85 HP each, AC16/9, Move 30', AB +12, 2 Longswords 2d6+6 or 2 Claws 1d6+6 or Bite +7 to hit 1d6+3, Saves: Fort +11/Ref +3/Will +5, Darkvision 90', Low-light vision, Scent, Fast healing 1 HP per rnd, Rend if hit with both claws add 2d9+9, Cleave, Power Attack, CR 6)

- 30.** This chamber has deposits of slime-covered minerals throughout and a dozen violet-hued bowling ball-sized eggs. Within 1-20 rounds walking in this area will attract a **purple worm** from the smooth tunnel heading down at area **30a**. The gargantuan worm will effectively charge up from the tunnel at **30a** and directly into **30**
Purple Worm (N, 16+112 HD/G, 200 HP, AC 19/4, Move 20'/Burrow 20'/Swim 10', AB +25, Bite 2d8+12 or Sting 2d6+6 plus poison Initial 1d6 Str Secondary 2d6 Str DC 25 Fort, Saves: Fort +17/Ref +8/Will +4, Tremorsense 60', Can grapple +40 as a free action with no attack of opportunity and Swallow Whole 2d8+12 crush dam plus 8 HP acid per round/Inside AC 17 - 25 HP dam to cut free, Power Attack, CR 12)

- 31.** A **huge wind walker** meditates here that will ignore intruders for a minute, then politely (via telepathy) ask them to leave... once. The wind walker wheres a chain with *Medallion of Soul Protection* (Wards against psionic energy, magic jar, & similar attacks, whether by spells, demons, etc. If wearer is slain the soul enters the medallion and is protected for one week before thereafter heading to an outer plane, if the medallion is crushed the soul is completely annihilated.)

Huge Wind Walker (N, 12+30 HD/H, 84 HP, AC 17/13, Move 40'/Fly 60', AB +9, Wind Blast 10' radius 3d6+12, Saves: Fort +5/Ref +12/Will +5, Darkvision 60', DR 5/Magic, Immune to magic spells and abilities that allow SR/Mind-affecting spells function normally/Control Weather slays DC 17+caster Ability Mod Fort/Hast or Slow do 1d6 per 2 caster levels max 5d6 DC 13+caster Ability Mod Ref/Ice Storm causes fear, Telepathy/Read Thoughts 100' radius, CR 9)

- 32.** A innocent-looking brown-haired young girl of about 8 years old in a blue ginger dress and a white bow in her hair cries here. The creature is actually a **Darla**, a malevolent insect which lures trusting folk, preferably alone, to its aid and attacks with it's stinger. In this present situation the Darla is actually crying and terrified of being stuck this deep down in the dungeon. Not only are there very few unsuspecting folk to trap, there are a great number of creatures that would love to eat innocent-looking little girls. The Darla will work with adventurers to secure its escape.
Darla (CE, 9+26 HD/S, 67 HP, AC 20/12, Move 30', AB +10, 2 Claws 1d6+4 *or* Sting 1d6+4 plus poison paralyzes DC 19 Fort/if save successful lose 1/2 Dex for 11-20 minutes, Saves: Fort +9/Ref +5/Will +4, Darkvision 60', Tremorsense 60', Scent, DR 10/Magic, Speak cockroach - just smiles & try to appear innocent, CR 6)
- 33.** Two tiers of hideous, man-sized, winged, stone statues line the walls of the cavern. The eyes of the statues seem to follow the adventurers as they move into the chamber. In fact, the walls are lined with **20 gargoyles**. These gargoyles hate the living and will attack en masse if they are touched/attacked or in any event within a minute after adventurers have entered the chamber. The gargoyles will pursue adventurers into the surrounding passages, but not into any area that is already occupied by a monster.
Gargoyles (CE, 4+19 HD/M, 37 HP each, AC 16/12, Move 40'/Fly 60', AB +6, 2 Claws 1d4+2 *or* Bite +4 to hit 1d6+1 *or* Gore +4 to hit 1d6+1, Saves: Fort +5/Ref +6/Will +4, Darkvision 60', DR 10/magic, Freeze in place, Gargoyles' natural weapons are treated as magic weapons, Speak Common/Terran, CR 4)
- 34.** A patrol of **2 3-bodied mutant rats** patrol here ready to attack anything that passes.
3-Bodied Mutant Rat (CE, 8+4 HD/S, 56 HP, AC 15, Fly 30', AB +7, Touch attack radiation permanent 1d6 Cha drain DC 17 Fort, Saves: Fort +2/Ref +5/Will +7, Darkvision 60', Psionic Abilities: Energy Stun 3d6 Elec DC 17 Ref/Telekinetic Force & Thrust up to 300 lbs 120' range 1d6+2 per 20 lbs of rock, CR 8)

END LEVEL FOUR

LEVEL 5

(Note: *A multi-dimensional demi-plane Hellscape prison.*)

1. These stone steps ascend from **LEVEL 3**, are carved with unsettling sigils, and clearly tread by nothing for centuries. The thick layer of dust is undisturbed even from insects and animals. Evil is detected throughout the area. The nature of the prison demi-plan prevents all scrying and teleport, plane shift will reveal only solid rock in the area.

Up the final 30' the stairs become less broad, and soft, subliminal screams seem to be heard with each step. As the final 10 feet is traversed screams become a cacophony of words, "Get the fuck out of here...!" The subliminal screams crescendo, then they fall silent when adventurers reach the top of the stairs.

At the top of the stairs are huge 20'x20' iron double doors partially blocked by two antique bronze statues of maniacal elves on either side of the door. The statues have glaives lowered in front of the doors. There is no visible locking mechanism (the door is impossible to pick), only a round iron sculpture encasing a crystal reservoir with an opening on top obviously intended to receive roughly one pint flask of some liquid. Non-blood liquid poured in the reservoir merely leaks out, spilling to the floor. Blood of non-lawful evil alignment causes sculpture to rotate and pour out the blood.

The only way to open the door is pouring in one pint of blood from a lawful evil type (roughly 1 Con worth of a medium-size human). Pouring lawful evil blood into the reservoir will cause the statues' glaives to raise and the intricate magical locking mechanism to open (all the blood poured in will be somehow absorbed in the process). If an entrant uses his own blood, the entrant will be able to escape through the door in **4**. However, if lawful evil blood from another person is used, escape through the door in **4** will be denied.

2. A dark, blood-red carpet runs down the center of this hall up to another huge door, also locked with no visible locking mechanism (impossible to pick). Upon passing into the hall entrants are on the demi-plane and all provisions (food, water, wine, and similar items) immediately spoil. However, occupants of this demi-plane do not age or require sustenance. The main door at **1** will close and lock once all entrants are inside and no one is in the area of the stairs (while the main door is open, entrants may exit). When the main door is closed the mechanism of the west door will unlock and move open. If the door from **1** is somehow blocked from closing, the door on the west wall will not open (main door will shut and crush non-magical poles, spikes, or stone).

Once the main door is closed it is impossible (other than a full wish) to teleport, plan shift, scry, or by other magical means traverse or communicate from within to outside the demi-plane, or from outside to within. Using such spells wastes them.

- 3.** This oval chamber is completely dark, no light other than what adventurers have brought with them. The center of the room has 40'x20' opening in the floor surrounded by smooth marble columns. If the adventurers have a light source or can otherwise discern stone features in the dark, they can see that the opening descends far below, and that there appear to be similar oval chambers appearing approximately every 60'.

The four 20'x20' iron double doors leading out of the room will close automatically once they are unattended (when the door from **3** into the hallway at **2** has closed it no longer opens into that hallway, follow the dotted line thereafter). The vertical plane of each doorway is a trans-dimensional portal leading to another door on a different level of this structure (follow the dotted lines on the **LEVEL 5** map). All of the doors appear exactly identical, are all unlocked (except the door in **4** which corresponds to door leading from **3** into the hallway at **2**) and swing open in the direction of an arrow indicated on the map, but may be traversed through the doorways in either direction.

Soft, fluttery, bat-like flapping noises are heard intermittently from the opening in the floor. If adventurers peer down into the opening **8 blood sucking freaks**, translucent flying super-leeches, will attack. The creatures will turn red as they feed on blood. Creatures will attack on any level until all 8 are killed or more are generated (See **4**). **Blood Sucking Freaks** (AE, 15+48 HD/M, 128 HP each, AC 20/16, Fly 120', AB +15, Bite 3d6 plus attached drain blood 1d4 Con per rnd, Saves: Fort +10/Ref +4/Will +10, Blindsense 90', 75% invisible until feeds on blood, impossible to detach unless creature or victim is killed, CR 10)

- 4.** Inside a bile-filled pool at the center of the chamber is a huge, bloated, **fecund freak spawner**. When a blood sucking freak is full (i.e. it's victim is dead), the freak attaches to the fecund freak spawner and deposits blood directly into the spawner's bloated body. In 1d10 rnds the fecund freak spawner will expel a fully formed blood sucking freak. The fecund freak spawner will only attack if attacked. Intertwined among the 14 columns surrounding the bile-filled pool are **6 50' long giant spitting cobras**. The cobras will attack anything that descends to area **4**, but will not attack nor venture into the rectangular throne area (**5**).

A set of huge 20'x20' unpickable iron double doors are here with an iron sculpture and crystal reservoir. If another pint of a lawful evil entrant's own blood is used the doors open north to **1** permitting exit from the demi-plane, the only way to escape the demi-plane other than a full wish. Lawful evil blood of another opens doors south into **3**.

Fecund Freak Spawner (AE, 20+60 HD/H, 160 HP, AC 14/10, Move 20', AB +20, Bite 10d4 plus 10d4 acid, Saves: Fort +20/Ref +5/Will +20, Blindsense 120', Acid spray 20' cone 1 per day 10d6 Dam DC 27 Ref for 1/2, CR 15)

Giant Spitting Cobras (N, 17+21 HD/G, 96 HP each, AC 13/9, Move 20', Climb 20', Swim 20', AB +17, Bite 1d10 plus poison Initial 2d4 Str Secondary 1d4 Str/0 Str = Suffocation DC 25 Fort, Fort +12/Ref +15/Will +6, Scent, Spit Venom 170' ranged touch attack – same as Bite poison, CR 9)

5. Another blood-red carpet runs up the three tiers of this 40' deep chamber. Placidly seated cross-legged off to the east side of carpet is a giant sized (15' tall) horned humanoid with dark blue skin. He is **Medish**, a mighty devil whose destiny is to guard this throne and **Palel**, an imprisoned elf-maiden. Medish actually relishes his time in this demi-plan, as it permits vast time for contemplation. Medish will engage in civil conversation and appreciates philosophical discussion, but attempts to approach the throne will result in extreme violence.

Palel is from a tribe of barbarian elves who dwell in the western headwaters of the River Aston. Palel washed downstream during a horrifying flood 500 years ago. Palel swam in the dungeon river to hide and was eventually discovered by the drow. Palel became a paramour to Vijuu Kremm, the cruel and lascivious priestess of the drow outpost on **LEVEL 8**. Vijuu Kremm, enraptured by Palel yet mindful of what the hive mother would do if the surface elf was discovered, imprisoned Palel here, ageless in the demi-plane. Vasreanayrr has not visited the prison for more than 300 years. Palel will implore visitors to slay Medish and rescue her. Of course, Palel is a barbarian and will not hesitate to lie or use other trickery and turn against her rescuers even if freed.

Medish (LE, 15+10 HD/H, 85 HP, AC 19/12 +2 *Spiked Breastplate*, Move 40', AB +18/+13/+8, +2 *Greataxe* 1d12+10, Saves: Fort +13/Ref +9/Will +7, Darkvision 60', DR 20/magic & brass – brass weapons inflict 2x Dam, Enhanced blindsight 100' – can detect ethereal or astral creatures, Cleave, Great cleave, Power Attack, Speak Common/Undercommon/Abyssal/Draconic/Elf/Dwarf/Goblin/Giant, CR 14)

Palel (CE, Barbarian 6/Elf Str 19/Int 14/Wis 14/Dex 20/Con 14/Cha 19, 54 HP, AC 18/15 Studded Leather&Dex, Move 40', AB +15/+10, *Dagger* 1d4+4, Saves: Fort +5/Ref +2/Will +2, Climb Cliffs 90%, Hide 65%, Surprise 3 in 6/surprised 1 in 10, Detect Illusion 30%, Detect Presence of Magic 50%, Track, Rage 2 per day/+4 Str&Con/+2 Will Saves/-2 AC, Improved trap sense +2, Speak Common/Elf/Goblin/Abyssal, CR 6)

Note for Demi-Plane Prison: There is a 3% chance per year of another adventuring party being able (i.e. LE blood) and entering the demi-plane through the door at **1** (Most likely a band of **Vampire Drow** led by **Priestess Vijuu Kremm** from **LEVEL 8**, area **8** if they are available). Should a trapped party be released they would be the same age as when trapped regardless of how long they remained in the demi-plane.

END LEVEL FIVE

LEVEL 6

(Note: *Beware.*)

- 1.** A huge, roiling mass of flesh and putrescence awash with blood, slime and stinking ichor of unknown origin waits here for unsuspecting dungeoneers. Its form includes fish fins, crab claws, spider legs, shark jaws, bear teeth, a human face, tentacles, and less recognizable appendages of various alien beings. The hideous conglomeration is a **star doppelganger**, a mass of absorbed creatures. The creature is in constant mental communication with another **star doppelganger** in the caverns on the south side of the underground river (at **1b**) and either star doppelganger will attempt to press opponents towards the other. In the small alchove at **1b** there is a tombstone with the words long since worn off. Buried beneath are 1,000 sp, 5,000 ep, and a *Staff of Swarming Insects* (24 charges).

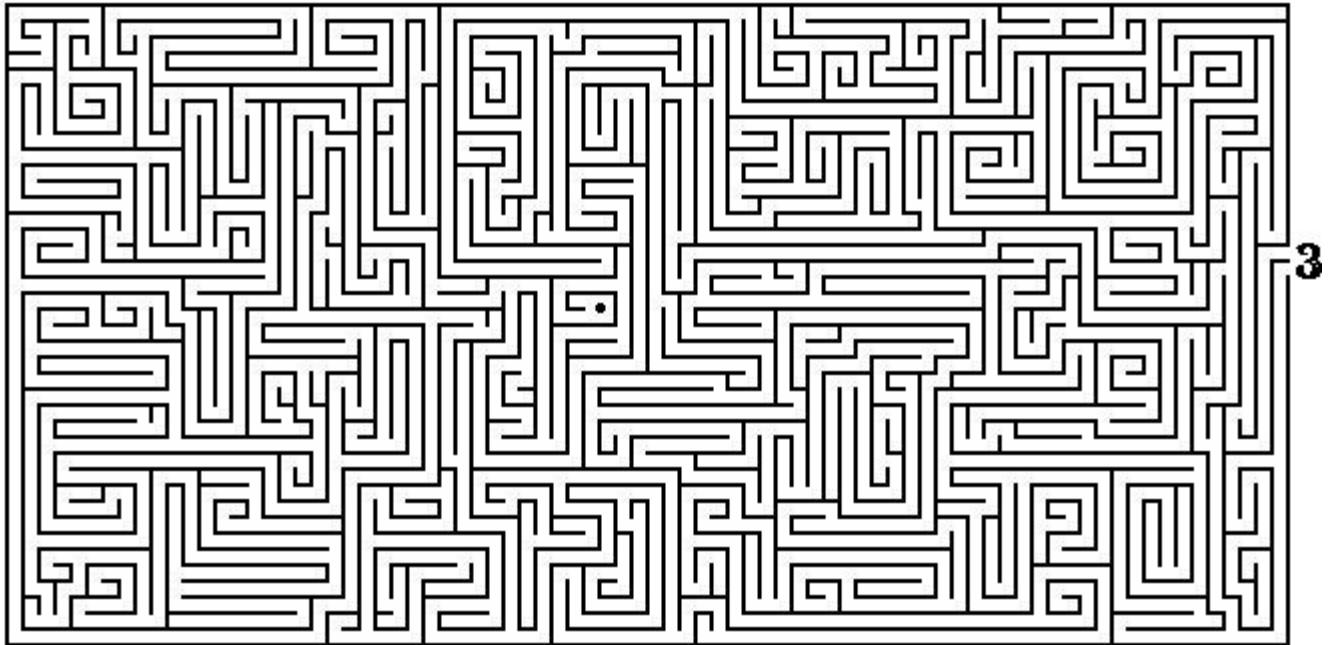
Star Doppelgangers (AE, 16+80 HD/H, 152 HP each, AC 15/5, Move 30'/burrow 20'/climb 20', AB +22, Bite 2d8+12 or Gore 2d6+6 or claw 2d4 +6 or slam 1d6+6, Saves: Fort +10/Ref +2/Will +12, Darkvision 60', Resist cold 10, Fear aura 60' stun 1d4 rnd DC 18 Will, Flesh transfer touch for 1d4 rnd DC 23 Fort - either Convert that changes opponent to opponent's HD star doppelganger or Absorb to add opponent's HD/natural attacks/memories to star doppelganger, Hive mind, Regenerate 5 hp except fire/acid/elec, Split off 2nd Star Doppelganger ½ size or less, Immune to suffocation/inhaled poisons/other atmospheric effects, Cleave, Great cleave, Power Attack, CR 10)

- 2.** **2 Deep Orc warriors** from caverns across the lake stand watch in this intersection. A *magical gong* (sounds by itself if fighting within 20') stands against the north corner of the cave. They have no money, but the first has a *Brooch of Shielding* (69 hp left) & 2 potions (*Fire Resistance*, *Speed*), and the second also has 2 potions (*Healing*, *Fire Giant Strength*). There is a 35% chance they hear those walking in the surrounding passages, they always hear nearby combat. The Deep Orcs' boat is tied up at the nearby lake shore. At the moment of any fighting in the cave, gong sounds... low and resonant. After the sounding of the gong a force of 16 Deep Orc warriors will attack in 11-20 min arriving from various angles in 4 silent boats containing 4 warriors each.
- Deep Orc Warriors*** (CE, 11+17 HD/M, 72 HP each, AC 21/14 +1 full plate&heavy steel shield, Move 20', AB +14/+9/+4, +1 longsword 1d8+6 or longbow +12/+7/+2 to hit 1d8, Saves: Fort +11/Ref +3/Will +5, Darkvision 100', Cleave, Great Cleave, Improved Sunder, Blind-Fight, Great Fortitude, Quick Draw, Power Attack, Toughness, Speak Deep Orc/Undercommon, CR 10)

- 3.** **3 bleeding horror minotaurs** covered in blood occupy this labyrinth, with the party encountering them in 1d100 minutes, each approaching from a different direction at the same time. Minotaurs' have no treasure, but 1 carries the *Axe of Blood* (Keen battleaxe, each day at dawn wielder may open a wound in his person dealing 1d6 dam and sacrifice 1 Con to gain a +1 bonus to attack/Dam with axe up to max +6, may

sacrifice after dawn but each +1 requires 2 Con, If, however, the axe is fed on consecutive days or powered in a later feeding there is a 1% chance plus a 1% cumulative chance per consecutive day the axe is powered that Constitution sacrificed to the axe on that day is actually permanent ability drain - check made once for each point of Constitution sacrificed to the axe that day, character reducing Con to 0 becomes Bleeding Horror). In the center of the labyrinth is a magical transporter pool, which transports any who step in (d20: 1-7 = up to surface, 8-12 = elsewhere on this level/DM's choice, 13-16 = down to 8th level, 17-20 = up to surface 1d100 miles away in a random direction). The minotaurs are undead who will reappear every 24 hours (although without the *Axe of Blood* if someone has taken it).

Note: Teleport/Passwall attempt inside labyrinth falls into *Eternal Pit* on **LEVEL 8**.



Bleeding Horror Minotaurs (CE, 12+18 HD/L, 78 HP each, AC 21/9, Move 40', AB +15/+10, Greataxe 3d6+6/x3 *or* Gore 1d8+6 *or* 2 Claws 1d8+6, Saves: Fort +12/Ref +10/Will +10, Darkvision 60', DR 10/magic, SR 12, Powerful Charge gore attack +2 add to hit 4d6+6 Dam, Bloodstorm spell* as 8th Lvl Cleric 3x/day, Blood Consumption: Claw attack heals Minotaur same as dam/hit both claws add 1d4+2 Con dam DC 18 Fort 1/2, Horrific Appearance view within 60' 1d6 Str dam DC 13 Fort, Immune to Maze spells or becoming lost, Turn Resist +4, Scent, Track, CR 12)

***Bloodstorm, Cleric 3rd:** Range medium (100 ft. + 10 ft./level); Area cylinder (10 ft. radius, 40 ft. high); Duration 1 round/level; Saving Throw see text; Spell Resistance yes; summons whirlwind of blood that envelops entire area of effect. Reflex save or be blinded by swirling blood while remain in whirlwind and 2d6 rounds after leaving. All attacks in area have -4 penalty to attack rolls, including ranged attacks fired into it. Blood deals 1d4 points of acid damage per round of exposure. Any caught within must Will save or become frightened if 8 HD or more or panicked if less than 8 HD.

4. A 10' tall, loathsome, stirge-like creature with a distinctly human face stands on four flyish legs and sorts treasure with its massive humanlike forelimbs. The **stirge demon** drones (hear within 60' comatose sleep 1d4 hours DC 19 Will) going through a horde of 800 pp, 3 50gp gems, 4 100gp gems, and 1 780gp jewel-encrusted medallion. **Stirge Demon** (CE, 10+48 HD/L, 104 HP, AC 23/12, Move 20'/Fly 60', AB +13, 2 Claws 2d8+6 plus Wounding 1 Con dam or Bite 2d10+3 plus Wounding 1 Con dam, Saves: Fort +14/Ref +11/Will +10, Darkvision 60', DR 10/good, SR 18, Blood Drain successful grapple +18 drain 1d4 Con/rnd 4 Con max, Radiate Fear 20' DC 18 Will, Cause Darkness, Dispel Magic/Caster lvl 10, Greater Teleport/self + 50 lbs, See Invisible, Telekinesis 250 lbs DC 17 Will, Summon 2d8 Dretches or a Stirge Demon 35% chance 1/day, Spider Climb, Immune to Elec, Resist Acid 10, Resist Cold 10, Resist Fire 10, Speak Abyssal/Common/Undercommon, CR 12)
5. Buried 20' beneath the sandy floor is a gargantuan **sand horror**. The sand horror will detect the vibrations from anyone walking in the sand and attack with all 10 of its 50' long tentacles at the same time in order to drag prey under the sand to suffocate it. **Sand Horror** (N, 18+115 HD/G, 197 HP, AC 12/6, Burrow 10', AB +20, 10 Tentacles 1d8+12 plus hit = grapple +36 as free action/constrict 2d8+12 bludgeoning dam, Saves: Fort +15/Ref +6/Will +15, Darkvision 60', Tremorsense 60', Air Jet move in water 160'/full-rnd action, CR 10)
6. This is where are buried the seven most powerful orc chieftains from the Auld Days when orcs ruled all the lands. Opposite the tomb entrance on the far side of the tomb is a statue of a creature 1/2 snake and 1/2 ettin with 4 arms. It is a likeness of the **Guardian of the Tomb** which waits to attack in the cave beneath the staircase. **Guardian of the Tomb** (CE, 15+68 HD/L, 143 HP, AC 25/12, Move 40', AB +22/+17/+12, 4 Longswords (2d6+9) plus Poison Initial 1d10 Con Secondary 1d10 Con DC 20 Fort *or* Slam (1d8+9) or Tail Slap (4d6+9), Saves: Fort +17/+12/+12, Darkvision 60', DR 10/Good, SR 15, Immune to Elec & Poison, Resist Acid 10, Resist Cold 10, Resist Fire 10, Cleave, Great Cleave, Power Attack, No penalty on fighting with 2 attacks, Speak Orc/Goblin/Giant, CR 13)

Tombs:

- A. Nonsera Evad** – Intruders are greeted by a rotting corpse with worms falling from its eye sockets and mouth. This chief drew his power from the evil Worm God and has become **worm spawn**. It wears +2 *chain mail* and a +1 *golden longsword*. The gold-blazoned sarcophagi is worth 5,000gp, weighing 500 lbs. **Worm Spawn** (CE, 14+48 HD/L, 118 HP, AC 23/14 +2 *chain mail*, Move 20', AB +16/+11/+6, +1 *longsword* 1d8+6 *or* Slam 3d6+9, Saves: Fort +13/Ref +4/Will +7, Darkvision 100', DR 15/-, Fear Aura 40' DC 18 Will, Melee/grapple attack will disperse 1d4 **rotting worms** on opponent burrowing to brain and create worm spawn in 1d6+4 rnds/to remove can burn while on skin 1d6 dam or cut out 1d6 dam per rnd infested/*remove disease* is only cure/*protection from evil* holds at bay, Putrid Breath 15' cone nauseates 1d4 rnds DC 18 Fort, Immune to disease/

paralysis/poison, Turn Resist +3, Fast Healing 5, Cleave, Great Cleave, Improved Sunder, Blind-Fight, Great Fortitude, Quick Draw, Power Attack, Toughness, Speak Orc/Undercommon, CR 13)

B. Granryld Zyombarg – The orc sorcerer-chieftain here has become a **ghost-sorcerer**. The ghost wears a +2 *Headband of Charisma*, +2 *Cloak of Resistance*, +2 *Gloves of Dexterity*, *Goggles of Night*, and a *Ring of Force Shield*. The solid gold sarcophagi (contains spellbook) is worth 10,000gp, but weighs 1,000 lbs. He casts Alarm and Mage Armor each day. When Alarm is sounded he'll cast Shield. ***Ghost-Sorcerer*** (CE, 11+17 HD/M, 72 HP, AC 25/19 Mage Armor spell +4, Fly 30', AB +9, Touch 1d6 plus 1d4 ability drain/Heals ghost 5 HP, Saves: Fort +5/Ref +9/Will +10, Undead/Incorporeal, Darkvision 60', Manifestation 50% ignore damage from corporeal weapons, Horrific Appearance 60' 1d4 Str/1d4 Dex/1d4 Con dam DC 20 Fort, Corrupting Gaze 30' 2d10 plus 1d4 Cha dam DC 20 Fort, Frightful Moan Panic 2d4 rnds DC 20 Will, Malevolence magic jar DC 20 Will, Telekinesis CL 12 move 300 lbs 20', Turn Resist +4, Spells CL 11: *Detect Magic/Ghost Sounds/Read Magic/Prestidigitation/Resistance/Open/Close/Mage Hand/Mending/Ray of Frost/Shield/Burning Hands/Mage Armour/Alarm/Magic Missile/Hideous Laughter/Knock/Mirror Image/Acid Arrow/See Invisibility/Hast/Fireball/Lightning Bolt/Slow/Ice Storm/Enervation/Phantasmal Killer/Wall of Fire/Cone of Cold/Ball Lightning**, Speak Orc/Undercommon, CR 13)

***Ball Lightning, Sor/Wiz 5**: Range medium (100 ft. + 10 ft./level); Effect Ball of Electricity; Duration 1 round/level; Saving Throw Ref 1/2; Spell Resistance yes; Gather massive amount of electric energy into 5 foot-diameter orb, which then moves to mental instructions and attacks enemies. Ball lightning may be made to move a total of 10' per 2 caster levels/rnd, dealing 1d6 points of elec dam per caster level (max 25d6) to any creature or object that it crosses paths with. Creatures entering the square that the ball lightning is in or starting their turn in the same square as the ball lightning are likewise dealt damage. Ball lightning is not a creature and is therefore immune to attacks, and cannot be physically or mentally influenced other than by the caster. In the round of casting the spell, caster determines location in which ball lightning comes into existence, and may immediately direct it to move its allotted distance for the round. If caster stops concentrating on spell, ball lightning will cease motion and disappear next round.

C. Yyble Byyb - This orc has become a **dread wraith**. His corporeal form having been cremated, there is only a small electrum urn worth 450gp. There is treasure (6,000 gp and 9,000 ep) in a chest trapped with 10 poisoned darts when opened. (-25% find/disable, AB +18, 1d4+1 plus poison 1 Con/1d2 Con DC 13 Fort, CR 7) ***Dread Wraith*** (18d12 HD/L, 114 HP, AC 25/25, Fly 60', AB +16, Touch 2d6 plus 1d8 Con drain DC 25 Fort heals wraith 5 HP, Saves: Fort +6/Ref +15/Will +15, Incorporeal, Darkvision 60', Lifesense 60', Unnatural Aura 30' no animals will approach, slain humanoid = wraith in 1d4 rnds, Speak Common/Infernal, CR 12)

D. Mieb Zyombarg – Opening this tomb instigates a violent attack from a overweight corpse creature, emanating a foul smell of decay. The fearsome warrior-chieftain Mieb (the second Zyombarg to be chief) has turned into a **Draugr**. Mieb will attack the first living thing passing through the door. His plain, warrior's casket contains merely 4 non-magical copper rings.

Draugr (NE, 11+33 HD/M, 85 HP, AC 23/13 +1 *Full Plate* & +1 *Ring of Protection*, Move 30', AB +25/+20/+15, +2 *Greatsword* 2d6+17, Saves: Fort +9/Ref +4/Will +5, Darkvision 60', DR 5/Iron, Gaseous Form Fly 20', Swim Through Earth 10'+22 Grapple another and take for Meld Into Stone effect, Enlarge Self at will to size huge/AB -2/AC -2/+6 Str, Regenerate 2 HP/rnd, unless head cut off - incinerated – ashes scattered in sea or river Draugr regenerate will in 2 weeks, Speak Orc/Undercommon, CR 14)

E. Muuti Ywat – The Deep Orc chief here has become a very large **huecuva**. Ywat was an evil priest who turned to good, then back to evil, then tried to go back to good, but it was too late for him. Very much in disgrace, there is no treasure here.

Huecuva (CE, 10+38 HD/L, 88 HP, AC 23/12 Chainmail, Move 30', AB +16, 2 *Claws* 1d8+4 plus Disease incubation 1 day/1d3 Dex dam/1d3 Con dam per day until victim dies at 0 Con or makes 2 consecutive saves DC 18 Fort, Saves: Fort +10/Ref +6/Will +18, Darkvision 60', DR 15/Silver, +10 Turn Resist, Change Self as Disguise Self spell 3/Day, Speak Orc/Undercommon, CR 13)

F. Corinz Blotz - This Chieftain is truly dead, but he wears magical full plate (+3 *Plate Mail of Arrow Attraction*, -15 to AC vs any attack by a ranged weapon). The Corinz sarcophagi is gold-plated and worth 3,000gp, weighs 750 lbs.

7. There is a sealed coffin with 2 *Eternal Torches* (torches that generate no heat and require no air, but burn forever unless dispelled/CL 12) burning over it. The coffin is made of black stone with engraved magical runes of containment. If the coffin is moved, pried, or otherwise opened a floor-trap falls open from beneath intruders. (-30% find/disable, all within 20'x10' room slide 100' down to **LEVEL 8/area 3**, DC 25 Ref, CR 7) Prying or opening even a crack releases a **shadow demon** that immediately flies up to the top of the tomb to plan it's first charge attack. Although the stone coffin weighs 800 lbs, if sealed again it may be used to trap large-sized or smaller incorporeal demonic types inside (corporeal ones can force it open).

Shadow Demon (CE, 16+64 HD, 136 HP, AC 22/22, Fly 40', AB +25, 2 *Incorporeal Touches* 2d12/shadow burn can only be healed by natural healing, Saves: Fort +24/Ref +26/Will +22. Darksight 100'/can also see perfectly through any darkness spell or effect, Telepathy 100', Aura of Fear DC 28 Will, Immune to fire/poison, Resist Acid 10, Resist Cold 10, Resist Elec 10, Vulnerable in bright light -4 AC/AB/Saves, Pounce/can make full-round attack at end of charge, Rake/if makes full attack end of charge gain 2 additional touch attacks, At-will Spell-like abilities: Deeper Darkness/ Greater Dispel Magic CL 16/Greater Teleport self + 50 lbs of objects, Flyby Attack, Power Attack, Spring Attack, CR 15)

- 8.** Here in this cavern **18 deep orc warriors** stand vigil while above the group up the stairs a **deep orc cleric** is performing a ritual of welcoming a newborn deep orc baby into the clan. The ritual is performed on an alter before a statue of a huge fish with 30 human arms. The ritual involves Underworld oils that increase Str, Con and Wis. The cleric has 3 pints each at hand. If applied using the proper ritual the oils will benefit anyone (blue liquid +1d3 Str, purple +1d3 Con, clear +1d3 Wis). Deep orcs raise their offspring communally with great care. Males and females share rearing duties equally. Haunting music of deep/low horns and strings sound from beyond this cavern. South-west stairs down to 20'x20' adamantite doors (locked/magically sealed Dispel DC 24). ***Deep Orc Warriors*** (CE, 11+17 HD/M, 72 HP each, AC 21/14 +1 full plate&heavy steel shield, Move 20', AB +14/+9/+4, +1 *longsword* 1d8+6 or *longbow* +12/+7/+2 to hit 1d8, Saves: Fort +11/Ref +3/Will +5, Darkvision 100', Cleave, Great Cleave, Improved Sunder, Blind-Fight, Great Fortitude, Quick Draw, Power Attack, Toughness, Speak Deep Orc/Undercommon, CR 10) ***Deep Orc Cleric*** (CE, 13+21 HD/M, 85 HP, AC 21/14 +1 full plate&heavy steel shield, Move 20', AB +13/+7, +1 *Heavy Mace* 1d8+6, Saves: Fort +12/Ref +3/Will +9, Darkvision 100', Cleave, Great Cleave, Blind-Fight, Great Fortitude, Power Attack, Toughness, **Cleric 9 Spells:** *Detect Magic/Detect Poison/Light/Mending/Guidance/Read Magic/Bless/Comprehend Languages/Doom/Inflict Light Wounds/Protection from Law/Darkness/Hold Person/Inflict Moderate Wounds/Spiritual Weapon/Shatter/Blindness or Deafness/Meld into Stone/Searing Light/Water Walk/Magic Circle Against Law/Inflict Critical Wounds/Poison/Chaos Hammer/Slay Living/Dispel Law*, Speak Deep Orc/Undercommon, CR 10)
- 9.** No less than **30 deep orc warriors** lounge about in this large cavern, conversing in guttural whispers, dancing, fornicating, drinking and smoking pungent pipes. Since both male and female deep orcs fight equally hard, there is an even mix of genders here (as elsewhere in their lair). 5 deep orcs perform haunting music high on a ledge. ***Deep Orc Warriors*** (CE, 11+17 HD/M, 72 HP each, AC 21/14 +1 full plate&heavy steel shield, Move 20', AB +14/+9/+4, +1 *longsword* 1d8+6 or *longbow* +12/+7/+2 to hit 1d8, Saves: Fort +11/Ref +3/Will +5, Darkvision 100', Cleave, Great Cleave, Improved Sunder, Blind-Fight, Great Fortitude, Quick Draw, Power Attack, Toughness, Speak Deep Orc/Undercommon, CR 10)
- 10.** **40 deep orc warriors** (less 16 if an attack was made at **2**) are in this huge cavern with barred windows overlooking Underworld Realm, a vast subterranean wilderness extending south. 14 deep orcs stand watch over boats near the underground river, and 10 peer out into Underworld. The rest of the deep orcs are silently practicing martial skills around a 10' pit with flames of an **elder fire elemental** licking up to the ceiling. ***Deep Orc Warriors*** (CE, 11+17 HD/M, 72 HP each, AC 21/14 +1 full plate&heavy steel shield, Move 20', AB +14/+9/+4, +1 *longsword* 1d8+6 or *longbow* +12/+7/+2 to hit 1d8, Saves: Fort +11/Ref +3/Will +5, Darkvision 100', Cleave, Great Cleave, Improved Sunder, Blind-Fight, Great Fortitude, Quick Draw, Power Attack, Toughness, Speak Deep Orc/Undercommon, CR 10)

Elder Fire Elemental (N, 24+96 HD/H, 204 HP, AC 25/17, Fly 60', AB +26, 2 Slams 2d8+6 plus 2d8 fire plus catch on fire 1d4 rnds DC 26 Ref, Saves: Fort +14/Ref +23/Will +10, Darkvision 60', DR 10/-, Immune to fire, Vulnerable to cold, Blind-fight, Combat Reflexes, Spring Attack, Speak Ignan, CR 11)

Note: If elemental defeated, pit extends down 40' to a 20'x20' chamber with 20'x20' adamantite doors to north and south, locked/magically sealed (Dispel DC 24, see **8**).

- 11.** This is a working area where **40 deep orc warriors** sharpen weapons, repair armor, while abusing **72 troglodyte prisoners**. Half the troglodytes are stuffed into the 6 cells, while the rest are pumping bellows, carrying supplies, moving equipment and other manual tasks. Needless to say the chamber is filled with the troglodytes' musk-like chemical (smell sickens 10 rnds DC 13 Fort), although the smell does not effect the deep orcs. Large quantities of non-magical weapons, armor, and oil are stored here in addition to blacksmithing tools and such. Troglodytes fight alongside the deep orcs unless battle turns obviously against them.

Deep Orc Warriors (CE, 11+17 HD/M, 72 HP each, AC 21/14 +1 full plate&heavy steel shield, Move 20', AB +14/+9/+4, +1 longsword 1d8+6 or longbow +12/+7/+2 to hit 1d8, Saves: Fort +11/Ref +3/Will +5, Darkvision 100', Cleave, Great Cleave, Improved Sunder, Blind-Fight, Great Fortitude, Quick Draw, Power Attack, Toughness, Speak Deep Orc/Undercommon, CR 10)

Troglodytes (CE, 2+4 HD/M, 13 HP each, AC 15/9, Move 30', AB +1, 2 Claws 1d4 or Bite 1d4, Saves: Fort +5/Ref -1/Will +0, Darkvision 90', Stench 30' -2 all rolls/10 Rnds DC 13 Fort, Speak Draconic, CR 1)

- 12.** Behind a double set of iron doors is the deep orcs' torture chamber. Unoccupied at present, the chamber has all the normal accouterments for torture (rack, screws, whips, brands, spikes, etc.). A burning fire-pit in the south-east corner vents through a hole cut through the rock wall in the Underworld Realm. Its peculiar conical shape seems particularly designed to permit screams of the tortured to echo into the caverns.

- 13.** **30 deep orc warriors** and **70 deep orc younglings** repose on rugs and animal skins in this area pungent with smells of sweat, bile, feces and urine. The deep orcs here have doffed their clothes and armor while sleeping and caring for the younglings.

Deep Orc Warriors (CE, 11+17 HD/M, 72 HP each, AC 12/12, Move 30', AB +14/+9/+4, +1 longsword 1d8+6 or longbow +12/+7/+2 1d8, Saves: Fort +11/Ref +3/Will +5, Darkvision 100', Cleave, Great Cleave, Improv. Sunder, Blind-Fight, Great Fortitude, Quick Draw, Power Attack, Toughness, Speak Deep Orc/Undercommon, CR 9)

Deep Orc Younglings (CE, 3+6 HD/M, 21 HP each, AC 11/11, Move 30', AB +4, 2 Claws 1d4 or Bite 1d6, Saves: Fort +5/Ref +1/Will +2, Darkvision 100', Speak Deep Orc, CR 3)

- 14.** Tapestry-covered walls adorn the council room of **Zoc Eaten**, the deep orc chieftess, her **deep orc high priest**, and **6 deep orc champions**. An incorrigible alcoholic, Zoc

is the unquestioned leader of the deep orcs. In her bedding behind the south tapestries she has 2 dozen bottles of fermented fungi. (1d4 Wis & 1d4 Dex dam per bottle DC 19/+4 per add bottle Fort, 0 Wis = unconscious, 0 Dex = immobile, 0 both = alcohol poisoning 1 Con dam per turn until stomach "purged" DC same as last drink)

The high priest wears an ancient *Amulet of Elder Fire Elemental Control*.

Zoc Eaten (CE, 16+32 HD/M, 112 HP, AC 21/14 +1 *Mithril full plate of Speed/Haste* 10 rnds per day&heavy steel shield, Move 20', AB +24/+19/+14, +2 *Nine Lives Stealer longsword* 1d8+8/Critical hit draws life force from opponent DC 20 Fort/7 chrgrs remain, Saves: Fort +16/Ref +8/Will +10, Darkvision 100', Cleave, Great Cleave, Improved Sunder, Blind-Fight, Great Fortitude, Power Attack, Toughness, Speak Deep Orc/Undercommon, CR 16)

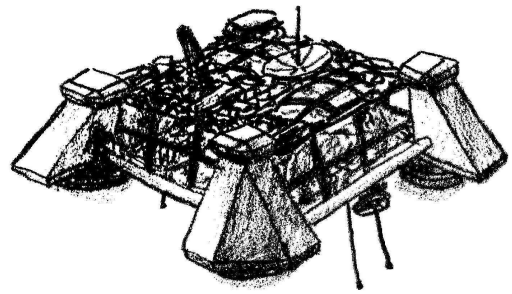
Deep Orc High Priest (CE, 15+26 HD/M, 100 HP, AC 25/19 +4 *Demon Armor full plate/2 +1 Claws* 1d10+4 plus Contagion DC 14 Fort&heavy steel shield, Move 20', AB +15/+9, +2 *Heavy Mace of Terror* 1d8+7/Illusion of terror 30' cone of Fear DC 16 Will partial/3 per day, Saves: Fort +13/Ref +3/Will +10, Darkvision 100', Cleave, Great Cleave, Blind-Fight, Great Fortitude, Power Attack, Toughness, Cleric 11 Spells: *Detect Magic/Detect Poison/Light/Mending/Guidance/Read Magic/Bless/Comprehend Languages/Doom/Entropic Shield/Inflict Light Wounds/Protection from Law/Darkness/Hold Person/Inflict Moderate Wounds/Spiritual Weapon/Shatter/Blindness or Deafness/Meld into Stone/Searing Light x2/Water Walk/Magic Circle Against Law/Inflict Critical Wounds x2/Poison/Chaos Hammer/Mass Inflict Light Wounds/Slay Living/Dispel Law/Anti-Life Shell/Animate Objects*, Speak Deep Orc/Undercommon, CR 15)

Deep Orc Champions (CE, 13+20 HD/M, 85 HP each, AC 21/14 +1 *full plate&heavy steel shield*, Move 20', AB +16/+11/+6, +1 *longsword* 1d8+6 or *longbow* +14/+9/+4 to hit 1d8, Saves: Fort +13/Ref +5/Will +7, Darkvision 100', Cleave, Great Cleave, Improved Sunder, Blind-Fight, Great Fortitude, Quick Draw, Power Attack, Toughness, Speak Deep Orc/Undercommon, CR 13)

- 15.** This secret room holds the treasures of this deep orc clan. Each of the 6 secret doors leading to and entering the treasure room are locked and protected by Greater Glyphs of Warding (-40% find, 5d10 dam/outer doors Sonic/inner doors Acid DC 20 Ref for ½ dam) and guarded within by **4 deep orc champions** who can verbally trigger any remaining glyphs, in particular Sonic ones to sound a general alarm. The treasure consists of 19,000 gp, 2,100 pp, 7 10gp gems, 5 50gp gems, 8 100gp gems, 5 500gp gems, 1 1,000gp gem, 2 55gp gold bracelets, 1 55gp silver ewer, 3 105gp silver chalices w/lapis lazuli gems, 5 350gp large wool tapestries, 2 350gp brass mugs w/jade inlays, 1 550gp silver comb w/moonstones, 1 700gp carved harp of exotic wood w/ivory inlay and zircon gems, 1 1,050 Gold Dragon comb w/red garnet eye, 2 1,050gp ceremonial electrum daggers w/ star rubies in the pommels, 4 3,500gp Golden circlets w/4 aquamarines each, +4 *Heavy Steel Shield of Fire Resistance*, +3 *Scimitar*, *Potion of Fire Resistance 20*, *Ring of Wizardry II*, and a *Figurine of Wondrous Power – Obsidian Steed*. There are also two of the deep orc silent boats stored in here.

- 16.** **2 erinyes devils**, both male, nude, bronze and very handsome, cavort around a fire pit worshipping a large Asmodeus statue. Looking on from the pit is a **noble salamander**.
Erinyes Devils (LE, 11+55 HD/M, 105 HP each, AC 23/15, Move 30'/Fly 50', AB +16/+11, Longsword 1d8+6/19-21 *or* +1 Flaming Composite 22 Str Longbow 1d8+6/x3 plus 1d6 Fire or Rope/Entangle 30', Saves: Fort +12/Ref +12/Will +11, Darkvision 60', DR 5/good, Immune to Fire/Poison, Resist Acid 10, Resist Cold 10, SR 20, Telepathy 100', True Seeing, Spell-Like Abilities CL 12 At-will: *Greater Teleport self* +50 lbs/*Charm Monster* DC 19 Will/*Minor Image* DC 17 Will/*Unholy Blight* DC 19 Will; 1/Day: *Summon Devil* 2d10 lemures or 1d4 bearded devils 50% chance, Speak Infernal/Celestial/Draconic, CR 10)
Noble Salamander (LE, 15+45 HD/L, 112 HP, AC 18/10, Move 20', AB +23/+18/+13. +3 Longspear 1d8+9/x3 plus 1d8 Fire *or* Tail Slap 2d8+3 plus 1d8 Fire, Saves: Fort +12/Ref +10/Will +11, Darkvision 60', DR 15/magic, Immune to Fire, Vulnerable to Cold, Cleave, Great Cleave, Power Attack, Speak Ignan/Common, CR 10)
- 17.** An **abyssal greater basilisk** lurks in this cave full of stone statues. Littering the floor are 4,000 gp, 1 5,000gp gem, 3 90gp gems, 1 300gp gem, and 1 40gp gem.
Abyssal Greater Basilisk (CE, 18+90 HD/L, 189 HP, AC 17/8, Move 20', AB +25, Bite 2d8+10/treated as magic weapon, Saves: Fort +18/Ref +12/Will +8, Darkvision 60', Low-light vision, DR 10/magic, SR 23, Resist Cold 10, Resist Fire 10, Petrifying Gaze 30' Turn to Stone permanently DC 21 Fort, Blind-Fight, CR 12)
- 18.** 90 sq ft of the ground, walls and ceiling of the west side of this cavern is covered by patches of **green slime**, and the west side 90 sq ft of ground, walls and ceiling by **brown mold**. A narrow 3'-5' trail passes down the middle.
Green Slime (each 5' patch 1d6 Com dam, rnd 1 may be scraped off after must be frozen, burned, or cut away. Cold/Fire/Sunlight/Remove Disease destroys. Deals 2d6 dam vs wood or metal, ignores metal's hardness, not wood. Doesn't harm stone, CR 4)
Brown Mold (Feeds on warmth, radiates cold within 30', within 5' 3d6 nonlethal cold dam, fire brought within 5' causes 2x size instantly, Cold dam destroys it, CR 2)
- 19.** These rooms are lined with books, and a learned-looking, large-handed, blue skinned giant adorned with flowing robes has dozens of huge tomes laid open on a large table. A **mercane techno** attempts to decipher the unnatural energies in **20**. Experimenting he understands the door is a portal that transports through space and perhaps time. The mercane's aspiration is to adopt the process for commercial applications. Books either involve magic or space-faring advanced physics. Collection worth 16-35,000gp.
Mercane Techno (LN, 14+42 HD/L, 104 HP, AC 25/15 +10 Powered Force Shield/solid items can pass through if moving very slowly, Move 30', AB +10, Disruptor Pistol 30' increment ranged touch attack 4d6/16-20 Energy: 20 shots, Saves: Fort +13/Ref +12/Will +10, Telepathy 100', SR 25, Spell-like Abilities CL 12: Dimension Door 3/day, Invisibility 3/day, Secret Chest 1/day, Plane Shift 1/day, Techno 7: Comp 50%/Drive 91%/Traps 49%/Locks 54%/Pilot 50%/Repair 28%/Research 30%/Device 59%, Speak Abyssal/Celestial/Draconic/Infernal/Common/Undercommon, CR 14)

Note: Down the stairs behind the secret door is the mercane's computerized teleportation platform. When the control panel is activated by a code (known to Mercane) anything on the platform is teleported to an orbiting space base. Teleport works in both directions, IF one knows return code. If not, 80% chance scramble atoms.



- 20.** In this alcove are statues of 4 horrific, tentacled creatures who leer at intruders. The area is affected by a magical aura that causes Daze effect (DC 25 Will). At the far end of the alcove is a door of slate-colored resin bearing an Elder Sign (warped 5-pointed star) surrounded by base relief images of the tentacled creatures engaged in sexual and violent acts with humans beneath a night sky showing 5 moons. Whatever comes in contact with door is Teleported/Plane Shift to *Carcosa*. Any live person teleported will reappear in 1d10 min, naked, Dazed, perm -1 Con. Has unsettling, dreamlike thoughts of unspeakable rituals beside multi-hued humans and creatures too terrible to imagine.
- 21.** Gold pieces (4,000) are strewn about the water bottom in this temple-like vault . A closer look sees huge human faces looking up from beneath the water. **4 huge water nagas** lair here and attack intruders. Also 7 100gp gems and a *Rink of Blinking*. **Huge Water Nagas** (NE, 14+46 HD/H, 118 HP each, AC 19/10, Move 30'/Swim 50', AB +14, Bite 4d6+8 plus poison Initial 1d8 Con Secondary 1d8 Con DC 19 Fort, Saves: Fort +12/Ref +10/Will +16, Darkvision 60', Combat Casting, Eschew Materials, Cleric 7 Spells: *Acid Splash/Daze/Detect Magic/Light/Mage Hand/Open Close/Read Magic/Expeditious Retreat/Magic Missile/Obscuring Mist/Shield/True Strike/Invisibility/Acid Arrow/Mirror Image/Protect from Energy/Suggestion*, CR 12)
- 22.** Any tinkering with this false door will literally spring the trap, with the entire door popping outward 10' knocking anyone in front of it into the hole dropping down to the Eternal Pit on **LEVEL 8**. Nothing in the hole to hold on to since the opposite ledge is 10' higher back up the stairs. (-35% Find/Disable, automatic hit, 3d6 dam, CR 8)
- 23.** This pentagonal room has a covered, pentagonal-shaped fount nearly full of *magical, yellowish, opaque syrup* (Drinking from it must roll random mutation, no save).
- 24.** Lurking in this swamp is a gigantic creature resembling a giant frog. Except this creature has 4 large tentacles instead front legs. A single eyestalk juts from the top of its head. The **froghemoth** preys on whomever passes with its tentacles and 10' tongue. Scattered here: 3,000 gp, 500 pp, 8 150gp gems, and a *Iridescent Spindle Ioun Stone*. **Froghemoth** (N, 16+83 HD/H, 155 HP, AC 16/9, Move 20'/Swim 30', AB +13, 4 tentacles 1d6+4 *or* Tongue 1d6+2 plus +24 grapple/swallow whole 2d8+4 crush plus 8 acid/Slash-pierce to cut out AC 13 & 20 HP, 2 grapples to climb out *or* Bite 4d6+2, Saves: Fort +10/Ref +6/Will +11, Darkvision 60', Resist Fire 10, elec does no dam/ slows 1 rnd, Cleave, Power Attack, CR 13)

25. A haunted, singing dirge emanates from this narrow, curving passage. The passage is warm and slick with moisture. The singing causes a Daze effect (save DC 24 Will) which cause those hearing to wander inward through the damp passage as long as the singing continues +1 round. Lurking within is a **Jenny Haniver**, terrifying squid-like creatures thought to be bastardized children of the Kraken or older forgotten horrors. The stout, winged and ray-like Jenny Haniver lures prey into its lair to charm and eat victims, or sometimes serve as host for the creature's eggs. Within the lair is 2,800 gp, a sapphire pendant on a gold chain worth 1,750gp, *Potion of Endure Elements*, *Potion of Bull's Strength*, and a *Wand of Daylight* (29 charges).

Jenny Haniver (CE, 13+98 HD/M, 202 HP, AC 27/19, Move 40'/Swim 50', AB +20, 2 Tentacles 4d4+5 plus poison Daze DC 20 Fort *or* Bite 3d6+5 plus poison Daze DC 20 Fort, Saves: Fort +14/Ref +14/Will +15, Darkvision 60', Charm aura 25' creatures take -3 penalty vs singing Daze effect, Spell Reflection/ Any magic directed at the Jenny Haniver is reflected back at the magic wielder unless simultaneous Dispel Magic cast then 50% chance of hitting Jenny Haniver, Song of the Jenny Haniver 100' range Daze DC 24 Will, Dominate 1 creature 10' range DC 24 Will/Plant eggs in abdomen of dominated creature 1d10 dam - after 1 day eggs burrow into spine - after 20 days burst out 6d6 dam and leaving creature paralyzed, Speak Undercommon, CR 13)



Jenny Haniver

END LEVEL 6

LEVEL 7

(Note: ... *yet behaves as if alive.*)

- 1.** This chamber beneath the large hole up on **LEVEL 4** contains hundreds of skeletons, bones broken and gnawed by **30 juju zombies** stalking this room and surrounding passages. Any treasure that belonged to the deceased seems to have been removed. ***Juju Zombies*** (NE, 3+18 HD/M, 33 HP each, AC 16/13, Move 30', AB +8, Slam 1d6+7, Saves: Fort +5/Ref +4/Will +1, Darkvision 60', DR 5/magic & slashing, immune to cold/elec, immune to magic missiles, +4 Turn resist, Resist Fire 10, CR 3)
- 2.** The juju zombies avoid this old shrine area that contains many very lifelike statues. Once inside adventurers attract a convey of a **greater medusa** and **2 medusa** of the regular sort. The greater medusa wears 2 500gp earrings, a 750gp brooch, and 2 100gp necklaces. A 5' area of floor just behind the secret door is a 50' deep spiked pit trap

(-35% find/disable, DC 20 Ref fall 5d6 plus 1d4 Spikes AC +10 1d4+5 dam plus poison initial 1d6 Str secondary 1d6 Str DC 24 Fort). Temp in the pit over 140 degrees (breathing 1d6 dam no save). Beyond the spikes is long slide down to a lake of lava (see **Note for Lake of Lava** below). A **noble salamander** lurks at bottom of pit on slide past the spikes. Scattered in room around pit trap: 7,000 gp, 4 500gp gems, a 1,000gp pearl, 2 500gp earrings, 4 300gp sapphires, and *Potion of Fire Resistance 20*. **Greater Medusa** (LE, 8+15 HD/L, 52 HP, AC 16/10, Move 30', AB +9, Scimitar +1/+2 vs creatures utilizing magic 1d6/18-20 and snakes 1d4 plus poison Initial 2d6 Str secondary 2d6 Str DC 16 Fort or Composite Shortbow 1d6+2/x3, Saves: Fort +4/Ref +7/Will +7, Darkvision 60', Petrifying Gaze 30' turn to stone permanently DC 16 Fort, Poisonous Blood contact Initial 2d6 Str Secondary 2d6 Str DC 16 Fort/blood loses potency 1 hour after exposed to air, Move Quietly 40%, Speak Common, CR 8) **Medusa** (LE, 6+6 HD/M, 33 HP, AC 15/12, Move 30', AB +8, Dagger 1d4/19-20 and snakes 1d4 plus poison Initial 1d6 Str Secondary 2d6 Str DC 14 Fort or Composite Shortbow 1d6/x3, Saves: Fort +3/Ref +7/Will +6, Darkvision 60', Petrifying Gaze 30' turn to stone permanently DC 15 Fort, Move Quietly 40%, Speak Common, CR 7) **Noble Salamander** (LE, 15+45 HD/L, 112 HP, AC 18/10, Move 20', AB +23/+18/+13, +3 Longspear 1d8+9/x3 plus 1d8 Fire or Tail Slap 2d8+3 plus 1d8 Fire, Saves: Fort +12/Ref +10/Will +11, Darkvision 60', DR 15/magic, Immune to Fire, Vulnerable to Cold, Spell-Like CL 15: 3/day: Burning Hands DC 13/Fireball DC 14/Flaming Sphere DC 14/Wall of Fire DC 16, 1/day: Dispel Magic/Summon Monster VII Huge Fire Elemental, Cleave, Great Cleave, Power Attack, Speak Ignan/Common, CR 10)

- 3.** A **glabrezu** demon sits here on a huge, ancient throne. He will attempt to convince adventurers that he is Bloro, an ancient mage who sought eternal life, but was tricked into his soul being bound inside a ram's head amulet. He says he has been cursed for over 100 years to guard the treasure vault behind this throne in a demon's form to keep juju zombies away. The "mage" offers that if the amulet is returned to regain his soul, he will reward the party with all the treasure in the vault. The magic amulet is actually used by the cleric-lich in room **12** to bind the demon here. Returning the amulet to the glabrezu will free him to exercise his evil violence on those nearest at hand (the adventurers). The secret door behind the throne is arcane-locked (CL-12). **Glabrezu** (CE, 12+120 HD/Huge, 174 HP, AC 27/8, Move 40', AB +19. 2 Pincers 2d8+10 or 2 Claws 1d6+5 or Bite 1d8+5, Saves: Fort +18/Ref +8/Will +11, Darkvision 60', True Seeing, Telepathy 100', DR 10/good, SR 21, Immune to Elec & Poison, Resist Acid 10, Resist Cold 10, Resist Fire 10, Improved Grab with Pincers, Spell-Like Abilities CL 14 At-will: Chaos Hammer DC 19/Confusion DC 19/Dispel Magic/Mirror Image/Reverse Gravity DC 22/Greater Teleport self+50 lbs/Unholy Blight DC 19 - 1 per Day: Power Word Stun - 1 per Month: Fulfill wish in exchange for terrible evil acts, Summon 4d0 dretches or 1d2 vrock/50% chance or another glabrezu/20% chance, Speak Common/Abyssal/Celestial/Draconic, CR 13)

- 4.** Entering through the secret door in **3** leads to a wide ledge 10' high above a round pit set into the floor below. Tiles are set in a mosaic pattern around the pit and beyond are

piles of glistening treasure. The pit is 200' down toward a red glow (area **1, LEVEL 10**). Stepping on the ring of tiles causes a voice echoes forth from the pit saying, "Return to the surface for you will never return from this pit!" The piles of treasure are covered with contact poison (Dragon Bile, Initial 3d6 Str, Secondary none, DC 26 Fort) and contain: 4,000 gp, 900 pp, 10 10gp obsidian gems, 6 50gp rock crystals, a 500gp black pearl, a 3,500gp gold circlet set with four aquamarines, a 1,400p fire opal on fine gold chain, 5,000gp jeweled electrum ring, *Wand of Magic Missiles* (3rd, 33 charges), *Elixir of Love*, *Scroll of 3 Divine Spells* (CL3: Inflict Moderate Wounds, Status, Hold Person), *Greater Bracers of Archery*, and *Staff of Size Alteration*.

- 5.** Another large group of **25 juju zombies** seem to ecstatically move in circles around a horrifying 15' tall swirling apparition comprised of ghost-like faces seeming to scream silently in terror. The apparition is a huge **caller in darkness**.

Juju Zombies (NE, 3+18 HD/M, 33 HP each, AC 16/13, Move 30', AB +8, **Slam** 1d6+7, Saves: Fort +5/Ref +4/Will +1, Darkvision 60', DR 5/magic & slashing, immune to cold/elec, immune to magic missiles, +4 Turn resist, Resist Fire 10, CR 3)
Caller in Darkness (CE, 23 HD/H, 152 HP, AC 12/12, Move 30'/Fly 60', AB +14, **4x Incorporal Touches** 4d6, Saves: Fort +7/Ref +13/Will +18, Darkvision 60', Any living intelligent creature slain by touch attack or paralyzed becomes absorbed into monster's consciousness/adds +12 to hit points, Immune to mind effects/poison/sleep/paralysis/stunning/disease/death effects/effects requiring Fort save, harmed only by other incorporeal creatures/magic weapons/spells/spell-like abilities/supernatural abilities, 50% chance ignore any damage from a corporeal source except for force effects or attacks made with ghost touch weapons, Unnatural aura any animal within 30' become panicked or cowering if cornered DC 17 Will, Vulnerable and will flee from natural sunlight, Blind-fight, Psi-like Abilities Lvl 7 At-Will: Clairvoyant sense/Concussion Blast 2 targets 3d6/Detect Psionics/Ego Whip 2d4 DC 16/Mind Thrust 7d10 DC 16; 3 per Day: Death Urge DC 16/Psychic Crush DC 13/Psionic Suggestion 3 targets DC 14; 1 per Day: Co-Opt Concentration DC 18; Speak Common/rarely speaks, CR 13)

- 6.** In the center of this large cavern at the base of a column of rock is a rounded, brick fire pit containing black flames that do not emit any heat or light (appear as flames of magical darkness in Darkvision). The flames burn with negative energy that deal 1d8+5 on contact and 4d8+20 per round to any living creature engulfed in the flames. Huge, bat-like shapes of darkness that emanate evil fly around the cavern, only detectable as they pass and obscure the flickering black flames of the fire pit. The flying shapes are **2 nightwings** that dive on any intruders in the cavern.

Nightwings (CE, 17+34 HD/H, 152/165/147 HP, AC 30/12, Move 20'/Fly 60', AB +18, **Bite** 2d6+17/19-20 plus Magic Drain, Saves: Fort +9/Ref +11/Will +17, Darkvision 60', DR 15/silver & magic, SR 27, Magic Drain successful touch attack drains 1 pt enhancement of magic weapons/armor/shields DC 22 Fort by item/Dispel Evil reverses effect within CL#days & DC 29 CL check, Desecrating Aura 20' +2 profane bonus to all undead/turning undead at -6, Immune to cold, Aversion to daylight, Spell-Like Abilities CL 17 At-Will: Contagion DC 18, Deeper Darkness,

Detect Magic, Haste, See Invisibility, Unholy Blight DC 18; 3 per Day: *Confusion* DC 18, *Dispel Greater Magic, Hold Monster* DC 19, *Invisibility*; 1 per Day: Cone of Cold DC 19, Finger of Death DC 21, Plane Shift DC 21; Summon Undead 1 per Night/ Arrive 1d10 rnds/Serve 1 hour: 5-12 Shadows, 2-4 Greater Shadows, or 1 Dread Wraith; Combat Reflexes, Dodge, Telepathy 100', Can read & understand all forms of communication, CR 14)

- 7.** The northern portion of this dark cave is filled with treasure: 11,000 gp, 800 pp, a pouch of 5 10gp tiger eye turquoise stones, 3 50gp zircon gems, 4 100gp amethyst, a 100gp golden pearl, 1,000gp emerald, 110gp of gold vestment cloth, a 105gp black velvet mask, 2 350gp brass mugs with jade inlays, 4 900gp silver-plated masterwork longswords, a 700gp 10 pound solid gold idol of a Jenny Haniver, 2 1,400gp masterpiece paintings of sailing vessels, a 1,750gp embroidered silk & velvet mantle with numerous moonstones, a 2,500gp pair of embroidered & bejeweled gloves, a 3,500gp necklace of small pink pearls, *Potion of Pass Without Trace, Scroll of Divine Spell* (CL1: Charm Animal/1st), *Scroll of Arcane Spell* (CL2: Ray of Exhaustion/1st), *Scroll of 3 Arcane Spells* (CL1: Obscuring Mist/1st, Ray of Enfeeblement/1st, True Strike/1st), *Scroll of 2 Arcane Spells* (CL1: Detect Undead/1st, CL3: Summon Swarm/2nd), a *Manual of Gainful Exercise +1*, a *+3 Spiked Gauntlet*, and *+3 Full Plate of Improved Acid Resistance*.

Unfortunately for explorers here, in the furthest reaches of the pitch-black southeast corner a **nightwalker** lurks. It stands invisible, 20' tall and 12,000 lbs. It times attacks to most surprise the unwary using its Haste, then Finger of Death on a spellcaster. ***Nightwalker*** (CE, 21+42 HD/H, 186 HP, AC 32/10, Move 40'/Fly 20', AB +24, 2 Slams 2d6+16, Saves: Fort +11/Ref +11/Will +19, Darkvision 60', DR 15/silver & magic, SR 29, Crush item if successful Disarm attempt DC 34 Fort by item, Evil Gaze 30' if met paralyzed with fear 1d8 rnds DC 24 Will, Immune to cold, Aversion to daylight, Spell-Like Abilities CL 21 At-Will: *Contagion* DC 18, *Deeper Darkness, Detect Magic, Dispel Greater Magic, Haste, See Invisibility, Unholy Blight* DC 18; 3 per Day: *Confusion* DC 18, *Hold Monster* DC 19, *Invisibility*; 1 per Day: *Cone of Cold* DC 19, *Finger of Death* DC 21, *Plane Shift* DC 21; *Summon Undead* 1 per Night/Arrive 1d10 rnds/Serve 1 hour: 7-12 Shadows, 2-5 Greater Shadows, or 1-2 Dread Wraiths; Cleave, Combat Expertise, Combat Reflexes, Improved Disarm, Power Attack, Quickened Spell-Like Ability (Unholy Blight), Telepathy 100', Can read & understand all forms of communication, CR 16)

- 8.** There is a lantern burning in this small cave. Within the cave is a simple 4'x4' wooden table and 2 wooden chairs. On the table is the lit lantern and a small leather pouch that seems to contain a deck of cards. The cards are actually a *Deck of Many Things*.
- 9.** Another group of **28 juju zombies** meander about this cavern and the connecting tunnels. Under no circumstances will any of the juju zombies pass through the cavern that leads through the broken wall into the temple area at **11**.

Juju Zombies (NE, 3+18 HD/M, 33 HP each, AC 16/13, Move 30', AB +8, **Slam** 1d6+7, Saves: Fort +5/Ref +4/Will +1, Darkvision 60', DR 5/magic & slashing, immune to cold/elec, immune to magic missiles, +4 Turn resist, Resist Fire 10, CR 3)

- 10.** At the bottom of the winding stair from **LEVEL 4** is a small 10'x10' room with a stone throne on the west wall. The room is lit on either side of the entrance by torches permanently embedded in their sconces. Their flame cannot be extinguished and the torches and sconces are indestructible. Anything living seated in the throne will cause it to instantly tip back into the larger chamber behind the secret door, with the base of the throne then sealing off that chamber (Magical device trap, -35% Find, automatic movement to those seated, no Ref save, Dispel Magic vs CL 17 suppresses movement 1d4 rnds, CR 10). As soon as whatever living creature is removed from the throne in the chamber, or killed, the throne instantly tips forward into its original position. Anyone caught where the base lands takes 12d6 crushing damage per round until flattened dead (Save DC 22 Ref for 1/2 dam, but roll for leg/limb caught underneath which will be crushed/broken and pinned beneath the throne).

If the throne has not completely returned to its original position (if, for example, someone is being crushed beneath it), the throne's movement may be held on a DC 30 Str check, and movement reversed on a DC 35 Str check. Something extremely strong and stable (like a chunk of metal) could block the throne from completely returning to the original position and exposing gaps into the large chamber.

Inside the darkened larger chamber are **7 blood wights**, 8' tall desiccated humanoids covered in blood which oozes from their body, their tattered rags soaked in blood. The blood wights attempt to engulf intruders, holding them in their body until they drown. **Blood Wights** (CE, 12+36 HD/L, 90 HP each, AC 21/11, Move 30', AB +14, 2 Claws 1d8+5 plus 1 Con blood loss, Saves: Fort +7/Ref +6/Will +9, Darkvision 60', DR 10/bludgeoning & magic, Engulf M-sized or smaller creature with successful +17 grapple no provoke attack of opportunity/engulfed victim must hold breath or begin to drown - later grapple success by victim breaks free/attacks on engulfing wight deal 1/2 dam to blood wight and 1/2 dam to engulfed victim, +5 Turn resist, Resist Fire 10, CR 9)

- 11.** This is a long, wide and completely dark hallway. At the west end are double doors leading into the temple proper at **12**. To the east 3 male and 1 female voices sound as if they frolic in a pool of water and speak teasingly to each other in undercommon. In the eastern chamber there is indeed a square pool, 10' deep, in the center a large square column jutting 5' above the water. Floating above the column is a 3' globe of absolute blackness, blacker even than the darkness surrounding it, a **sphere of annihilation**.

Light or appropriate vision reveals 3 male and 1 female nude and comely six-armed humanoids cavorting pleasantly in and around the pool. The males are **3 arachs** and the female is an **arach spellbinder**. They are the sexual playthings of the cleric-lich in **12** and will toy with adventurers all while seeking an opportune moment to attack.

Arach (NE, 9+27 HD/M, 70/88/79 HP, AC 19/13, Move 30'/Climb 10', AB +12, Bite 1d6+2 plus poison Initial 1d4 Str Secondary none DC 17 Fort *or* 6 Slams 1d4+2, Saves: Fort +6/Ref +9/Will +9, Darkvision 60', Blind-fight, Int 14/11/11, Speak Common/Undercommon, CR 7)

Arach Spellbinder (NE, 16+48 HD/M, 138 HP, AC 22/14 +2 *Bracers of Armor*, AB +15, Bite 1d6+2 plus poison Initial 1d4 Str Secondary none DC 17 Fort *or* 6 Slams 1d4+2, Saves: Fort +8/Ref +11/Will +16, Darkvision 60', Blind-fight, Combat Casting, Dodge, Eschew Materials, Still Spell, Sorcerer 7 Spells: 0 Lvl: Dancing Lights/Daze DC 14/Detect Magic/Disrupt Undead/Ray of Frost/Read Magic/Touch of Fatigue, 1st Lvl 7 per day: *Charm Person* DC 15/*Chill Touch* DC 15/*Expeditious Retreat/Identify/Magic Missile/Ray of Enfeeblement*, 2nd Lvl 7 per day: *Blindness-Deafness* DC 16/*Daze Monster* DC 16/*Invisibility/Touch of Idiocy*, 3rd Lvl 5 per day: *Dispel Magic/Lightning Bolt* DC 17/*Suggestion* DC 17, *Wand of Scorching Ray* 23 charges, *Potion of Cure Moderate Wounds*, Int 12, Speak Common/Undercommon, CR 10)

Sphere of Annihilation (Hole in the continuity of the multiverse. Any matter that comes in contact with a sphere is instantly sucked into the void, gone, and utterly destroyed. Only the direct intervention of a deity can restore an annihilated character; It can be caused to move by mental effort/move action based on the result of a control check against a DC 30: check is 1d20+character level+character Int modifier; If the check succeeds the character as a free action can move the sphere 10'+5' per each 5 points the character's control check that round exceeded 30; Control of a sphere can be established from as far away as 40 feet, control must be maintained by continuing to make DC 30 control checks each round, as long as control is maintained can control the sphere from a distance of 40'+10' per character level, if a control check fails sphere slides 10' toward character attempting to move it; If two or more creatures try to control sphere the rolls are opposed and if none are successful the sphere slips toward the one who rolled lowest; Gate spell cast on a sphere: 50% chance destroyed, 35% chance the spell does nothing, and 15% chance a gap is torn in the spatial fabric, catapulting everything within a 180-foot radius into another plane; If a *Rod of Cancellation* touches sphere both negated in tremendous explosion: everything within 60' radius 2d6×10 dam; Dispel Magic/Mage's Disjunction have no effect on sphere)

- 12.** This massive, Romanesque temple is devoid of all light. The only sounds are drippy, gurgling, and slithery wet dragging interspersed with mutterings in the infernal language. The sounds echo throughout, but those who see by whatever means spot what appear to be several freshly skinned corpses shambling towards intruders, their organs hanging loosely in the torso or dragged on the floor behind them. The skeletal creatures are **8 rawbones** raised from the corpses of those tortured to death.

At the west end of the temple there is a throne suitable for a giant-sized being, flanked on both sides by 15' tall statues of a bloated, demonic humanoid with a goat-like head sporting spiraling ram horns, two bat-like wings protruding from the back and a long snake-like tail with a sharpened barb. Barely noticeable in the huge throne is a small

and horribly withered creature which twitches as if wracked with pain as waves of shadow seep from empty eye sockets down into its dry, tattered skin. Those venturing forward for particularly close examination notice the creature wears a *Ram's head amulet* from a chain around its neck. He is a very evil **Natrix, kobold lich-cleric of Orcus**, who would like nothing better than to capture some adventurers alive to torture and kill, adding to his collection of rawbones.

The rectangular pool contains what looks to be bubbling mustard yellow muck, but is actually a humongous **vamperic ooze** that attempts to envelop and constrict anyone living who comes within 10' of the pool (will venture out of the pool during battle).

Rawbones (NE, 14+28 HD/M, 98/99/83 HP, AC 18/12, Move 30', AB +15, 2 Slams 1d8+4 *or* Entrails Lash 1d4+4 plus Grab/if hit free action +18 Grapple no attack of opportunity - success 1d4 strangulation dam per rnd, Saves: Fort +8/Ref +8/Will +10, Darkvision 60', DR 10/magic or silver, Nauseating Aura creature nauseated within 20' radius plus 1 min after leaving area DC 19 Fort, Vomit Gore 3x per day spit blast of blood & gore 20' cone 7d6 dam DC 19 Ref for 1/2 dam, +2 Turn Resist, Immune to cold, Speak Common/Infernal, CR 8)

Natrix, Kobold Lich-Cleric of Orcus (CE, 13 HD/S, 93 HP, AC 24/11 +2 *Spiked Breastplate*/+1 *Ring of Protection*, Move 15', AB +5/+0, +1 *Heavy Mace of Spell Storing*/Contagion 1d8 *or* Touch 1d8+5 plus Paralyzing Touch/permanently paralyzed appears dead DC 20 Fort, Saves: Fort +8/Ref +4/Will +15, +2 *Headband of Inspired Wisdom*, +1 *Ring of Protection*, Unholy symbol of Orcus, Darkvision 60', DR 15/bludgeoning & magic, Channel Negative Energy 9x per day Dam 6d6 DC 20 Will 1/2, Fear Aura -5HD Frightened 5HD & up Shaken 12 rnds DC 20 Will, Immune to Cold, +4 Turn Resist, Combat Casting, Extend Spell, Silent Spell, Spells DC = 17+Spell Lvl: *Bleed/Detect Magic/Guidance/Light/Read Magic/Resistance/Command x2/Divine Favor/Doom/Obscuring Mist/Protection From Good/Sanctuary/Bull's Strength/Death Knell/Hold Person x2/Resist Energy/Silence/Sound Burst/Spiritual Weapon/Bestow Curse/Blindness-Deafness/Contagion/Dispel Magic/Invisibility Purge/Magic Circle Against Good/Wind Wall/Air Walk/Divine Power/Freedom of Movement/Poison/Unholy Blight/Command-Greater/Flame Strike/Slay Living/Spell Resistance/Wall of Stone/Create Undead/Harm/Word of Recall/Blasphemy/Inflict Serious Wounds*, Int 18, Speak Common/Undercommon/Draconic/Infernal, CR 15)

Vamperic Ooze (CE, 24+12 HD/H, 122 HP, AC 4/4, Move 10'/Climb 10', AB +20, Slam 4d4+6 plus Energy Drain 1 Lvl plus Grab/if hit free action +18 Grapple no attack of opportunity Energy Drain 1 Lvl each rnd grappled after 1st, Saves: Fort +4/Ref +0/Will +2, Blindsight 60', Vulnerable to Sunlight, Immune to Cold/Elec, CR 11)

- 13. 24 juju zombies** move around the area of this intersection looking for living snacks. **Juju Zombies** (NE, 3+18 HD/M, 33 HP each, AC 16/13, Move 30', AB +8, Slam 1d6+7, Saves: Fort +5/Ref +4/Will +1, Darkvision 60', DR 5/magic & slashing, immune to cold/elec, immune to magic missiles, +4 Turn resist, Resist Fire 10, CR 3)

- 14.** Along this 10'-wide corridor are 6 10'x20' cells with adamantine bars 2" thick (80 HP, 20 hardness). The cells are alike in that they all have a straw-covered floor, a clay pitcher, and a wooden bucket. Each cell contains a single prisoner, visage indistinct, clad in coarse, unisex clothing: 1) sneaking/adroit thief; 2) inspecting wizard; 3) prim and proper paladin; 4) punkish fighter; 5) brutal barbarian; and 6) a reverential cleric.

When anyone enters the corridor in view of the prisoners they rise up moving towards the bars of their cells. Their faces remain indistinct, as if seen through thick fog. It is apparent they are all trying to get the attention of whomever is in the corridor to release them. No sound issues from the prisoners and their movements. If adventurers break into the cells they find everything is an apparition. As adventurers move through the contents of the cells, and perhaps even the prisoners themselves, the prisoners will retreat to the corners of their cells as if to protect themselves from ghosts.

Juju zombies avoid this corridor since nothing lives here and the apparitions are weird.

- 15.** A group of leathery, grey-skinned humanoids with bat-like wings float cross legged in a circle here - all floating about a foot above the ground and appear as if hibernating. These inhabitants are **12 juju berbalangs**. If any of the juju berbalangs are disturbed in any way they will all awaken and attack.

Juju Berbalangs (CE, 8+48 HD/M, 84 HP each, AC 23/18, Move 40'/Fly 60', AB +11, Bite 1d6+5 or Claws 1d6+5 or Slam 1d6+5, Saves: Fort +5/Ref +7/Will +9, Darkvision 60', DR 5/magic & slashing, immune to cold/elec, immune to magic missiles, +4 Turn resist, Resist Fire 10, CR 7)

- 16.** Each of the three 3"-thick iron doors (Hardness 10, 90 HP) into this chamber are locked & Arcane Locked (Dispel DC 26). Inside is lit from everburning braziers atop two 5' columns aside the south door. The floor is covered in dust, with several crumbly piles lying about. At the north wall standing completely motionless is a 12' tall sinister figure in a long black-hooded robe, its face hidden from view. In the figure's curved black claws it grips a gleaming, silver-bladed scythe. The head turns toward intruders.

The creature is a **soul reaper**. It will immediately cast either Deafness if it pinpoints a spellcaster or Blindness on what it can guess is the most powerful foe. The soul reaper also first targets with its scythe any invisible foe just to show them they cannot hide.

If the ground beneath the dust is searched dried, rust-colored liquid seems to have dripped on the ground from something headed out through the east door. At the end of that cavern is a cave-in, and the bones of an elf are found there adorned with a *Scroll of 2 Arcane Spells* (CL 5: Glibness/Water Breathing), a *Wand of Owl's Wisdom* (35 charges), and +5 *Short Spear* plus a pouch containing 300 gp and a 1,000gp emerald.

Soul Reaper (NE, 22+132 HD/L, 231 HP, AC 29/13, Move 40', AB +25/+20/+15/+10, +1 *Scythe* 2d6+13/19-20 plus Soul Slash crit tears soul from body DC 26 Fort - if save made only extra 3d6 dam - holds 4 souls max/body crumbles to dust - if *scythe*

shattered on consecrated ground trapped souls released to original body if less than 1 day since killed or wander in spirit form unless cast Miracle/Wish/or True Resurrection - if separated from *scythe* reaper can summon within 100' as move action DC 26 Strength check to hold on, Saves: Fort +14/Ref +13/Will +18, DR 15/silver & magic, SR 26, Constant see invisibility, At Will: *Desecrate/Unholy Blight* DC 19, 1/Day: *Blindness-Deafness* DC 17/*Symbol of Pain* DC 20/*Unholy Aura* DC 23, +4 Turn resist, Cleave, Great Cleave, Power Attack, Never speaks, CR 15)

17. Down this long corridor the rock cavern walls give way to square, polished aluminized walls, floor and ceiling. These 5' wide x 10' tall corridors are all well-lighted, similar to fluorescent lighting, but no light source is seen - the light is ambient. None of the undead venture down this corridor.
18. Each of these perpendicular corridors numbered 1-6 corresponds to one of the cells numbered 1-6 in room **14**. If a character enters the corridor, the Game Judge must determine if that Player carries alternate/old character sheets. If not, nothing happens and the character may stroll up and down this empty offshoot corridor. If the Player does carry alternate character sheets, the Game Judge must look through them to see if there is one that corresponds to the character class of the prisoner in the related cell. No corresponding character class is the same as if no alternate character sheets, nothing happens.

However, if the Player has an alternate/old character sheet that corresponds to the character class of the prisoner in the related cell, the Player must now game using the alternate character, who comes strolling out of the offshoot corridor, complete with all possessions listed on the alternate sheet, as the Player's regular character disappears.

If the adventurers return to the cells in room **14** they discover imprisoned there a unisex and indistinct prisoner relative to the disappeared character's class.

Recovering the original character is simple for the Player. The alternate character must merely walk back down the corridor where the original character was imprisoned and they will switch back again, the alternate disappearing and the original walking out.

Any character who exits from the prisoner cells (alternate or original) will tell of their cell being in a huge zoo with thousands of cells, stacked in rows with strange alien creatures moving by on balconies outside the cells to view the prisoners.

19. Inside this odd-shaped room there are multitudinous shiny panels with lighted colored glass tubes sticking out of them. The room is populated by a single creature who cannot be surprised. This short, 3' tall, creature is a **TraflaDeLorean**, who peers at the adventurers from an eye in the middle of a hand-shaped head atop a thin and elongated neck and hops about on a single suction-cup foot. TraflaDeLoreans experience reality in four dimensions, meaning they have total access to past, present, and future and are

able to perceive any point in time at will. They pity creatures who only see in three.

Because the TraflaDeLorean believes that when a being dies it continues to live in other times and places, it is placid about death (and already knows when its own death will occur). The TraflaDeLorean will patiently explain its philosophy to adventurers, that a being can exist only in joyful moments. Even though a being can experience disappointments and tragedies, after that the being can live in that period which is happier for them and just pass by things with a negative impact such as wars, death, and even little problems, without any desire to solve them.

It is this philosophy that allows the TraflaDeLoreans to imprison intelligent beings in zoos for the enjoyment of other species. TraflaDeLoreans think time is predetermined and unchangeable (no free will), so their belief frees them of blame for their actions.

TraflaDeLorean (LN, S, Move 20'/*Teleport at-will*, No HD-HP-AC-AB-Saves-CR)

- 20.** Against the wall in the southeast area of this room is a huge fountain, 10' wide pool at its granite base with a mountainous copper sculpture for waterfalls extending up 20' tall. There is no water running in the fountain. The surfaces appear dry, rough, and dusty, the copper mountain covered in green patina, as if the fountain has not run for a long time. Gold coins can be seen in the dry pool (2,300 gp), also a black iron arrow (*Greater Arrow of Slaying Evil Outsiders*) and a platinum rod (*Rod of Greater Metamagic Maximize*). Fountain is a **huge mimic**, attacks anyone moving within 10'. **Huge Mimic** (N, 21+63 HD/H, 156 HP, AC 18/10, Move 20', AB +27, 2 slams 3d8+12 plus hit is Adhesive - automatic grapple & Crush for 3d8+12, Saves: Fort +15/Ref +15/Will +18, Darkvision 60', Immune to Acid, Mimic shape of any object up to 450 cubic feet, Adhesive coated - any weapon hit will stick unless DC 26 Ref/DC 26 Str to pry weapon off/Adhesive breaks down 5 rnds after Mimic death, CR 12)

Note for Lake of Lava: The slide drops through a hole 40' above a lake of lava. The heated air is over 140 degrees (1d6 dam per minute, no save, plus DC 15 Fort save every 5 min or add 1d4 non-lethal dam, -4 to save if heavy clothing or armor, metal armor affected as if Heat Metal spell). The lake of lave is roughly 120' around and 30' deep. Contact does 2d6 dam per rnd, total immersion deals 20d6/rnd & can cause drowning. **11 noble salamanders** cavort in the lake and will attack any intruders on sight. A 10' x10' outlet at bottom west end leads to lava falls below **LEVEL 10** to **ETERNAL PIT**. **Noble Salamanders** (LE, 15+45 HD/L, 112 HP, AC 18/10, Move 20', AB +23/+18/+13, +3 Longspear 1d8+9/x3 plus 1d8 Fire *or* Tail Slap 2d8+3 plus 1d8 Fire, Saves: Fort +12/Ref +10/Will +11, Darkvision 60', DR 15/magic, Immune to Fire, Vulnerable to Cold, Spell-Like CL 15: 3/day: Burning Hands DC 13/Fireball DC 14/Flaming Sphere DC 14/Wall of Fire DC 16, 1/day: *Dispel Magic/Summon Monster VII* Huge Fire Elemental, Cleave, Great Cleave, Power Attack, Speak Ignan/Common, CR 10)

END LEVEL 7

LEVEL 8

(Note: *The Eternal Pit.*)

Note for Drow Poisons: The Vampire Drow here have collected more than 300 varieties of Purple Worm poison and 100 mixtures of Deathblade poison, therefore saves vs poison must be attempted upon hits from each individual weapon or bolt.

1. The underground river moves 70'/rnd from rapids to the silent waterfall (+3 DEX checks to avoid going under; 3 +3 DEX checks in a row to escape rapids and reach the bank). All falling in will be swept along unless actively moving against current by swimming or grabbing rocks along the bottom (7' deep chute to waterfall). Cavern here is pitch-black, although in the southern branch a brief view of shadowy light.
2. The Eternal Pit - Immense cave plunges down seemingly forever. Actually, anything dropping in falls 5,610 feet to the bottom (provided it doesn't encounter anything on the way down). The cavern is basically in darkness, although areas of red, shadowy illumination may be seen in the drow outpost along the south edges of the cave.

Also visible about 320' down along the east wall of the cave running down the cavern wall is a red and gold-colored lava falls from the salamander's Lake of Lava beneath **LEVEL 7**, room **2**, through the jagged pit on **LEVEL 10**.

A mostly narrow path circumscribes a rim around the top of the cavern. Any light or loud noises on or near the path will attract **5-8 huge doombats** every 10 minutes (the "yipping" of doombats will be audible as they approach). Light and noise will also attract attention from the vampire drow in rooms **11** and **12**, most likely in the form of missile fire (bolts, magic, etc.), the vampire drow may send scouts to investigate.

A 30' radius web is suspended beneath the rough-center of the cavern's ceiling, below the hole at **LEVEL 6**, room **22**. The web is not sticky, but still entangles any who fall in it (entangled creatures -2 to attacks, -4 to DEX, must make a concentration check to cast spells, web strands have 10 HP to cut or burn, DC 30 STR check to break).

The ceiling and in particular the area surrounding the web are guarded by a colony of **20 arachnid horrors**, huge spider creatures comprised of a score of spiked spider legs connected by a small body hidden within the seething mass of appendages. The creatures inhabit caves pitted into the ceiling and will aggressively attack anything they detect with their tremorsense in the webbing or that is climbing about the upper cavern and ceiling. If battle goes against them they will retreat to their caves. The drow herd the arachnid horrors by means of shrill whistles the creatures can't stand.

Huge Doombats (NE, 18+54 HD/H, 144 HP each, AC 18/14, Move 10'/Fly 50', AB +14, Bite 1d12+9 *or* Tail Slash 1d10+6, Saves: Fort +14/Ref +17/Will +9, Blindsense

60', Hide in Shadows 20%, Shriek Attack/Yip within 100' DC 22 Will Save or overcome with uneasiness 1d4+1 Rnds -1 hits/saves/checks & must make concentration check to cast spells, CR 9)

Arachnid Horrors (NE, 18+108 HD/H, 198 HP each, AC 20/11, Move 40'/Climb 40', AB +18, 4 leg spikes 1d10+9 plus if 2 or more legs hit Grapple +19 as a free action/if grapple succeed 3d10+12 spikes from constriction, Saves: Fort +14/Ref +11/Will +14, Darkvision 60', Tremorsense 60', Move Quietly 30%, Hide in Shadows 30%, vulnerable to load or high-pitched sounds/+50% from sonic damage, Scuttling Charge/ does not have to move in a straight line to charge, CR 11)

- 3.** Ledge at the end of the slide down from floor-trap in **LEVEL 6**, room **7**. Must make a DEX check to grab ledge and avoid flying off over the edge into the Eternal Pit.
- 4.** Main entrance to the abode of dwarven vampire Princess Noranwihilda Arman - Daughter of King Brulgrarlun Arman of Baylor (who Defeated Ten Orc tribes).

Centuries ago in distant Baylor Noranwihilda was taken in a midnight raid by the Vampire Queen. Adventurers rescued her, slaying the Queen, not realizing the Princess was infected with vampirism. Noranwihilda fled Baylor to this far-off dwarf outpost, finding it occupied by drow. However, Noranwihilda is now the Vampire Queen, having infected and enslaved Priestess Vijuu Kremm and the priestess's drow minions.

Noranwihilda poses as a normal dwarf woman tortured and imprisoned by the drow.

4a. The stone path, steps, and two small towers flanking the heavy iron door (2" thick, hardness 10, 60 HP, Break DC 28) are all clearly of dwarven craftsmen. No light emanates from behind the bars (2" thick, hardness 10, 60 HP, Break DC 24) in the tower windows. Upon close inspection, the dwarven runes and images here have all been defiled by obscene and vile undercommon writings.

4b. **Vampire Queen Noranwihilda** will approach visitors in this shadowy entry as a young, silver-bearded dwarf woman in tattered robes, bound by chains, and showing scars and bruising from torture. No magic is detected on her person. Note: The "chains" that bind Noranwihilda are actually her spiked chain weapon.

Noranwihilda will tell intruders (truthfully) to leave quickly and get far away if they wish to survive. Noranwihilda will speak of the drow and dangerous priestess, omitting their vampire aspects, who have imprisoned her here for nearly 100 years (more like 300, but Noranwihilda and the vampire drow do not age).

If prodded, Noranwihilda will reveal the layout of the outpost, even disclosing a few of the secret passages (all with the purpose of getting adventurers trapped by vampire drow). She insists on staying here, as it is the only "world" she knows.

Noranwihilda will conceal that she is a vampire until the latest possible moment, even if battle appears to be going against her vampire drow, all the while hoping for a "grand reveal" to adventurers at a dramatic moment if at all possible.

Vampire Queen Noranwihilda (CE, Fighter 15/Dwarf Vampire, Str 26/Int 20/Wis 18/Dex 21/Con - /Cha 20, 112 HP, AC 21/16, Move 20', AB +20/+15/+10, Spiked Chain 2d4+8 or Slam 1d6+8, Saves: Fort +9/Ref +12/Will +11, Darkvision 60', DR 10/silver & magic, Resist Cold 10/Elec 10, Alternate form at will Bat/Dire Bat/Wolf/Dire Wolf, +4 Turn Resist, Natural attacks treated as magic weapons, Fast Healing 5/rnd, Gaseous Form at will Fly 20' - automatically turns gaseous at 0 HP, Spider Climb, Blood Drain if Grapple +23 drain 1d4 Con/rnd Heals 5 HP, Dominate 30' gaze DC 20 Will, Children of the Night 1/day Call 1d6+1 rat swarms/1d4+1 bat swarms/3d6 wolves, Energy Drain 1/rnd natural attacks deal 2 Neg lvls Heals 5 HP, Creatures killed by energy drain rise as spawn 1d4 days after burial, Cleave, Great Cleave, Blind-fight, Improved Unarmed Strike, Deflect Arrows, Mobility, Lightning Reflexes, Iron Will, Stunning Fist, Stability +4 vs Bull Rush, +2 Saves vs Spells & Spell-like effects, +1 AB vs orcs & goblins, +4 AC dodge bonus vs giant-type monsters, does not cast shadow or reflection in mirror, will not enter area with garlic, recoil from mirror or strongly presented holy symbol/must stay 5' away, unable to cross running water, unable to enter a home or building unless invited by someone with authority to do so/public buildings ok, Direct sunlight disorients 1st rnd/destroys 2nd rnd, immerse in water robs 1/3 HP per rnd, wooden stake through heart slays instantly/removed returns life, Speaks Common/Dwarf/Giant/Goblin/Orc/Terran/Undercommon, CR17)

5. Plush, black leather chairs (dyed elf-skin) and heavy oak & iron end tables populate this sitting room. **Noranwihilda** (see room 4) will approach here in her "tortured dwarf slave" persona if intruders enter from the regular or secret doors in 5 or from room 6. The alcoves off the south-west are a library containing sections on ancient history, crime, cultures & folklore, metallurgy, sports, and warfare. Most books are antique oddities written in dwarven and not very valuable (70% poor 1-10 SP each, 20% average 1-4 GP each, 7% good 5-50 GP each, 3% rare 100-1000 GP each). Only two books here are especially useful: A three-volume set in the Crime section on *Venoms & Toxins* to prepare and derive for maximum use any known poison on this planet; and in the section on Cultures and Folklore a leather tome with no title, the cover about 2' by 1 1/2' (largest book on shelf): It opens to a secret page which, when a command word is spoken, reveals a portable hole roughly 5' diameter on the inside.
6. The Armory - Several exotic drow weapons on display: 5 bladed bucklers (1d6 shield bash attack); 4 hand repeating crossbows (3-bolt clip, 30' range increment, 1d4/19-20); 12 loaded 3-bolt clips; 3 double short swords (1d6x2/19-20); 2 Whipblades (long, thin, flexible blades, flicking/whipping attacks, reach 10', 1d8/18-20); and *Abjurer's Bane* (+1 Scimitar, +3 plus 2d6 dam vs any creature with an abjuration spell cast on it and nullifies the spell). The southern pool is a 10' deep cistern filled with fetid water.

7. A red glow emanates from the roaring fire behind grates in the abdomen of two, 20' tall black iron constructs, **furnace golems**. They will attack any who enter the cave. Buried 5' deep beneath the dirt floor in the secret room is Naranwihilda's coffin.

Furnace Golems (N, 19+40 HD/H, 148-145 HP, AC 29/7, Move 20', AB +28, 2 Slams 4d6+11 plus 2d6 Fire plus Grab/free grapple +36 shove in interior 2d6 fire/rnd grate bars 25 HP-hardness 10-AC 22-Break DC 30 STR, Saves: Fort +6/Ref +5/Will +6, Darkvision 60', low-light vision, DR 15/Adamantine, Immune to fire/magic/rust, Breath weapon every 1d4 rnds/10d6 fire 50' line DC 19 Ref for 1/2, Resist Cold 20/ magical attack that bypasses Resist Cold slows golem 3 rnds, Magical attack that deals fire dam breaks any slow effect and heals golem 1 HP per 3 pts damage, CR 14)

8. **Throne of Vijuu Kremm** - Thick, poisoned mist (Insanity Mist/Inhaled initial 1d4 Wis/secondary 2d6 Wis DC 15 Will) fills this cavern room. A huge adamantine statue of a creature with the lower half of a giant black widow spider and the upper of beautiful female elf dominates this chamber overlooking the Eternal Pit (statue is coated in Dragon Bile poison contact 3d6 Str DC 26 Fort). West opposite the adamantine statue is a throne (also coated in Dragon Bile) fashioned from a single, giant onyx stone and between the two a pool of dark liquid that close inspection would reveal to be human blood 15' deep (poisoned, ingestion causes unconsciousness 2d4 hrs DC 18 Fort). Sitting upon the throne in gaseous form is **Priestess Vijuu Kremm**, who follows Noranwihilda's lead if the Vampire Queen is present, but otherwise immediately seek to torment and slay intruders, concealing her vampire nature yet using those abilities to confuse opponents. Vijuu Kremm controls **8 blood sucking freaks** (translucent flying super-leeches that turn red as they feed on blood) that nest atop each other in the pool of blood. **8 vampire drow** in gaseous form are scattered about, 3 each along east & west walls, and 2 next to the narrow stair, awaiting orders from Vijuu Kremm. Adamantine statue weighs approx. 1,000 lbs., throne ~700 lbs. Stone path to edge of Eternal Pit made of 2,000 black star sapphires 4d4 x 100gp each. **Priestess Vijuu Kremm** (LE, Cleric 14/Drow Vampire, 97 HP, AC 25/22 +2 *Lightened Mithril Full Plate*/Normal move +3 max dex bonus, *Ring of Force Shield*, Move 30', AB +16/+11, +4 Dancing Light Mace 1d6+6 or Poisoned hand repeating crossbow +16/+11/+6 to hit 3-bolt clip 30' range increment 1d4/19-20 Purple Worm Poison initial 1d6 Str/secondary 2d6 Str DC 24 Fort or Slam 1d6, Saves: Fort +9/Ref +9/Will +15, Darkvision 120', DR 10/silver & magic, SR 25, Resist Cold 10/Elec 10, *Gauntlets of Ogre Power*, *Orb of Storms* call *Storm of Vengeance*/protected by *Endure Elements*, Alternate form at will Giant Spider, +4 Turn Resist, Natural attacks treated as magic weapons, Fast Healing 5/rnd, Poison Gaseous Form at will/Fly 20'/Inhaled causes 2d12 dam DC 16 Fort for 1/2 - automatically turns gaseous at 0 HP, Spider Climb, Blood Drain if Grapple +16 drain 1d4 Con/rnd Heals 5 HP, Dominate 30' gaze DC 20 Will, 1/day call 1d10 Huge Monstrous Spiders or 4 Driders arrive 1d10 rnds, Energy Drain 1/rnd natural attacks deal 2 Neg lvls Heals 5 HP, Creatures killed by energy drain rise as spawn 1d4 days after burial, Spell-like Abilities 1/day CL 8: *Dancing Lights/Darkness/Detect Magic/Dispel Magic/Faerie Fire/Levitate*

Suggestion, Spells DC = 18+Spell Lvl: Bleed/Guidance/Inflict Minor Wounds x2/Read Magic/Resistance/Virtue/Command x2/Divine Favor/Doom/Obscuring Mist/Protection From Good/Sanctuary/Bull's Strength/Death Knell/Hold Person x2/Resist Energy/Silence/Sound Burst/Spiritual Weapon/Bestow Curse/Blindness-Deafness/Contagion/Dispel Magic/Invisibility Purge/Magic Circle Against Good/Wind Wall/Air Walk/Divine Power/Freedom of Movement/Poison/Unholy Blight/Command-Greater/Flame Strike/Slay Living/Spell Resistance/Wall of Stone/Create Undead/Harm x2/Word of Recall/Blasphemy/Mass Inflict Serious Wounds x2, Cleave, Great Cleave, Blind-fight, Improved Unarmed Strike, Deflect Arrows, Mobility, Lightning Reflexes, Iron Will, Stunning Fist, does not cast shadow or reflection in mirror, will not enter area with garlic, recoil from mirror must stay 5' away/no effect from holy symbols, unable to cross running water, unable to enter a home or building unless invited by someone with authority to do so/public buildings ok, direct sunlight destroys instantly, magical illumination causes 1d4 dam/rnd, cannot cross a line of salt even in gaseous form, immerse in water robs 1/3 HP per rnd, wooden stake through heart slays instantly/removed returns life, Speaks Common/Elf/Undercommon/Abyssal/Goblin/Drow Sign Language, CR16)

Blood Sucking Freaks (AE, 15+48 HD/M, 128 HP each, AC 20/16, Fly 120', AB +15, Bite 3d6 plus attached drain blood 1d4 Con per rnd, Saves: Fort +10/Ref +4/Will +10, Blindsense 90', 75% invisible until feeds on blood, impossible to detach unless creature or victim is killed, CR 10)

Vampire Drow (LE, Fighter 12/Drow Vampire, 96 HP each, AC 20/16, Move 30', AB +17/+12/+7, Poisoned Whipblade flicking-whipping attack reach 10' 1d8/18-20 Deathblade Poison initial 1d6 Con/secondary 2d6 Con DC 20 Fort *or* Poisoned hand repeating crossbow +16/+11/+6 to hit 3-bolt clip 30' range increment 1d4/19-20 Purple Worm Poison initial 1d6 Str/secondary 2d6 Str DC 24 Fort *or* Slam 1d6, Saves: Fort +8/Ref +8/Will +10, Darkvision 120', DR 10/silver & magic, SR 23, Resist Cold 10/Elec 10, Alternate form at will Giant Spider, +4 Turn Resist, Natural attacks treated as magic weapons, Fast Healing 5/rnd, Poison Gaseous Form at will/Fly 20'/Inhaled causes 2d12 dam DC 16 Fort for 1/2 - automatically turns gaseous at 0 HP, Spider Climb, Blood Drain if Grapple +23 drain 1d4 Con/rnd Heals 5 HP, Dominate 30' gaze DC 20 Will, 1/day call 1d10 Huge Monstrous Spiders or 4 Driders arrive 1d10 rnds, Energy Drain 1/rnd natural attacks deal 2 Neg lvls Heals 5 HP, Creatures killed by energy drain rise as spawn 1d4 days after burial, Spell-like Abilities 1/day CL 8: Dancing Lights/Darkness/Detect Magic/Dispel Magic/Faerie Fire/Levitate/Suggestion, Cleave, Great Cleave, Blind-fight, Improved Unarmed Strike, Deflect Arrows, Mobility, Lightning Reflexes, Iron Will, Stunning Fist, does not cast shadow or reflection in mirror, will not enter area with garlic, recoil from mirror must stay 5' away/no effect from holy symbols, unable to cross running water, unable to enter a home or building unless invited by someone with authority to do so/public buildings ok, direct sunlight destroys instantly, magical illumination causes 1d4 dam/rnd, cannot cross a line of salt even in gaseous form, immerse in water robs 1/3 HP per rnd, wooden stake through heart slays instantly/removed returns life, Speaks Common/Elf/Undercommon/Drow Sign Language, CR14)

Huge Monstrous Spiders (N, 8+16 HD/H, 52 HP each, AC 16/11, Move 30'/Climb 20', AB +9, Bite 2d6+6 plus poison 1d8 Str DC 16 Fort, Saves: Fort +8/Ref +5/Will +2, Darkvision 60', Tremorsense 60', Throw web 8/day 50' entangles/break DC 20 Str/14 HP, CR 5)

Driders (CE, 6+18 HD/L, 45 HP each, AC 17/11, Move 30'/Climb 15', AB +6, Dagger 1d6+2/19-20 *and* Bite 1d4+1 plus Poison initial 1d6 Str/secondary 1d6 Str DC 16 Fort *or* Shortbow 1d8/x3, Saves: Fort +5/Ref +4/Will +8, Darkvision 60', SR 17, Spell-like Abilities 1/day CL 6: *Dancing Lights* DC 13/*Clairaudience-clairvoyance/Darkness/Detect Good/Detect Law/Detect Magic/Dispel Magic/Faerie Fire/Levitate/Suggestion* DC 16, Sorcerer Spells CL 6 DC 13+Spell Lvl: *Daze/Detect Magic/Ghost Sound/Mage Hand/Ray of Frost/Read Magic/Resistance/Mage Armor/Magic Missile/Ray of Enfeeblement/Silent Image/Invisibility/Web/Lightning Bolt*, 30% Move Quietly, 30% Hide in Shadows, Speaks: Elven/Common/Undercommon, CR 7)

9. A secret door is detectable here, and it is powerfully magical, actually a teleportation trap (CR 17, Find or Remove at -70%). Any living thing opening the door or failing to disable the trap is unwillingly teleported without error (only the body, belongings and clothes left behind, DC 24 Will save to resist) into a sealed iron chamber, no exits, buried several hundred feet beneath Mount Vain where the unfortunate soul is stricken with a *Temporal Stasis* spell. If the room is entered via some other way than using the door, a dirt floor is found and buried 5' below is the coffin of Viju Kremm. The trap resets automatically each time someone is teleported. The coffin contains 800 PP, a 5,000gp Jacinth, and potion of +5 *Greater Magic Fang*.
10. In this blood-soaked room are several heavy oak and iron chairs fitted with manacles and head braces. The vampire drow bind their victims here, practice with their torture implements, and then, having perfected means of attracting a wide variety of nasty and vicious Underworld creatures, make sport of watching their victims demise by oozes, pincers, tentacles, fang, etc. In the four upper chambers "**A**" are a variety of black leather (dyed elf-skin) sofas and cushions to be moved about for optimal viewing. The sofas and cushions are all coated with Black Lotus extract (contact initial 3d6 Con/secondary 3d6 Con DC 20 Fort). In the lower chamber "**B**" are screws, whips, razors, nails, saws, hammers, needles, saucers, torches, and various tools for torture (not coated with poison).
11. **8 vampire drow** occupy this chamber in corporal form, standing watch for anything coming down into the suspended web from the hole up to **LEVEL 6**. If they spy anything, they first might give a few shots with their hand crossbows, but if something looks particularly interesting, like adventurers, they will call driders to investigate. If attacked here at least 1 will turn gaseous to warn Viju Kremm and other drow.
- Vampire Drow** (LE, Fighter 12/Drow Vampire, 96 HP each, AC 20/16, Move 30', AB +17/+12/+7, Poisoned Whipblade flicking-whipping attack reach 10' 1d8/18-20 Deathblade Poison initial 1d6 Con/secondary 2d6 Con DC 20 Fort *or* Poisoned hand repeating crossbow +16/+11/+6 to hit 3-bolt clip 30' range increment 1d4/19-20

Purple Worm Poison initial 1d6 Str/secondary 2d6 Str DC 24 Fort *or Slam* 1d6, Saves: Fort +8/Ref +8/Will +10, Darkvision 120', DR 10/silver & magic, SR 23, Resist Cold 10/Elec 10, Alternate form at will Giant Spider, +4 Turn Resist, Natural attacks treated as magic weapons, Fast Healing 5/rnd, Poison Gaseous Form at will/Fly 20'/Inhaled causes 2d12 dam DC 16 Fort for 1/2 - automatically turns gaseous at 0 HP, Spider Climb, Blood Drain if Grapple +23 drain 1d4 Con/rnd Heals 5 HP, Dominate 30' gaze DC 20 Will, 1/day call 1d10 Huge Monstrous Spiders or 4 Driders arrive 1d10 rnds, Energy Drain 1/rnd natural attacks deal 2 Neg lvls Heals 5 HP, Creatures killed by energy drain rise as spawn 1d4 days after burial, Spell-like Abilities 1/day CL 8: *Dancing Lights/Darkness/Detect Magic/Dispel Magic/Faerie Fire/Levitate/Suggestion*, Cleave, Great Cleave, Blind-fight, Improved Unarmed Strike, Deflect Arrows, Mobility, Lightning Reflexes, Iron Will, Stunning Fist, does not cast shadow or reflection in mirror, will not enter area with garlic, recoil from mirror must stay 5' away/no effect from holy symbols, unable to cross running water, unable to enter a home or building unless invited by someone with authority to do so/public buildings ok, direct sunlight destroys instantly, magical illumination causes 1d4 dam/rnd, cannot cross a line of salt even in gaseous form, immerse in water robs 1/3 HP per rnd, wooden stake through heart slays instantly/removed returns life, Speaks Common/Elf/Undercommon/Drow Sign Language, CR14)

Driders (CE, 6+18 HD/L, 45 HP each, AC 17/11, Move 30'/Climb 15', AB +6, Dagger 1d6+2/19-20 *and* Bite 1d4+1 plus Poison initial 1d6 Str/secondary 1d6 Str DC 16 Fort *or* Shortbow 1d8/x3, Saves: Fort +5/Ref +4/Will +8, Darkvision 60', SR 17, Spell-like Abilities 1/day CL 6: *Dancing Lights DC 13/Clairaudience-clairvoyance/Darkness/Detect Good/Detect Law/Detect Magic/Dispel Magic/Faerie Fire/Levitate/Suggestion DC 16, Sorcerer Spells CL 6 DC 13+Spell Lvl: Daze/Detect Magic/Ghost Sound/Mage Hand/Ray of Frost/Read Magic/Resistance/Mage Armor/Magic Missile/Ray of Enfeeblement/Silent Image/Invisibility/Web/Lightning Bolt*, 30% Move Quietly, 30% Hide in Shadows, Speaks: Elven/Common/Undercommon, CR 7)

12. 6 driders trudge back and forth along this passageway. They will all scream out loudly upon the presence of any intruders. There is a long 1' deep trough with 2,000 GP spread out beneath 3" of ichor at the bottom, the ichor being Chuul tentacle juice (contact results in paralysis for 6 rnds, DC 19 Fort). Amongst the gold, one piece is a *Lucky Coin* (+1 luck bonus on all saving throws, Good Fortune 1/day re-roll 1 roll bearer just made, but must take that result even if worse).

Driders (CE, 6+18 HD/L, 45 HP each, AC 17/11, Move 30'/Climb 15', AB +6, Dagger 1d6+2/19-20 *and* Bite 1d4+1 plus Poison initial 1d6 Str/secondary 1d6 Str DC 16 Fort *or* Shortbow 1d8/x3, Saves: Fort +5/Ref +4/Will +8, Darkvision 60', SR 17, Spell-like Abilities 1/day CL 6: *Dancing Lights DC 13/Clairaudience-clairvoyance/Darkness/Detect Good/Detect Law/Detect Magic/Dispel Magic/Faerie Fire/Levitate/Suggestion DC 16, Sorcerer Spells CL 6 DC 13+Spell Lvl: Daze/Detect Magic/Ghost Sound/Mage Hand/Ray of Frost/Read Magic/Resistance/Mage Armor/Magic Missile/Ray of Enfeeblement/Silent Image/Invisibility/Web/Lightning Bolt*, 30% Move Quietly, 30% Hide in Shadows, Speaks: Elven/Common/Undercommon, CR 7)

- 13.** This chamber is lit by a greenish-red hue from an urn set in the stone floor which is burning othur and releasing the fumes in a 20' radius from the fire (inhaled initial -1 Con permanent/secondary 3d6 Con DC 18 Fort). The well on the eastern side of the room is trapped, anything touching the stone of the well triggers releasing a gate restraining **10 tentacles**, gray/black in color tipped with crimson claws, that can reach and will attack and grapple anything in the room. At the bottom of the well is an open *Well of Many Worlds* to the tentacled creature's undersea lair on a far distant planet. Occupying the lower portion of the chamber are **8 vampire drow** in corporal form, standing watch for anything coming up from the lava falls or deeper down the pit. ***Tentacles*** (15+25 HD/H, 100 HP each, AC 23/19, Move 0'/reach 30', AB +19, Claw 1d10+10, Saves: Fort +12/Ref +11/Will +11, Grapple +19 squeeze 2d6+12/rnd, CR 9) ***Vampire Drow*** (LE, Fighter 12/Drow Vampire, 96 HP each, AC 20/16, Move 30', AB +17/+12/+7, Poisoned Whipblade flicking-whipping attack reach 10' 1d8/18-20 Deathblade Poison initial 1d6 Con/secondary 2d6 Con DC 20 Fort *or* Poisoned hand repeating crossbow +16/+11/+6 to hit 3-bolt clip 30' range increment 1d4/19-20 Purple Worm Poison initial 1d6 Str/secondary 2d6 Str DC 24 Fort *or* Slam 1d6, Saves: Fort +8/Ref +8/Will +10, Darkvision 120', DR 10/silver & magic, SR 23, Resist Cold 10/Elec 10, Alternate form at will Giant Spider, +4 Turn Resist, Natural attacks treated as magic weapons, Fast Healing 5/rnd, Poison Gaseous Form at will/Fly 20'/Inhaled causes 2d12 dam DC 16 Fort for 1/2 - automatically turns gaseous at 0 HP, Spider Climb, Blood Drain if Grapple +23 drain 1d4 Con/rnd Heals 5 HP, Dominate 30' gaze DC 20 Will, 1/day call 1d10 Huge Monstrous Spiders or 4 Driders arrive 1d10 rnds, Energy Drain 1/rnd natural attacks deal 2 Neg lvls Heals 5 HP, Creatures killed by energy drain rise as spawn 1d4 days after burial, Spell-like Abilities 1/day CL 8: *Dancing Lights/Darkness/Detect Magic/Dispel Magic/Faerie Fire/Levitate/Suggestion*, Cleave, Great Cleave, Blind-fight, Improved Unarmed Strike, Deflect Arrows, Mobility, Lightning Reflexes, Iron Will, Stunning Fist, does not cast shadow or reflection in mirror, will not enter area with garlic, recoil from mirror must stay 5' away/no effect from holy symbols, unable to cross running water, unable to enter a home or building unless invited by someone with authority to do so/public buildings ok, direct sunlight destroys instantly, magical illumination causes 1d4 dam/rnd, cannot cross a line of salt even in gaseous form, immerse in water robs 1/3 HP per rnd, wooden stake through heart slays instantly/removed returns life, Speaks Common/Elf/Undercommon/Drow Sign Language, CR14)
- 14.** Each of these 8 chambers contain the spartan trappings of 3 drow soldiers: clothes, bedding and equipment to maintain arms. Buried 5' deep beneath the earthen floor of each chamber are 3 empty coffins of vampire drows out standing guard. Each coffin is coated with Aboleth Gel (contact initial 1d12 HP/secondary 3d6 Cha DC 19 Fort).
- 15.** Each of these 8 chambers contain the spartan trappings of 3 drow soldiers: clothes, bedding and equipment to maintain arms. Buried 5' deep beneath the earthen floor of each chamber are occupied coffins of **3 vampire drow** (24 total) resting. Each coffin is coated with Aboleth Gel (contact initial 1d12 HP/secondary 3d6 Cha DC 19 Fort).

Vampire Drow (LE, Fighter 12/Drow Vampire, 96 HP each, AC 20/16, Move 30', AB +17/+12/+7, **Poisoned Whipblade** flicking-whipping attack reach 10' 1d8/18-20 Deathblade Poison initial 1d6 Con/secondary 2d6 Con DC 20 Fort *or* **Poisoned hand repeating crossbow** +16/+11/+6 to hit 3-bolt clip 30' range increment 1d4/19-20 Purple Worm Poison initial 1d6 Str/secondary 2d6 Str DC 24 Fort *or* **Slam** 1d6, Saves: Fort +8/Ref +8/Will +10, Darkvision 120', DR 10/silver & magic, SR 23, Resist Cold 10/Elec 10, Alternate form at will Giant Spider, +4 Turn Resist, Natural attacks treated as magic weapons, Fast Healing 5/rnd, Poison Gaseous Form at will/Fly 20'/Inhaled causes 2d12 dam DC 16 Fort for 1/2 - automatically turns gaseous at 0 HP, Spider Climb, Blood Drain if Grapple +23 drain 1d4 Con/rnd Heals 5 HP, Dominate 30' gaze DC 20 Will, 1/day call 1d10 Huge Monstrous Spiders or 4 Driders arrive 1d10 rnds, Energy Drain 1/rnd natural attacks deal 2 Neg lvls Heals 5 HP, Creatures killed by energy drain rise as spawn 1d4 days after burial, **Spell-like Abilities 1/day CL 8:** *Dancing Lights/Darkness/Detect Magic/Dispel Magic/Faerie Fire/Levitate/Suggestion*, Cleave, Great Cleave, Blind-fight, Improved Unarmed Strike, Deflect Arrows, Mobility, Lightning Reflexes, Iron Will, Stunning Fist, does not cast shadow or reflection in mirror, will not enter area with garlic, recoil from mirror must stay 5' away/no effect from holy symbols, unable to cross running water, unable to enter a home or building unless invited by someone with authority to do so/public buildings ok, direct sunlight destroys instantly, magical illumination causes 1d4 dam/rnd, cannot cross a line of salt even in gaseous form, immerse in water robs 1/3 HP per rnd, wooden stake through heart slays instantly/removed returns life, Speaks Common/Elf/Undercommon/Drow Sign Language, CR14)

- 16.** These barren, dirt hills are a vast nest of **40 slime crawlers** that feast on whatever the tarasque has left. Another **30 slime crawlers** crawl around the western portion of the tarasque's vast lair (tarasque doesn't desire slime crawler taste), also using narrow, 5' tube-shaped caves. If tarasque hears the nest being disturbed, he will slowly move into a position where any intruders might be best attacked. Bones and other items litter the area. Even though the nearby driders have removed all the treasure, among the broken weapons and armor lies a mummified human hand on a leather cord which is actually a *Hand of Glory*, and it has a *Ring of Improved Climbing* on it.

Slime Crawlers (N, 3+6 HD/L, 19 HP each, AC 17/11, Move 30'/Climb 15', AB +3, **4 tentacles** 1d4+2 plus paralysis 2d4 rnds DC 13 Fort *or* **bite** 1d6+2, Saves: Fort +3/Ref +3/Will +5, Darkvision 60', Scent, CR 3)

- 17.** **4 driders**, invisible, lurk here observing the river and will scream out upon spying any intruders. One of the driders has a *Wand of Invisibility* (38 charges remaining). As in most of these worked-stone rooms, the driders have amassed treasure culled from interlopers of one or another of the dangerous encounters in and around this level. **Treasure:** 2,335 GP, 10gp Lapis Lazuli, 10gp Moss Agate, 11gp Rhodochrosite, 30gp Sardonyx, 120gp Silver Pearl, 30gp stone scroll case, 5,000gp silver Orrery set (Sol system with a Fire Opal Sun); *Oil of Bless Weapon*, and *Potion of Cure Light Wounds*. **Driders** (CE, 6+18 HD/L, 45 HP each, AC 17/11, Move 30'/Climb 15', AB +6, **Dagger**

1d6+2/19-20 and Bite 1d4+1 plus Poison initial 1d6 Str/secondary 1d6 Str DC 16 Fort or Shortbow 1d8/x3, Saves: Fort +5/Ref +4/Will +8, Darkvision 60', SR 17, Spell-like Abilities 1/day CL 6: *Dancing Lights* DC 13/*Clairaudience-clairvoyance*/*Darkness*/*Detect Good*/*Detect Law*/*Detect Magic*/*Dispel Magic*/*Faerie Fire*/*Levitate*/*Suggestion* DC 16, Sorcerer Spells CL 6 DC 13+Spell Lvl: *Daze*/*Detect Magic*/*Ghost Sound*/*Mage Hand*/*Ray of Frost*/*Read Magic*/*Resistance*/*Mage Armor*/*Magic Missile*/*Ray of Enfeeblement*/*Silent Image*/*Invisibility*/*Web*/*Lightning Bolt*, 30% Move Quietly, 30% Hide in Shadows, Speaks: Elven/Common/Undercommon, CR 7)

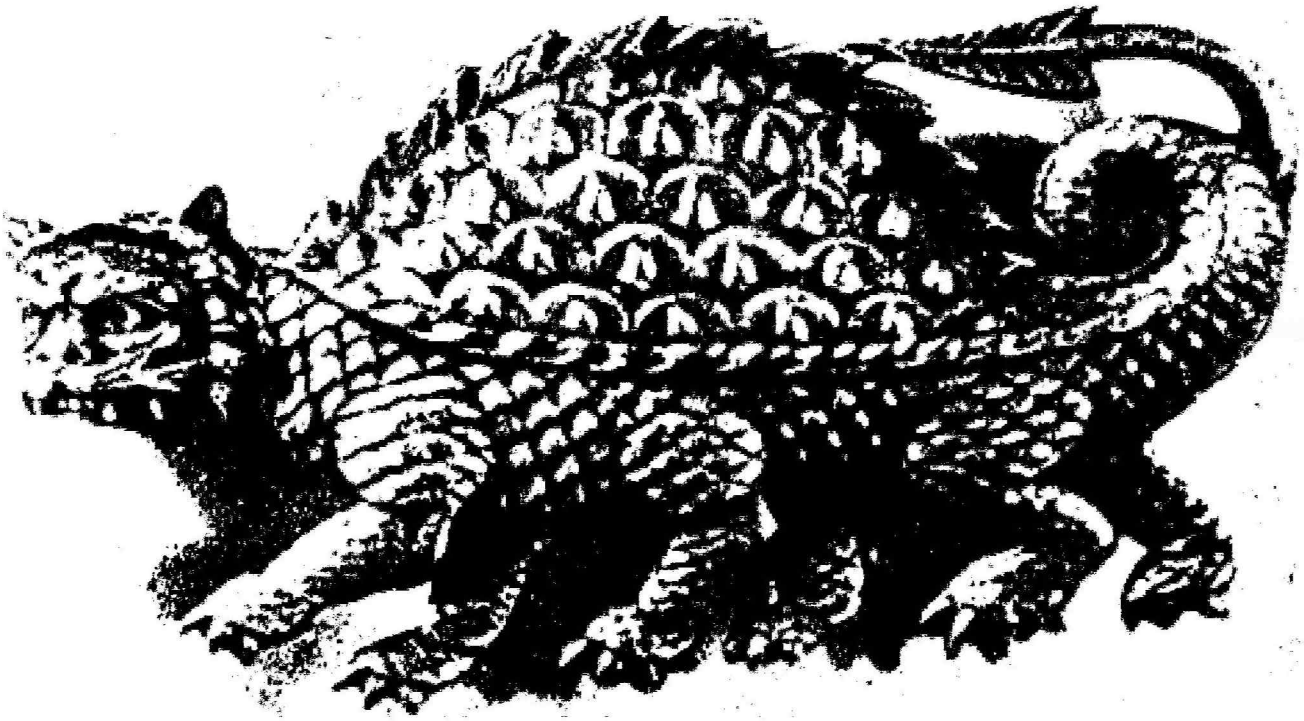
- 18.** In this square, 4-columned stone room **7 driders** scurry about on the walls and ceiling. Four of the driders have usable magic: 1st a +1 *Frost Greataxe* (1d12/x3 + 1d6 cold), 2nd a *Ring of Counterspells*, 3rd *Wand of Hold Person* (43 charges), and 4th a *Wand of Magic Missiles* (6 charges). Among the treasure, there are many items of mundane sort spread about here... 4 clay Amphora of Common Wine (2 gp, 80 lb), Bag of 10 Pitons (1gp), 7 Bags of Rare Spice (10gp, 1 lb), 6 Bolts of Linen (each 5gp, 10 lb), Box of 20 Arrowheads (5sp), Box of 20 Candles (2sp), Chair (10gp), Chariot (100gp, 200 lb), Cheap Wig (1sp), 35 Clay Tankards (each 2cp), Cold Weather Outfit (8gp), Courtier's Outfit (30gp), 29 Iron Bars (each 1sp, 5 lb), 31 10' Pole, 10'x10' Rope Net (4gp, 40 lb), Sack of Animal Feed (2sp, 50 lb), Sack of Wheat (5sp, 50 lb), Wood Sarcophagus (50gp), 24 Pints of Oil, 8 Small Magnets (each 10gp, 1 lb), Canvas Tent (10gp, 20 lb), 6 x Vial of Ink (8gp), and a Wooden Drum (5gp, 3 lb). Treasure: 212 PP, 7,757 GP, , 57,346 CP, Alexandrite (600gp), Blue Star Sapphire (900gp), Deep Blue Spinel (500gp), Eye Agate (6gp), Fire Opal (800gp), Freshwater Pearl (9gp), Freshwater Pearl (10gp), Moss Agate (10gp), Zircon (20gp), Brass Cloth Gown (500gp), Crystal Miniature of a Castle set with Malachite (300gp), Dragonscale Talisman (200gp), Electrum Cloth Gloves (600gp), Fine Leather Tabard (1,500gp), Fine Leather Talisman set with Azurite (600gp), Large Carpet (1,900 gp), Leather Choker (80gp), Painted Glass Ring (70gp), Pewter Scepter (120gp), Polished Stone Mask (40gp), Rabbit Fur Shortsword Scabbard (100gp), Silk Hunter's Cap trimmed with Ermine (100gp), Silver Cloth Ribbon (50gp), Small Vial of Perfume (100gp), Zircon Stele wreathed in White Continual Flame (6,000gp), Items: Scroll (A): *Obscuring Mist*/*Darkvision*/*Pyrotechnics*, Scroll (D): *Magic Fang*, Scroll (D): *Pass without Trace*/*Bull's Strength*, *Oil of Bless Weapon*, *Potion of Cure Light Wounds*, *Potion of Pass without Trace*, and a *Wand of Owl's Wisdom* (49 charges). Driders (CE, 6+18 HD/L, 45 HP each, AC 17/11, Move 30'/Climb 15', AB +6, Dagger 1d6+2/19-20 and Bite 1d4+1 plus Poison initial 1d6 Str/secondary 1d6 Str DC 16 Fort or Shortbow 1d8/x3, Saves: Fort +5/Ref +4/Will +8, Darkvision 60', SR 17, Spell-like Abilities 1/day CL 6: *Dancing Lights* DC 13/*Clairaudience-clairvoyance*/*Darkness*/*Detect Good*/*Detect Law*/*Detect Magic*/*Dispel Magic*/*Faerie Fire*/*Levitate*/*Suggestion* DC 16, Sorcerer Spells CL 6 DC 13+Spell Lvl: *Daze*/*Detect Magic*/*Ghost Sound*/*Mage Hand*/*Ray of Frost*/*Read Magic*/*Resistance*/*Mage Armor*/*Magic Missile*/*Ray of Enfeeblement*/*Silent Image*/*Invisibility*/*Web*/*Lightning Bolt*, 30% Move Quietly, 30% Hide in Shadows, Speaks: Elven/Common/Undercommon, CR 7)

19. This is the central chamber where the driders amass much of the detritus collected from fallen exploration parties. That long hall is covered in dust and webbing, guarded by **19 driders**. One drider has a *Ring of Minor Fire Resistance* (10 HP) and another has a *Wand of Magic Missiles* (19 charges) in addition to the rest of the treasure. Mundane items are Andirons and Spit, 2 Armchairs, 5 Backpacks, 45 Bags of 10 Pitons, 10 Bags of 20 Marbles each, 33 Bags of Common Spice (each 1gp, 1 lb), Bag of Dried Mushrooms (1gp, 1 lb), Bag of Iron Nails (5sp, 1 lb), 6 Bags of Wheat (each 1 lb), Barrel, Bench, 17 Bottles of Common Wine (each 1sp), 13 Boxes of 20 Arrowheads each, 54 Boxes of Charcoal (each 20 lb), 2 Carts, 48 Cheap Wigs, Chest, 11 Cold Weather Outfits, 2 Courtier's Outfits, 18 Fishing Nets, Grindstone, 12 Hammers, Large Carpet (50gp), Large Iron Chest, 20 Large Wooden Chests, 2 Looms, 2 sets Manacles, 2 Mortars and Pestles, 6 Pairs of Oars, 3 Pavilion Tents, 10' Pole, Portable Ram, 9 Riding Saddles, Room Screen, 50' Rope Ladder (25 lb), 10'x10' Rope Net, Round Table, 15 Sacks of Wheat (50 lb), 2 wooden Sarcophagi, Sedan Chair (100gp, 60 lb), 17 Sewing Needles, Sled, Sledge, Small Carpet (10 gp), Small Cask of Common Spice (5 lb), 12 Small Casks of Dried Figs (each 8 lb), 17 Small Casks of Molasses (each 8 lb), 16 Small Casks of Tobacco (each 8 lb), 29 Small Hunting Traps, 22 Small Iron Boxes, 12 Small Magnets, Snowshoes, Table (30 gp), Tent, 15 Tiny Wooden Boxes, 2 sets of Tongs, 14 Vials of Ink, Weapon Rack, & 33 Wooden Drums. Treasure: 11,328 GP, 81,508 SP, Banded Agate (12gp), Black Opal (900gp), Bloodstone (70gp), Carnelian (30gp), Chrysoberyl (120gp), Coral (80gp), Deep Green Spinel (50gp), 2 x Eye Agate (11gp), Fiery Yellow Corundum (1,000gp), Fire Opal (1,100gp), Freshwater Pearl (10gp), Golden Yellow Topaz (200gp), Golden Yellow Topaz (700gp), Jasper (50gp), Malachite (13gp), Moonstone (40gp), Moss Agate (8gp), Moss Agate (12gp), Obsidian (6gp), Peridot (60gp), Peridot (70gp), Sardonyx (40gp), Silver Pearl (80gp), Smoky Quartz (60gp), Turquoise (8gp), White Opal (1,200gp), White Pearl (120gp), Crystal Urn (500gp), Dragonscale Shortsword Scabbard (1,500gp), Dragonscale Talisman inlaid with Fine Steel (1,100gp), Fox Fur Bracers inlaid with Electrum (1,500gp), Large Tapestry threaded with Platinum (5,000gp), Leather Belt set with Blue Quartz (40gp), Leather Belt with Silver Buckle (200gp), Sable Ribbon (800gp), Silver Cloth Gown (800gp), Items: Scroll (A): *Mage Armor*, Scroll (A): *Protection from Arrows*, Arcane Scroll: *Mount/Darkvision/Eagle's Splendor*, Scroll (A): *Magic Weapon/Bull's Strength/Rope Trick*, Scroll (A): *Locate Object/Magic Mouth/Mirror Image*, Scroll (D): *Cure Light Wounds/Summon Monster I*, Scroll (D): *Bane/Bless/Invisibility Purge, Dust of Dryness, Elixir of Sneaking, Feather Token* (bird), *Flask of Curses, Folding Boat, +1 Full Plate* (Small, hair grows 1" longer, once), *Masterwork Silvered Dagger, Oil of Bless Weapon, Oil of Shillelagh, Potion of Bull's Strength, Potion of Eagle's Splendor, 2 Potions of Enlarge Person, Potion of Fox's Cunning, Potion of Lesser Restoration, Potion of Remove Fear, Potion of Shield of Faith, Potion of Spider Climb, +1 Short Sword, +1 Tome of Clear Thought, Wand of Bull's Strength* (27 charges), *Wand of Cat's Grace* (12 charges), *Wand of Cure Moderate Wounds* (5 charges), *Wand of Owl's Wisdom* (39 charges). Driders (CE, 6+18 HD/L, 45 HP each, AC 17/11, Move 30'/Climb 15', AB +6, Dagger 1d6+2/19-20 and Bite 1d4+1 plus Poison initial 1d6 Str/secondary 1d6 Str DC 16 Fort

or Shortbow 1d8/x3, Saves: Fort +5/Ref +4/Will +8, Darkvision 60', SR 17, Spell-like Abilities 1/day CL 6: *Dancing Lights* DC 13/*Clairaudience-clairvoyance*/*Darkness*/*Detect Good*/*Detect Law*/*Detect Magic*/*Dispel Magic*/*Faerie Fire*/*Levitate*/*Suggestion* DC 16, Sorcerer Spells CL 6 DC 13+Spell Lvl: *Daze*/*Detect Magic*/*Ghost Sound*/*Mage Hand*/*Ray of Frost*/*Read Magic*/*Resistance*/*Mage Armor*/*Magic Missile*/*Ray of Enfeeblement*/*Silent Image*/*Invisibility*/*Web*/*Lightning Bolt*, 30% Move Quietly, 30% Hide in Shadows, Speaks: Elven/Common/Undercommon, CR 7)

- 20.** **6 driders** lurk around the area of this 4-columned chamber. They will cry out if any intruders are seen and try to snatch anyone spotted going down the river. Two of the driders each have *Wands of Contagion* (4 charges and 47 charges) that they will use. Coins of treasure are scattered about on the chamber's floor visibly to attract thieves. Treasure: 155 PP, 4,988 GP, 11,346 SP, Items: Scroll (A): *Fox's Cunning*, Scroll (A): *Alarm/Spider Climb*, Scroll (A): *Protection from Chaos-Evil-Good-Law/Knock*, Scroll (D): *Cure Moderate Wounds*, Scroll (A): *Feather Fall/Hold Person*, *Oil of Magic Weapon*, *Potion of Blur*, 2 *Potions of Bull's Strength*, *Potion of Darkvision*, *Potion of +3 Shield of Faith*, *Wand of Bear's Endurance* (35 charges).
Driders (CE, 6+18 HD/L, 45 HP each, AC 17/11, Move 30'/Climb 15', AB +6, Dagger 1d6+2/19-20 and Bite 1d4+1 plus Poison initial 1d6 Str/secondary 1d6 Str DC 16 Fort or Shortbow 1d8/x3, Saves: Fort +5/Ref +4/Will +8, Darkvision 60', SR 17, Spell-like Abilities 1/day CL 6: *Dancing Lights* DC 13/*Clairaudience-clairvoyance*/*Darkness*/*Detect Good*/*Detect Law*/*Detect Magic*/*Dispel Magic*/*Faerie Fire*/*Levitate*/*Suggestion* DC 16, Sorcerer Spells CL 6 DC 13+Spell Lvl: *Daze*/*Detect Magic*/*Ghost Sound*/*Mage Hand*/*Ray of Frost*/*Read Magic*/*Resistance*/*Mage Armor*/*Magic Missile*/*Ray of Enfeeblement*/*Silent Image*/*Invisibility*/*Web*/*Lightning Bolt*, 30% Move Quietly, 30% Hide in Shadows, Speaks: Elven/Common/Undercommon, CR 7)
- 21.** **4 driders** guard this passage and spy out over the river. They will cry out if any intruders are seen and 1 drider will attempt a petrification gaze attack (DC 19 Fort) with her *Eyes of Petrification* (work 10 rnds per day). Coins are scattered about, visible to anyone passing down the river cavern and able to see up over the 5' ledge. The bars may be raised by a lever set in the wall releasing hidden counter-weights, and lowered with a nearby crank raising the counterweights.
Treasure: 3,085 GP, 13,250 SP. Items: Scroll (A): *Ray of Enfeeblement/Bull's Strength*, *Wand of Bull's Strength* (16 charges).
Driders (CE, 6+18 HD/L, 45 HP each, AC 17/11, Move 30'/Climb 15', AB +6, Dagger 1d6+2/19-20 and Bite 1d4+1 plus Poison initial 1d6 Str/secondary 1d6 Str DC 16 Fort or Shortbow 1d8/x3, Saves: Fort +5/Ref +4/Will +8, Darkvision 60', SR 17, Spell-like Abilities 1/day CL 6: *Dancing Lights* DC 13/*Clairaudience-clairvoyance*/*Darkness*/*Detect Good*/*Detect Law*/*Detect Magic*/*Dispel Magic*/*Faerie Fire*/*Levitate*/*Suggestion* DC 16, Sorcerer Spells CL 6 DC 13+Spell Lvl: *Daze*/*Detect Magic*/*Ghost Sound*/*Mage Hand*/*Ray of Frost*/*Read Magic*/*Resistance*/*Mage Armor*/*Magic Missile*/*Ray of Enfeeblement*/*Silent Image*/*Invisibility*/*Web*/*Lightning Bolt*, 30% Move Quietly, 30% Hide in Shadows, Speaks: Elven/Common/Undercommon, CR 7)

22. Lair of the True Tarasque - While other creatures seem to rule these heights, the ultimate lord over the Pit's upper reaches is the **true tarasque**. The true tarasque is a fearsome dragon-like hybrid with a lion's head, teeth like swords, six legs with huge bear-like claws, body covered with a near impregnable carapace shell, and a scaly tail ending in a scorpion's stinger. It is 70' long plus 35' tail, 50' tall, and weighs 130 tons.



The true tarasque is likely (95% chance) reposing on the 60' hill located on the far eastern side of its lair, so still in the darkness that intruders may think the creature is part of the cavern wall. But the true tarasque never sleeps, rather it silently surveys its surroundings. Even when the true tarasque attacks, it utters not a sound from its maw. When the true tarasque is away from its lair, it climbs slowly and somewhat quietly down and around the Eternal Pit yet never further away than it could return quickly if it hears alarms sounded by the slime crawlers being attacked (1d100 rnds). Alas, the true tarasque has no treasure, except for being fortunate to run away with their lives!

True Tarasque (N, 48+594 HD/C, 858 HP, AC 35/5, Move 20'/Climb 20' - can rush 1 per min at 150', AB +57, Bite 4d8+17/18-20 x3 plus grapple +81 & swallows foe next rnd/2d8+8 crushing plus 2d8+6 acid per rnd/50 HP vs AC 25 to cut out/can swallow 2 H - 8 L - 32 M - 128 S - 512 T *or* 3 Claws 1d12+8/reach 30' *or* Tail Slap 3d8+8/reach 30' *or* Stinger 2d10+8 plus poison/initial 1d10 Con secondary 2d10 Con DC 35 Fort, Saves: Fort +38/Ref +29/Will +20, Darkvision 120', Scent, DR 15/Epic, Immune to fire/poison/disease/energy drain/ability damage, regeneration 40, SR 32, Charge/attack causes creatures within 60' to be shaken DC 36 Will, carapace reflects all rays/lines/cones/magic missiles 30% back at caster otherwise negated, all damage taken is non-lethal and regenerates/lost body parts regrow/only killed by spell or effect deals 868 HP and wish *or* miracle, Blind Fight, Cleave, Great Cleave, Combat Reflexes, CR 20)

END LEVEL 8

LEVEL 10

(Note: *Demonic possessions. Entire level radiates Evil & Magic.*)

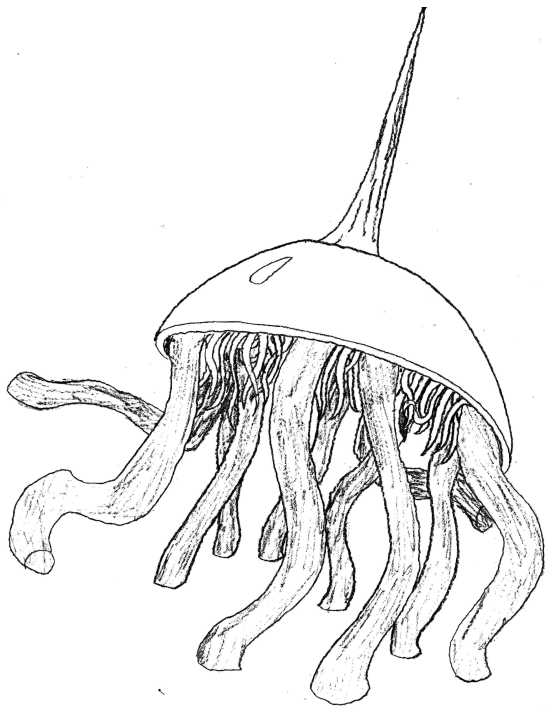
1. The pit from **LEVEL 7**, area **4** opens here 100' down, although the drop continues for another 240' leading still further down slanting to the west. At a spot 50' down a hole belches forth fiery magma (contact does 2d6 fire dam per rnd) which cascades down the westward-slanting east wall until at another 190' down the cavern breaches the east wall of the **ETERNAL PIT** and becomes the lava falls there. On the edge of the cavern that juts out from the west are the invisible runes of a *Symbol of Insanity* (detect at -40% Find Traps, triggered by passing over or touching runes, then radiates spell 10 min, 60' radius, causes permanent insanity per *Insanity* spell, DC 22 Will). When the runes radiate they glow and are visible.
2. A winged 20'-tall, pig-snouted and tusked creature is seated on a dais wearing voluminous black robes, adorned with an hourglass on a chain around it's neck, and carrying a gavel in one hand which it loudly bangs against the surface of a podium constructed out of some red and black-grained wood that seems to undulate and flow. This is the court of a **nalfeshnee demon**, calling out in Abyssal language the sentences of horrific torture or gruesome death. To carry out whatever sentence it decrees, the nalfeshnee is served by a group of **7 alastor demons**, lithe ogre-sized mustard-yellow demons with reptilian heads full of razor sharp teeth carrying magical scythes.
Nalfeshnee Demon (CE, 14+112 HD/H, 175 HP, AC 27/9, Move 30'/Fly 40', AB +20 Bite 2d8+7 & 2 claws 1d8+3, Saves: Fort +17/Ref +10/Will +15, Gavel of Deprivation 1d8+3/60' ray causes inky black mist to envelope 1 victim, cannot scrape off/teleport/evade, mist actually another dimension, results in TOTAL sensory deprivation including ESP-True Seeing-sound-touch-everything/up to H-size creature/duration 5 min/use 3x per day/no save, Darkvision 60', True Seeing 120', DR 10/Good, SR 22, Immune to Elec/Poison, Resist Acid 10/Cold 10/Fire 10, *Smite* - nimbus of unholy rainbow light bursts 60' from Nalfanshee's body causes Dazed 1d10 rnds/3x per day/DC 22 Will, Spell-like Abilities at-will CL 6: Call Lightning DC 18/Feeblemind DC 20/Greater Dispel Magic/Slow DC 18/Greater Teleport self+50 lbs/Unholy Aura DC 23, 2x per day summon 1d4 vrock or 1d4 hezrous or 1 glabrezu 50% chance or another nalfanshee 20% chance, Cleave, Improved Bull Rush, Power Attack, Telepathy 100', Speaks: Abyssal/Celestial/Draconic, CR 14)
Alastor Demons (CE, 11+44 HD/L, 93 HP each, AC 28/10, Move 40, AB +18/+13/+8, Vengeful Scythe +1 *Anarchic Unholy* 2d6+11/19-20x4 + 2d6 vs lawful + 2d6 vs good Ignores all DR/disappears if Alastor dies or separated from scythe more than 24 hrs/ can summon new scythe in one rnd & Claws 2d4+7; 10' reach, Saves: Fort +11/Ref +8/Will +9, Darkvision 60', True Seeing, DR 15/Cold Iron & Good, SR 22, Telepathy 100', Immune Elec/Poison, Resist Acid 10/Cold 10/ Fire 10, Spell-like Abilities at-will CL 11: Arcane Eye/Chaos Hammer DC 16/Deeper Darkness/Desecrate/Detect Good/Detect Magic/Dimensional Anchor/Dispel Good DC 17/

Greater Teleport self+50 lbs/Lesser Geas DC 16/Locate Creature/Magic Circle Against Good DC 15/Polymorph Self/Produce Flame/Scrying DC 16/Unholy Blight DC 16, Pronounce Sentence: 1 per 3 rnds point at single enemy pronounce "guilty" in Abyssal DC 17 Will fail drops everything kneel for killing blow lasts 2d4 rnds, 1x per day summon 1d4+1 Alabastors or 1 Nalfeshnee 35% chance, Telepathy 100', Speaks: Abyssal/Common, CR 14)

- 3.** A round pool built of green-gray brick rises 3' from the cavern floor, around which dances a large, blue-skinned, hooved **Demon of the Void**, dancing around laughing. The pool is filled 3' deep with metallic purple "Laughing Water" (whomever drinks loses depth perception 50-100%, stumbles around and cannot stop laughing until drops from exhaustion in 1d3 days/no save/1-6 days to recover after dropping, Water loses potency after being removed from the pool for an hour or so).
Demon of the Void (CE, 15+93 HD/L, 208 HP, AC 29/12, Move 30'/Fly 60', AB +20, Bite 6d4+6, Saves: Fort +20/Ref +10/Will +12, Darkvision 60', DR 10/Good, Immune to Disease & Poison, Resist Acid 15/Elec 15, SR 25, Entropic Aura: All within 10' radius 3d10 dam from Negative Energy/DC 22 Fort 1/2 Dam, Speak Abyssal, CR 15)
- 4.** A huge, multi-layered arena with sandy floors, 100' tall from floor to ceiling, tapering smaller in layers both up top and down bottom is here, apparently empty. At an opportune moment when characters are inside all exit caverns will seal as if they never existed. In the upper reaches portals open in the cavern walls with a myriad and multitude of spectator demonic types looking down on the anticipated action. An impenetrable force shield separates the upper reaches from the lower, and characters cannot pass from one side to the other by any means. Rising up from within the sands on the lowermost sandy floor appears **2 Vulcan Demolishers**, constructed of Adamentium to fight adventurers as sport for the assembled demons.
Vulcan Demolisher (N, 20+40 HD/H, 150 HP, AC 33, Move 40', AB +25, 2 Slams 2d12+12 plus 2d6 fire, Saves: Fort +6/Ref +6/Will +6, Blindsight 120', DR 10/Magic, Immune Fire, Immune to magic, Furnace: Successful grapple +34 deposits opponent inside Demolisher for 10d10 fire damage/when consumed 20 HD+ creatures releases nova energy outward 40' radius 10d6 half fire & half unholy damage, Transmute metal to wood removes DR 1d6 rnds, Spells w/cold descriptor reduce accumulated HD by HD = spell's level, Spells w/fire descriptor confer *Haste* 1d6 rnds, CR 18)

Should the characters seem to be gaining the upper hand, or the Vulcan Demolishers seem ready to explode, the layered floors rise up inverting to become a 50' high layered mound. Cavern walls fade to reveal a desert wasteland beneath a burning orange sky with no Sun (actually a star is so large it fills the viewable horizon, Alternate Prime, so plane travel/wish may be used to return). Temp here is 126° F.

Characters see in the sand (besides any of the Vulcan Demolishers) smooth, convex



Rampaging Planar Anemone

shapes 150' diameter, with protruding 150' tall bony spires standing straight up from them. These creatures spread all across this dry land approximately 300 yards apart in every direction. Spongy to the touch, they are **Planar Anemones**. Beneath the sandy soil the creature's underside is a 75' wide maw and 11 huge tentacles (5' diam., 300' long).

Any non-magical being or item passing through the maw travels through an inter-planar portal back to the cavern, which is now empty and exits open. Magical beings or items cannot pass through and are trapped within the maw until they are secreted through the Anemone's skin in a translucent orb (process takes 3-12 days, & no air inside). For every hour characters search the desert they find 1-4 translucent orbs. Roll for contents on any random magic item table. The orb is solid around contents, so breaking its stone-like substance may damage fragile items.

Should a spire be damaged (causing that Anemone loses its interplanar ability) or an Anemone be injured, the Anemone will rise up to rampage with the 11 huge tentacles from beneath the shifting sand. Maw can breathe a cloud of superheated steam.

Planar Anemone (N, 58 HD/G, 290 HP body/200 HP Spire, AC 16 body/20 tentacles/6 Spire, Spire has hardness 30, move 90', AB +58, 11 or 7 if moving tentacles 8d12, Saves: fort +30/ref +20/will +25, tremorsense vision, *anti-magic field* 100' radius unless spire is damaged, Steam breath special attack 30d6 300' long/100' wide, and 50' in height, Maw underside is interplanar portal, 15 DEX, CR 20).

5. There are 2 entryways to this alcoved cavern, each entrance presents a round, 10' diameter, 5' depth hole in both floor and ceiling. The floor hole drops down the hole in the ceiling, and up the ceiling hole exits through the floor. Looking up or down through either hole shows the viewer's back an infinite number of times, like a room with 2 mirrors facing each other. Anything falling into a hole it will keep falling from ceiling to floor over and over until it reaches terminal velocity, and the sides of the holes are completely frictionless - no way to stop other than grabbing a ledge.

Entry **a** has suspended across the middle of the holes at a height of 5' a strand of *Monomolecular Wire* (Invisible to naked eye, -75% Find/Disable to spot diamond chips in wall where wire is anchored, +10 to hit/ignores hardness, 3d6 dam/18-20 severs body part d10 = 1-Right Arm Right Leg/2-Split in Half/3-Left Arm Left Leg/4-Brain/5-Neck/6-Arms&Chest/7-Abdomen&Forearms/8-Legs Fingers Genitals/9-Lower Legs/10-Feet, Related severing will occur if someone attempts to grab/kick the wire or wherever the wire is, CR 13). Entry **b** has 2 strands of *Monomolecular Wire* suspended at a height of only 5 inches across passage, on the edge of each side of the downward hole in the floor.

Inside each of the 6 dark alcoves, man-shaped figures are seated on the cavern floor chant in a deep, electric-sounding, buzzy voice "Orrrcusss ... Orrrcusss ... Orrrcusss..." Each "being" is actually a **Babylyon Swarm**, thousands of diminutive, wasp-like creatures acting in concert and ready to use any living creature as a breeding host. **Babylyon Swarm** (NE, 20+45 HD/M, 135 HP, AC 22/22, Move 20'/Fly 30', AB +18, Swarm/reach 10'/4d6+4 plus Poison/Implant eggs effect +2d4 Con & *Haste* effect 2d6 minutes then Paralysis 1d6 minutes then host creature dies excruciating pain as new swarm emerges from flesh/DC 22 Fort/Any process that removes poison will remove eggs, Saves: Fort +16/Ref +20/Will +8, Darkvision 60', Tremorsense, Immune to Weapon Damage/fire-frost-elect-etc does normal damage, *Distraction* hear flying swarm buzz cause nauseated 1d4 rnds/DC 22 Fort, Speak "Orrrcusss" or buzz, CR 14)

6. This large, darkened cavern's floor is filled with dense, dark, gray, flowing fog which currents swirl seemingly beneath a clear, invisible force. Flat rocky outcroppings extend 3' above the fog enabling a person to jump (Dex check) from rock to rock throughout the cavern. Anything that breaks the invisible barrier is immediately transported to the Negative Energy Plane, a dark, empty place where anything living falls until the Plane steals away all life (no air, living visitors lose 2d8 HP and 1 lvl each rnd on the Plane and appear to "glow" to the undead denizens of this Plane, Negative Energy Plane is ringed by floating towers managed by the Doomguard).

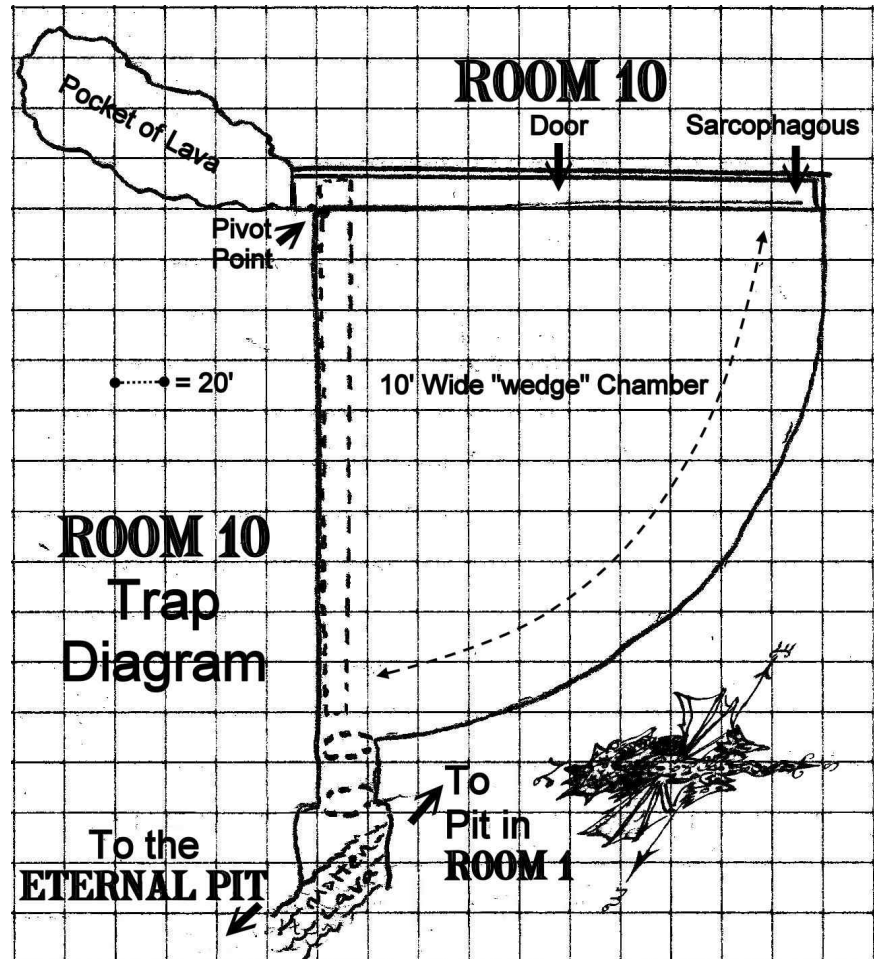
Patrolling the mists are 13 snail demons, **Sazae Oni**. The mollusk-creatures drift beneath the surface fog, unaffected by the plane-transporting effect, and survey the cavern through their 2 eye-stalks. The monsters, in search of testicles (the favorite meal of the Sazae Oni), may ooze out of their shells to form the shape of a beautiful, nude woman. Or may just as likely attack only to bring the living into the fog. **Sazae Oni** (CE, 15+68 HD/L, 150 HP, AC 30/15, Move 60'/Swim 60', AB +20, 2 Pseudopods 4d4+9 plus Wounding 1 Con/Sneak Attack +4d6/Should both Pseudopods hit Grapple +20/free action Genital Maw Attack 3d6+9 plus Poison initial 2d4 Dex Secondary 2d4 Dex DC 24 Fort plus Steal Testicles: 2nd roll to-hit Masculine Opponent small pseudopods surrounding Maw will remove testicles, Saves: Fort +14/Ref +16/Will +14, Darkvision 60', Regeneration 10 per rnd/except Acid or Fire dam, Alter Self Humanoid, Spell-like Abilities CL 13: At-Will: *Charm Person* DC 15/*Invisibility/Water Breathing*, 3 per Day: *Fly/Gentle Repose/Hold Person* DC 16/*Suggestion* DC 17, 1 per Day: *Charm Monster* DC 18/*Dominate Person* DC 19/*Mass Suggestion* DC 20/*Song of Discord* DC 19, Combat Casting, Spring Attack, Speaks: Abyssal/Common, CR 15)

7. On the south side of this column of rock is a 3'-wide hole descending downward angling north. Approximately 5' inside is a 30' long **Necrotic Armored Leech** which will spring out to attack with it's curving inward fangs anything living that peers down the hole (it will ignore any 10' poles or other non-living items poked into it's lair). **Necrotic Armored Leech** (NE, 24+48 HD/H, 156 HP, AC 24, Move 80', AB +24, Bite 8d8+20/hit attaches drain 1d6 Con per rnd plus 2d10 necrotic/rot damage plus disease

"blood-fever" initial 1d4 Str secondary 2d4 Str per minute until paralyzed at 0 Str DC 26 Fort plus grapple +24/free action constricts 2d8+10 per rnd/removing attached causes 2d12 dam, Saves: Fort +21/Ref +24/Will +21, Tremorsense, scent, CR 13)

8. Secret door opens interplanar portal to alien planet, 50% Day - Bright purple sky over barren sandy wast and lake with 2 suns rising; or, other 50% Night - Dark purple sky with 5 moons and black stars. If characters are on the alien-planet side and secret door closes, secret door disappears on alien planet side. New campaign! (Try "Carcosa" by Lamentations of the Flame Princess www.drivethrurpg.com; or any Lovecraftian mythos preference). Secret door left open attracts strange monsters.
9. Each step down this compressive demi-plane stair cumulatively and permanently shrinks ALL PHYSICAL SIZE ATTRIBUTES (height, width, items carried, etc.) by 5%, no save! (Calculate once per step, rounding hundredths up to nearest tenth e.g. **original height 70"**, **Step 1** 70"-3.5"=64.5", **Step 2** 64.5"-3.2"=61.3", **Step 3** 61.3"-3.1"=58.2", etc.) No effect on abilities as creature's mass remains the same. The stairway is constructed to be progressively 5% smaller, so a character shrinking will not notice a difference based on their immediate surrounding. An astute adventurer with Find Traps thief ability will notice seeming odd dimensions looking down (or upward after descending the stair) at Find Traps -15%. Whenever shrunk characters ascend the stairs their condition is obvious as the stairs are each now 5% larger each step up. Stairs extend downward infinitely, or at least no one has ever reach a bottom.

10. Entering door, room is a long corridor of worked stone 100' in both directions north-south. North end wall feels hot to touch. At southern end gold/jeweled sarcophagus radiates magic. Touching the sarcophagus in any way and room's south end swings down from pivot point. Floor slamming into chamber wall causes 20d6 dam. North edge of room cracks wall allows molten lava to pour in. Lava immersion deals 20d6/rnd & cause drowning. Adventurers can go through sarcophagus to lava river in tunnel below. Embedded in sarcophagus are 2 *Figurines of Ebony Fly* and a *Gem of Seeing*. (CR 15)



Note: Sarcophagus worth 45,000 GP, but destroyed by lava.

- 11.** Interior is inside 100' radius silver metallic sphere with narrow 4' ledge between secret door and door to area **12**. Dex check required to run on smooth metal ledge. Once last party member through, secret door seals and ball of black fire forms center of room, Ball explodes in 1d3 rnds (16d10 dam, 1/2 fire, 1/2 Unholy, radius 100').
- 12.** Temple with walls of ebony brick. 20' limestone statue of a ram-headed, bat-winged demon holding a skull-tipped mace stands above a gargantuan, wingless, dragon-like creature glowing in a violet hue that seems to seep from between the creature's craggy scales. The creature will attack any intruders and be aided by **Natrix, Kobold Lich-Cleric** from **LEVEL 7** area **12** (if available) plus any remaining demons from area **2**. **Plasma Dragon** (NE, 39+150 HD/G, 369 HP, AC 33, Move 50', AB +39, 2 Slams 3d6+15 or Gore 3d8+8 or Kick 3d6+8, Save: Fort +30/Ref +20/Will +24, Keen Sense, Darkvision 60', Lowlight vision, Blindsight 200', 1/2 dam from Fire/Elec, Frightful Presence 100' DC 28 will/shaken 4d6 rnds, Cleave, Great Cleave, Power Attack, Multiattack, Breath Weapon: 110'x60' cone of plasma 20d10 DC 28 ref 1/2 dam/1 per 1d4 rnds, DR 10/+4, Immune to Sleep/Paralysis, Spell Resist 30, Fast Healing 10, Plasma Immolation 2d6 plasma dam melee attacks & grapple/natural attacks against plasma dragon deals 1d6 dam to attacker, Spell-Like Abilities CL 9: At will-*detect magic/ghost sound/light/mage armor/magic missile/read magic/mage hand/dancing lights/detect poison/arcane mark/open/close, 6/day-dimension door/dispel magic/displacement/endurance/haste/invisibility/shield/true strike*, Speaks: Abyssal, CR 23)

In front of the demon statue is 4' high stand crafted of bison-looking bones, including a horn-like crossbeam. Top loosely draped with luminous gold fur hide (25,000 GP) upon which lays a mithril sword, **Demon Slayer** (+4 bastard sword, Lawful Good, Dedicated Power: Hit slays any Demon's prime material form/Gates Demon to Pocket Plane not coterminous with Astral-Ethereal-Abyssal/Demon must remain 100 years/ Holds 1 Demon/slaying 2nd gates-free 1st, Lessor Powers: *See Invisible 10' rad. 2/day & Cure Moderate Wounds 2d8+3 3/day, Greater Power: Dimensional Anchor 1/day, Int 10/Wis 17/Cha 17, 120' Darkvision, Hearing, Speech, Telepathy, Speak: Common/Celestial/Abyssal/Draconic, Ego 20*). The sword is simple metal with no ornaments. Inspection reveals web of extremely fine lines, as if sword was shattered and repaired. Pocket Plane holds **Orcus, Demon Prince of Undead** (freed if another Demon hit). **Orcus** (CE, 45+495 HD/H, 855 HP, AC 55/35, Move 40'/Fly 60', AB +57/+52/+45, Wand of Orcus +5 Unholy Greatclub 2d8+19/Slay any living creature touched DC 40 Fort Orcus may deactivate this power/Add powers CL 20: *Animate Dead-Deeper Darkness-Desecrate-Fear-unhallow 3 per day/Blasphemy-Unholy Aura 2 per day or 2 Slams 2d6+14 or Tail Sting 2d4+7 plus poison initial 3d6 Con/secondary 3d6 Con DC 43 Fort, Saves: Fort +35/Ref +30/Will +33, DR 25/epic-good-cold iron, SR 45, Immune Elec/Poison, Resist Acid 10/Cold 10/Fire 10, Darkvision 60', Telepathy 100', Planar Omniscience within 9 miles All-knowing/All Sensing/Block Sensing, Speak w/ Dead CL 35, Command 150 HD or Rebuke Undead as 15th level Cleric, Aura of Fear 60' as Fear CL 35 DC 45 Will, Summon Demons 3/day 1 Balor or 1d3 Nalfanshees or 1d4 Mariliths, Summon up to 100 HD of any undead, Spell-Like Abilities CL 35: At*

will- *animate dead/blasphemy* DC 29/*charm monster* DC 26/*deeper darkness/desecrate/detect good/detect magic/detect thoughts* DC 25/*fear* DC 26/*greater dispel magic/greater teleport self +50 lbs objects only/lightning bolt* DC 28/*polymorph/read magic/suggestion* DC 28/*symbol of death* DC 30/*symbol of pain* DC 27/*tongues self only/true seeing/unhallow/unholy aura* DC 30/*unholy blight* DC 26/*wall of fire/1 per day- feeblemind* DC 29, Necromancer Spells DC = 19+Spell Lvl: 0 - *acid splash/arcane mark/dancing lights/disrupt undead/touch of fatigue/1st - cause fear/chill touch/grease/hold portal/obscuring mist/ray of enfeeblement (x3)/2nd- false life/flaming sphere/ghoul touch/gust of wind/scare/scorching ray/spectral hand/3rd - gaseous form/gentle repose/halt undead/haste/ray of exhaustion (x2)/vampiric touch/4th - animate dead/bestow curse/enervation (x2)/ice storm/shout/wall of fire/5th - blight/cloudkill (x2)/cone of cold/magic jar/symbol of pain/waves of fatigue; 6th- acid fog/circle of death (x2)/create undead (x2)/eyebite/7th - control weather/finger of death (x2)/spell/turning/waves of exhaustion/limited wish/8th - create greater undead/horrid wilting (x3)/polar ray/iron body/9th - energy drain (x2)/meteor swarm/soul bind/wail of the banshee/Time Stop, Unholy Cleric Spells DC = 19+Spell Lvl: 0 - create water/guidance/inflict minor wounds/light/resistance/virtue/1st - bane/command/detect undead/doom/entropic shield/inflict light wounds (x3)/2nd - bull's strength/death knell/inflict moderate wounds (x3)/shatter/silence/3rd - bestow curse (x2)/blindness-deafness/contagion/inflict serious wounds (x2)/protection from energy/4th - death ward/dimensional anchor/divine power/inflict critical wounds (x2)/spell immunity/5th - break enchantment/dispel good/dispel law/slay living (x2)/scrying/6th - geas-quest/harm/mass inflict moderate wounds (x2)/7th - mass inflict serious wounds/repulsion/word of chaos/8th - cloak of chaos/mass inflict critical wounds, Domain Spells (Death/Destruction/Evil): 1st - cause fear/2nd - animate dead/3rd - magic circle against good/4th - death ward/5th - dispel good/6th - create undead/7th - destruction/8th - create greater undead, Epic Spells 4/day DC 29: **Mummy Dust**-When sprinkled creates 2 large Mummies-LE, 18+3 HD/L, 120 HD, AC 20/8, Move 20', AB +20, Slam 1d8+16 plus Mummy Rot/Curse after 1 min lose 1d6 Con & 1d6 Cha per rnd until 0 then victim turns to dust that blows away to nothing DC 21 Fort/Healing requires DC 20 caster check or *Break Enchantment* or *Remove Curse*, Saves: Fort +8/Ref +7/Will +13, DR 5, Darkvision 60', Despair: At sight *Paralyze with Fear* 1d4 rnds DC 21 Will, Speak: Common, CR 8; **Peripety**-Choose any 5 attacks within 1 min before damage rolled to rebound to attacker; **Ruin**-Deal 20d6 to 1 target within 12,000'/if reduced to -10 HP target *Disintegrated* DC 27 Fort for half dam, Blind-fight, Cleave, Great Cleave, Combat Casting, Power Attack, Quickened Spell, Heighten Spell, Speaks: Abyssal/Celestial/Draconic, CR 35)*

Two open treasure troughs next to Demon Statue. North: 24,500 GP, +5 *Heavy Steel Shield* (Greater Resist elec 30), *Ring of Force*, +3 *Mace*. South: 19,300 GP, 5,200 PP, *Rod of Withering*, *Staff of Fire* (22 Ch.), *Wand of Magic Missiles* (31 Ch., CL 7).

END LEVEL 10

Eternal Pit Encounters

(Note: Don't look down.)

Game judges can utilize virtually any Underworld-type encounter, branch passages, cavern-wall dwellings of evil creatures. In the mid to upper reaches adventurers may encounter as wandering monsters (in whatever numbers deemed appropriate) some **Arachnid Horrors**, **Driders**, **Huge Doombats**, **Nightwings**, and very, very rarely, the **True Tarasque** from **LEVEL 8**, area **22**. In lower reaches there are few to none of random encounters, and the bottom of the Eternal Pit is barren except as noted.

Arachnid Horrors (NE, 18+108 HD/H, 198 HP each, AC 20/11, Move 40'/Climb 40', AB +18, 4 leg spikes 1d10+9 plus if 2 or more legs hit Grapple +19 as a free action/if grapple succeed 3d10+12 spikes from constriction, Saves: Fort +14/Ref +11/Will +14, Darkvision 60', Tremorsense 60', Move Quietly 30%, Hide in Shadows 30%, vulnerable to load or high-pitched sounds/+50% from sonic damage, Scuttling Charge/ does not have to move in a straight line to charge, CR 11)

Driders (CE, 6+18 HD/L, 45 HP each, AC 17/11, Move 30'/Climb 15', AB +6, Dagger 1d6+2/19-20 *and* Bite 1d4+1 plus Poison initial 1d6 Str/secondary 1d6 Str DC 16 Fort *or* Shortbow 1d8/x3, Saves: Fort +5/Ref +4/Will +8, Darkvision 60', SR 17, Spell-like Abilities 1/day CL 6: *Dancing Lights* DC 13/*Clairaudience*/*Clairvoyance*/*Darkness*/*Detect Good*/*Detect Law*/*Detect Magic*/*Dispel Magic*/*Faerie Fire*/*Levitate*/*Suggestion* DC 16, Sorcerer Spells CL 6 DC 13+Spell Lvl: *Daze*/*Detect Magic*/*Ghost Sound*/*Mage Hand*/*Ray of Frost*/*Read Magic*/*Resistance*/*Mage Armor*/*Magic Missile*/*Ray of Enfeeblement*/*Silent Image*/*Invisibility*/*Web*/*Lightning Bolt*, 30% Move Quietly, 30% Hide in Shadows, Speaks: Elven/Common/Undercommon, CR 7)

Huge Doombats (NE, 18+54 HD/H, 144 HP each, AC 18/14, Move 10'/Fly 50', AB +14, Bite 1d12+9 *or* Tail Slash 1d10+6, Saves: Fort +14/Ref +17/Will +9, Blindsense 60', Hide in Shadows 20%, Shriek Attack/Yip within 100' DC 22 Will Save *or* overcome with uneasiness 1d4+1 Rnds -1 hits/saves/checks & must make concentration check to cast spells, CR 9)

Nightwings (CE, 17+34 HD/H, 152/165/147 HP, AC 30/12, Move 20'/Fly 60', AB +18, Bite 2d6+17/19-20 plus Magic Drain, Saves: Fort +9/Ref +11/Will +17, Darkvision 60', DR 15/silver & magic, SR 27, Magic Drain successful touch attack drains 1 pt enhancement of magic weapons/armor/shields DC 22 Fort by item/Dispel Evil reverses effect within CL#days & DC 29 CL check, Desecrating Aura 20' +2 profane bonus to all undead/turning undead at -6, Immune to cold, Aversion to daylight, Spell-Like Abilities CL 17 At-Will: *Contagion* DC 18, *Deeper Darkness*, *Detect Magic*, *Haste*, *See Invisibility*, *Unholy Blight* DC 18; 3 per Day: *Confusion* DC 18, *Dispel Greater Magic*, *Hold Monster* DC 19, *Invisibility*; 1 per Day: *Cone of Cold* DC 19, *Finger of Death* DC 21, *Plane Shift* DC 21; Summon Undead 1 per Night/ Arrive 1d10 rnds/Serve 1 hour: 5-12 Shadows, 2-4 Greater Shadows, *or* 1 Dread Wraith; Combat Reflexes, Dodge, Telepathy 100', Can read & understand all forms of communication, CR 14)

Prime Material Gate to THE ABYSS

(Note: *Entire level radiates Magic.*)

1. At the bottom of the Eternal Pit, 5,610' down from the uppermost reaches, is a colossal Golden Gate. The gate was forged by unknown Elder Gods to contain a spontaneous nexus point that opened here millennia ago between the Prime Material Plane and the Abyss. The Gate is locked, unable to be opened by any mortal or magical means obtained by player characters, and completely indestructible. Even artifact magical items are destroyed should they be sundered against the golden bars of the gate.

Gaps between the bars are 10' wide. Far below (a mile or more) characters can spy an unbelievably immense cavern containing a city in flames contained by rivers of lava. Beings and items can pass through any gap between the Gate's bars from the Prime Material Plane to fall into the Abyss. Nothing can pass from the Abyss through any of the gaps to the Prime Material.

Looking around the walls in the darkness here seem to be strangely serrated with shivery quivers here and there. When investigated, it is discovered the walls here at the bottom are completely covered by 100, warhorse-sized, **Locust Demons**.

Locust Demons (CE, 12+72 HD/L, 126 HP, AC 26/11, Move 30'/Fly 60', AB +16
4 Claws 1d6+4 & Sting 1d4+2 plus Poison initial 2d6 Con/secondary 2d6 Con DC 22
Fort, Saves: Fort +14/Ref +10/Will +7, Darkvision 60', DR 10/Good, Immune to
Elec/Poison, Resist Acid 10/Cold 10/Fire 10, Scent, *Drone* - In flight vibrates wings in
a mesmerizing rhythm cause Confusion 300' radius 2d6 rnds/DC 14 Will, Spell-like
Abilities at-will CL 6: *Contagion* DC 18/*Enervation*/*Gust of Wind* DC 10/*Summon*
Swarm, Flyby Attack, Mobility, Multiattack, Understands but doesn't Speak: Abyssal
and bizarre facial ticks communicate to other Demon Locusts within 20', CR 10)

2. In this small alcove 100' up from the cavern floor is a secret door leading down and extremely long and narrow stair to the bridge at location **1** on The Abyss first level.

Fin?

Coming Soon ... **METROPOLIS OF CHAOS**

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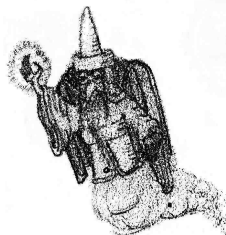
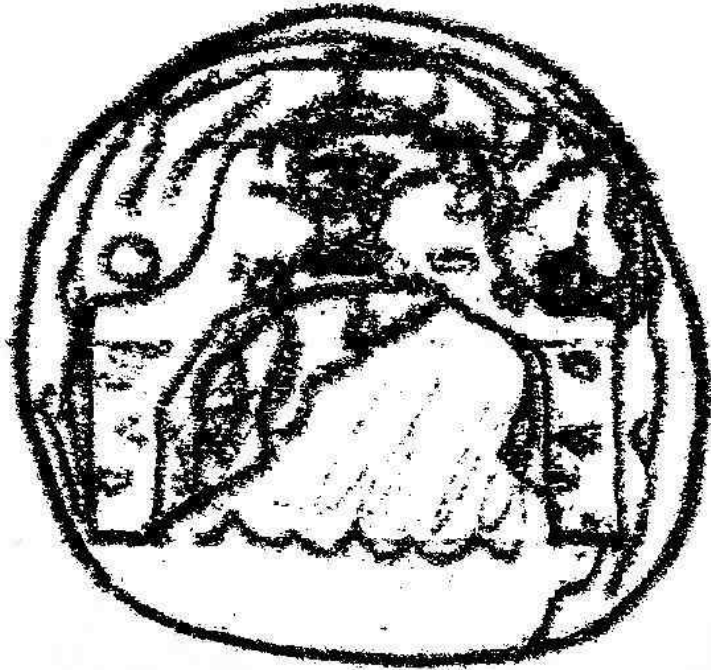
Random Underport Rumors

(15% chance if asking travelers, at inns or taverns, etc. within 40-mile radius.)

d20

Rumor. (T) true or (F) false

- 1 - Great riches may be found the deeper one can explore. (T)
- 2 - Pirates raid upriver/west, which is why you don't hear much about them downriver/east. (T)
- 3 - No matter how deep you get in the dungeon, there are always hidden portals that will shoot you back up to the surface. (F)
- 4 - Can get magical shrumes there if you know who to talk to. (T)
- 5 - The deeper you delve in the dugeon, the more certain you are to encounter undead. (T)
- 6 - A Golden Gate leads to City of Angels. (F)
- 7 - There was a red dragon, but it was slain decades ago. (F)
- 8 - Demons below guard a palace of beautiful virgins. (F)
- 9 - The *Sword of Kaz* was lost somewhere beneath Underport. (T)
- 10 - There exists a chasm that stretches into another plane. (T)
- 11 - Pirates will hire adventurers who come seeking work. (F)
- 12 - 3 drow knights riding spheres of light occasionally emerge from the dungeon to terrorize surrounding hillsides and forest. (T)
- 13 - A giant with the head of a moose wanders the riverbank. (F)
- 14 - Whatever separates the planes thins deeper underground. (T)
- 15 - Pieces of a great demon-slaying sword may be found near a gargantuan Gate to the Abyss. (F, although once was true)
- 16 - Orcus & powerful paladin fought a great battle deep below. (T)
- 17 - Demons below guard an 8-foot diameter diamond. (F)
- 18 - "I had a (brother/uncle/friend) venture thar, weren't nuthin." (F)
- 19 - There is a back door entrance into the dungeon through cavemen villages upriver west of Underport. (T)
- 20 - A Benevolent God dwells in the most deep reaches. (F)



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