

ESCAPE THE LAIR



Lich's
Brew

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

CREDITS



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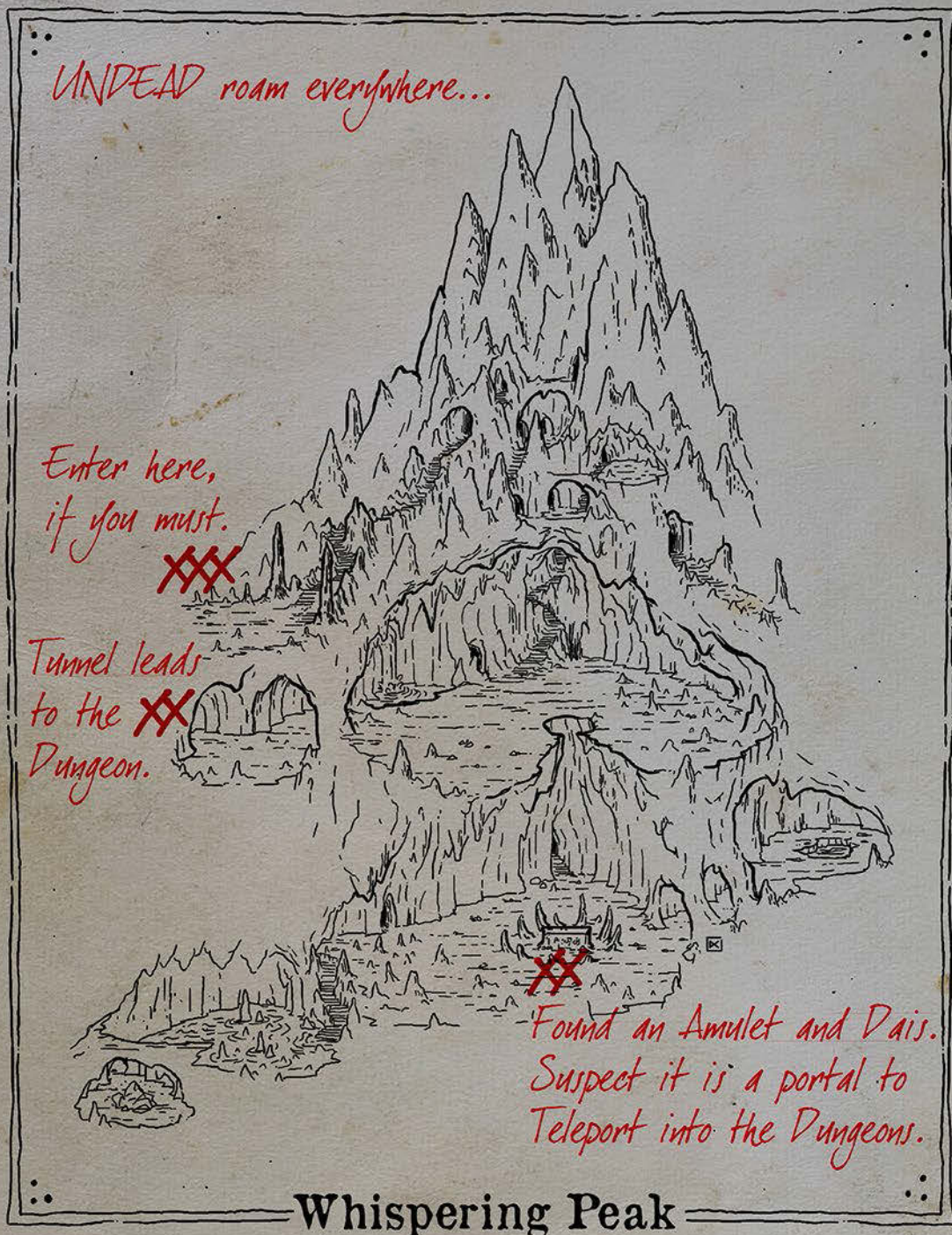
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There are TWO ways that I know of
to gain entry into the Lich lair.

This sketch is as accurate as I can remember.



To say that drawing this map has opened up a host of horrific
memories is the understatement of my lifetime.

I urge you NOT to go..... Hatgun

ADVENTURE INTRODUCTION

Your party has spent some time recovering from their latest adventure and the gossip has spread of your success. Word has been passed on to a man named GABRIEL HALEFOM, an elected representative of THE ORDER OF ATHAGOS, and you have learned from your initial meeting that this society is concerned with the utter eradication of evil in all of its forms. Very little is known about this group of defenders, but you are intrigued and have agreed to meet with Gabriel at the inn you are staying at.

The man named Gabriel takes notice of you and approaches your table. The retired cleric is accompanied by two tall and stout soldiers that are heavily armed and wear full plate mail.

“Good day, gentlemen,” the old man says as he smiles at the members of your party.

The two bodyguards take a chair from a nearby table and place it to where Gabriel can sit and speak with you.

The old man with the old face but youthful blue eyes introduces the large and powerful-looking guardsmen as Yohack and Kalack. The pair is rather impassive but attentive and they eye your party cautiously. Gabriel then proceeds to speak,

“Thank you for meeting with me this day. From our initial meeting I left you with several questions left unanswered, so while I will try to be brief, I will also try to further clarify things.”

“There’s a *strong* enemy that has been making himself known as of late. An enemy that has been toying with us and showing bits and pieces of his powers to innocents across these lands. A necromancer named DANZIBUS has come to our attention that has cast a strong amount of concern within our society. It has come to our attention that this necromancer has not just amassed great wealth of dark and deadly ways

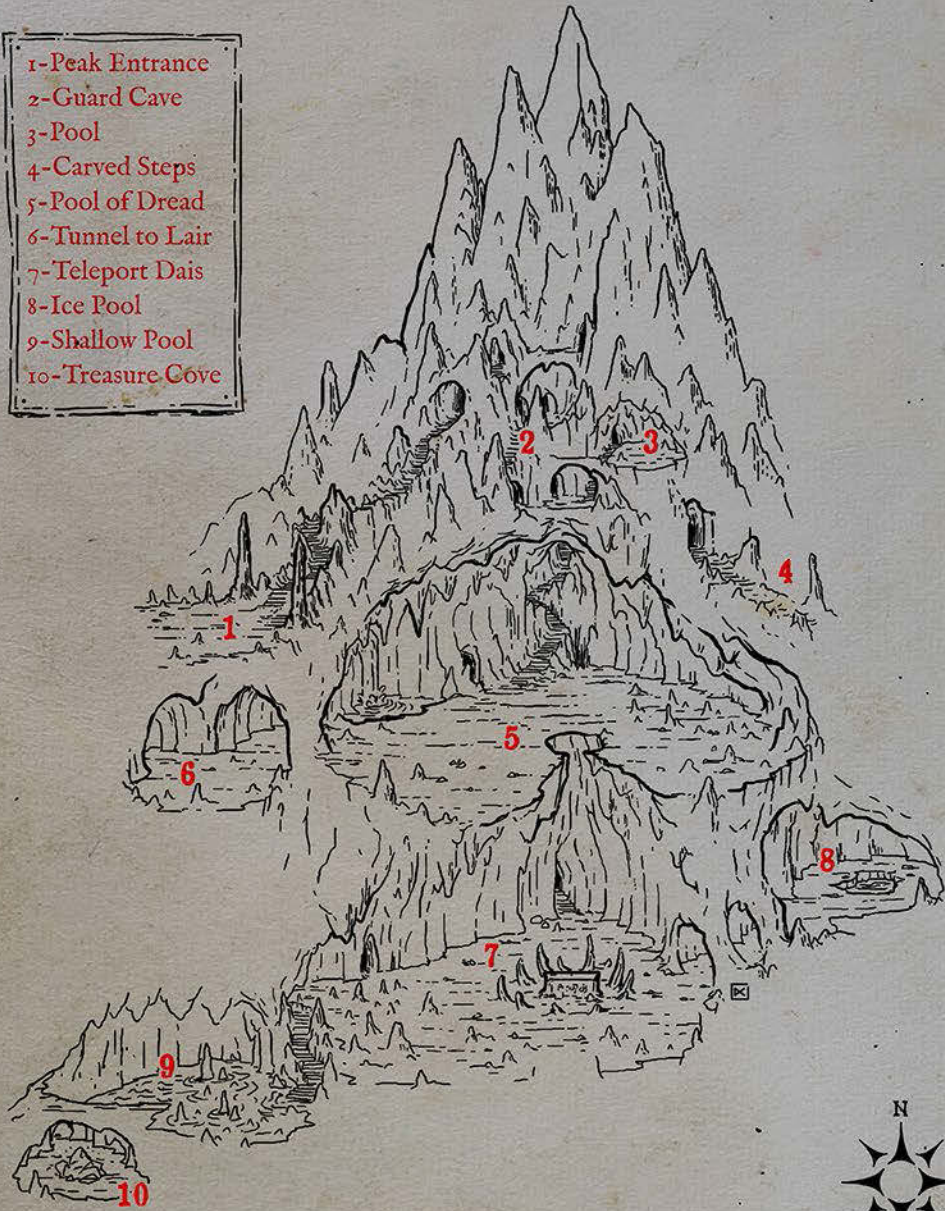
that have been known from ages past, but he seems to be more intent on creating a host of **NEW** dangers for the world to face. In a very short time, this Danzibus has surfaced and planted his poisonous hand all over our realms. From what we can gather, this dark mage has more than a dozen lairs and laboratories where he is crossbreeding new magic with the magic of old to bring about stronger and more powerful demon-like servitors and spells of destruction.”

“We have uncovered one of Danzibus’ lairs and we have found maps to where several other lairs are as well, not to mention plans to build even more. In short, Danzibus is well on his way to utilizing new techniques to build a much more powerful breed of undead. He is employing a wide variety of capable and knowledgeable individuals to hunt down and harvest extremely rare spell components to create new monsters, stronger monsters and dozens of new spells.”

“The Order of Athagos is, quite frankly, quite alarmed at the rate at which he is evolving and also *the lengths* of Danzibus’ dark ambitions. We feel that if we stand by and do nothing, this wave of evil can sweep across these very lands and literally overtake everything that we hold dear. We intend to strike fast and hard, and we have other adventurers that will be assaulting other lairs at the same time as you. We plan on making a ferocious and simultaneous attack to cripple his plans at once and without warning.”

“The wise men of our Order know that true men of skill *and* honor are hard to find. Our own soldiers and warriors are spread across the land and are waiting to strike, but we need *hardened* and *tough* adventurers such as yourself to help aid us with this attack. We realize that we do not, at this time, allow for doling out magical or monetary rewards, that is why we have chosen to allow you to keep any treasures that you may find in Danzibus’ rotting crypts.”

- 1- Peak Entrance
- 2- Guard Cave
- 3- Pool
- 4- Carved Steps
- 5- Pool of Dread
- 6- Tunnel to Lair
- 7- Teleport Dais
- 8- Ice Pool
- 9- Shallow Pool
- 10- Treasure Cove



Whispering Peak

THE ADVENTURE BEGINS



“We are asking you to invade his hidden lair at Whispering Peak, to make note of and destroy *all* of his minions as well as the various twisted experiments that he constantly toils with. Any and all notes or captured pieces of ephemera *must* be delivered to us so that we can plan for his future atrocities. We *again state* that any treasures that you may find within this lair are yours. We do, however, ask that your bring any unknown magical items to us for divination purposes. Upon your successful return, our order will fully heal your party and allow for several days for you to rest safely.”

“Our master magicians have had more than a bit of a time keeping constant daily and nightly shifts to mask our hidden location and identities. At some point, if Danzibus *does* get stronger, his hideously evil lairs will get stronger as well. If that happens, not only will our destruction be guaranteed, but the destruction of our families as well as their souls. This is why this is so *very* important...”

“Find the future locations of these burial sites as well as any lists of victims. *Anything* that you might gather. Destroy anything else that feeds his dark powers. Your rewards await you there, and we wish you a successful and safe return. And may no evils come back with you.”

Gabriel slides a grey sheet of vellum toward you. There is a detailed sketch of a cutaway view of a mountain named Whispering Peak.

“We have a brave agent named Reg Hatgur - a Dwarven thief of no small skill - that gained access to this mountain and was skillful enough to find 2 ways into Danzibus’ lair. This is the sketch of what he saw. I’m afraid that Hatgur, as brave as he was, refuses to accompany anyone back to the mountain, but ensures that what he has drawn is extremely accurate. Will you please undertake this mission?”



WIGHTS AT THE CAVE MOUTH

1-PEAK ENTRANCE -

As you near the mouth of the mountain's cave, several dark creatures seem to come from the very shadows themselves. Some come from the left of the cave opening, some from the right. What chills you, even more, are the ones that have somehow come up on your left flank, deftly encircling your party. The creatures are dead or used to be. They are stooped and slimy and have seen what appears to be an incredibly violent battle that has led to their deaths. Some have hideous tooth and claw marks and some have large areas of their very skeletons exposed. All of the creatures have one thing in common that is different from skeletons and zombies - *their eyes...* the eyes of each creature are glowing a deep, glowing red. The kind of glow that hints at one thing. Deep hatred, as if some injustice has been performed on each and every one of these creatures. The very next instant, the undead beings attack with eager arms extended.

WIGHT CR 3 ~ AC 15 ~ HP 26 ~ XP 800

STR 12, DEX 12, CON —, INT 11, WIS 13, CHA 15

2. GUARD CAVE -

After ascending the rough-hewn steps of this lair and passing through the first natural arch and then cave mouth, you come to a round, 20-foot cavern chamber with 3 shallow alcoves cut into the walls. There is an almost instant stirring from within each of the dark alcoves and 3 *beings* then make themselves known. What looms before you is unsettling. 3 ugly doglike creatures on all fours cautiously saunter into view. These creatures appear to be a cross between a corpse and a very large canine of some sort. The creatures are long and thin with sinewy muscles wound under tight, dead flesh. Various boils and pustules litter and cover their hairless bodies throughout the entire length and breadth. One of the creatures, the one in the very front, opens its maw and an agonized and hideous bellow rumbles through its body. You now know what has made the disturbing baying

sounds from before. The pack of ghoulish man-dogs suddenly attacks, snapping their grimy, tusked mouths as they come.

FESTROG CR 1 ~ AC 14 ~ HP 9 ~ XP 400

STR 17, DEX 13, CON —, INT 10, WIS 12, CHA 11

3. POOL -

Your party maneuvers through the cramped, wet cavern tunnels that wind clockwise and descend 10 feet down. Steady dripping noises echo from the chamber before you and linger in your ears. A round pool about 15 feet in diameter seems to be unattended and the water is surprisingly clear here. A set of stairs descends into darkness. You can see that straight ahead of you, the pool ends and is contained by jagged rocks that surround the entire pool. You can also see that a drop off is beyond this pool.

GM NOTES - 15 feet below is area 4. This can be easily accessed by simply using rope and grapple or tying a rope to one of the many craggy stalagmites rising up from the cave floor.



GHOULS BY LAND



4. CARVED STEPS -

You have safely lowered yourselves down onto a tunnel with crudely carved steps that leads 35 or 40 feet into pitch darkness. Off to your right is a rather large area 40 feet wide by 65 feet in length. A pool of water takes the place of a cavern floor in this chamber. A very narrow trail leads down to this area, but there are no dry ledges to be seen anywhere. If you decide to enter this underground spring, you will most definitely get wet. It appears to be but a foot or two deep, but it is difficult to tell for sure. Another thing is that the water is decidedly much darker here...

Making your way up to the trail that winds down to the water below, you can see better through the darkness ahead. The twisting tunnel continues onward and begins to dip down, deeper into the mountain. Before making a decision on which of these two paths to take, the silence is interrupted by a hideous and only half-human growl that emits from the dark tunnel ahead. A half a dozen grey, corpse-like humanoids with

pointed ears and even pointier teeth rush at you with alarming speed. These 6 creatures are clad in nothing but ragged and torn pantaloons and are completely barefoot. They are 30 feet away and closing at a truly alarming rate.

GHOUL CR 1 - AC 14 - HP 13 - XP 400

STR 13, DEX 15, CON —, INT 13, WIS 14, CHA 14

GM NOTES - This is just 1 of 3 ways to access Danzibus' wicked Lich lair. This leads the party to the locked east doorway to area 2. The winding stairs here are incredibly steep and anyone falling down these steps falls 20 feet down back to area 4 of the Whispering Peak caves and suffers 1d6 points of damage.

5. LACEDON LAIR -

After defeating the Ghouls, you have decided to brave the shallow waters of this underground spring. Your first impressions regarding the depth of this pool were accurate. At the edges, the spring is but a foot in depth, but then as you go deeper, so does the water. It is now two feet in depth. You are less than 10 feet into the pool and you can now discern that the floor to the pool begins to drop off deeper from here on out. A 20-foot-wide tunnel beneath a natural arch is to your right while directly in front of you, and to much of the sides, there is another drop-off where the pool ends, and there is something beyond and beneath the pool. The pool is divided into two connected halves that resemble a pair of lungs in shape. As quick as a blink, a sudden eruption of water from several directions alerts you that your entire party is again under attack!

GM NOTES - LACEDON AMBUSH - It would take a DC 15 Perception check to notice that several man-sized creatures are swimming just below the murky surface of the water. There are 4 to the left and 4 to the right. All 8 of these creatures are just 25 feet away and closing in fast.

GHOULS BY LAKE



If the Lacedons are completely unnoticed, they have managed to surprise the entire party and gain immediate initiative, attacking the party from just beneath the dark waters here.

OPTIONAL TACTICS

1. The 8 Lacedons here attack as close to a 1:1 ratio as possible. One for one.
2. The 8 Lacedons here attack as close to a 2:1 ratio as possible. This means that (if applicable) 2 Lacedons attack each PC.
3. A push or a bull rush of sorts to throw the PCs off of the spring shelf to area 7 which is 20 feet below. Damage is 2d6-3 due to shallow water breaking some of the fall. But with an additional risk of being partially (or completely) impaled by one of the many stalagmites protruding through the watery cavern floor. This causes an additional 2d6 or 2d8 points of damage. GM's discretion.

LACEDON CR 1 ~ AC 14 ~ HP 13 ~ XP 400

STR 13, DEX 15, CON —, INT 13, WIS 14, CHA 14

TREASURE - A detailed and successful search DC 18 Perception check allows a PC to find a partially submerged and half-eaten riddle gnome wearing an **Amulet of Natural Armor +2**. It certainly did not do this particular riddle gnome any good.

6. TUNNEL TO THE LICH'S LAIR -

You leave behind the underground spring and you proceed through a tunnel that winds to your right and proceeds to descend about 1 foot for every 10 feet you travel. The water ends here, and while damp, the rest of the way forward through this tunnel seems dry and safe enough.

GM NOTES - This is one of 3 ways to access the dungeons of the wicked Lich Danzibus. *This leads the party to the locked west doorway to area 1.*





7. TELEPORTATION DAIS -

This is a roughly oval-shaped cave chamber. Its dimensions are as narrow as 10 feet wide to as broad as 45 to 50 feet wide. There are 2 shallow alcoves here. One to your right and one directly behind you. They seem to lead nowhere. There are, however, 2 tunnels that have not been explored yet. One tunnel ends in a dead end, yet there are steps that lead down into the dark. To your left is another tunnel with a natural archway spanning across it. In the middle of this shallow spring is an altar or dais of sorts. It is octagonal in shape and rises 3 or 4 feet from the water's surface. It is made of fine grey marble and is riddled with a variety of magical symbols. A giant rib cage of some unknown aquatic beast seems to cup or cradle this 7-foot rock dais. The

bones are a bright white and are also inscribed with runes etched upon their surface. Resting on the dais is an odd-looking device. It is a circular amulet without a chain that is adorned with 8 gems on the outer rim, 8 triangular semi-precious stones encrusted upon the face, and a single black pearl in the very center. A very appealing and gaudy bauble indeed.

The screechings of several bats immediately assault your ears, followed by a series of unfurled flapping noises that are way too loud to be that of normal bats. Your mental assimilation is entirely correct - for as you gaze up at the loud and unsettling noises, a half dozen large, manlike bats descend upon you. Before you react to attack, your vision captures the fact that these bat-

TELEPORTATION DAIS

creatures appear to have charred and badly burnt flesh. In a split second, you also know that there would be no way to reason with these animals - for no animal wears tiny fairy skulls adorning their bodies like so much cheap jewelry like these creatures do. Their rending claws now yearn for your throats.

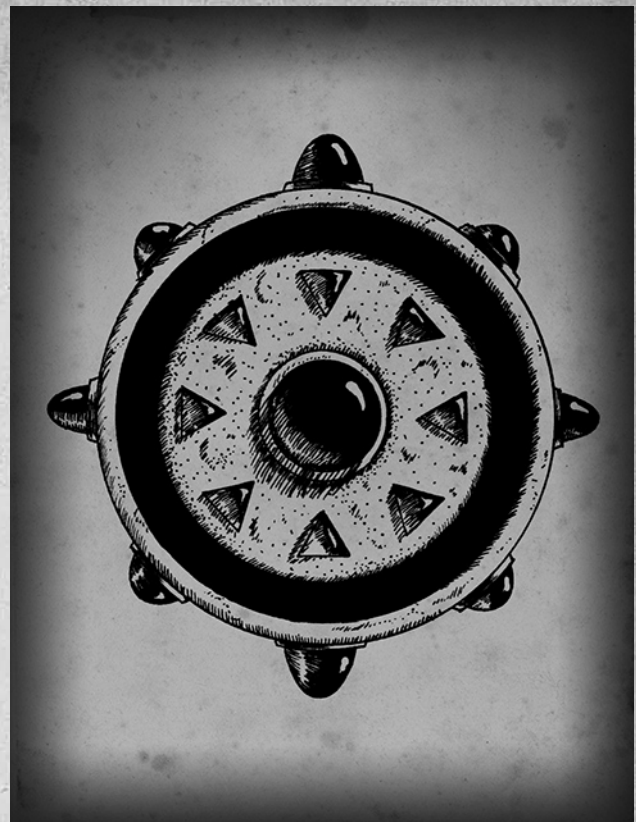
GM NOTES - The GM may decide to allow for the Lacedons in area 9 to aid these Chaneque.

These black bat men are known as Chaneque. Typically, these creatures take great delight in hunting all of the smaller fey such as faeries, pixies and the like, but when deprived of these pleasures, they act as hungry guardians of this area. They are always rewarded by Danzibus with multitudes of fey to hunt in exchange for the heads and hearts of what is more dangerous to the wicked Lich - curious, able-bodied and experienced *adventurers*.

Upon defeating these man-bats, the players may take notice of the numerous trophies adorning the dark corners of the natural cave here. A PC making a DC 15 Perception check will discover,

You gaze at the horrid creatures that you have dispatched. And although subtle, it still remains very clear to you that these creatures, even though their bodies are mainly that of a giant bat, the detailed anatomy is certain. At one time these creatures were children when they were horribly transmuted. Children with the bat-like faces of old men.

Unlike any other area of these caves, the roof is infested with a swirling and twisting form of root or tree. These grey trees are anything but beautiful, but they are up to 5 or 6 feet thick and have half a dozen gaping holes in them.



Undoubtedly, these are the cavelike openings for these evil hunters to nest in. Suspended from several of the smaller roots and impaled upon sticks are hundreds of tiny skulls decorating the entire lair. The skulls vary slightly in size and shape, but it is obvious that these are the final remains of the fairer of the fey beings - brownies, sprites, and pixies. Several of them, perhaps a dozen or so, are not just skulls but have dead, rotting flesh still clinging to their bones.

GM NOTES - Any PC making a successful DC-17 Perception check will uncover a collective treasure that includes the following:

-
- **Horn of Fog**
 - 46cp, 33sp, 18gp
 - **Chain Mail Shirt +1**
 - 2 Masterwork Silver Throwing Knives
 - Book of Poems: **WHY DO I LOVE ELVES?**
 - **THE TELEPORTATION AMULET**



TELEPORTATION AMULET

The bejeweled amulet works in conjunction with this and all of the dais structures found within Danzibus' Lich lair. This is one of the ways to traverse throughout his dungeon by choice and it works like this: On the face of this amulet are 8 triangles of a different color. These triangles correspond with the gems on the outer rim of the device and are numbered as shown and in a clockwise manner. Simply put, a PC pressing a triangle will take them to a different area of Danzibus's dungeon. The outer gems have zero function, other than verifying which triangle you have pressed by emitting the exact same color. A PC pressing the BLACK PEARL will take every live or undead being (within a 15-foot radius) to a different level of the dungeon RANDOMLY. The GM can simply roll 1d8 in this case.

So, if the party is fighting a horde of zombies, and they wish to flee, they can, but if any of the zombies are within this 15-foot radius, those zombies will be *transported along with the PCs* to the next location. This device's magic only works within the many lairs of Danzibus. Once taken out of this particular lair, the item has zero powers unless one

wishes to delve back into another of Danzibus' lairs. The gems, however, do have value. These values are as follows:

1. **PURPLE** - Alexandrite - 130gp
2. **GREEN** - Emerald - 200gp
3. **RED** - Ruby - 300gp
4. **VIOLET** - Amethyst - 150gp
5. **ORANGE** - Amber - 60gp
6. **YELLOW** - Scapolite - 100gp
7. **BLUE** - Sapphire - 250gp
8. **MAGENTA** - Tourmaline - 80gp

BLACK PEARL - 1,200gp

It must be made known that if any PC takes out just one (or more) of these gems, the device is destroyed forever, and carries no power whatsoever!

In order for the Teleportation Amulet to work from the caves going into the dungeon, the players must *initially* lay upon, stand on, or even just touch the dais as they press any of the buttons they desire.

Each of these devices has a limited number of charges. They are used by Danzibus in rare times that he employs living helpers, or when Danzibus

TELEPORTATION AMULET

desires a little entertainment and watches various adventurers bungle through his lairs *through the eyes of one of his many Isitoqs!*

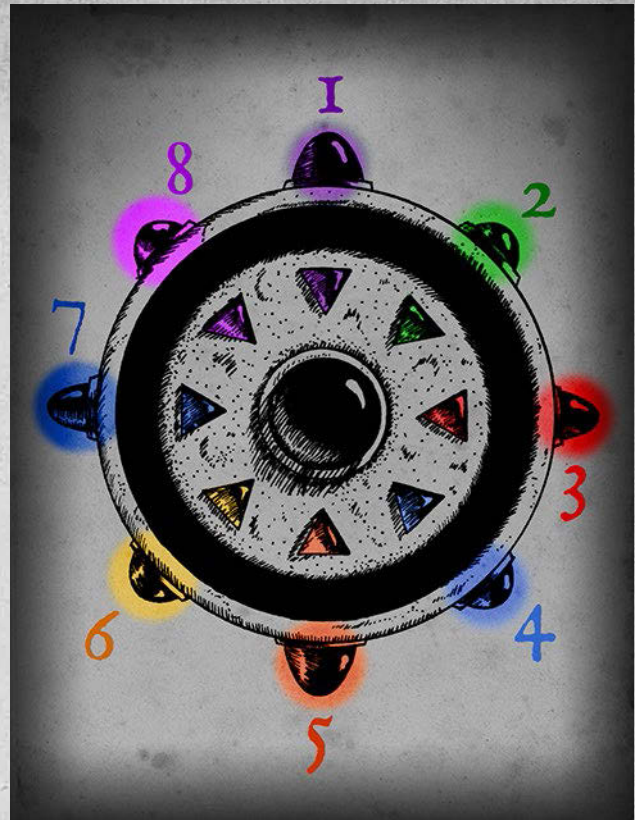
This particular amulet has but **24 charges** and can **ONLY** be recharged by Danzibus himself. It is very important for the GM to keep track of this as some “enterprising” adventurers might think it a clever tactic to simply teleport through Danzibus’ lair at will, and to continually escape harm. *It isn’t.*

With every teleportation that occurs, the players will experience the following:

A blinding white light envelops you and you see absolutely nothing but this flash and feel the immediate heat of this light for a full second. You are slightly stunned and groggy, disoriented and things are foggy for a moment. You soon gain your composure and realize that you have just *teleported* to an entirely different area. Here is where you have landed now...

8. FROZEN PILGRIM -

As you move along this path, the temperature dips unnaturally, just after you pass the archway above your head. You look forward and notice a soft, blue light illuminating a rounded room roughly 20 feet in diameter. Seated facing you and wrapped in heavy garments and a wide-brimmed hat is a husky figure that appears to be fishing. The figure appears to be seated quite comfortably and with a fishing pole with the line sticking straight down into a cut-out portion of ice. This man is sitting on a sheet of ice that covers the entire floor. Your breath begins to become visible as you get closer. 10 more feet and your breath appears as tiny clouds coming from your mouth. For some reason, no clouds of the same type come from the husky fisherman before you, and it soon becomes apparent that tiny ice crystals have dusted the man’s beard and



face. The face is a deep purplish blue and you realize that this man is quite dead. *This cavern chamber is somehow freezing cold.*

9. SHALLOW POOL -

You descend the slimy, slippery steps and enter into this gloomy, stinky cave that is roughly 30 feet in diameter. The water is between 2 to 3 feet in depth and your feet plod slowly through the muck and mire beneath you. Somehow, the water seems colder here. An archway looms in front of you to the south, leading to another area. In the center of this area is a shadowy island of sorts that you cannot quite make out.

10. TREASURE COVE -

Leaving the last chamber and kneeling down to be able to move forth beneath the archway above you, you see a small chamber that is just over 10 feet in diameter. A smallish island is in

Amulet of Teh-Han-pa-PAH

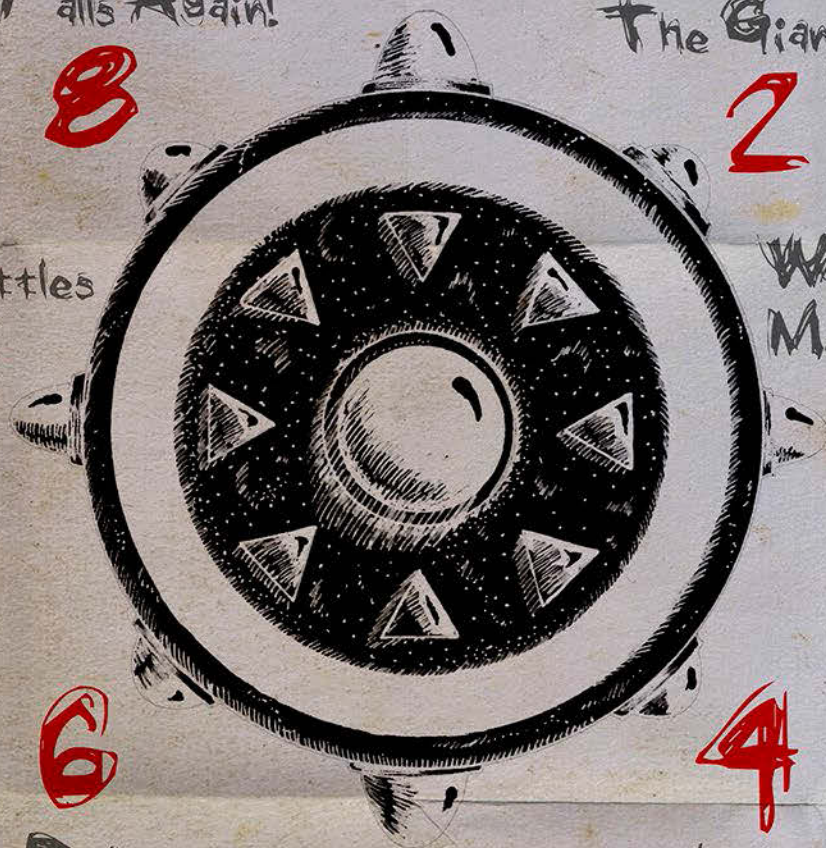
Wheel of Pain
and Fortune
1

Darkness Falls Again!
8

The Giant of Iron
2

Pool of Bottles
7

Well & Too
Many Skulls
3



Grate & Pit!
6

4 Long Dead
4

Pitch Black
5

TREASURE COVE

the center of the chamber. This island of sorts is about 3 feet wide and is wrapped in rusted iron chains. Connected to these chains are 4 small rum barrels. The rum barrels are above water, yet still quite waterlogged. A black crow brand has been burnt into each of these small barrels. An armored skeleton peppered with arrows sits back in an obvious death pose, still clutching a cutlass in each bony hand. This corpse still sports a very long black head of hair, beard, and mustache. His boots and armor style are telltale signs that this was a navy soldier, privateer or pirate of some sort. There seems to be no other way out of this tiny chamber.

TREASURE BARREL 1 - 2 full-size silver skulls. The craftsmanship is amazing and consists of a combination of artistic swirls and very complex geometric patterns. It is as if a skull of a departed one has been *transmuted* to silver and not sculpted from it. Each silver skull is worth 1,250 gp.

TREASURE BARREL 2 - 600 coins. 300 silver pieces and 300 gold. Silver and gold! A tiny doll with a pickaxe and fiery red beard and mustache is on top. The doll has a thin piece of pine wood jammed between its wooden arms. The message reads HAPPY BIRTHDAY SON!

TREASURE BARREL 3 - This barrel has a very large cork protecting the contents within. When this cork is pulled open, the most magnificent pipe tobacco aroma bursts forth. Here are 3 of the world's most exotic pipe tobaccos that can be found throughout the realms. A partition made of cedar separates these three rare tobaccos. There are 3 pounds each of compressed tobaccos. They are:

A. VANILLA CINNAMON SPICE - A tobacco favored by young pirates and womenfolk, yet also

widely enjoyed by elder sailors as well. The value of this tobacco is worth 120gp per pound.

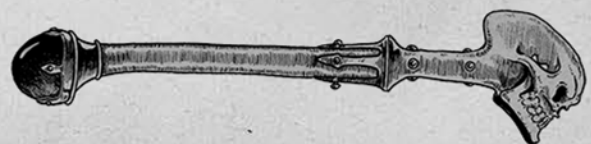
B. HONEY BRAMBLEWEED - Another sweet yet subtle tobacco is this sheer delight. It has hints of honeysuckle, brown sugar and raw honeycomb mixed with the perfect dose of southeastern tobaccos with a more robust punch. This particular tobacco appeals to everyone universally. The value of this tobacco is worth 160 gp per pound.

C. BLACK KRAVENDISH - Black Kravendish is known as, "THE ADVENTURER'S CHOICE" as well as that of bounty and big game hunters. This tobacco is also known as, "OLE SALT N' PEPPER" and mixes the very best vanillas and dark maple flavors. However, this has a subtle intake but the most wonderful aftertaste available. This fine tobacco is also the favored choice of sea captains and the boldest of pirates. This tobacco appeals to alpha types. The value of this tobacco is 200gp/lb.

WAND of DETECT UNDEAD (30 charges)

A piece of gray, folded paper rests beneath all of these items. GM, please supply the players with the PLAYER HANDOUT on page 14. This amulet drawing is the exact same amulet that is to be found in area 7.

You carefully open the grey parchment. Before you is what appears to be an illustration of a jeweled amulet with numbers written in red and a very brief description of sorts written in a faint charcoal grey. The apparent name of the artifact in question is **Amulet of Teh-Hah-Po-Pah.**



THE DUNGEON OF DANZIBUS

TREASURE BARREL 4 - This is not a treasure in everyone's eyes, but a treasure to some. An entire gallon of BURNING CROW Sweet Rum. This is an ultra-rare rum found only in the warm western waters and oceans. It is so good that many pirates are said to be willing to throw a fellow mate overboard to the shark gods to obtain a full gallon of what true pirates refer to as "GOLDEN GROG." Each one-gallon barrel of this sweet 120 proof rum can capture 250-300gp.

Any attempts to remove any of these treasures will "activate" the **6 Skeletal Champions** that lie in wait and are currently submerged in the water here.

Your decision to proceed causes something to stir. Rising up from the craggy corners of the cave, you begin to see several faces appear just above the surface of the murky water. The tips of swords soon then appear from the water's surface and you can make these faces out more clearly now. These are the hairless, skinless skulls and bones of animated skeletons. With slow but steady movements, a half dozen armored skeletons surround you and prevent you from stealing the treasures they fiercely guard.

SKELETAL CHAMPION CR 2 ~ AC 21 ~ HP 17 ~ XP 600

STR 17, DEX 13, CON —, INT 9, WIS 10, CHA 12



THE DUNGEONS OF DANZIBUS -

Danzibus is not present in this adventure, but he is keeping a watchful eye on the activities of the adventurers. He takes *great* delight in watching the ones that plunder his tombs and lairs, and to this date, there has been no one that can stand the test of time and become a true nemesis of his. Danzibus actually craves coming across a worthy party that can survive any of his lairs and will take a particular interest in any of these sturdy folk.

WALLS - The walls of this particular lair are 5 feet thick and made of limestone. In some areas, the walls are 10 feet thick. The floors are made of the same stuff.

DOORS - All of the doors, unless noted otherwise, are locked and are of this variety:

STRONG WOODEN DOOR

Hardness **5**, Hit Points **20**,
Break DC-Stuck **23**, Break DC-Locked **25**

FLOORS AND CEILINGS - The distance from the floor to ceiling is 20 feet everywhere within the dungeon.

TELEPORTATION AMULET - This amulet only works for areas 1-8. After the 24 charges are depleted, the PCs must find another way to delve into and around this dungeon.

QUARTER PAGE DETAILS - The quarter-page art that depicts specific map sections: any areas marked or colored in **RED** reveal that area to be a **secret door** or passageway.

ISITOQS - There are 24 Isitoqs that fly about this dungeon "recording" what happens within this lair directly to Danzibus. These creatures are flying, winged eyeballs that act as organic crystal balls for their master. They are instructed to hide in the dark corners of this lair. DC Perception 25 detects.

ISITOQ CR 1/2 ~ AC 15 ~ HP 11 ~ XP 200

STR 4, DEX 13, CON —, INT 7, WIS 14, CHA 11

1



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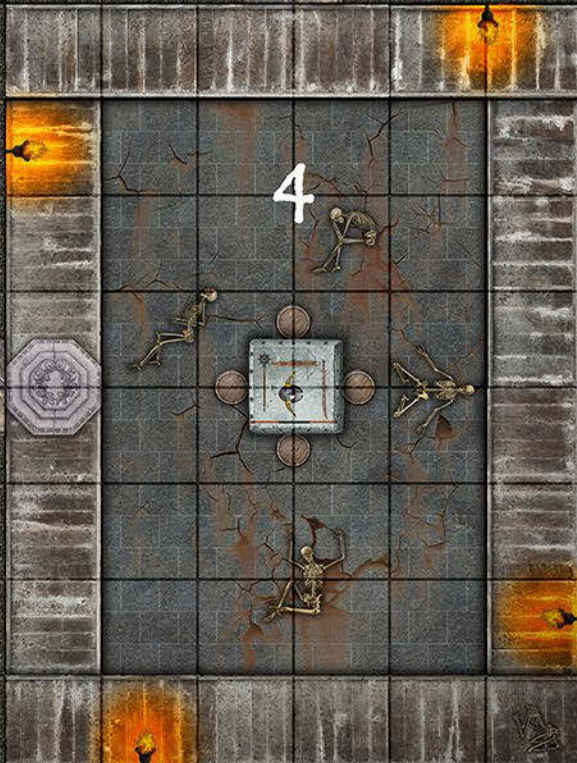


5

3



4



WHEEL OF
PAIN & FORTUNE



1. WHEEL OF PAIN & FORTUNE



1. WHEEL OF PAIN & FORTUNE -

In the span of an instant, and with a blinding flash of white, your party is instantly transported from out of the mountain cave into an entirely different structure altogether. The hairs on your arms and necks are tingling and you realize that you have been teleported against your will. You all stand cramped together on a five-foot square stone dais. The dais has a variety of signs and sigils seemingly *burnt* into the surface. In stark contrast to the damp and cold caves, you are now clearly in a *manmade* structure. The walls are neatly cut into huge blocks that are 5 feet square. The floors are smooth but there is some form of grit lightly covering it. All of the walls seem to be some form of stone similar to limestone. The distance from the floor to ceiling is 20 feet and you gaze before you and you realize that you are in a corner. There are 2 hallways that loom outward. One hallway extends to your left for roughly 30 feet.

The other hallway extends a bit longer and runs about 40 feet long. Both passages are lit by a single torch and both of these hallways lead somewhere. The north hall winds to the left and the westward hallway winds up and to the north. There are 2 doors along both walls of the north hallway and are 20 feet straight ahead. One thing becomes apparent to you, and that is you no longer hear the ambient sounds of dripping cave water echoing from everywhere. Here, wherever you are, is quiet. Dead quiet.

You gain entry into a chamber that is 15 feet square. 4 torches burn brightly in green gargoyle cressets, illuminating a strange construct before you. At first glance, you notice that the structure is rectangular in shape and is made from blood-red brickwork encased in green metal at the top and bottom of the structure. The wooden wheel of a warship is set into the center of the wall. Between each of the wheel's 8 spokes is a vent or grill of sorts. The vents and grill are of various sizes and shapes ranging from circular to narrow rectangles in shape. Perched on the topmost spoke is a human-sized golden skull that smiles idiotically at you. Suspended from the top of the structure and resting flush against the bright red walls is a rusted sign dotted with studs. The sign reads WHEEL OF PAIN & FORTUNE. You can't help but regard the structure as being some tiny home for the hopelessly mad.

GM NOTES - Danzibus clearly has a sick and twisted sense of humor. His lairs are infested with Isitoqs so that Danzibus can view his devious tricks and traps spring forth to life on his enemies. The Lich's Isitoqs are all former masons, builders, and craftsmen that once aided in the creation of his lairs. They all died horrible deaths at Danzibus' hands, yet tend to the rest of their existence by serving this vile death lord. These Isitoqs will do everything in their power to remain hidden.

THE VOICE OF DANZIBUS

A DC Perception check of 30 is required for the players to notice the Isitoqs for the first time. Any and all successive rolls need to be made at a check of 25. The Isitoqs only attack if they are attacked first, but their chief duty is to provide Danzibus with a source of entertainment he truly craves.

If the PCs decide to play the Wheel of Pain & Fortune Game, the following results (1d8) take place.

1. STIRGE INFESTATION -

You spin the ship's wheel as the golden skull leers at you almost as if alive. The wheel spins in a clockwise motion and makes several revolutions. After some moments, the golden skull comes to rest almost directly over a square vent with a large hole in its surface. You hear some commotion from within the structure, followed by a fluttering and what sounds like a group of unnatural bees or similar insects. Suddenly, a handful of winged insects pour forth from the opening. You have obviously upset a large and angry family of 8 Stirges whose home lies within the brick structure. They quickly disperse and attack your group *angrily*.

2. AN INHUMAN VOICE -

You spin the wheel and the golden skull on top becomes a blur as the wheel continues to spin. Seconds later, the wheel comes to a stop and the golden skull is lined up directly over a square vent positioned to the right of the other vents. A subtle cracking is heard. You are familiar with this sound from past battles. It sounds like bones breaking, although this is not a sudden snapping sound, very much like something made of bone is coming to life. A voice comes from the vent. The voice is deep and rasping and undoubtedly coming from something quite dead.

The top of your scalp tingles as you have never heard a voice as deeply *sinister* as this. The deep, gravelly voice croaks,



STIRGE CR 1/2 ~ AC 16 ~ HP 5 ~ XP 200

STR 3, DEX 19, CON 10, INT 1, WIS 12, CHA 6

“It seems that you have found my lair, my friends... Or *one* of them at least. I must be quite forward and I cannot adequately express my *disdain* that your sorcerers have somehow made it impossible for me to gain access to my own home. I can assure you that each and every one of you will become the object of my hatred, but not after having some fun with you first.”

With those last words, a gust of an overwhelming and unmistakable odor issues forth and into your faces. Clearly not a poison of any kind, but again, you are all too familiar with the stench. It is the smell of something long dead.

3. WAND -

The wheel has been spun and around it goes. After several revolutions, the wheel's golden skull rests just over a red vent just to the right.

A WELCOME GIFT

A slight thud is heard followed by the bottom of the grate opening upward. From a chute from the inside, a wand falls out and onto the floor. This wand rests there before your feet. It's made entirely of smooth and polished brass save for the tip. The wand is 11 inches long and the handle is made up of bright red rawhide. The tip is made of iron as in the shape of a chunky X.

GM NOTES - This lovely wand is a **WAND OF DETECT SECRET DOORS**. This wand has 11 charges left. If the GM so chooses, a **WAND OF SPEAK WITH DEAD** can be substituted.



4. PURE PLATINUM -

You spin the wheel. Around it goes, that golden skull flashing before your face every split second. The golden skull finally rests on the rectangular vent towards the bottom. You hear a click and then a pause. The sound of metal on metal is heard from within the weird brick structure. A rush of brightly colored objects shoots out from the opening. *They're coins!* You glance down at your feet and notice a pile of platinum coins has spurt forth from the opening.

There are 250 platinum pieces here.

5. A POISONOUS PRIZE -

The wheel is spun. You wonder what could be your prize, if any, by spinning this wheel. Slowly, the wheel comes to a stop. You hear the sound of breaking glass come from inside the tiny brick complex. A puff of thick green gas pushes its way through the fine mesh of this vent. You can tell instantly it's poison as it continues to gush forth and envelop you. **LICH DUST POISON**
Save FORT 17 Onset 10 Minutes at 1/min for 6 minutes. 1d3 STR damage. Cure 2 consec saves.

6. A WELCOME GIFT -

The wheel is spun and soon, the golden skull rests over a narrow, rectangular grate with rather large openings. A slip of parchment appears to slide forth from the grating. It slides through as if someone were inside this odd red square of bricks. It falls out and you see a blank piece of parchment. The kind that is used to inscribe magic symbols and sigils on. Suddenly, as if drawn by an invisible finger, words written in the Common tongue begin to form on the once blank parchment. Something is being spelled out, and it's being written in blood. Seconds pass and the message is complete...

Please show players the handout on the next page.

The blood is still quite wet and glistens amidst the torchlight. This wasn't an illusion.

GM NOTES - This is a direct and "real-time" message sent by the Lich Danzibus to the party using his spell, **GHASTLY MESSENGER**. This spell is explained in much great depth later in this book and is just the first time that Danzibus has used it. He plans on using it, again and again, to terrorize the party throughout their exploration of this particular lair.

7. THE KEY -

You proceed to spin the macabre wheel and with a series of creaks and groans, the wheel spins. Eventually, the skull rests over a rectangular grate to your left. Something falls within the bright red construct. Something small but heavy enough to make such a clatter. A gold key makes its appearance from one of the holes and clatters to the stone floor. It's a large key, apparently crafted of solid gold, bearing the exact same skull visage like the skull on the wheel.



WEL COME!

You have power and
potential within you.

I WANT all of your
power and will take it
from ALL of you.

one by one...

Danzibus

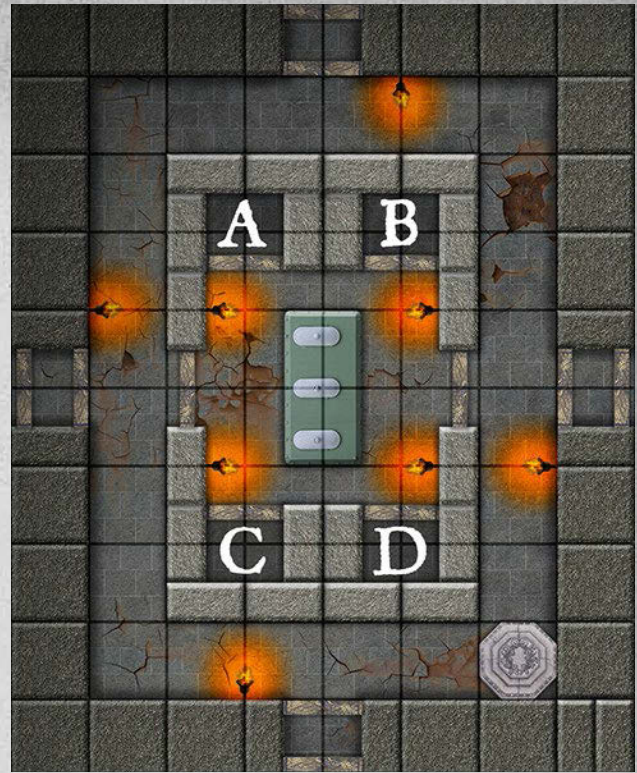
A. FAILED EXORCISM

A DC 15 Dungeoneering check will reveal that as many teeth that this key has, it must be some sort of skeleton key. Any Rogue or class that utilizes thieving skills will know instantly that this is indeed a skeleton key. This key will unlock every door, chest or lock found within this particular Lich's lair. It is useless outside of this dungeon but is worth 99gp.

8. A SOUND OF BATTLE -

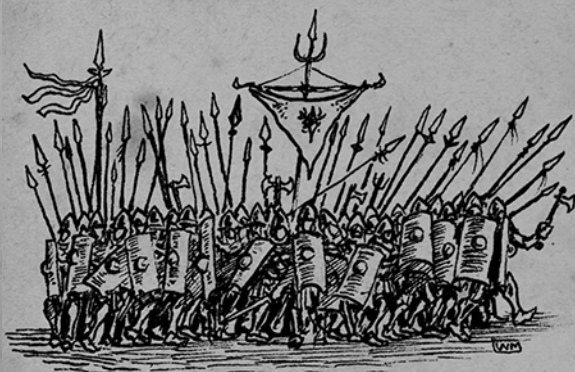
You begin to hear sounds way off in the distance. The sounds are barely audible, yet they are definitely there. Striking steel upon steel can be heard, along with faint cries of battle. This is audible all around you and slowly grows in volume. The noises become more distinct and anyone could easily discern that these are the unmistakable sounds of battle. But from where? These get so loud that you can now hear taut bowstrings being pulled back and arrows piercing armor. What was once a distant din of battle is now a savage roar blaring in your ears. Complete and total carnage, intermingled with men in pain and even sobbing are the only things you can hear. It is getting near the point where your eardrums will burst, and then, it stops. It stops so suddenly that there is an echo of what you have just heard. Your head pounds and you are dizzy, but it's over, at least for now.

4 CHAMBERS OF HORROR -



A-FAILED EXORCISM -

You are taken aback by the sight that you behold after opening the door. A young man in a black leather straight jacket is seated in an iron chair bolted to the floor. The man is wrapped from chest to toe in heavy chains and he is sweating profusely as if he has actually been trying to escape from these bonds. The bound man is accompanied by another man dressed in white and gold-trimmed clerical robes. The man in white has a stern look of determination on his



DANZIBUS AS A YOUTH

face as he takes up a holy symbol and an ornate vial. Both men are oblivious to you, and the weird scene continues to unfold. The holy man fearlessly places his left hand on the disturbed man's forehead while his gloved right hand covers the young man's mouth. The youth fights fiercely and bites at the gloved hand. With a quick splash of water, the priest repels this bestial attack. With a scream, the teen growls at his offender and mutters a threat and a curse. The cleric's huge hand latches onto the man's mouth and the priest speaks,

“Open, oh Athagos. Open the portal of righteousness and cleanse this disturbed youth. I ask you to consecrate this relic and allow this lad to see the way and the path to your kind and healing heart. It is his fate! It is his fate to separate himself from that of evil and embrace the light. It is his fate. It is the fate to be healed, this gifted boy, *Danzibus!*”

With the utterance of the holy man's final word - the name *Danzibus* - a chill runs throughout your entire body and lingers there atop your head. As if on cue, as if you are witnessing a chilling play at its most intense and climactic moments, the holy man seems to literally freeze in time. Moments pass, and you see from behind the cleric's paralyzed body the young man slowly move back into view. He is looking right at you. A smirk that can only be categorized as arrogant slowly appears over the lad's face. Almost as if any past moments of pain have been peeled away. The look of rage and pain is now replaced with a knowing smile and a look that seems to freeze your blood. The young man speaks, but not as a young man should speak. The words and sounds that come from this being are somehow not coming from a human being that is of this world. Pausing enough between his labored breaths, the dark-haired young man utters words that come from him but not him at the same time. The words sound *demonic* in origin.

“Well... Now that we have been *formally introduced*, you now know what you have gotten yourself into... Can you tell that this ritual *did not work?*”

With that, the scene fades. You hope this is only an elaborate illusion of sorts, but whether it is or not, those words and that voice stay with you.

With a Knowledge (religion) check of DC 12, a PC will clearly understand that he/she is witnessing an exorcism taking place. Judging by the youth's unexpected and diabolical reaction, it looks like the holy ritual was completely *unsuccessful*.

B-HANGING DWARF -

You open the door to reveal a tiny square chamber which instantly feels more like a cell than anything else. Seated with his back to the north wall is an extremely stocky and sturdy-looking Dwarf warrior. He is armored well and wears a horned helmet that is so popular with their race. Oddly enough, he has no weapons but a single dagger resting on the table. Odder still, he is wearing a noose suspended from an iron hook bolted into the ceiling. He definitely notices you and smiles grimly. Between his thick, yellow beard and mustache he mutters,

“Thank you, friends. I have been waiting here *paralyzed* in this cell for longer than I expected. Get out of here while you still can. This foul dungeon holds *nothing* but the vilest horrors you could ever imagine...”

With that, the Dwarf slowly but steadily climbs atop the heavy oaken table and begins to tie the slack to another iron hook in the side wall.

GM NOTES - It is clear that this poor soul is about to rid himself of this place and this world. *Danzibus* has long sensed this Dwarf's likelihood

B. A DWARVEN HANGING

for such a thing, and is cruelly using **Rofeestus** as just one of his many terror tactics to use on anyone foolish enough to invade his lair. If any PCs make a quick attempt to halt this Dwarf's actions, Danzibus has prepared for that as well. A **WALL OF FORCE** spell has been cast so that the PCs can view this Dwarf's demise, and be absolutely powerless about doing anything but watch. Any PC(s) making an attempt to rescue Rofeestus:

You make a valiant attempt at saving this poor, forlorn soul, but to no avail. You slam firmly and quite rudely into an invisible wall. It does not move or buckle in any way. You know from adventurer's talk spread everywhere that this is a Wall of Force. The Dwarf gives a final somber smile as a tear runs down his cheek. He kicks the table out from under him and he plunges down. You hear an immediate and sickening snapping sound and he is still... Carved into the wall behind the Dwarf's dangling, limp body are the words: **ROFEESTUS FELL HERE.**

Thankfully, the Dwarf knew exactly what he was doing. His death was violent but very quick. Rofeestus had learned years ago how to do the job quick. His neck was snapped rather easily.



GHOUL CR 1 ~ AC 14 ~ HP 13 ~ XP 400

STR 13, DEX 15, CON —, INT 13, WIS 14, CHA 14

C-GHOUL FINGER -

You open the locked door, and it opens to an 8-foot square room... The room is completely empty, save for a very narrow shelf that has been bolted into the south wall. Resting on the shelf, and in the very center, is the only item of any interest. That being a slightly dingy glass bottle with a label attached to the body of the bottle. The label is titled, "Venous Monstrum" written in the Common tongue and the artwork just below reveals simplified drawings of a skull, 2 crossed keys and some form of an alchemical symbol at the very bottom. As you are making out the details and artwork on this bottle, something inside the bottle moves. It was hidden at first, perhaps of its own accord, this green thing that you now see. Almost like a greyish, green caterpillar. The caterpillar extends its body upward, showing off its full height. It then pauses, as if somehow realizing your presence and begins to turn around. It then becomes fully clear to you that this is no caterpillar, but a sickly, gangrenous green human finger. It jumps this time, almost as if it were delighting in your abhorrence of it, *this odd ghoul finger*. A groan comes from directly behind you and you whirl around to see what must be the owner of this finger. A shambling, bloody Ghoul with some of its fingers missing!

The Ghoul was originally in the northwest corner of the surrounding hallway. It has been doing its best to avoid the party up until now. The Ghoul has now entered the door on the west side of the inner chamber and is 10 feet away.

No time for missile unless loaded. This looks like the job for some severe and brutal melee attacks and fast as he is highly upset at having lost several of his fingers! Oh, Ghoul!



C. GHOUL FINGER



A PC making a DC 8 Perception check will notice that this Ghoul is missing 4 fingers - 2 from each hand. You might very well be thinking the following question at this point in time: *Where are the other 3 fingers...?*

GHOU FINGER SPELL

Necromancy; Level sorcerer/wizard 7
Casting Time 1 standard action
Components V, S, M
(a piece of bone and a piece of raw meat)

Range close (25 ft. + 5 ft./2 levels)
Targets up to 2 HD/level of undead creatures,
no two of which can be more than 30 ft. apart

Duration 1 min./level

Saving Throw Will negates; Spell Resistance yes

The GM can choose where the other 3 pesky Ghoul Fingers are walking about in this dungeon, but some notable suggestions could be:

AREA 5 ~ Acting as a bookmark for any of the opened books in this dark, twisted dungeon.

AREA 9 ~ *Finger painting with blood* all over a grand masterpiece of art in the ART GALLERY.

AREA 15 ~ This Ghoul Finger has been patiently waiting above one of the open exits in this aea.



GHOU FINGER CR 1/3 ~ AC 14 ~ HP 4 ~ XP 135

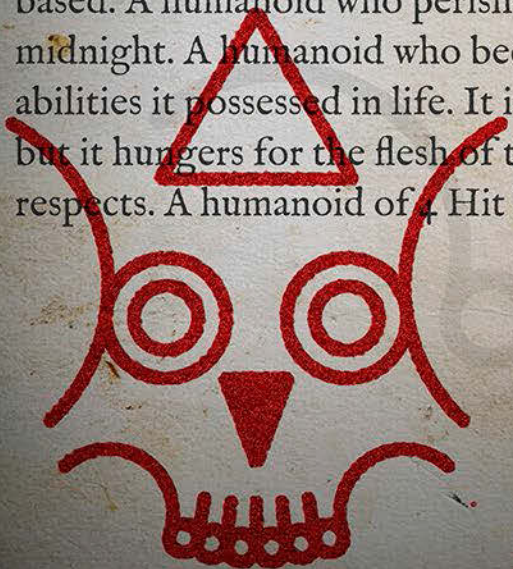
STR 7, DEX 15, CON —, INT 13, WIS 14, CHA 14

GHOUL FINGER

Ghoul Fingers cause paralysis and ghoulish fever in the exact same way as a full-sized Ghoul. Their AC is the same, yet their rate of speed is cut in half and hit points are quartered. Still, if used sparingly and strategically, a very crafty (10th level or so) mage can create some very fearsome finger foes indeed. The tactical wizard may often opt for the 10 fingers edition, as these creatures have the same overall strength of attack, yet can be divided and positioned in 10 different locations.

Undead that fail their saves fall under the mage's control, obeying their commands to the best of their ability, as if under the effects of CONTROL UNDEAD. Intelligent undead receive a new saving throw each 24 hours to resist the mage's commands. You can control any number of undead, so long as their total Hit Dice do not exceed the wizard's level. The problem with creating too many of these abominations is that they do eventually remember who has cast such a spell upon them and when the saving throw is failed, each of these "living" appendages so affected will attack the spell caster that has cast this spell. Those killed by Ghoul Fingers suffer the same grisly fate as one slain by a Ghoul.

Ghoul Fever: Nail-injury; save Fort DC 13; onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based. A humanoid who perishes from ghoulish fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.



D. THE SCRIBBLING SPECTRE

D. THE SCRIBBLING SPECTRE -

You open the thick wooden door and see that this door opens to a cramped room barely 8 feet square in size. You see a child with pitch black hair with his back to you seated at a flimsy desk. The boy is apparently quite intent on something. His shoulders are bunched up and he is performing some task in an intense manner. The boy stops as if he suddenly realizes that you are there. There is a pause and you see him set aside a long crow quill pen and grasps both sides of the edges of the desk firmly and begins to turn around. The boy's body makes a half turn to his left, pauses again, and much to your horror, the rest of the boy's head continues to turn, completing a 180-degree rotation. You hear bones crack and pop and you think that it must be his neck. The savage twisting of his head stops and you see this boy no more than the age of eight with his head completely screwed around. A look of hopeless desperation is etched upon his face and there is something that reflects great pain deep from his dark and deep-set eyes. With a shaky voice, as if from many difficulties, he pleads,

“Help me... I didn't want things to go like this. I just wanted to live... I was a good and loyal brother to him!”

Suddenly, the figure becomes translucent and is tinted with a deep and malevolent green. The face of the boy contorts to something that ages hideously one hundred years. An unmistakable look of scorn is stitched across the specter's face.

Scribbled angrily on the open pages of the book is written,

“He killed me!”

This appears over and over and the entire book is filled with this statement. **“He killed me!”**
“He killed me!” “He killed me!” “He killed me!”

This Spectre was Danzibus' older brother Donello. Donello excelled at everything that he tried while Danzibus remained abysmal in everything but cruelty and manifesting dark energies. Danzibus killed his brother by poisoning him suspiciously at the same time Danzibus himself contracted a common flu-like sickness. Danzibus' deep research led him to the knowledge that many bad things can happen to those in his way and can be made to look like accidents or illnesses. As a further insult, Danzibus cried at Donello's funeral, dispelling any suspicions that any may have had of him.

Danzibus is as cruel an enemy that can be found in all the realms. The Lich takes great pride in how he has transformed his prior pains through early childhood into that of sheer disdain, superiority, and violence toward his fellow man and beast. He has created several illusions and performed many spells littered throughout this and other lairs.

These magics are as of yet completely unknown, and the secrets may reveal themselves to the party in the near future.



2. GHOUL CRYPT

SPECTRE CR 7 ~ AC 15 ~ HP 52 ~ XP 3,200

STR —, DEX 16, CON —, INT 14, WIS 16, CHA 15



GHOUL CR 1 ~ AC 14 ~ HP 13 ~ XP 400

STR 13, DEX 15, CON —, INT 13, WIS 14, CHA 14

2-GHOUL CRYPT -

You enter the typical 30 foot by 40 foot room. A gigantic bas-relief has been placed on the floor of this chamber. The massive sculpture is 20 feet by 30 and depicts what appears to be an exceptional likeness of a giant laying on his back adorned with his armor, crests, and weapons that he may have used in life. The bas-relief has been constructed from what appears to be iron and out of a single piece. The craftsmanship required to create this masterpiece would need to have been devised by - or supervised by - a grand master artisan. What intrigues you, even more, is the question of how did this masterwork even get here. The gritty sound of ancient and very heavy metal upon metal can be heard and seems to be coming from the northern side or head of

the statue. Suddenly, the statue's face shifts as if thrust aside by the collective force of several men. Where the face once had been has now been pushed aside - yet still held in place by one massive bolt that has been driven into the sculpture's chin. What takes its place is an opening. A pitch black opening leading down to some unknown depths. Then, from the center of the sculpture, the same happens to the sculpture's great helm. That too slides off to the side revealing a deep dark pit to whatever lies below. Several pairs of red eyes appear in the openings accompanied by hisses and deep growls. One by one, at least a dozen nearly naked and vaguely humanlike beings stream forth from the gaping hole. These are not men. *These are very hungry Ghouls...*

GM NOTES - If the party decides to examine the two dark chambers from where the **13 Ghouls** have come, they will uncover a single tunnel that leads north that has been cut into the rock. The tunnel leads to a cavern chamber that acted as the Ghouls' home. It is littered with bones of all kinds, but mostly human. A very long and detailed search of the chamber will reveal a collective treasure that consists of 123 cp, a masterwork mace, 66 sp, a **Wand of Cure Light Wounds** (11 charges) and 6 fire opals worth 40gp apiece.



3-CHAMBER OF SKULLS -

The first thing you notice upon entering into

3. RAT CHAMBER OF SKULLS

this room is that the walls, from floor to ceiling, are completely lined with thousands of bleached skulls of just about every size and shape. The skulls have been placed into dozens of shallow fissures that have been cut into the walls. There is a well in the center of the room that measures 10 feet square and it is surrounded by 4 L-shaped pillars at each corner. Perhaps even odder than the thousands of skulls are 4 sets of demon skull sculptures that have been constructed from large blocks of various substances and colors. These 4 floor sculptures all seem to be blocking both entry and exit to the room. The only thing you can hear is a faint dripping from the well, and a cold aura comes from its depths along with the sick stench of death.

A faint squeak is suddenly heard coming from the well. It is a singular sound, but yet oddly not that of an animal. The sound somehow seems to be animal *and* human. The sound is followed by another squeak, then another, seemingly in some form of a communicative chain reaction. Soon, it becomes quite apparent that the squeaks and squeals of a handful of unknown creatures get louder and louder until there are dozens of the hideous sounds, maybe more... Then, as quick as it had begun, the squealing stops and there is near total silence. There is a sudden commotion, a faint sound of several things coming from the depths of the well. Then, an outpouring *flood* of creatures, some gigantic rats - some are half man and half rat - storm from the well and stream forth in every direction! Dozens of hungry giant rats and rat men attack!

GM NOTES - If/when the PCs destroy the 6 **Ratlings** and 18 **Dire Rats**:

It is plainly clear that the 4 skull sculptures are blocking your party from opening any of the four doors. Each of the 4 skull sculptures is made

RATLING CR 2 ~ AC 16 ~ HP 19 ~ XP 600

STR 6, DEX 15, CON 13, INT 12, WIS 10, CHA 13



DIRE RAT CR 1/3 ~ AC 14 ~ HP 5 ~ XP 135

STR 10, DEX 17, CON 13, INT 2, WIS 13, CHA 4

from blocks measuring 2 feet wide by 1 foot long and two feet in height. The blocks of the skull to the north seem to be made from ice. To the east, the blocks are made of wood. At the south, the skull is made from blocks of stone and blocking the western door, the blocks appear to be made of solid iron.

GM NOTES - The blocks are indeed made from the following and have the following properties:

1. **NORTH SKULL - ICE** - Magically enchanted and preserved, these blocks of ice are partially wet and are quite awkward to effectively lift and move about. GM's discretion on moving these blocks.

2. **EAST SKULL - WOOD PAINTED GREY** - This is the home of 3 **Rust Monsters** and will attack the most heavily-armored members of the party at the GM's discretion.

3. **SOUTH SKULL - STONE & SOVEREIGN GLUE** - Every one of these blocks has been glued down with copious amounts of Sovereign Glue. A single small barrel of Universal Solvent is sufficient enough to completely loosen the bonds for six of these glued down stones. This is more than enough to allow even a very large man access into the treasure alcove beyond. The PCs find:

HIDDEN TREASURE HOARDS

RUST MONSTER CR 3 ~ AC 18 ~ HP 27 ~ XP 800

STR 10, DEX 17, CON 13, INT 2, WIS 13, CHA 8

You open the locked door to the south side of the chamber and you are not disappointed. A small treasure hoard greets you warmly, and it is one of the largest you have seen to date. A hoard of various coins greedily surrounds a large open chest bound in brass.

Any attempt to recover this small treasure trove will stir the affections of a Mimic lying in wait.

MIMIC CR 4 ~ AC 16 ~ HP 52 ~ XP 1,200

STR 19, DEX 12, CON 17, INT 10, WIS 13, CHA 10

You step forth to verify this beautiful treasure and to ensure yourself that this isn't a dream. You move to lay early claim to this hoard and in a span of a mere second, the entire chest coughs up a great deal of the treasure. The brass frames and locks morph inwards and disappear without a trace. The wood of the chest warps and groans and in the very next instant, two large tentacled arms swing forward trying to pummel you to death. A vicious, toothy snarl follows soon after. The chest comes alive and *attacks!*

1. 350cp, 444sp, 258gp
2. A sapphire worth 150gp.
3. A jeweled, silver **Dagger +1**.
4. 2 silver bars worth 100 gp each.
5. A golden wine goblet worth 65gp.
6. A flute crafted entirely of silver 80gp
7. A vase crafted from solid gold worth 250gp.
8. 5 Ivory statuettes of various animals 30gp each.

4. WEST SKULL - IRON - These blocks are incredibly heavy and it seems quite pointless to even try to lift these blocks, but if the PCs insist on trying, it takes a combined Strength score of 32 to move each block out of the way. It will take a bare



minimum of 6 blocks to open the door wide enough for anyone of human size to fit through. 5 for elves and 3 for gnomes and/or halfling types. Each block takes a full minute to safely move aside and out of the way. Between the two doors at the west side of the room directly behind these iron blocks is a small treasure trove consisting of the following items:

1. **+2 Shield** - A gorgeous, oval-shaped and well-polished silver shield with a snarling Medusa head and snakes. *The insides and outsides of this shield are mirrored.*
2. A large, locked chest that can be opened by thief, force, or skeleton key (that can be found in area 1) contains 111gp, 204sp, 303cp.
3. A small barrel of **Sovereign Glue**.
4. A small barrel of **Universal Solvent**.

4-SKELETAL CHAMPIONS -

You materialize via the portal into a 30-foot by 40-foot chamber. The teleportation portal that has carried you from your prior location delivers you 10 feet above the floor and onto one of 4 scaffoldings that line each wall. You have arrived, from what you can tell, at the west side of the chamber. The 4 torches that dimly light the chamber show an obelisk of sorts, situated in the very center of the room. The structure is 5 feet square, peppered with holes that are

4. SKELETAL CHAMPIONS

drilled into its sides, and rises just short of the ceiling which is 20 feet in height. Barrels are tied to each of the 4 sides of the pillar and are also at the very top. 4 skeletons litter the floor, apparently the victims of some violent battle. These 4 skeletons have been completely riddled with darts throughout their bodies. A fifth skeleton, completely headless, lies curled into a begging position in the south-east corner of the bridge-like scaffolding. It is quite obvious that what was once a living human being was reduced to begging for his or her life.

GM NOTES - The uniform holes drilled into the sides of the obelisk house deadly darts that are the ammunition for this complex dart trap. The dart trap is activated as follows:

1. Stepping off the teleportation portal either north or south will activate (via pressure plate) 15 darts being fired westward (divide properly) at the party.
2. Pressure points on both the scaffolding and the floor directly across from the obelisk will activate 15 darts firing north, east and west.

There are a total of 60 darts with 15 darts for each of the four main directions. Once fired, the trap is inert and must be manually reloaded by Danzibus' many minions and slaves. Damage is 1d4. It is the GM's discretion if a poison should be added.

If the party survives the dart nest trap, the skeletons have been commanded to "come to life" and attack. They all lie over mwk longswords and they eagerly seek to sever as many heads as possible.

The only doors that lead anywhere are the doors at the west and northern sides of the room. The other 2 sets of doors open to bare, hard rock and are dead ends.

If any PCs happen to climb the obelisk to the top, they will notice the following:



SKELETAL CHAMPION CR 2 - AC 21 - HP 17 - XP 600

STR 17, DEX 13, CON — INT 9, WIS 10, CHA 12

You reach the top of the obelisk and resting at the top are 5 items. A crossbow, a very rusty falchion a bronzewood staff bound with brass bindings, a mace, and in the center facing you is a horned helmet with a human skull inside of it. The skull speaks sharply and with a bitter *hiss*,

“So, you’ve come to steal my weapons then, eh? Well, you’re going to need at least *one* of these!”

GM NOTES - The voice is that of Danzibus, the horrific voice you have heard from earlier. The skull remains lifeless, apparently having to send the message it was intended to send. The top 4 teeth of the skull are finely-crafted gold teeth. A **Magic Mouth** was placed upon the skull. Each gold tooth is worth 15 gp. The staff is a **Staff of Fire**. It has 9 charges until it is recharged and it holds the following powers: Burning Hands, Fireball, and Wall of Fire.

5. SECRET LAB

5. SECRET LAB -

You have teleported into an area that is pitch black. The lighting you have to supply your party reveals this chamber to be a mere 10 feet by 10 feet in dimensions. You stand atop a teleportation portal that is in the south-east corner. Directly in front of you is a tall bookcase filled with jars and beakers of every kind and variety. Across from you in the north-west corner is a mass of rotten food partially encased in glass. Another small bookcase is to your left on the west wall. This bookcase is very similar to that of the one to the north wall but has a very large and wide open book. Even from here you can see that a detailed drawing of a hideous half man half slime creature is depicted on its pages. Then, something stirs, and it comes from the rotten meat housed behind the glass. An unexpected, wet *slithering* can be observed coming from the meat. An obscene and choking intake of air comes from the mass and then you see an eye pop out from the meat. Then another and another. This is immediately followed by a grotesque mouth forming, then another and still another. One of the mouths smiles. Abominable utterances somehow stream forth from the many mouths of this noisome creature. A cacophony of hundreds of voices, all different, yet all the same, professing a variety of half-understood threats, curses, and chants not only offend you by the mere sounds of it, but also seems to reach your very soul. To your horror, the creature's voices get louder and louder and it slips over the opened top of the glass boundary. The thing slithers towards you hungrily. You feel your sanity start to *slowly* be pulled away from you.

GMNOTES - This is one of Danzibus' secret rooms. This particular room was devised for what seems to hold the knowledge on how to successfully create a **Gibbering Moulder**. This particular moulder is half the size of a normal creature of this type, but it is branded with arcane tattoos that Danzibus has had inscribed upon the living victims before being

GIBBERING Moulder CR 5 - AC 19 - HP 46 - XP 1,600

STR 10, DEX 17, CON 24, INT 4, WIS 13, CHA 12

torn apart. This new inscription method has aided in creating a Gibbering Moulder that has much higher hit points than is normal. This being a half-sized beast, it is still as strong as a full-sized and mature Gibbering Moulder.

There are a few potions that may be of use to the party. These are **3 potions of Water Breathing**.

One of Danzibus' written excerpts stands out prominently to you. As evil as this Lich is, you somehow **KNOW** that there are no exaggerations of any kind. If anything, Danzibus is holding back a veritable trove of wicked information to himself.

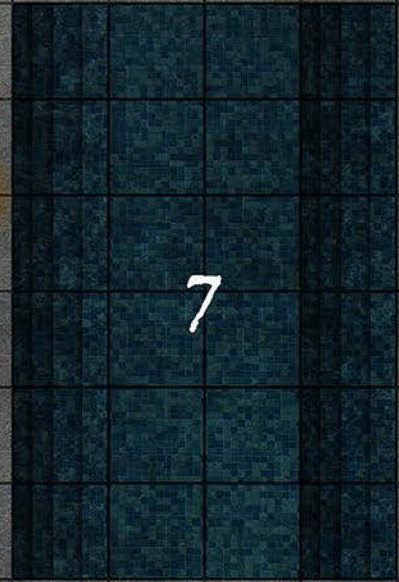
The opened book shares an excerpt of Danzibus' diary writings. The chilling entry reads as follows:

Everything can be better. EVERYTHING can be made to be much, *much better!* Skeletons can be stronger. Zombies can be made to perform quicker, less dull-witted. Any and all of the legions of the dead that lie in their graves waiting for a better existence will be mine for the taking. That is the secret! Yes! And why so many before me have failed in overtaking the world? Settling for what is the norm - what has been taught to us is **NOT ACCEPTABLE! To celebrate complete and total victory you must be willing to take it further! **Take EVERYTHING further!** After all, I do have more time to do such things these days...**





6

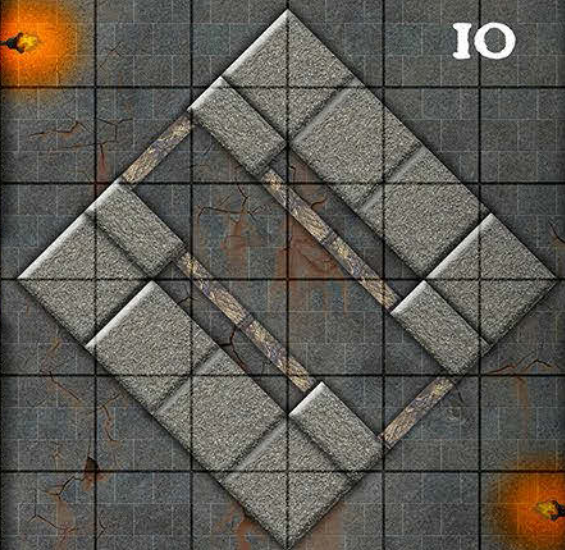


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8

10

9



6. A BRIDE OF DANZIBUS

6. BRIDE OF DANZIBUS -

There are 2 rooms within this larger chamber. One part takes up most of the northern half of the room and one is to the south. Encircling hallways wrap around these two rooms and there are also 4 doors set into each side of the hall, one at the north, east, south, and west. The south room is open and is lit by a single torch directly opposite to you. A grimy but once bright steel grate takes up the entire floor of the room and measures 10 feet wide by 8 feet long. Two double doors hide the contents of the room to the north.

The double doors are pulled open and you behold a small room which feels more like a cell and measures 10 feet by 8 feet. A filthy, rotten and moldy bed is pushed against the north-west wall. An even filthier woman of sorts lies awake on top of the bed, the covers flung to the side. A shiny yet filthy grating is cut into the floor and takes up the northeast corner. The grating is covered with gore and blood. The woman in the dark bedroom starts to stir and by the way she moves, she appears to be both captive *and* willing resident at the same time. The woman looks up at your party and you notice she is far too thin to be healthy or even alive for that matter. In fact, this woman has the head, face, and body of a desiccated skeleton. The creature attacks, her stringy white hair flying madly about. A rusty battleaxe seemingly far too large for her is taken up and is drawn back behind her back to take a savage swipe!

GM NOTES - The steel grating is a pit trap that is hinged in three places and is activated in two ways. 1. If 100 pounds or more rests directly on the steel grating, the pit opens. 2. The **Zuvenile** has the option of opening the pit by means of pulling a handle switch sharply downwards which opens the pit manually. The pit leads to **area 11** on the third and bottommost level.



ZUVEMBIE CR 4 ~ AC 15 ~ HP 37 ~ XP 1,200

STR 13, DEX 14, CON —, INT 11, WIS 14, CHA 15

SUGGESTED TACTICS

1. Attack with battleaxe +4 (1d8+1/x3) for as long as GM sees fit.
2. Cast Darkness.
3. Ghoul Touch is performed.
4. Lorembur pulls a switch in the north-west corner of the room. This switch causes the floor to lift and raise while opening the grating pit at the same time. A DC 25 Reflex to avoid falling into the pit.

GM NOTES - This Zuvenile, **Lorembur**, is a former lover of Danzibus. Her life was taken much against her will in order to be one of Danzibus' many willing yet unwilling concubines.

This dead creature has collected the following pair of treasures:

- Jeweled Armband Worth 180gp
- 3 Candles of Truth

7. ADARO POOL

7. ADARO POOL -

You enter into a room containing a pool that is 20 feet by 30. Surrounding the pool, the floor forms a ledge 5 feet wide that acts as a bridge or walkway around the pool. In very plain sight, save for the blind, 8 large bear traps have been carefully placed along these ledges. One of these traps is resting upon the room's teleportation portal, dangerously close to the center. The pool is dark like that of seawater, but not so dark as to obscure the flooring of the pool. You can see that there are 2 sets of steps leading into the pool - one set of steps on the west side and the other set is on the east side. The pool appears to be roughly 5 feet in depth and the faint scent of saltwater remains. Dozens of bottles float aimlessly around the middle of the pool. Rolled up parchment messages can clearly be seen through the dark green glass of each of the bottles. Each bottle has a cork and they all seem to accumulate in the center of the pool.

GM NOTES - The 8 bear traps are easy enough to avoid, yet are meant primarily as a distraction and to make one wary of the wrong things. The real threats come from 2 pressure plates that cause the walkway ledges to collapse and fall off into a steep 60-degree angle that is designed to cause anyone weighing 80 pounds or more to fall into the pool. A DC 20 Reflex (for each of the four sides) is required to avoid falling into the pool. To avoid springing the second and more deadly phase of the trap, each PC must make a successful DC 25 Reflex roll or literally state that they immediately tread water (unless armored) and avoid stepping on the floor of the pool. A collective 100 pounds of pressure anywhere on the floor will cause the entire pool to break open directly in half (vertically) and spill the entire party 20 feet below into the deadly lair of a ferocious and famished (shark men) Adaro tribe.

A PC that has a 10' pole, long spear, halberd or the like can retrieve the bottled messages one by one if they can avoid the pressure plates which are 5 foot

square in size and are all directly beneath each of the 4 lit torches.

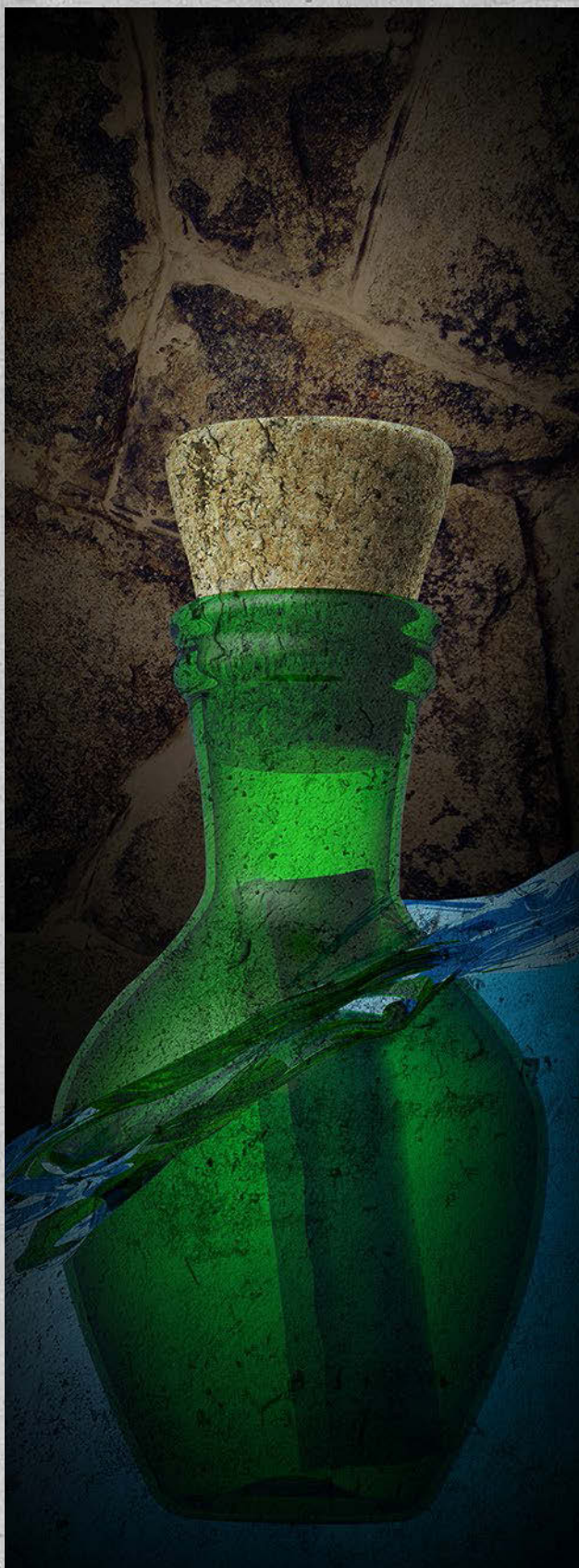
GM NOTES - Danzibus and the Adaro have an effective alliance. The Adaro patrol the north shore near Danzibus' lair and eliminate any curious onlookers and Danzibus occasionally provides the wicked shark men with adventurers foolish enough to delve into the mad Lich's lair.

(1-2 on a 1d6 roll, the PC falls on the rocks below = 2d6 damage)(3-4 on a 1d6 roll, the PC falls into the water below = no damage)

You feel as if you have been sucked down into a watery maelstrom. An instant later, you feel the sensation is more like free falling. And fall you do. You smash down hard upon the water and craggy rocks below. The scent of seawater fills your nostrils. You see a human skeleton lashed to the largest of the coral formations near you. You see large teeth marks and indications of gnawing and you can't help but think that some poor soul has been eaten alive slowly. As if from the worst of dreams, you see just to the north, a half dozen fins jutting from the water. Sharks are closing in on you. And then the fins raise ever so slightly and leering faces appear just under the water. Leering and widely grinning faces filled with razor-sharp teeth make their presence known. The faces are humanlike, and so are the arms of these creatures, as they soon reveal that they carry wickedly sharp spears in their all too powerful hands.

GM NOTES - It is the GM's discretion regarding factors such as drowning due to too much armor or weight or if any of the PCs are paralyzed by the Adaro's poisoned spears. Of course, immediately after any of the PCs are slain or paralyzed, the Adaro try to drag the bodies away from the trapped cove and to more comfortable waters where they intend to dine on half of their bodies now and the

8. SECRET ADARO LAB



other half in a day or two. *All messages are blank.*

NETTLEFIN TOXIN: Spear — Injury; save FORT DC 15; frequency 1/minute for 4 minutes; effect paralyzed for 1 minute; cure 2 consecutive saves.

This is a potentially very dangerous encounter. If the GM wishes to thin the Adaro school from 6 to 5 or 4, please feel free to do so.

ADARO CR 3 ~ AC 15 ~ HP 30 ~ XP 800

STR 16, DEX 17, CON 14, INT 10, WIS 13, CHA 13

8. SECRET ADARO LAB -

You have teleported into a pitch black room. The lighting you have to supply your party reveals this chamber to be a mere 10 feet by 10 feet in dimensions. You stand atop a teleportation portal that is in the south-east corner. Directly in front of you is a tall bookcase filled with jars and beakers of every kind and variety. Across from you in the north-west corner is what appears to be some kind of a large fish tank of sorts. Another small bookcase is to your left on the west wall. This bookcase is very similar to that of the one to the north wall, and holds a very large and wide open book. Even from here you can see that a detailed drawing of a half-man half-shark creature is depicted on its pages.

Suddenly, something stirs, and it comes from the fish tank. You take a closer look and immediately see 3 lightning fast fish dart about between the sea plants, rocks and thick clumps of algae. To the right of the fish tank are 3 small jars resting atop a wooden stump acting as a makeshift table. Inside, much to your utter dismay, are 3 completely nude human beings shrunk down to a mere 6 inches in height. Their body language and facial expressions clearly tell you that they are beyond terrified. Their repeated glances to the much larger fish tank lead your eyes back in that direction. The 3 fish that were darting about mere moments before

POTIONS OF DIMINUTION

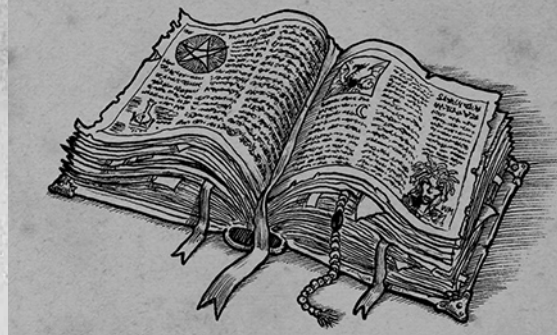
have now come to the very top of the slimy waterline, their tiny back fins barely breaking the surface of the slightly murky water. You involuntarily take a step closer to see and realization strikes. These are not fish. These are some form of a cross between man and fish. Newborns. Their faces are very humanlike but each of these creatures has facial expressions that invariably lead one to believe there is something quite *sinister* about these man-fish. They all *smile*. Tiny, razor-sharp teeth can be seen. They keep looking at you then back to the small jars, then back again at your party. The looks are unmistakable. *They are almost identical to those of a hungry pet dog waiting to be fed.*

GM NOTES - These are newborn Adaro. To the right morbid client, each of these wicked beasts can bring a bounty of 100gp apiece dead and between 600-900gp apiece *alive*. There are other odd treasures that can be found in this chamber...

NETTLEFIN TOXIN - Derived from the Flying Nettlefin Pufferfish. This is a greenish sticky poison that many of the evil humanoids of the sea use to coat their spears to kill their prey quicker. It is a poison that does not diminish or wash away in or under water. There are 8 small jars of this poison. Enough for 24 applications/doses. See page 38.

8 POTIONS OF ADVANCED DIMINUTION. This potion reduces the victim to a mere 10% of their natural size. The duration of this potion lasts in units of 24 hours. The results are aggregate up to a maximum of (18 days) 432 hours.

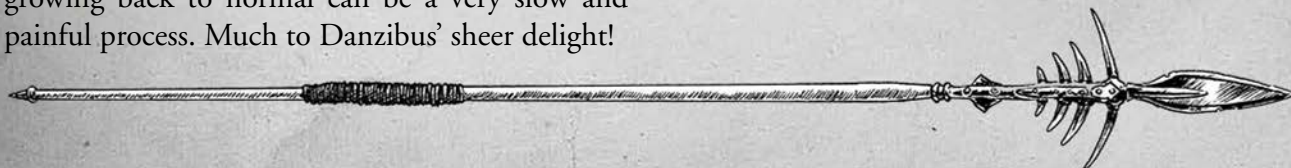
These 3 victims have been forced to imbibe 3 doses of the stuff. There is no known antidote and growing back to normal can be a very slow and painful process. Much to Danzibus' sheer delight!



GM NOTE - Although Danzibus and the cruel Adaro that patrol his north shore have an alliance, Danzibus has shown his "gratitude" by having one of his minions steal 3 Adaro eggs in order to study the creatures in a deeper capacity. The Adaro, a largely cold and uncaring race even to their very own, *don't even seem to care.*

A book resting on the shelf is opened to yet another Danzibus diary entry. You find yourself morbidly drawn to Danzibus' diary entries. There is one beckoning you now from an open book resting on this shelf. The content of that entry reads as follows:

When you desecrate your enemies or even your friends, you take much of their power from them. It is not as complete nor as sweet as actually stealing all of their life force or their souls, but you are demanding fearful respect from that soul as well as anyone that uncovers these weaklings. It is particularly effective when a victim is found or uncovered by someone of identical race or background to the deceased. All of these desecrations have been done by me or my followers without hesitation, question or negotiation. No mercy. No quarter. These are laws and rules that I follow to the letter. Greatness and total domination take time... I DO have more time to do such things these days...



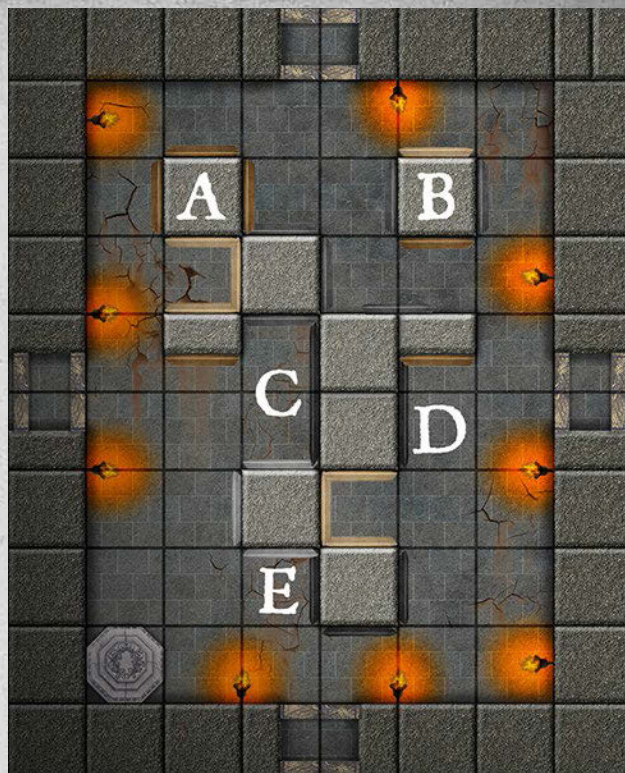
9. ART GALLERY

9. ART GALLERY -

A. The room you have now entered is the brightest in these dungeons so far. Torches light up over 2 dozen painted artworks mounted in a variety of gilded frames of different colors and styles. The paintings, even at such an immediate glance, are all dark and macabre pieces. All of the works are suspended from a staggered array of pillars, which reach all the way to the ceiling.

GM NOTES - There are a total of 27 macabre paintings in this collection.

B. This isolated 5-foot square pillar supports 4 large paintings - one on each side. One of the paintings depicts an old man screaming in sheer agony. 2 more are of torture scenes, and a fourth painting shows a skeletal mage holding a golden chalice. You notice that surrounding this pillar of artwork are 4 barrels and each barrel holds 4-5 rusty scimitars. It is an arrangement much like how one would collect a selection of walking sticks, for whatever reason. The 4th painting is much different from the other 3. For one reason, it does not seem to be a traditional painting of any kind, but rather a 24" x 15" painting that has been expertly crafted by utilizing several layers of glass. The painting produces a very unique, 3-dimensional effect of the subject of the piece. The most interesting aspect of this painting is that besides the light, swirling smoke that has been rendered on several layers of the glass, the main figure itself, despite its small and unoffending size, looks a bit too lifelike for your liking. The artwork is also very cleanly cut into about a dozen and a half jagged pieces. Not separate, but very much like a jigsaw puzzle. The subject is somehow off-putting. It's a painting of a Lich holding aloft a golden chalice in its right hand. The Lich seems to be making a toast to someone off the picture plane of the artwork. *The smoke in the artwork now starts to move.* The fog lazily billows across the artwork from left to



right and off the piece with yet more fog flowing in from the right. Then, you see the chalice that the Lich is holding start to tilt. The red wine begins to pour from it and the Lich turns to you, ever so slightly, and smiles. And then you realize the richness of the red that has been used to render the wine. You realize this is not wine, *but blood.* Somehow, the Lich in the painting laughs aloud at you. Then, almost as if done by deft and invisible hands, the glass artwork breaks up into several patterns and spreads across the pillar that the artwork has been resting on. Then, one by one, the shards of glass fall to the floor and break. From the exact location where the pieces have fallen, a human-sized skeleton takes its place! You back up fearfully readying yourself for battle, but so do the skeletons. As they manifest, each of the skeletons reaches for a rusty scimitar. Bony beings, once human, now stagger forth *to cut you to pieces.*

GM NOTES - These 17 Skeletons attack due to

EVIL ARTWORKS

Danzibus' (see page 46) spell. 6 scrolls of this spell can be found in area 13, the unholy chapel, in the deepest layer of Danzibus' dungeon. The skeletons will try to surround the entire party.

After the battle, all of the glass puzzle pieces that spawned the skeletons are gone and all that remains is a backing to artwork that no longer exists. *You hear laughter off in the distance...*

C. The largest painting by far, and measuring 10 feet wide and 8 feet tall, this black-framed oil painting has been crafted using what seems to be just one shade of orange partnered with many rich blacks and speckled with flashes of stark whites here and there. The painting is that of 2 adventurers at the top of a hill. The 2 are back to back and fighting off a seemingly endless horde of Orcs and Goblins. One of the adventurers is a black-robed battle mage with a pointed wizard's hat. The other is a fighter of some sort decked in complete and full plate mail. You cannot see his face, but a red glow seems to have been placed where his eyes should be. Both of the heroes have barely discernible spirits or demons that rest on each of the hero's shoulders. The beings seem to be some form of strength or power for the 2 who seem destined to not only survive the battle, but to completely obliterate their enemies, leaving no doubts whatsoever. Your gaze turns down to the broad black nameplate. A chill runs down your spine at the first name of the two heroes. The title of this piece is called:

DANZIBUS AND ROBILORD PROTECTORS OF THE NEW REALM!

The artist that has signed his name in the lower right-hand corner is named VENINGOTH.

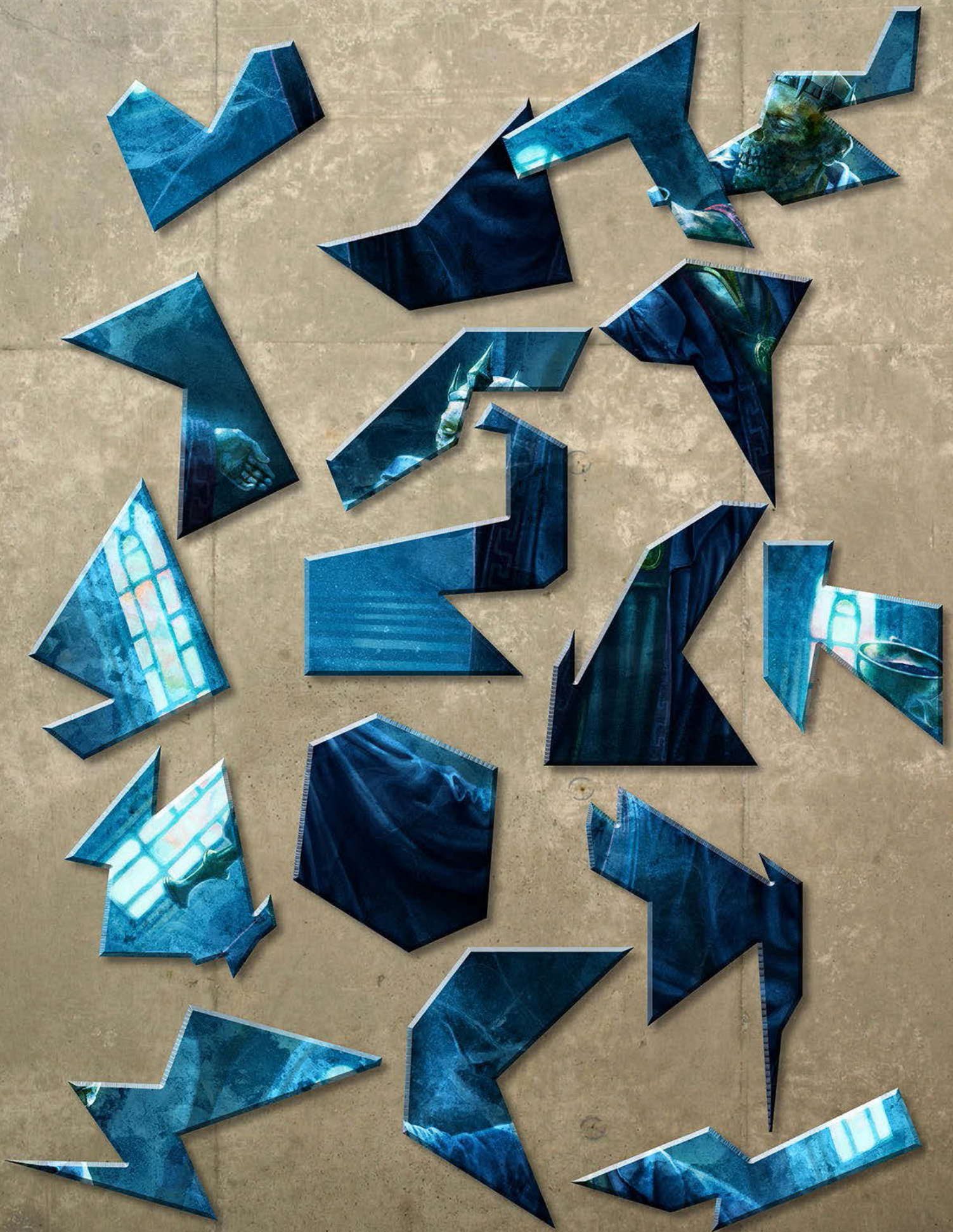
D. You come to a series of paintings at the eastern side of the gallery. One black-framed painting shows a white ape in mortal combat with a

black panther and 3 pieces of art in an alcove are part of a series showing a family of cannibals posing over a 30 year period, scarcely aging. Then a golden-framed piece of artwork showing what appears to be an unknown monster of some sort. The monster is a beast with a single eye, two front legs, and no rear legs, but with a snakelike tail with a wicked scorpion's tail at the tip. The piece of art appears as if it could have been drawn by either a child or an adult with limited skills. Yet, something about it is strangely compelling. Perhaps it's the distinctive look, tone, and feel of the piece. You decide to move on from the odd piece of art and its eyes scan from one side to the other, watching your latest movements. From the artwork itself, a hideous scream emits. The canvas seems to buckle and shift and after a split second of pause, the ugly creature from the artwork springs forth from the frame and unto you!

GM NOTES - This is a monster that has been manifested by the uniquely-gifted VENINGOTH. This artist has the power to create monsters from his mind and will, and he is of great value to a host of underground necromancers and other disciples of darkness. Danzibus' spell, ANIMATE ART has been used here and a copy of this spell can be found in area 13, directly below this chamber.

E. Diagonally across from the teleportation portal in the south-west corner, two square pillars form together and support a 5-foot square wall diorama of 8 miniature coffins wedged into niches of hardened clay. The scene appears as if there are a series of coffins hung at the side of a mountain in some odd death ritual of sorts. There are a total of 6 miniature coffins. Each is about seven inches long and four inches across at its widest. A search of these miniature coffins reveals something quite hideous. All of these miniature coffins contains the mummified remains of a magically shrunken and dead human being. These are worth 100gp each.







PRIMONUM MONSTRUM
"Art allows us to show our true colors"

THE VOSTRICK

VOSTRICK - CR 4 - XP 1200

Chaotic Evil Large Magical beast
Init +2; Senses Darkvision 60, Low-light Vision,
Scent; Perception +8

DEFENSE

AC 17, Touch 11, flat footed 15
(+2 Dex, +6 Natural, -1 size)
hp 47 (5d10+20); Fast healing 5
Fort +8, Ref +8, Will +3

OFFENSE

Speed 20

Melee

Single Attack Bite +7 (1d8+3)
Full Attack
Bite +7 (1d8+3)
Sting +7 (1d6+3)
Space 10ft 2x2ft.; Reach 5ft

STATISTICS

Str 17, Dex 14, Con 18, Int 2, Wis 10, Cha 9
Base Attack 5 CMB 9 ; CMD 21

Feats

Combat Reflexes: DEX mod additional attacks of opportunity,
Iron Will: +2 on will saves,
Lightning reflexes: +2 reflex saves

Skills Perception 8, Swim 11

Languages - None

SPECIAL ABILITIES

Low-light Vision: A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Scent: This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet

by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

The Vostrick is a new and unique creature crafted from the deep and dark mind of the mage artist named **VENINGOTH**. This sorcerer/artist has the unique ability to manifest living and breathing creatures from his imagination, coupled with the dark arts of sorcery.

The Vostrick appears as a lumbering cross between a baboon and peacock with but 2 appendages and a single eye. Equipped with a long and muscular snake's tail with a poisonous tip, this creature has the ability to reach out and attack at lengths up to 10 feet away. The Vostrick emits short, loud grunts and smells of rotten eggs. The Vostrick needs a constant supply of raw meat, which makes them very expensive to maintain as guardians.

ANIMATE ART SPELL

ANIMATE ART SPELL

Necromancy; Level sorcerer/wizard 8
Casting Time 1 standard action
Components V, S, M
(a piece of quartz crystal and a dram of sable hair)

Range close (1 ft. per caster level)
Targets a single painting per spell cast.
Duration instantaneous

Saving Throw none; Spell Resistance no

This spell is very much like a trap in that it waits for the very next viewer, a specific enemy or a more broad and general type of enemy that views the piece of artwork.

This spell has the ability to take any known fiend, monster, demon or being and animates them to come to life and follow the directives of the mage.

This spell captures these creatures at the moment that the victim lays his or her eyes on the artwork. This spell does NOT keep any monsters captive, but snares them against their will, to do the spell caster's bidding, at the last moment.

This spell works only on creatures with a maximum base hit dice of 8. The spell can summon forth these creatures without fail, but works like this:

The total number of creatures that can be called forth cannot exceed the level of the spell caster and the grand total number of hit dice that can be contained within one painting is equal to the level of the mage/spell caster.

For example, an 18th level mage can have a total of 18 Skeletons burst forth from a painting, and not 54 due to the CR of 1/3.

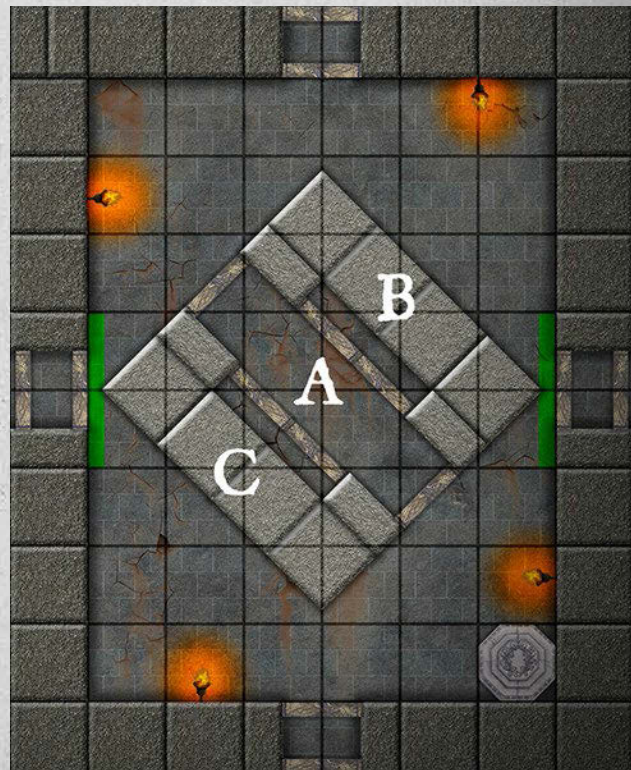
Another example, a 20th level wizard can summon 2, 7 hit die creatures and not 3, etc.

The creatures contained within the painting should NOT be mortal enemies. They should be of the same ilk. For example, ALL UNDEAD, or Goblins and Hobgoblins, or any creatures that are kin to each other, or are typically allied with one another.

VENINGOTH is a uniquely gifted artist/wizard that can create creatures to come forth from his imagination. This renegade mage sells his paintings to fellow necromancers for exorbitant rates. His clients are more than happy to pay for these pieces of artwork in order to surprise their enemies with something they have never encountered before.

They say for the right price, this artist could create a unique horror just for you. All you need is gold.

The 2 green rectangles below show that there is very limited space to get past these areas. A rogue Halfling lightly armored will have no trouble, but a heavily-armored fighter might not be able to squeeze through.



10. ZOMBIE LADY HAREM

10. ZOMBIE LADY HAREM -

A diagonal square structure measuring 20 feet by 20 feet is located in the center of this chamber. Each of the square's edges or "points" line up with each of the 4 doors here. There are 2 doorways to gain entry to what is inside of this tilted room. One door faces north-west and the other door faces south-east. You notice that the west and east sides of this structure barely allows enough room for a thin humanoid to slip past this structure to the other side.

A. ZOMBIE LADY HAREM - You gain entry to the chamber and you are immediately greeted by a dozen shuffling dead women wearing filthy and once white wedding dresses. They all seem to be ganging up on one of their fellow dead ones and trampling her mercilessly in the north-west corner.

"You were chosen 3 times in a row by our lord and master! We won't have it again! We'll scratch your damn eyes out!"

"She 'as no eyes, but scratch her *anyways!*"

Their jealous gang beating of this Zombie Lady ends abruptly as soon as they notice you. Their jealous thrashing instantly turns to rage *at you*, and the zombie horde attacks!

GM NOTES - If there are any female characters of any kind in the party, the entire gaggle of Zombie (ladies) Lords will all utter insanely jealous threats and attack any and all females first. Some select and rather choice Zombie Lady statements you can choose from include but are not limited to:

"Ahhhhh! Another one! Another one of *FLESH!* Strip it from her! We deserve it more than that saucy tart does!"

We won't let a *newcomer* gain favor of our lord before us! *Over our dead bodies!*"

"Tasty fleshy treats for us! Tasty, fleshy treats for us *ALL!*"

"We'll save *none* for our lord. There won't be anything left of 'er!"

"Mmmmmm Lady *BRAINS!*"

B. CLOSET OF BLADES -

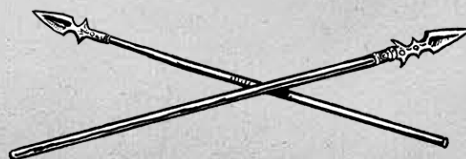
The double doors open easily enough and before you, fastened to a wall of plush red velvet, are a host of weapons of all kinds. There are swords, maces, barbed arrows, javelins, and even a lance has made its way down here somehow.

GM NOTES - In all, the following is a tally of these dangerous trophy weapons:

- 3, +2 Arrows
- 2 Broad Swords
- A Masterwork Lance
- 7, +1 Crossbow Bolts
- 3 Javelins of Lightning
- A Great Two-handed Mace
- A Two-handed Sword Cleaved in Half
- A Wide Variety of Broken and Warped Weapons

C. A BED FIT FOR A KING -

As you open the doors to this room, 2 traps are sprung. 2 large objects fall down upon you as the doors are fully opened. It soon becomes apparent that this trap was not one that has malfunctioned, but perhaps not a trap at all. 2 huge beds with a nest of springs attached to the bottoms make an unexpected appearance. Each bed is 5 feet wide and nearly 10 feet long and each bed is made with blood red silken sheets. The sheets are not nearly as filthy as what you might think, but one thing is sure. *One thing is sure!* Someone or something in this lair certainly has a way with the Zombie Ladies...





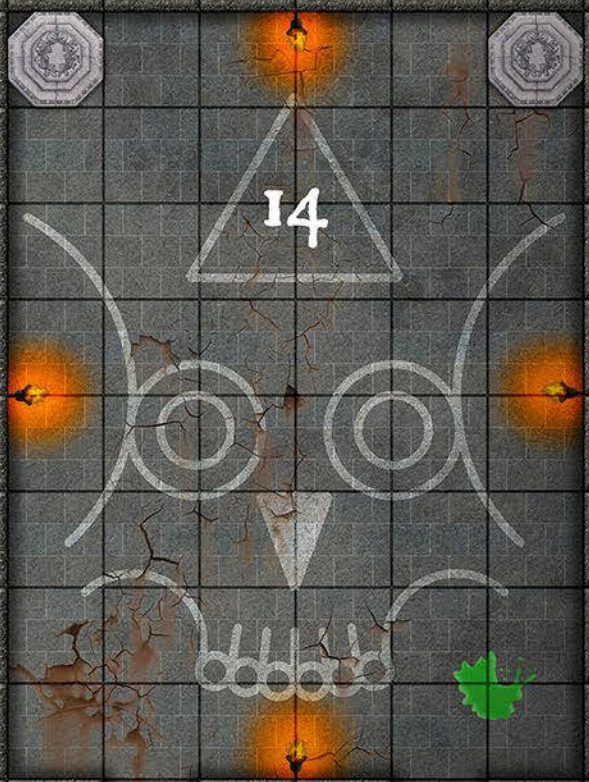
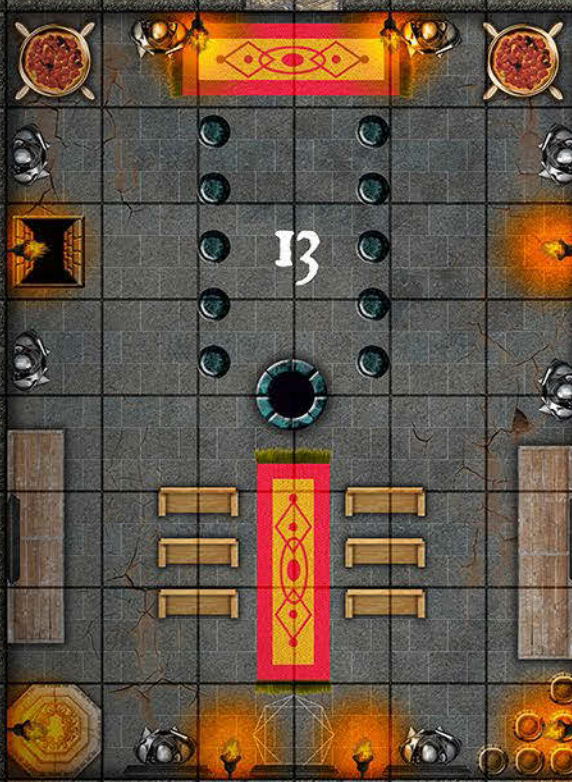
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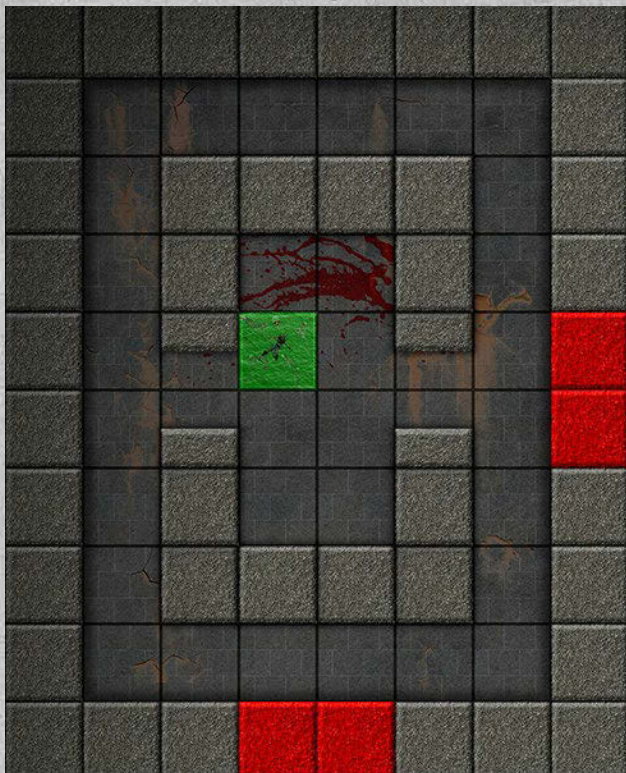
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11. GELATINOUS CUBE



GELATINOUS CUBE CR 3 ~ AC 4 ~ HP 50 ~ XP 800

STR 10, DEX 1, CON 26, INT —, WIS 1, CHA 1

11. SKELETONS & SLIME -

The soiled steel grating buckles from under your feet and immediately opens up completely. You fall straight down and hit the floor at the same time the grating slams against the thick limestone walls. Both collisions seem deafening to you. You look up, dazed and in pain from the 20-foot fall. You are in a large dark alcove about 10 feet by 8 in size. You are stunned by what you see next. This shocking sight freezes you for an instant and you forget your pain for that very brief time. Directly 10 feet in front of you a gigantic, translucent pillar of translucent green jelly sloshes forth. Numerous skeletons, coins, skulls, bones and even a Tiefling is struggling mightily within the gruesome core of this slimy mass. One of the skeletons seems to be grinning at you - an obvious casualty of a very narrow but oddly tall Gelatinous Cube. What is more unsettling about this mindless and eternally hungry beast is an even more disturbing sight. A fierce

female warrior is just to the right of the death cube. She is well armored and armed with a sword, but her right leg, just above the knee, has been sucked into the eagerly digesting beast! The woman, a rogue of some sort, is strained and exhausted. The complete and utter terror etched on the girl's face seem to be such an unnatural sight for a woman so lovely. Your eyes involuntarily grow even wider when you realize what she is doing with her sword. The warrior is hacking away alright, and quite desperately. What makes your heart sink, however, is that the woman is hacking furiously away at her right leg! The woman screams in a desperate cry,

“BY THE GODS, HELP ME!”

GM NOTES - This rogue **ELF** has been surviving in the pitch black *for days*. Her name is **Danthia Frazier**, and *she is a bit cranky right now*.

DANTHIA'S LEG - There are many ways to handle Danthia's leg. Here are a few suggestions the GM may use at her/his discretion.

1. Danthia's leg is too far dissolved and is a hideous mess. She is in shock and will not be of much help to the party.
2. Danthia's leg received very little damage. She is burned and utterly terrified, but she is strong of will and has retained every corner of her sanity. She will be a very valuable ally to aid PCs in this adventure. She is a fierce and loyal friend and ally.
3. Danthia has actually attacked herself doing “appropriate” damage. She will be hobbled and her speed will be hindered, slowing down the party.
4. Danthia has severed her own leg a mere instant before the party can react. This one is a bit dark and is entirely in your hands, GM. You are the only one that knows what will “affect” the players of your campaign.

THE ELF DANTHIA FRAZIER

GM NOTES - No matter how you, the GM, decide to handle Danthia's plight, the rogue is able to share what happened in this chamber of terrors.

"We all fell through the pit. We were completely taken off guard by that filthy skeleton bitch! There were 5 of us. Raynold, Danber, Dragol, Arbrust and myself. We were in total darkness and our torches and rations lasted only 3 days. We noticed it immediately on the first day. That thing - *that cube*. At first, it was easy to avoid as we searched for a way out. Raynold foolishly attacked it *without us* and was sucked in. Dead. Another day passed and we took turns sleeping. Danber nodded off and failed to wake the rest of us, Gods **DAMN him!** The thing took him and Dragol in the night while we slept mere feet away from the thing. Exhausted and in the pitch dark, only Arbrust and I survived. You can see what happened to our party's resident Tiefling. And then you have me. You got to me just in time... Thank you."

GM NOTES - The only realistic ways into this chamber of inevitable death are for one or more of the party members to have access to some form of teleportation or passwall spell, or to simply be deposited unceremoniously by way of the Grill Pit trap from area 6. This chamber serves one purpose. The disposal of matter and flesh - living or dead.

There are several ways out of this chamber of death. Teleportation spells are unlikely, but if the PCs can figure out how to climb up 20 feet to the grating above, that would provide a way to further explore this upper level. A thief could do this, but then the PC will soon realize that this trap grating slams shut and locks automatically. The skeleton key in area 1 **DOES** open this locked ceiling grating. It's a matter of being able to climb up a wall 20 feet high, or to attach a rope to the ceiling grating.

There are also **2 very large secret doors**. One set of doors in the east wall and one set of secret doors in

the south wall. These secret doors are depicted in RED on the map on the preceding page.

TREASURE - It is a grim reality that gelatinous cubes carry the treasure of the dear departed deep in their undulating depths. This particular cube is no different and carries the following items and treasures inside.

- +1 Mace
- +1 Trident
- +2 Arrow (1)
- 18gp, 11sp, 23cp
- 8 Silver Sling Bullets
- A decorative metal container that resembles a compact arrow quiver. The artful green and blue container hold a beautiful set of **Masterwork Thief's Tools**. All of the hard metal parts are made of brushed and bright steel. The handles to each of the applicable tools are made of polished ebony. Also inside this metal case of thief's tools is a tiny yet exquisitely crafted miniature golden coffin inlaid with turquoise. Stranger still is what slumbers in eternal rest. A 6-inch tall human male wearing nothing but thin wrappings of burial linens. This man has died at the hands of Danzibus' wicked minions and under the influence of the experimental potion known as **GREATER DIMINUTION** which can be found in area 8. The miniature coffin is worth 365gp to the right morbid aficionado.







DEAN SPENCER

DANTHIA FRAZIER'S STAT BLOCK

DANTHIA FRAZIER - Elf - CR 2 - XP 600
Chaotic Good Medium Humanoid
Rogue level 3 (skill points 33) (Acrobat)
Init +3; Senses Low-light Vision; Perception +8

DEFENSE

AC 15, Touch 13, flat footed 12 (Leather, Shield, none) (+3 Dex, +2 armour)
HP 22 (0d8+3d8+-3+3);
Fort +0, Ref +6, Will +1
Immunity to Sleep, Resist. to Enchantments +2

OFFENSE

Speed 30

Melee

Single Attack Longsword +3 (1d8+1/19-20)
or Longbow +5 (1d8 X3) +1 to hit and +1 damage
if within 30ft

Full Attack

Longsword +3 (1d8+1/19-20)
or Longbow +5 (1d8 X3) range 100 +1 to hit and
+1 damage if within 30ft
Space 5ft.; Reach 5
Special Attacks
Sneak Attack Sneak attack at an extra (D6) 2

STATISTICS

Str 13, Dex 17, Con 9, Int 16, Wis 11, Cha 8
Base Attack 2 CMB 3 ; CMD 16

Feats

Ledge Walker: Can move along narrow surfaces at
normal speed, Armour Prof Light,
Evasion: No damage on reflex save,
Point Blank Shot: +1 to hit +1 dam. if within 30 ft,
Simple Weapon Proficiency,
Weapon Finesse: Use DEX mod instead of STR
mod for melee attack to hit

Skills

Acrobatics 9, Appraise 8, Bluff 4, Climb 7, Diplo-
macy -1, Disable Device 9, Disguise 5, Escape

Artist 3, Intimidate -1, Know Dungeon 3, Know
Local 8, Linguistics 9, Perception 8, Sense Motive
6, Sleight of Hand 8, Stealth 9, Swim 1, Use Magic
Device 3

Languages

Common, Elven, Sylvan

SPECIAL ABILITIES

Evasion Reflex save no damage instead of 1/2

Expert Acrobat-1 (Ex) No armor check penalties
on Acrobatics, Climb, Fly, Sleight of Hand, or
Stealth if in light armor

Expert Acrobat-2 (Ex) If not wearing armor +2
competency bonus on Acrobatics and Fly skill
checks.

Second Chance (Ex) May reroll any Acrobatics,
Climb, or Fly just made at a -5 penalty. Per Day= 1

Low-light Vision: A creature with low-light vision
can see twice as far as a human in starlight, moon-
light, torchlight, and similar conditions of dim
light. It retains the ability to distinguish color and
detail under these conditions.

Danthia Frazier is fiery, feisty but with a sweet
and compassionate side. She is a fearless and brave
warrior, and her loyalty to her friends is second
to none. She just lost her best friends and is as
bloodthirsty for revenge as is Elvenly possible. Her
courage throughout this adventure will border on
suicidal and she will sacrifice her life for her new
friends. If she starts crying while she is battling, pay
it no mind, it is her gathering all the strength she
will ever need. If she makes it out of this hell alive,
she will become lifelong friends for any surviving
party members. She happens to like human men
the most, but she is also selective. She admires cour-
age, intelligence, and strength, a rare blend indeed.
At the end of this hell, she will try to join the PCs.

12. SHARK MAN COVE

12. SHARK MAN COVE -

You find yourself in a manmade cove with a passageway that leads out and away to the ocean. This cove is perfectly rectangular, yet has an island of rough coral in the center of the cove. The skeleton bound to the coral must have been some type of offering or sacrifice - or just a particular grisly *trophy* of sorts. The skeleton is completely intact, but it is obvious that he had been fed upon and perhaps eaten alive. The clear indications of this come from the numerous gnaw and teeth marks all over the bones of this skeletal corpse.

GM NOTES - SWIMMING - These are rough waters thrashing harshly within the walls of this manmade cove. With a Swim check of DC 15, the PC will be able to make some progress to swim to safety. There are, however, several factors that can further affect a final result. One of these is armor. This is a very dangerous trap for many reasons. There are no ledges to swim to safety, but there are iron handholds that have been bolted to the sides of this manmade cove. With a Perception check of DC 18, a PC will notice these lifesaving devices. A DC 13 Perception check to notice the magic ring.

WAYS OF ESCAPE

1. GRAPPLING HOOK - If a PC were to get a firm footing upon the middle coral island and throw a rope long enough (20 feet up to the drained pool at area 7 directly above) attached to a grapple. A DC 15 Climb check would be needed by PCs to successfully scale the wet rope.

2. SECRET DOOR-WEST - Bypassing 2 locked doors, the PC(s) will come to a dead end in the form of a very hard and unmoving wall. A DC 25 Perception check would be required to locate the secret door here.

3. SECRET DOOR-SOUTH - This secret door (DC 25 Perception) is completely optional even though not marked on any maps. If a secret door is

ADARO CR 3 ~ AC 15 ~ HP 30 ~ XP 800

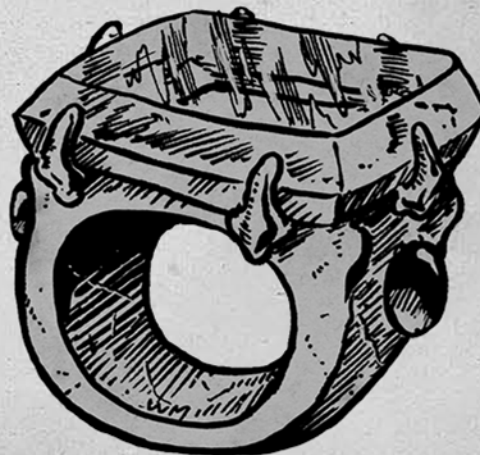
STR 16, DEX 17, CON 14, INT 10, WIS 13, CHA 13

uncovered here, this will lead to the Grinning Skull chamber at area 14.

4. A ROPE FROM ABOVE - Any PCs that did not fall prey to this deadly trap, and have somehow not died from anything else, has the option of lowering a dry rope 20 feet below. This allows for a much better chance at (DC 10 Climb) achieving a successful result. DC 7 for a knotted rope.

RING OF SUSTENANCE - With a Perception check of DC 13, a PC will notice that this ring is on the bony ring finger of the skeleton's right hand.

ADARO EGGS - The wicked Adaro have stored several Adaro eggs in a very unlikely place. Although not a natural choice, the Adaro have decided to hide 8 Adaro eggs between the two doors at the eastern side of this cove. There were 11 eggs originally, but Danzibus' underlings stole 3 of these eggs for Danzibus to research at his leisure. The Adaro do not seem to mind too much - a very selfish race where only the strong survive. These 3 Adaro eggs have been induced to hatch prematurely and are currently enjoying a very pleasurable existence feeding on shrunken human beings. These 3 Adaro can be found in one of two of Danzibus' secret labs. The laboratory at area 8.



13. UNHOLY CHAPEL

13. UNHOLY CHAPEL -

Upon entering this chamber, you immediately notice the overwhelmingly powerful smell of wormwood mixed with *something else* that is even far less pleasant. Braziers in the north west and northeast corners are burning the unholy mixture. There is a pathway of rounded columns decorated with various signs and symbols leading up to a well in the center of the chamber. A long and brightly colored sigil-inscribed rug leads up to the south side of the room, and a magic symbol of some sort has been inscribed here directly under 3 vile paintings depicting hideously realistic scenes of rape, murder, and torture. A half dozen pews are facing this south wall and bookshelf desks are pushed to the west and east walls. An open pit is near the west wall and a dozen stacked barrels are in the south-east corner of the chamber. 8 armorial trophies are standing motionlessly and gaze lifelessly with their backs to the walls. An elderly couple is seated together in one of the pews. As the couple begins to stir, they directly turn to face you and you realize what you have fallen into. From nightmarish tales you have heard since childhood, it appears you have finally met the real thing. What is even more unsettling is there seems to be a female version of this Lich as well. A truly terrifying and unholy pairing. You feel the blood rush away from you as you literally turn cold with primal fear. A cracked voice that seems to come from someplace unknown and dark and unspoken for years issues a firm and foul order,

“Guards! Attack! Flay their flesh but bring them to me! ALIVE!”

Just then, the armorial trophies animate and instantly move away off of their stands and attack, gleaming swords in their armored hands.

PHANTOM ARMOR CR 2 ~ AC 21 ~ HP 22 ~ XP 600

STR 14, DEX 13, CON —, INT 7, WIS 11, CHA 10

GIBBERING MOUTHER CR 5 ~ AC 19 ~ HP 46 ~ XP 1,600

STR 10, DEX 17, CON 24, INT 4, WIS 13, CHA 12

As the animated armors attack, you notice the 2 Liches begin to cast spells. Bright blue and green lights form behind magical sigils float in thin air. Their harsh voices emit foul utterances of spells surely designed to instantly destroy you.

GM NOTES - In reality, these 2 “Liches” are lesser undead known as **Zuvenbie** and **Huecuva**. These 2 are here largely for Danzibus’ entertainment.

A deeper search of the entire chapel laboratory may uncover (DC 10 Perception checks) the final items of note:

3 GLASS JARS - These 3 glass jars contain things that Danzibus finds amusing. Each of these jars bears a brass nameplate with what appear to be the *names* of these foul beings.

1. **CRAWLING HAND** - Named **LURCH**.
2. **NINGYO** - Named **BRUCE**.
3. **PICKLED PUNK** - Named **BREWSTER**.

These oddities cannot attack the party unless a PC releases them from their glass prisons. Much to their chagrin, these creatures own no treasure.

ZUVENBIE CR 4 ~ AC 15 ~ HP 37 ~ XP 1,200

STR 13, DEX 14, CON —, INT 11, WIS 14, CHA 15

HUECUVA CR 2 ~ AC 15 ~ HP 16 ~ XP 600

STR 13, DEX 14, CON —, INT 4, WIS 12, CHA 12

CRAWLING HAND CR 1/2 ~ AC 14 ~ HP 9 ~ XP 200

STR 13, DEX 11, CON —, INT 2, WIS 11, CHA 14

NINGYO CR 1 ~ AC 13 ~ HP 15 ~ XP 400

STR 8, DEX 13, CON 12, INT 6, WIS 15, CHA 11

PICKLED PUNK CR 1 ~ AC 13 ~ HP 14 ~ XP 400

STR 3, DEX 13, CON —, INT 4, WIS 12, CHA 13



DARK ITEMS OF INTEREST

GM NOTES - A detailed search may turn up the following items of note:

OPEN PIT - The open pit contains the jellified remains of various humanoids. A stew of floating eyes, heads and mouths floats motionlessly. It is 30 feet deep and if one were to be unfortunate enough to fall in, the damage would only be 1d6, but the nightmares that would undoubtedly follow - if the victim survives - would be far more damaging than any mere fall. Several of the victims are somehow still alive but so far beyond help of any kind! This thing, in actuality, is the dreaded and reviled **GIBBERING MOUTHER**. If a PC falls or climbs in, the series of unending and foul utterances are used in a gleeful attempt to drive its victims utterly and completely insane.

THE WELL - This well serves as a receptacle for blood for when Danzibus decides to experiment and fashion new spells. This well holds a mixture of blood ranging from vile monsters to innocent human beings. It is 10 feet deep to the surface of the crimson liquid and two large wooden pails filled with the stuff rest atop the grimy ledge of this well.

THE PEWS - These 6 pews seem to be able to accommodate 12-18 humanoids and have several unholy missalettes inscribed with magic symbols and sigils. Crude drawings depicting a Lich adorn the covers of these unholy booklets.

DESK SHELF WEST - This desk is 15 feet long, with much of the bottom part composed of shelves, holds a wide variety of jars, beakers, potions, scrolls and books. Many of these books are historical accounts of evil and many are books on torture and various *other* perversions. Should a thorough and appropriate search by the PCs result in success, a DC 15 Perception check, the following items of interest may be discovered on and within this desk:

GIBBERING MOUTHER CR 5 ~ AC 19 ~ HP 46 ~ XP 1,600

STR 10, DEX 17, CON 24, INT 4, WIS 13, CHA 12

DESK SHELF EAST - This desk is 15 feet long with much of the bottom acting as shelves for a wide variety of books, scrolls and various small charms including a collection of tiny skulls. The skulls are obviously real, but the unsettling thing is that a skull that once was the skull of a full-sized dragon that has been made this small suggests something of Danzibus' powers. A shadow box of sorts is found amongst the books and inside is a collection of shrunken golden skulls. Each skull is small enough to easily fit into an average sized man's palm. With a Dungeoneering Knowledge check of DC 13, a PC can determine the type of monster that is now part of Danzibus' collection of skeletal artifacts. There are **8 golden skulls** that are part of this curious collection.

- | | |
|---------------------|-----------------------|
| 1. Cyclops-88gp | 5. Tiefling-56gp |
| 2. Red Dragon-111gp | 6. Gargoyle-65gp |
| 3. Peluda-80gp | 7. Green Dragon-105gp |
| 4. Ogre Mage-77gp | 8. Black Dragon-100gp |

THE BOX - On top of a 1-foot square box is a single sheet of parchment paper that reads,

Please, I am begging you with all that I am and all that I have, I have paid your ransom, now give me back my son Asher Gobles!

The box is decorated in a way that reminds you of a miniature burial casket with its richly polished mahogany sides and brass handles.

GM NOTES - If the unlocked box is opened, the players can see another piece of parchment - its sides and edges soaked in still wet blood. The letter can easily be read,

**I KEPT TO MY WORD.
HERE IS YOUR DEAR BOY ASHER!**

But you are involuntarily more concerned with what lies beneath this letter, The severed head of Asher Gobles. The handwriting matches the horrific scratchings of the Lich Danzibus.

WICKED SPELL COMPONENTS

6 BARRELS-TOP - The barrels are organized into two parts. This is the topmost half. Each of these barrels is about a foot and a half in diameter and contain a veritable treasure trove of valuable spell components. *These components make up the material components for Danzibus' vile spell GHASTLY MESSENGER.*

6 BARRELS-BOTTOM - This bottom layer of barrels contain many of the required bits and pieces needed for a dark mage to create the loathsome Gibbering Mouter. As to how this actually is in reality, is up to the GM. The contents include:

- 1. EYES** - Eyes plucked from their unwilling owners gaze at the PCs lifelessly. All sizes, shapes, and colors of eyes fill this barrel.
- 2. MOUTHS** - Stripped, ripped and cut off mouths from a wide variety of different humanoid beings have been packed into this barrel.
- 3. HEARTS** - This barrel contains the hearts of seemingly every size, shape, race and age category.
- 4. BONE DUST** - This barrel holds the finely-ground bones and skulls of humans and demi-humans of all kinds.
- 5. GRAVEYARD DUST** - This barrel is filled with a mixture of desecrated graveyard soil and ancient ground up headstones.
- 6. CHUNKS OF FLESH** - This final barrel is the worst... Perhaps the most disgusting of the barrels of bits is this barrel of flesh. Danzibus, while clearly insane and entirely evil, is a forward thinker. It seems that Danzibus' recipe calls for something even darker. Each of the chunks of flesh comes from either elf, gnome, dwarf, halfling or human, and each chunk has been manually inscribed with TATTOOS that are all of similar look, tone, and feel. These are sigils of evil that Danzibus has made to intensify the strength of his dark creations.

all tattoos that are used here are very meaningful and representative of Danzibus' truly despicable nature. All of the Gibbering Mouters created using Danzibus' unique recipe have much higher hit points than average, per GM's discretion.

A DARK PROMISSORY NOTE -

At the very end of this chamber is a magic symbol of unknown origin or intent drawn on the floor here. Lying in the very center of this circle is a sheet of blank parchment. An instant after your eyes gaze upon this blank sheet of parchment, a thick green ink seems to ooze from the paper's surface. Slowly, letters and then words begin to form on this paper. After taking shape, the words seem to puff and shimmer and move. It is then that you realize that these words that are forming are of some small but deadly dungeon slime. *Green Slime*. Before the tiny slime slithers off the page and toward you, you can make out the following message:

You will make fine trophies for this lair of mine.
Danzibus

The remaining treasures include:

01. **6** Spell Scrolls of **ANIMATE ART**.
02. **6** Spell Scrolls of **GHASTLY MESSENGER**.
03. 48 Tiny Copper Minotaur Skulls - 20gp each.
04. **STAFF OF HEALING** (8 charges)
05. 6 Horns of (flaming) oil.
06. A set of crow quill pens of silver worth 35gp.
07. A tiny, dissected and live **FROGHEMOTH**.
08. A bag of silver dust worth 50gp.
09. **7 Potions of GREATER DIMINUTION**.
10. **ROD OF ICE**.
11. Bag of 66 black Wormwood Candles.
12. Several severed primate hands *still twitching*.

You will make fine
trophies for this
lair of mine.

Danzibus

GHASTLY MESSENGER

“Rantoro bilem limusoro um viscoso sanguinos nuntiaro muorto!”

SCHOOL - Necromancy LEVEL - Sorcerer/Wizard 4

CASTING TIME - 1 Standard Action

COMPONENTS - M, S

RANGE - Touch

TARGET - One touched object. DURATION - Permanent until discharged.

SAVING THROW - Reflex 18 = no damage. Failed save = full damage.

For every 4 levels the spell caster reaches, she adds the following effects to choose from:

Levels 1-4 ~ Blood

Levels 5-8 ~ Blood, Green Slime,

Levels 9-12 ~ Blood, Green Slime, Grey Ooze

Levels 13-16 ~ Blood, Green Slime, Grey Ooze, Poison

Levels 17-20 ~ Blood, Green Slime, Grey Ooze, Poison, Invisible Ink

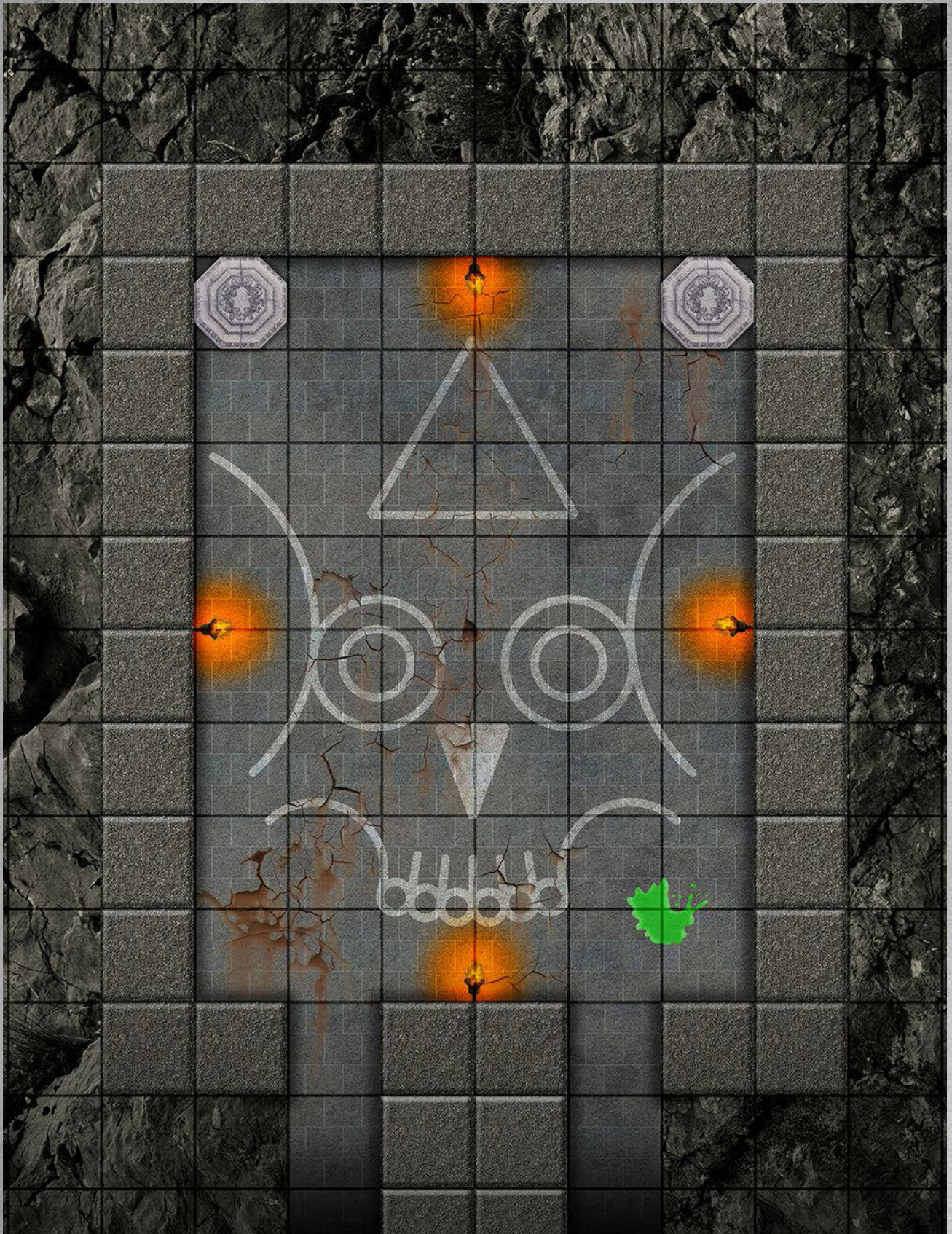
The caster uses this spell to communicate and/or terrorize beings from (live) afar or in a pre-planned manner and waiting for someone (even specific, chosen beings) to trigger the spell. The spell can have the materials appear immediately or appear word for word or letter by letter - as if the victim is witnessing an invisible hand write the message before their very eyes. The trigger is sight.

For example, as soon as a PC sees the wall the spell has been cast on, as soon as the PC unfurls the scroll to read, as soon as the PC gazes upon a piece of loose parchment lying upon a desk, etc.

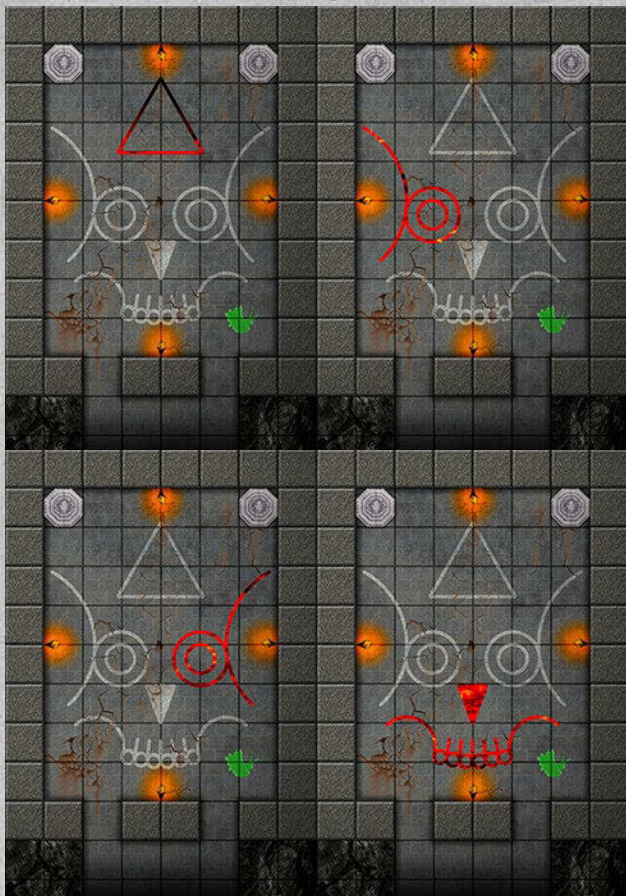
The spell can be cast on virtually any solid surface, and is permanent, save for the manifesting of slimes and oozes, as these manifestations attack the intended or nearest subject. The slimy attackers have 1-10th the hit point strength of normal-sized slimes and oozes while having a formidable attack (half) strength. Speed of these slimes is still the same as well as their other fine qualities.

The spell works on a character count. For every level of the caster, the number of characters is multiplied by 10. So, a 4th level mage has up to 40 characters with which to terrorize whilst a 20th level mage will have 200 character messages.

A SMILE FOR THE PCs



15. MEDUSA'S LAIR



These 4 maps show the 4 areas (in red) that are ignited when the Fiery Floor Trap is sprung.

15. MEDUSA'S LAIR -

You leave the room with the leering skull face and the Lich's lair filled with sickening visions and magical traps. You descend the steps before you, expecting to see some light at the end of the way, but there isn't anything like that. You enter into a room measuring 60 by 90 feet, that also couples as a giant chess board, complete with man-sized figures arranged haphazardly across the board. All of the 32 figures are entirely cloaked in rich red velvet drapery. The board itself is a perfect 40 feet square and all 4 edges of the board are a 5-foot span to reach an outer shelf. Looking immediately at your sides you

MEDUSA CR 7 ~ AC 15 ~ HP 77 ~ XP 3,200

STR 10, DEX 15, CON 18, INT 12, WIS 13, CHA 15

see that this span is a gaping pit that encloses the entire chamber. The pit is filled with hot, bubbling acid and is a 10-foot drop to the surface of the acid. As far as how deep this massive death vat goes is anyone's guess. This outer shelf is decorated with gold filigree and various paintings of creatures ranging from griffons to hydras to dragons of the mightiest sort. On the west ledge is a divan beset with 2 burning braziers. The divan is surrounded by a variety of vases, statues and other treasures. The divan is large enough for two and seems as if it has been recently slept in. Double doors made of iron are directly in front of you, and it appears that you can see the light of the full moon peering through the cracks at the base of these doors. In true fashion, these doors have the Lich Danzibus' leering skull seemingly burned into its surface. Your minds continue to wander as you cannot help but be concerned with what is beneath each of these 32 shrouded shapes. With your next movements, and as if in answer to your very thoughts, half of the shrouded figures are shrouded no more, for over a dozen of these figures are, in fact, *statues come to life!*

In the midst of this ensuing battle, a lithe and tall woman with impossibly flowing dark hair walks towards you. She extends her hands outward and forward, beckoning you to gaze upon her unrivaled beauty.

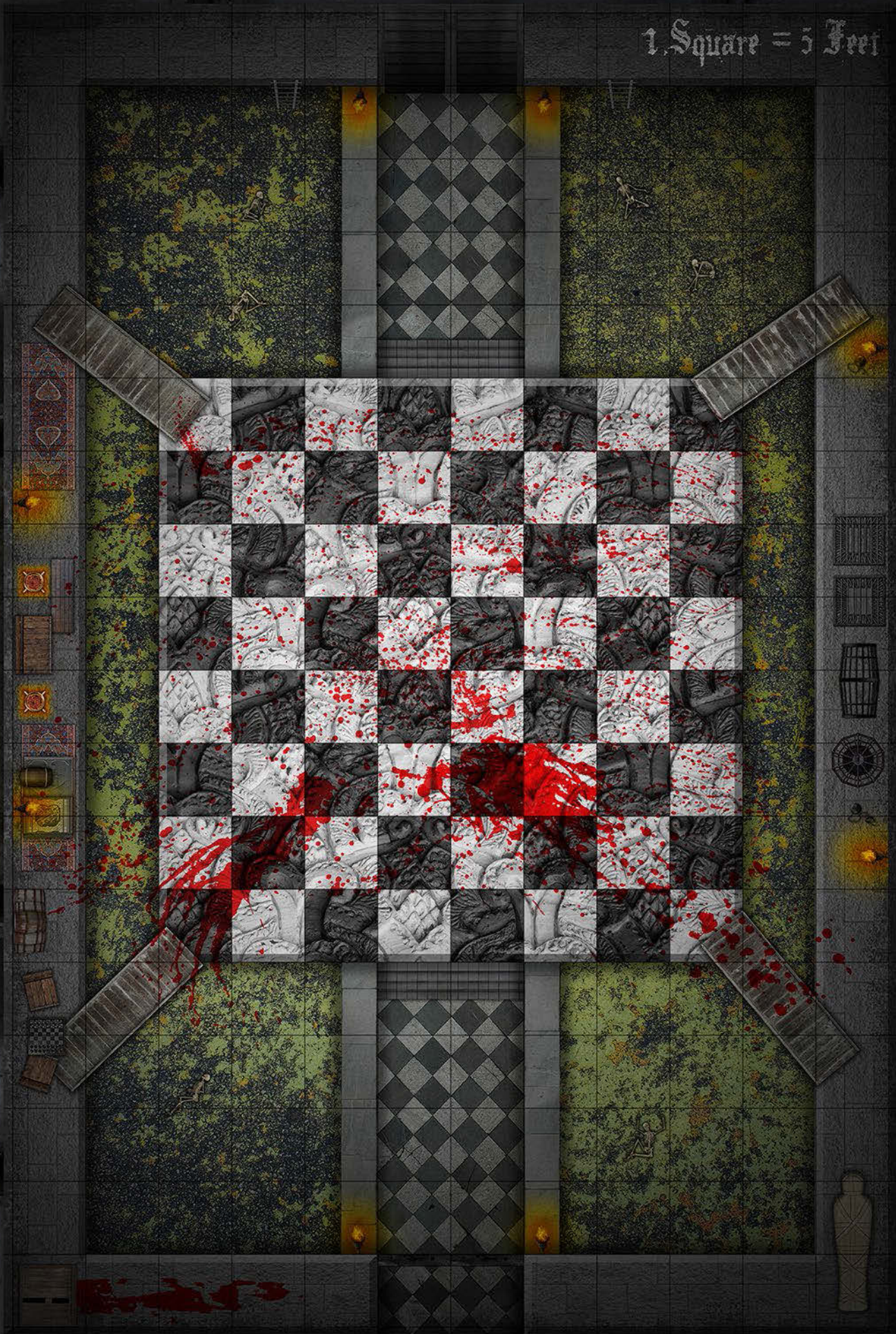
GM NOTES - This is the Medusa, **URSULEEZ**, one of Danzibus' many unholy concubines. Any foolish PC that states that he/she looks directly at this beast might end up as a beautifully-crafted statue and treasure of Ursuleez.

The GM may choose to have this Medusa use her petrifying gaze *sparingly* and instead opt for most attacks to come from her Masterwork Longbow.

There are **16 CHESS MEN** that attack the party.



1 Square = 5 Feet



TACTICS AND TREASURES

The stone creatures coming to life are a new monster guardian called **CHESS MEN**. While these creations are devoid of any working intelligence, they are quite capable of following any command that their master should ask of them. The following are suggestions as to what the Medusa may command these beings to perform. They respond by a catchphrase that can change within 24 hours, and is determined by their master. The command words for these Chess Men is CHESS MEN and will ONLY listen to the Medusa that lurks in this chamber of death.

1. "CHESS MEN! FOUR CORNERS! SURROUND THEM!" The remaining Chess Men will divide as equally as possible and immediately move to each of the 4 corners of the giant chessboard.

2. "CHESS MEN! FORM A WALL AND PUSH THEM INTO THE ACID!" The remaining Chess Men will form a horizontal line covering as much of the chessboard as possible and will spring towards the party and attempt to bull rush the PCs off of the chess board and into the acid pool below. This acid causes 2d6 points of damage per round while within the pool.

3. "CHESS MEN! CIRCLE! SURROUND ME NOW!" The remaining chess men will form a circle around the Medusa. This allows protective/sacrificing cover from the PCs missile attacks while the Medusa takes her turns projecting her deadly gaze and longbow randomly on each PC.

Another option is the Medusa running to the southwest corner of the room to unlock the large, reinforced trapdoor that is the home to her 2 pet **DEATH DOGS** named **ADDER** and **VIPER**. She may also attempt to flee out the double doors at the south end of this chamber. The death dogs cannot attack unless they are released.

DEATH DOG CR 2 ~ AC 13 ~ HP 22 ~ XP 600

STR 13, DEX 15, CON 13, INT 4, WIS 12, CHA 6

If the PCs manage to survive this battle, all of the treasures will be found - as most are in plain sight or in unlocked vessels to gloat over greedily.

**1. A MEDIUM-SIZED MAHOGANY CHEST -
2 ARMLETS OF PROTECTION +1**

HARP - Made from ivory and gold. The strings are a silver color and the body of the instrument is shaped like a sea monster arching its back.

MASTERWORK YEW BOW

2. 6 LARGE BARRELS - (200 liters each) - 2 of oil, 2 of fine wine and 2 of water.

3. A CHESS SET - Made of platinum and onyx worth 400gp.

4. LARGE STEEL CHEST - Several severed limbs are wrapped in carpets of various make. Skinned faces and used and bloody meat hooks can be found here along with 3 amber glass jars:

1. Baby Medusa (dead) 2. No faced heads (2)

BREASTPLATE OF COMMAND - A beautiful, mint condition silver breastplate with the image of a roaring Minotaur proudly embossed on the surface of this +2 magic armor.

SHORT SWORD +2 - A silver-bladed short sword with an ivory handle and a carved golden hilt and pommel. The hilt and pommel have been crafted from one piece of gold. This golden hilt and pommel form a clever design of a scaled snake wrapping itself around and partially within the ivory handle. This sword is worth between 2,500gp and 3,300gp if sold.

5. HUGE 6' x 3' LEAD CHEST - A man with his hands tied behind his back and claw marks all over his body is whimpering pitifully. The PCs soon realize that this poor man - he has no eyes... *He is the plaything of this Medusa.*

THE HOURGLASS OF MERIDIAN

ARROW COLLECTION OF THE MEDUSA

- 3 HUSHING ARROWS
- 3 SEARING ARROWS
- 3 SIZZLING ARROWS
- 3 DUST ARROWS (see dust bolt)
- 3 TRACER ARROWS (see tracer bullet)

MARBLE BUST OF DANZIBUS worth 125gp.

A magnificent golden hourglass shaped like 2 human skulls rests within the recesses of this chest. It's thick amber glass contains swirling green energies and vortexes. These swirling energies seem to flow towards you as if you were being studied by them.

THE HOURGLASS OF MERIDIAN

This artifact has the following powers that can be discerned by The Order of Athagos:

1. AN HOUR OF KNOWLEDGE -

This can be quite useful for if the spell caster wishes to craft his or her own spells that have somehow been long forgotten. The GM can, in effect, create a template and a mini-scenario based on this power. The limitations of this power is that **it burns 3 charges** per use and the user has but 60 minutes to extract knowledge from the past.

2. UNFAIR INITIATIVE -

This artifact, when used; will automatically grant the user the **initiative** in any combat. This power **burns 4 charges** per use.

3. TEMPORAL STASIS -

For placing a subject into a form of suspended animation. Body and bodily functions cease and the subject does not age. **5 charges are used** here.

This artifact has a total of **88 charges**. The Order of Athagos may or may not allow the party to keep this relic, but it is highly unlikely that they would.

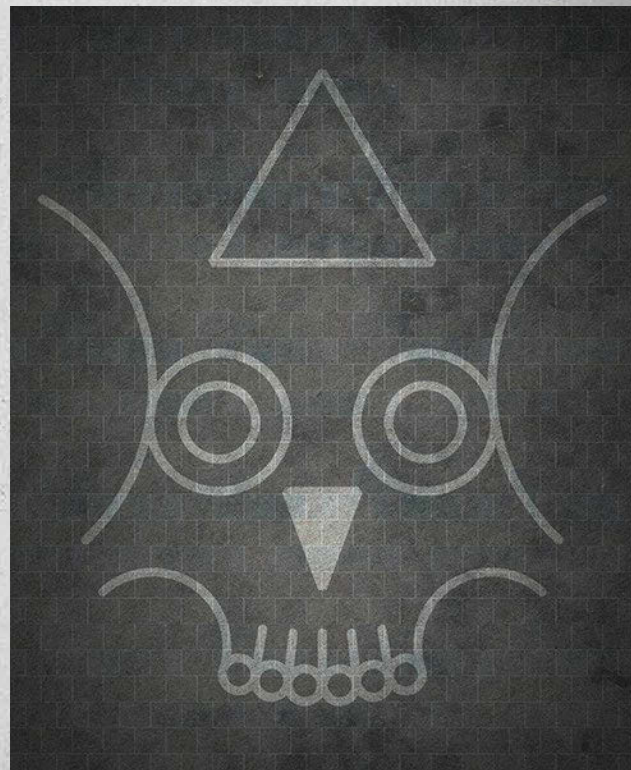
Upon leaving Danzibus' dungeon, you notice a piece of parchment paper - completely blank - nailed to the wall. A split second after your eyes fall upon this paper, black, bubbling liquid starts to form on the surface of the paper. Within moments, a message can clearly be read:

**We shall meet again
I ASSURE you.
And MUCH sooner
than you think.**

Danzibus

After you read the message, the globules of fetid black ink begin to move of their own accord and slide down and off the paper onto the stone floor before you. What appears to be a tiny Black Pudding slithers slowly towards you.

GM NOTES - Treat this tiny Black Pudding as a one with full attack *strengths*, but one-tenth of the hit points. The dirt at area 14 is a **MUDLORD**.



CHESS MEN & CONCLUSION

CHESS MEN - CR 1 - XP 1200

Neutral Evil Medium Construct

Init 0; Senses Darkvision 60, Low-light Vision; Perception +1

DEFENSE

AC 19, Touch 10, flat footed 19 (Armored Coat, Shield, none)

(+5 Natural, +4 armour)

hp 8 (1d10)

Fort +3, Ref +1, Will +2

Damage reduction 5/-, Immunity to magic

OFFENSE

Speed 15

Melee

Single Attack Longsword +11 (1d8+9/19-20)

Full Attack

Longsword +11 (1d8+9/19-20)

Space 5ft.; Reach 5

Special Attacks

Other Has a masterwork weapon

STATISTICS

Str 22, Dex 11, Con 0, Int 0, Wis 13, Cha 0

Base Attack 4 CMB 10 ; CMD 20

Feats

Power Attack: You can choose to take a -1 penalty on all melee attacks and combat maneuver checks to gain a +2 bonus on all melee damage rolls. Every +4 base attack penalty increases by -1 and damage by +2,

Armour Prof Heavy, Armour Prof Light, Armour Prof Medium, Martial Weap Prof, Shield Proficiency: Can use shields,

Simple Weapon Proficiency,

Tower Shield Proficiency: Can use the tower shield and suffer only normal shield skill penalties,

Weapon Focus: +1 to attack rolls

SPECIAL ABILITIES

Statue (Ex) stand perfectly still, emulating a statue DC20 perception to spot

Construct traits: Constructs are immune to

death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

Low-light Vision: A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Shatter weapons (Ex)

Chess Men are the magically re-animated victims that have been turned to stone. Necromancers use this spell to gain blindly loyal servants and alert guardians that will obey their master's every whim. All Chess Men are (and were) of evil alignment, and a mage attempting this spell on any petrified being that was good or neutral in alignment during their life will have no effect on them returning as Chess Men.

Dark By DeZign would like to thank you for purchasing this product. We hope that you enjoyed it and are ready to look for the next adventure in this series, **THE SLAUGHTERHOUSE OF THE OGRE MAGE**. An adventure for PCs of levels 5-6.





We shall meet again
I ASSURE you.

And MUCH sooner
than you think.

Danzibus



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CREDITS

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Escape The Lair - Lich's Brew © 2018, Dark By Design; Author: Matthew A. Bogdan

ESCAPE THE LAIR

Lich's Brew

Is the party willing to plunder a supposedly abandoned Lich's lair?

The Holy Order of Athagos has come to you to undertake a quest that even the heartiest of souls would flee from. The party is asked to destroy a Lich's tomb and everything in it, in exchange for what bizarre treasures lie deep within.

Does the party have what it takes to accomplish this task and escape with their lives AND sanity intact?