

RAGING SWAN PRESS
CAVES & CAVERNS



CAVES & CAVERNS

A Pathfinder Roleplaying Game supplement by Creighton Broadhurst and David Posener

In the deep, hidden places of the world where darkness rules, lurk dangers beyond the wildest nightmares of most who dwell in the sunlit uplands of the surface. Only the bravest and most skilled adventurers dare to invade the realms of the depraved duergar, the insane derro or the spider-worshipping drow. Beyond these terrible threats lurk the predators of the wild lands chief amongst them the feared purple worm and the implacable roper.

Running a campaign, or extended adventure, in the deep places of the world requires extensive preparation and planning. *Caves & Caverns* alleviates a GM's preparation time allowing him to focus on providing exciting and compelling adventures by providing the tools to craft memorable adventures. *Caves & Caverns* presents:

- Over 30 ready-made encounters (EL 4 – 12)
- Over 60 stat blocks (CR 1 – 13)
- Information on the features and hazards of the Ebon Realm
- And more!



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ERRATA

We would like to think *Caves & Caverns* is error free and that no mistakes have crept in during design. However, we are realists. So in that spirit, we shall post errata three months after first release on ragingswan.com. We won't correct typos, but we will correct any game mechanic or balance issues that come to light.

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*Huddled around fires in cosy taverns,
They speak in whispers of caves and caverns,
Realms of fear, as black as night,
Pierced by guttering lantern light.*

*Where every footstep echoes with dread,
Where nought but the bravest dare to tread,
Beneath the world of civilised races,
Evil thrives and death has many faces.*

*In the darkness skulk all manner of beasts,
Purple worms slime and fiendish maggots feast,
Dire bats swarm and the undead rot,
And all the while the drow they plot...*

*The sunless creatures crawl and creep,
In passageways dank and tunnels deep,
These black-hearted denizens lie in wait,
For fools who spit in the eye of fate...*

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Animal advanced dire bat (CR 3), dire bat (CR 2), giant dire bat (CR 3)

Construct animated mining cart (CR 4), animated tools swarm (CR 4), lens golem (CR 10)

Humanoid (derro) derro warrior (CR 3), Jvix (CR 5), Kerth (CR 5)

Humanoid (dwarf) duergar battle priest (CR 7), duergar scout (CR 3), duergar shieldbearer (CR 3), duergar shield marshal (CR 5), Rermelda (CR 10)

Humanoid (elf) drow noble champion (CR 10), drow noble cleric (CR 8), drow noble wizard (CR 8), drow scout (CR 3), drow slaver (CR 3), drow sniper (CR 5), drow warrior (CR 3), drow warrior captain (CR 5)

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Humanoid (troglodyte) Topnath (CR 6), troglodyte (CR 1), troglodyte barbarian (CR 3), troglodyte battle leader (CR 5), troglodyte priest (CR 5)

Magical Beast advanced darkmantle (CR 2), darkmantle (CR 1), purple worm (CR 12)

Monstrous Humanoid Crimson Horn warrior (CR 7), Graxx Crimson Horn (CR 9), Kihsa (CR 10), morlock (CR 2), morlock savage (CR 4), morlock skulk (CR 4)

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FOREWORD

I've always wanted to run the classic *GDQ 1-7 Queen of Spiders* series. Hell, I own several of the modules in three formats (the original booklets, the reissued blue versions and finally the megamodule itself). Sadly, I no longer play 1st Edition and converting them to Pathfinder would be an epic undertaking. In particular, just preparing the random encounter tables so that they wouldn't be a yawn-fest of xdx random, but identical, monsters in a section of generic caves would take weeks, if not months. I most definitely come from the school of preparation, preparation and more preparation when it comes to GMing and thus *Caves & Caverns* was born.

While I'm not planning to run *GDQ 1-7 Queen of Spiders* in the immediate short-term (one of my players has just run it in his campaign), many of my adventures and campaigns inevitably delve into the dark, forbidding places of the world and so with *Caves & Caverns* I'm metaphorically killing two birds with one stone.

In brief, the balance of the book provides GMs with the building blocks to make exciting and memorable underground encounters and adventures. So if you want to fill a chamber with bad air (page 10), feature an encounter with a vampiric sword (page 72) or simply need lots of ready to run encounters or stat blocks (pages 24 - 82) *Caves and Caverns* has you covered.

So what does *Caves & Caverns* include?

CHAPTER 1

Chapter 1 provides an overview of the Ebon Realm and presents a wide range of common cavern features ready to drop into any cave-based encounter.

Adventurers often explore cave systems in pursuit of wealth and glory. Whether battling troglodytes or searching for a connection to the fabled lands of the drow adventurers are almost certain to come into conflict with the denizens of the Realms Below. Battles in featureless caverns, however, are boring. Caverns have many interesting features that canny combatants can use to their advantage. Whether they topple stalagmites upon their foes or force them into sinkholes, adding interesting features to a cavern encounter rewards clever tactical play.

Of course, beyond the foul denizens and the harsh environment, other dangers often lurk in the deep caverns of the world. Whether it is a sudden collapse, flash floods or pockets of bad air, explorers must constantly be on their guard. Chapter 1 contains details of all these hazards.

CHAPTER 2

Chapter 2 is mainly David Posener's baby and I'm delighted to work with him on *Caves & Caverns*. David brought a fresh design perspective to the project and is responsible for many of the more inventive encounters (of which, I think, Last Nail is my favourite).

Chapter 2 contains over 30 encounters designed so that nearly any GM running an underground adventure or campaign can just drop them into an adventure. Each comprises extensive notes including information how to scale the encounter up and down by 1 EL – further increasing their usefulness.

Of course with encounters come stat blocks and *Caves & Caverns* contains 60 fully detailed stat blocks that can either be used "as is" or combined to create many more interesting encounters.

The encounters presented in Chapter 2 can serve as truly random events or (with a little) work introduce NPCs (both malign and benevolent) or adventure seeds leading to new, exciting opportunities.

Part of the design goal for these encounters was that although they are random events, they should feel like real, keyed encounters and that the players really shouldn't be able to tell difference. They also needed to be detailed enough to be interesting while generic enough to fit into almost any GM's personal campaign. Personally, I think David succeeded in this and I hope the encounters give you and your players many hours of fun.

CLOSING THOUGHTS

And that's it. If you like what you've seen in *Caves & Caverns* shoot me a line and let me know what you'd like to feature in *Caves & Caverns II*. Higher EL encounters? Lower EL encounters? Did we miss out foes that really should have been included? For example, we have a disturbing lack of aboleth, their Ulat-Kini minions, shoggoths and neothelids in *Caves & Caverns*; I'm sure any adventurer worth his salt would jump at the chance to battle such elder terrors...



CAVES & CAVERNS FEATURES

THE EBON REALM

Far below the sunlit lands of the surface world, lie deep caverns cloaked in perpetual darkness. Through the eternal night, creep loathsome, terrible things with have never gazed upon the sun. In even deeper cavern lie the tumbled cyclopean ruins of long forgotten elder civilisations raised up by the troglodytes and even viler, older races when humans still lived in caves and marvelled at the miracle of fire.

But the Ebon Realm is not completely without civilisation. In huge caverns all but unknown to those who dwell above, the drow raise their dark, glittering cities and sacrifice screaming captives to venerate their depraved spider goddess. The joyless, doughty duergar mine the deep stone for its precious metals and waylay travellers while the secretive svirfneblin dwell in their hidden cities and strive against their duergar enemies. Innumerable tribes of troglodytes dwell among the ruins of their fallen subterranean kingdoms and war against one another for captives, food and the remnants of their once proud heritage.

But even more terrible things lurk in the deep places of the earth. Powerful predatory purple worms – driven by their insatiable hunger – attack any they come across whilst strong, cunning ropers lurk ready to ensnare the unwary. In lightless, inundated caverns lurk the ulat-kini, greatest of the blasphemous aboleths’ servants. Named “Skum” by the few surface dwellers to survive encounters with them, their numbers have diminished for although they are virtually immortal, they cannot reproduce among themselves.

TRAVEL TIMES

Traversing the Ebon Realm is a slow, difficult affair. The tables below show movement rate based on travellers’ base speed.

TRAVEL TIMES (TACTICAL; ONE ROUND)

SPEED	CAVERN (PRIMARY)	CAVERN (SECONDARY)	CAVERN (TERTIARY)
15 ft.	10 ft.	5 ft.	5 ft.
20 ft.	15 ft.	10 ft.	5 ft.
30 ft.	20 ft.	15 ft.	5 ft.
40 ft.	30 ft.	20 ft.	10 ft.
50 ft.	35 ft.	25 ft.	10 ft.

TRAVEL TIMES (LOCAL; ONE MINUTE)

SPEED	CAVERN (PRIMARY)	CAVERN (SECONDARY)	CAVERN (TERTIARY)
15 ft.	100 ft.	50 ft.	50 ft.
20 ft.	150 ft.	100 ft.	50 ft.
30 ft.	200 ft.	150 ft.	50 ft.
40 ft.	300 ft.	200 ft.	100 ft.
50 ft.	350 ft.	250 ft.	100 ft.

PRIMARY TUNNELS

These massive tunnels serve as the main trade and travel routes of the Ebon Realm, often linking the great vaults claimed by the drow, duergar and other civilised folk of the deep earth.

Here the floor is relatively clear of debris and obstacles and travel is comparatively swift. However, these areas are often used by other travellers and encounters in such areas are commonplace. Not all such encounters are violent – although most of the civilised races of the Ebon Realm are evil, they often trade with one another. Often, a particular race claim a portion or all of a primary tunnel as its territory and keeps it clear of (most) monstrous incursions.

Tunnel Width: 20 ft. – 40 ft. (average 30 ft.)

Tunnel Height: 20 ft. – 50 ft. (average 35 ft.)

Random Encounters: 1 in 10 chance per mile travelled.

Avoid Getting Lost DC: 5 (0 with map) Survival check.

Obstacles: Only very rarely do obstacles block primary tunnels. Lesser obstacles – small streams, fields of tumbled rubble and suchlike – have normally been cleared away by previous travellers. Larger obstacles – raging underground rivers, precipitous drops and so on – cannot be easily removed and must be dealt with accordingly. Bridges may have been flung across deep fissures, or stairs cut to enable travellers to ascend and descend an escarpment or fissure. Most primary tunnels are natural features of the deep earth, but in places worked tunnels may even have been cut out of the living rock to avoid particularly difficult or insurmountable obstacles.

TRAVEL TIMES (OVERLAND; ONE HOUR¹)

SPEED	CAVERN (PRIMARY)	CAVERN (SECONDARY)	CAVERN (TERTIARY)
15 ft.	1-1/4 miles	1/2 mile	1/2 mile
20 ft.	1-1/2 miles	1-1/4 miles	1/2 mile
30 ft.	2-1/4 miles	1-3/4 miles	1/2 mile
40 ft.	3-1/2 miles	2-1/4 miles	1-1/4 miles
50 ft.	4 miles	2-3/4 miles	1-1/4 miles

1: Distances are rounded to the nearest quarter mile.

TRAVEL TIMES (OVERLAND; ONE DAY¹)

SPEED	CAVERN (PRIMARY)	CAVERN (SECONDARY)	CAVERN (TERTIARY)
15 ft.	10 miles	4 miles	4 miles
20 ft.	12 miles	10 miles	4 miles
30 ft.	18 miles	14 miles	4 miles
40 ft.	28 miles	18 miles	10 miles
50 ft.	32 miles	22 miles	10 miles

1: Assumes travelling for eight hours

SECONDARY TUNNELS

A network of secondary tunnels radiate outwards from the primary tunnels. These tunnels often lead to small communities: duergar outposts, svirfneblin mining operations and the fetid lairs of troglodytes and morlocks. Of course, hidden treasures and small- to medium-sized abandoned settlements are also found in such areas.

Tunnel Width: 10 ft. – 30 ft. (average 20 ft.)

Tunnel Height: 15 ft. – 40 ft. (average 25 ft.)

Avoid Getting Lost DC: 15 (5 with map) Survival check.

Random Encounters: 1 in 12 chance per mile travelled.

Obstacles: In secondary tunnels, obstacles such as dead ends, collapsed passageways, rivers and fissures are often encountered. Often, explorers will discover temporary solutions to these obstacles – legacies of those that came before. Rusting iron spikes could be hammered into a wall to provide a temporary stair, or piles of rubble could bare mute testimony to others' attempts to burrow a way through a collapsed section.

KNOWLEDGE (DUNGEONEERING)

Knowledge (dungeoneering) is an essential skill for any travellers undertaking an extensive foray into the Ebon Realm.

- Identify underground hazard: DC 15 + hazard's CR
- Identify mineral, stone or metal: DC 10
- Determine slope: DC 15
- Determine depth underground: DC 20

KNOWLEDGE (GEOGRAPHY)

Characters wise in the ways of the general layout of the Ebon Realm often know of nearby features of note.

- Recognise regional terrain features: DC 15
- Know location of nearest community or note: DC 20

SURVIVAL

Survival is another extremely handy skill for those exploring the Ebon Realm.

- Get along in the wild: DC 15*
- Avoid natural hazards: DC 15
- Keep from getting lost: DC 15

*The DC for getting along in the wild is increased by 5 due to the scarcity of edible resources in the Ebon Realm.

TERTIARY TUNNELS

These narrow, twisting tunnels are the wilderlands of the Ebon Realm. Few travel these areas willingly for such undertakings are difficult, slow and dirty. Only desperate or savage denizens of the Ebon Realm dwell in such locales.

Confused tangles of tertiary passageways often interlink with primary and secondary tunnels and can serve as shortcuts or even places of refuge. Such areas are extremely difficult to traverse without an accurate map or knowledgeable guide. Alternatively, such small pockets of tunnels and caverns can serve as all-but self-contained dungeons each with its unique flavour and series of challenges.

Tunnel Width: 5 ft. – 15 ft. (average 10 ft.)

Tunnel Height: 8 ft. – 25 ft. (average 15 ft.)

Random Encounters: 1 in 12 chance per mile travelled.

Avoid Getting Lost DC: 30 (15 with map) Survival check.

Obstacles: Abundant obstacles litter tertiary tunnels. Dead ends, sumps, rock falls, rivers and crevasses all conspire to make travel in such areas even more torturous than normal.

Few large creatures (such as purple worms and so on) traverse these narrow, winding tunnels. Instead, travellers are likely to encounter small groups of scavengers. In other encounters, travellers come across small groups of humanoids – drow, troglodytes and so on – engaged in their own secretive business. Tertiary tunnels are a lawless place - normally no force or civilisation claims rulership over them and they are lonely places where help is rarely found.

LANGUAGES

Languages normally encountered by adventurers – Common, Gnome, Sylvan and so on – are not as widespread as in the surface realm. Thus, adventurers exploring the Ebon Realm are well advised to either carry magical means of understanding and speaking these rarer languages or employ guides and translators.

- Abyssal (demons and other chaotic evil outsiders)
- Aklo (derros, inhuman or otherworldly monsters, evil fey)
- Draconic (dragons, reptilian humanoids)
- Drow Sign Language (drow)
- Infernal (devils and other lawful evil outsiders)
- Terran (earth-based creatures)
- Undercommon (drow, duergar, morlocks, svirfneblin)

AIR

In some caverns, the very air itself can affect the battle:

Turgid Air: The air in this cavern is thick and turgid.

Living creatures that breathe must make a DC 15 Fortitude saving throw when they enter the cavern or be sickened (-2 penalty on attack rolls, weapon damage rolls, saving throws, skill checks and ability checks) for as long as they remain within and for 1d4 minutes afterwards. A character succeeding on the saving throw to resist the air's poisonous affects does not need to make another such saving throw for 24 hours.

Explosive Gas: The air in this cavern smells slightly metallic.

The air is heavy with explosive gases, which increase the potency of spells with the fire descriptor. Such spells affecting an area (such as *fireball*) function as if the caster had augmented the spell with the Widen Spell feat. Spells that target one or more individuals (such as *scorching ray*) function as if augmented with the Empower Spell feat.

Steam: Steam rises from several deep vents piercing the cavern floor.

The steam is warm. Characters within the steam gain concealment (20% miss chance).

Strong Winds: Strong winds, which can extinguish unprotected flames, periodically whistle through the cavern.

Every round, there is a 25% chance that a gust of wind enters the chamber. The wind has a 50% chance of extinguishing each unprotected flame in the chamber and inflicts a -2 penalty to ranged attacks.

BAD AIR

Whether due to poor ventilation or noxious outpourings from volcanic vents or some other cause, the very air in some caverns poses a threat to living explorers. Often creatures immune to the air's negative effects (particularly undead and constructs) dwell in such areas.

When placing an area of bad air, consider its characteristics – not all areas of bad air comprise colourless, odourless gas. Some gas may provide concealment in addition to the effects listed below.

CR and XP: The CR of the bad air and the XP awarded if the PCs successfully traverse the area or defeat the phenomena.

Gas Equivalent to: Each area of bad air has effects equivalent to the listed spell (but is not a magical effect).

Fortitude Save: The effects of some bad air can be resisted with a Fortitude save. Characters must make such a saving throw every round they are within the area.

CR	XP	GAS EQUIVALENT TO	FORTITUDE SAVE
3	800	<i>Fog cloud</i>	
4	1,200	<i>Sleet cloud</i>	
4	1,200	<i>Stinking cloud</i>	13
6	2,400	<i>Cloudkill</i>	17
6	2,400	<i>Waves of fatigue</i>	17
7	3,200	<i>Acid fog</i>	19
8	4,800	<i>Waves of exhaustion</i>	20
9	6,400	<i>Horrid wilting</i>	22



CEILING

Sometimes features in the ceiling can aid (or hinder) combatants on the ground.

Light: A narrow fissure in the ceiling allows faint natural sunlight into the cavern. A steady trickle of water also drips from the fissure.

The natural light fills a portion of the chamber with dim illumination which provides concealment (20% miss chance).

The floor and walls within this light abound with slippery moss and lichen. Characters running or charging through squares containing moss must make a DC 12 Acrobatics check or fall prone in the first such square they enter.

Unstable Ceiling: Great cracks run through the ceiling.

A DC 15 Knowledge (dungeoneering) check reveals the ceiling's instability.

Each ceiling square (hardness 8, hp 100, DC 20) collapses if reduced to 0 hit points. Characters on a section of collapsing ceiling must succeed on a DC 20 Reflex save. Success indicates they grab a stable piece of the rock. Failure indicates they fall to the ground, taking the requisite amount of falling damage (1d6 for each 10 ft. fallen) and land prone atop a pile of rubble. Characters below a collapsing section of ceiling take 4d6 damage (DC 20 Reflex save halves).

Unstable Stalactite: Many slender stalactites hang down from the ceiling.

The stalactites (AC 4, hardness 8, hp 12) in the chamber are unstable. If a stalactite has its hit point total reduced to zero it falls, making an attack (+10 ranged) against any creature in the square below. A hit inflicts 2d6 damage. If the cavern ceiling is more than 30 ft. high, this damage doubles.

A DC 15 Knowledge (dungeoneering) check reveals the stalactite's weakness.

CAVE-INS

Cave-ins can be incredibly dangerous. Whether caused by the deliberate act of a lurking monster or the natural result of erosion, a cave-in can bury an entire adventuring party. Unless deliberately set as a trap, a cave-in does not normally occur without warning. Warning signs of imminent collapse could include:

- Piles of rubble on the floor below the weak section.
- A fine network of cracks running throughout the ceiling.
- Dust and small stones falling from the ceiling.
- Grinding sounds in the rock as the ceiling moves and shifts.
- Warning sigils carved or daubed on the walls of passageways leading to the area.

VARIANT CAVE-INS

These cave-ins are identical to the normal version of a cave-in except as detailed below. When placing these cave-ins consider increasing or decreasing the size of the bury and slide zones to take into account the party's capabilities.

- **Minor Cave-In (CR 5; XP 1,600):** This cave-in deals 5d6 damage to characters in the bury zone and 2d6 damage to those in the slide zone.
- **Major Cave In (CR 12, XP 19,200):** This cave-in deals 12d6 damage to characters in the bury zone and 5d6 damage to those in the slide zone. A DC 20 Reflex save halves or negates the effects as appropriate.
- **Collapsing Floor (+1 CR for each 20 ft. fallen):** The floor of the cavern collapses dumping the characters into a deeper area. Apply the results of the fall before determining the effects of the cave-in. Characters in the collapsing area automatically fall into the cavern below unless they are within 10 ft. of a stable part of the cavern. Such characters receive a DC 15 Reflex save to avoid the fall (and the cave-in).

CAVE-IN

CR 8 (XP 4,800)

Dust and grit covers the floor of this cavern.

Craft (stonemasonry) DC 20, Knowledge (dungeoneering) 23 or Knowledge (engineering) DC 20 The character realises the affected area is dangerously unstable. This check can be made trained or untrained.

Perception DC 20 The character identifies the affected area as dangerously unstable; **Stonecunning** A dwarf using stonecunning can make a check just by passing within 10 ft. of a weakened area.

Trigger location (removing half the pillars in an area or a major impact or explosion triggers a cave-in); **Reset** no

Bury Zone (15 ft. radius) A cave-in buries anyone in the middle of the collapsing area. Characters in the bury zone take 8d6 damage (DC 15 Reflex save halves) and are buried.

Slide Zone (10 ft. radius) A cave-in's slide zone is roughly equal to the bury zone but extends outwards in all directions. Characters in the slide zone take 3d6 damage (DC 15 Reflex save negates). Characters failing their saving throw are buried.

Buried Characters A buried character takes 1d6 nonlethal damage per minute. A character falling unconscious must make a DC 15 Fortitude saving throw each minute or take 1d6 lethal damage. Characters who are not buried can dig out those buried.

Freeing Buried Characters In one minute, a character using only his hands can clear debris equal to five times his heavy load limit (or twice that amount if armed with appropriate tools). Loose stone filling a 5-foot by 5-foot cube weighs 1 ton (2,000 pounds). A buried character can free itself with a DC 25 Strength check.

DARKNESS & ILLUMINATION

Perhaps the single most pervasive feature of the Ebon Realm, perpetual darkness cloaks much of the underworld's near limitless caverns and passageways. The darkness causes a serious disadvantage for surface dwellers exploring the Ebon Realm and a great advantage for those hunting them. With the exception of dwarves and half-orcs (who have darkvision) most other surface dwellers must bring with them light sources if they wish to emerge again onto the surface.

Many of the Ebon Realm's denizens can see clearly in all but magical darkness and some have even developed other senses (including tremorsense, blindsight and blindsense) with which to hunt. In battle, many of the Ebon Realm's denizens either instinctively keep away from sources of light or seek to quench them as swiftly as possible.

There are five levels of illumination in the Ebon Realm:

BRIGHT LIGHT

Areas of bright light include outside in direct sunlight and within the radius of a *daylight* spell. Such areas are extremely rare in the Ebon Realm.

- All characters can see clearly in area of bright light.
- Characters with light sensitivity or light blindness suffer the relevant penalties in areas of bright light.
- Characters cannot use Stealth to hide in areas of bright light unless they are invisible or have cover.
- Character with low-light vision can see twice as far as the normal radius of bright light.

NORMAL LIGHT

Areas of normal light include areas within 20 ft. of a torch or within the radius of a *light* spell.

- Characters with light sensitivity or light blindness do not suffer the relevant penalties.
- Character with low-light vision can see twice as far as the normal radius of normal light.

DIM LIGHT

Areas of dim light include that between 20 ft. and 40 ft. from a torch.

- Characters within dim light have concealment (20% miss chance) against those without darkvision or the ability to see in darkness.
- Characters in an area of dim light can make a Stealth check to conceal themselves from the sight of those without darkvision.
- Character with low-light vision can see twice as far as the normal radius of dim light.

DARKNESS

The natural condition of illumination throughout the Ebon Realm.

- In areas of darkness, characters without darkvision are effectively blinded.
- In addition to the obvious effects, a blinded creature has a 50% miss chance in combat (effectively all targets have total concealment), loses any Dexterity bonus to AC, takes a -2 penalty to AC and takes a -4 penalty on sight-based Perception checks and most Strength- and Dexterity-based skill checks.

SUPERNATURAL DARKNESS

Supernatural darkness is created by the *deeper darkness* spell.

- Even creatures with darkvision cannot see within areas of supernatural darkness.
- Creatures with the supernatural see in darkness ability (such as devils) can see perfectly in darkness of any type (including supernatural darkness).

LIGHT SOURCES & ILLUMINATION

Along with using mundane sources of light (which as well as those below could also include phosphorescent fungi, the glands of fire beetles and so on) characters exploring the Ebon Realm are well-advised to bring with them magical sources of light. Common forms of light include:

SOURCE	NORMAL	INCREASED	DURATION
Candle	n/a ¹	5 ft.	1 hr.
<i>Continual flame</i>	20 ft.	40 ft.	Permanent
<i>Dancing lights</i> (torches)	20 ft. (each)	40 ft. (each)	1 min.
<i>Daylight</i>	60 ft. ²	120 ft.	10 min./CL
<i>Everburning torch</i>	20 ft.	40 ft.	Permanent
<i>Faerie fire</i> (each target)	n/a ¹	5 ft.	1 min./level
Lamp bullseye	60-ft. cone	120-ft. cone	6 hr./pint
Lamp common	15 ft.	30 ft.	6 hr./pint
Lantern hooded	30 ft.	60 ft.	6 hr./pint
<i>Light</i>	20 ft.	40 ft.	10 min./CL
Sunrod	30 ft.	60 ft.	6 hr.
Torch	20 ft.	40 ft.	1 hr.

1: A candle only provides dim illumination.

2: The light from *daylight* is bright light

SPELLS: LIGHT DESCRIPTOR

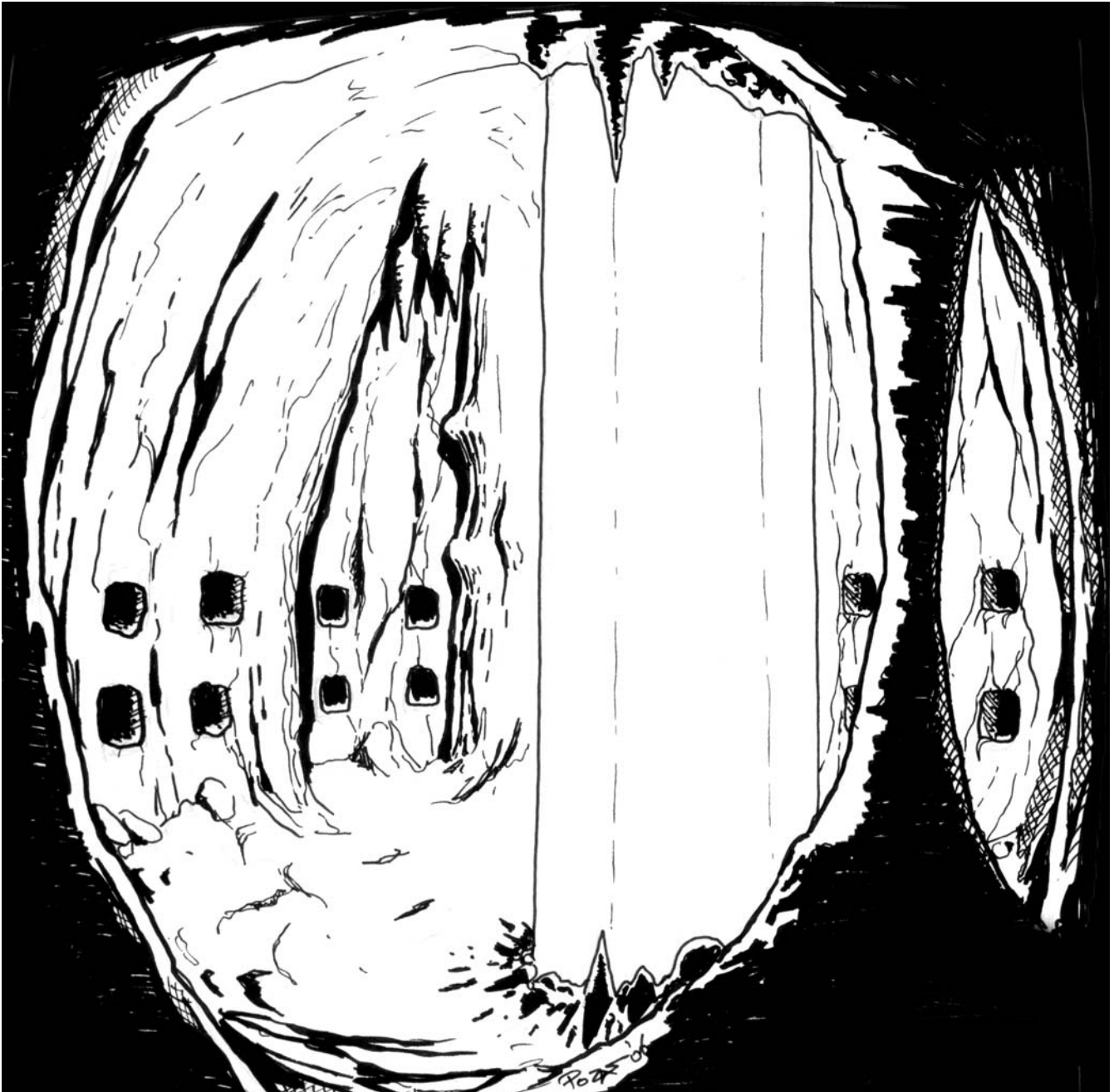
Some evocation spells have the light descriptor.

- Spells with the light descriptor counter or dispel any darkness spell of equal or lower level.
- Spells from the *Pathfinder Roleplaying Core Rulebook* with the light descriptor include *continual flame*, *dancing lights*, *daylight*, *faerie fire* and *light*.
- Spells from *Ultimate Combat* with the light descriptor include *daybreak arrow*, *discovery torch* and *judgement light*.
- Spells from *Advanced Player's Guide* with the light descriptor include *light lance*.

SPELLS: DARKNESS DESCRIPTOR

Some evocation spells have the darkness descriptor.

- Spells with the darkness descriptor counter or dispel any light spell of equal or lower level.
- Spells from the *Pathfinder Roleplaying Core Rulebook* with the darkness descriptor include *darkness* and *deeper darkness*.



FLOOR

Clever adventurers can use many cavern features to their advantage in battle.

Cavern Floor: Obscured by rubble and covered in mud, the floor is uneven and slippery.

It costs 2 squares of movement to enter a square containing cavern floor and the DC of Acrobatics checks increases by 5. Running and charging are impossible except in cleared areas.

Crumbling Escarpment: A crumbling 20 ft. escarpment cuts the chamber in two. Loose rocks and small boulders cover its face.

Characters can climb the escarpment with DC 10 Climb checks. Characters failing this check by 5 or more fall to the base of the escarpment taking 1d6 damage for every 10 ft. fallen. (Characters falling from the top of the escarpment suffer 2d6 damage.) Additionally, falling characters set off a small rockslide starting in the square from which he fell. The rockslide affects every creature in a 20 ft. cone. Characters within the cone must make a DC 15 Reflex save or suffer 3d6 damage and be knocked prone. A successful save halves the damage and the character does not fall prone.

A DC 15 Knowledge (dungeoneering) check reveals the possibility that climbing characters may set off a rockslide.

Crumbling Sinkhole: A water-filled 10 ft. wide and 40 feet deep sinkhole pierces the cavern floor. The ground around the sinkhole is unstable.

A DC 15 Knowledge (dungeoneering) check reveals the dangerous nature of the floor. Characters entering a square adjacent to the sinkhole cause the ground in that square to start to give way. Any character in the collapsing square in the subsequent round may fall into the sinkhole. Such characters must make a DC 20 Reflex save to grab a section of sturdy floor as they fall. Success indicates that they fall prone but do not tumble into the sinkhole. Failure indicates that the character falls into the sinkhole.

Falling characters suffer 1d6 nonlethal damage and 3d6 lethal damage), and fall prone in the 5 ft. deep water. Characters can scale the walls of the sinkhole with DC 15 Climb checks.

Fissure: A 5 ft. wide fissure cuts through the chamber floor. Steam rises from the fissure, partially obscuring vision.

The warm steam rising from the fissure obscures vision in the chamber. Characters within 4 squares of the fissure gain concealment (20% miss chance).

Characters can leap the fissure with a DC 5 Acrobatics check. The fissure is 40 ft. deep, but the rising steam obscures its bottom. Characters falling into the fissure take 4d6 falling damage. Characters at the bottom of the fissure can see that the steam rises from many cracks in the rock. The fissure's walls can be scaled with DC 15 Climb checks.

Geyser: Mud covers the floor surrounding a narrow fissure.

The fissure is a geyser. Every six rounds, it explodes. On the round immediately preceding the explosion, any character making a DC 10 hearing-based Perception check hears a dull rumbling from below the cavern floor.

When the geyser explodes, it coats everything and everyone within 20 ft. in boiling hot mud. Characters in the area are blinded and take 1d6 fire damage unless they make a DC 15 Reflex save. Those failing the save are blind until they spend a standard action to wipe the mud from their eyes. Characters coated in mud gain a +10 bonus to their CMD to resist grapples, but a -5 penalty to resist trip and bull rush attempts.

Mud: Thick cloying mud covers the floor.

In most parts of the chamber, the mud is little more than six inches deep. Such squares count as difficult terrain (it costs 2 squares of movement to enter a square covered in mud).

In other parts of the chamber, however, the mud masks deeper depressions in the floor. Characters entering such squares must make a DC 20 Reflex check or sink into the mud (which is 5 ft. deep). A character in deep mud must make a DC 10 Break check to pull himself free. (Other characters can help with the aid another action).

A character in the deep mud benefits from improved cover (+8 to AC, +4 on Reflex saves) against attacks from opponents outside the deep mud.

Muddy Puddles: A number of shallow, muddy pools about 1 foot deep lie in the chamber.

Puddle squares are difficult terrain (it costs 2 squares of movement to enter such a square). Additionally, characters adjacent to a puddle can kick muddy water into an adjacent opponent's face. Doing so requires a ranged touch attack. A hit indicates that the muddy water blinds the target for 1 round.

Old Bones: The skeletal remains of many creatures lie scattered about this cavern.

These remains are the remnants of a skirmish fought long ago. Squares containing skeletons are treated as difficult terrain (it costs 2 squares of movement to enter such areas). These skeletal remains are intact enough to be animated with an *animate dead* spell.

A DC 15 Heal check reveals that almost all the fallen suffered a brutal and violent death. (The GM should determine the exact cause of such death dependant on the adventure background). There is no treasure here; the remains were looted long ago.

Slippery Stairs: A narrow set of steep slippery natural stairs provides access between different parts of the chamber.

A character traversing the stairs must make a DC 12 Acrobatics check or a DC 10 Climb check to move at half speed without falling prone. Additionally, characters cannot run or charge on the stairs.

OBSTRUCTIONS

Obstructions affect the flow of battle and provide canny combatants with advantages over their enemies.

Chasm: The floor suddenly drops away into darkness.

The chasm is 80 ft. deep and 40 ft. wide. Characters can scale the chasm's walls with a DC 15 Climb check.

A character falling into the chasm can make a DC 20 Reflex save to grab onto something to stop their fall before they plummet into the chasm proper. A character failing the save suffers 1d6 damage per 10 ft. fallen (to a maximum of 8d6 damage) and lands prone.

Column: A thick, smooth column of stone reaches from floor to ceiling. Water running down the rock makes the whole column glisten.

The column grants cover (+4 to AC, +2 on Reflex saves) and can only be scaled (DC 25 Climb check) with great difficulty.

Heligmite: These oddly shaped stalagmites resemble trees; branches grow off from the main body in erratic and bizarre directions.

The heligmite is not sturdy enough to climb, but it provides cover (+4 to AC, +2 on Reflex saves) to characters in adjacent squares. However, such characters may scratch themselves on the heligmite's many small offshoots. Every round a character starts its turn, or moves into an adjacent square it "attacks" (+6 melee, 1d4 damage).

Boulder Choke: A great mass of tumbled boulders and mud blocks further progress.

A DC 15 Knowledge (dungeoneering) check reveals that the boulder choke is unstable. Clearing enough of the obstruction so that a character can crawl through takes one hour and requires a DC 20 Knowledge (dungeoneering) check. Success indicates that the characters remove the stones safely. Failure results in a minor rock fall (4d6 damage, DC 15 Reflex save halves) which strikes all characters within 10 ft. of the boulder choke.

Gour Pool: A series of gour pools dot the floor of this cavern. The rim of these pools stands 3-foot above the floor; within, the water almost reaches the top of the rim.

Combatants adjacent to a pool gain cover (+4 to AC, +2 on Reflex saves). Characters can leap onto a pool's rim with a DC 12 Acrobatics check and can move along the pool's rim with a DC 17 Acrobatic check. Those on a pool's rim gain the benefits of higher ground (+1 on melee attacks).

Characters can break a pool's rim (3 in. thick, hardness 8, hp 45) to unleash a deluge of water. Doing so creates a 15 ft. cone of water. Characters within the cone must make a DC 15 Reflex save or be knocked prone by the water. Although the affected floor is slippery, characters do not need to make Acrobatics

checks to move through the area unless they run or charge. Running or charging characters must make a DC 12 Acrobatics check or fall prone in the first slippery square they enter.

Rubble (Light): Small rocks are strewn across the ground.

Light rubble increases the DC of Acrobatics checks by 2.

Rubble (Dense): Rocks of all sizes cover the ground.

It costs 2 squares of movement, to enter a square containing dense rubble. The DC of Acrobatics checks increases by 5 in such areas and the DC of Stealth checks increases by 2.

Slender Stalagmite: A thin stalagmite, slick with water dripping down from above, grows from the floor.

A character standing in the same square as a slender stalagmite (hardness 8, hp 150, DC 20 Break) gains partial cover (+2 to AC, +1 on Reflex saves).

Slender Stalagmite (Weak): A multitude of cracks run through this stalagmite.

A weakened slender stalagmite (hardness 8, hp 40, DC 15 Break) can knock it over. A character knocking over a weakened stalagmite can make a melee touch attack to crush any target adjacent to the stalagmite. Success indicates that the falling stalagmite hits the target dealing 1d6+3 damage. A struck character must also make a DC 15 Reflex save or fall prone.

A DC 15 Knowledge (dungeoneering) check reveals the stalagmite's weakness.

Stone Curtain: A thin sheet of dripstone reaches from the floor to the ceiling, dividing one part of the cave from another.

The curtain is very fragile and cannot support the weight of any climber larger than Tiny. It does, however, provide cover (+4 to AC, +2 on Reflex saves). Characters can destroy a 5 ft. section of the curtain (hardness 8, hp 30), but this creates a pile of rubble (treat as difficult terrain) in the square below.

Sloping Floor (Gradual): The cavern floor slopes gently upwards.

This slope does not impede movement, but it grants the benefit of higher ground (+1 on melee attacks) to characters fighting opponents below them.

Sloping Floor (Steep): The cavern floor slopes steeply downwards.

Characters moving up a steep slope must spend 2 squares of movement to enter a steep slope square. Characters running or charging downhill must make a DC 10 Acrobatics check. A character failing this check stumbles and ends its movement 1d2 squares later. A character failing this check by 5 or more falls prone in the square in which it finishes its movement. A steep slope increases the DC of Acrobatics checks by 2.

WALLS (ARTIFICIAL)

In places, the various subterranean races have fortified or otherwise protected the caverns and passageways of the Ebon Realm. Some of these buildings are ancient – collapsed ruins that serve as little more than an occasional campsite for weary travellers. Others are still very much in use, perhaps as fortified strongpoints sited to protect and control natural resources or access to certain passages and caverns. Yet other structures could not be buildings at all, but could serve to shore up dangerously unstable walls and ceilings in areas of importance.

A character can make a DC 15 Knowledge (engineering) check to determine the origin of any stonework encountered. If the stonework is of particularly ancient or obscure origin, the DC of this check increases by 5.

Archway: An archway of obviously artificial origin holds aloft the ceiling.

Archways are put in to protect vital passageways from collapse. They are often located near fortifications.

Fortifications (Intact): The mortared walls of a tower rise from the stone floor of this place.

Fortifications of almost any size can be found within primary tunnels and chambers. Such areas are vital arteries of trade and commerce in the Ebon Realm and are jealously guarded. Alternatively, they stand to defend a source of fresh water or a particularly profitable mine. Drow, duergar or svirfneblin could all maintain such structures. All such races pay close attention to those using the passageway and may levy tolls on, and closely question, travellers.

Fortifications (Ruined): The tumbled walls of an ancient structure lie scattered about this cavern. Light rubble lies at the base of these wall.

Most such abandoned structures have been destroyed as a result of war or raid and could originally have been raised by duergar, drow and svirfneblin. Ghosts and other undead often haunt such areas. Mines protected by these fortifications have long since played out (or collapsed) while sources of fresh water could have dried up or become polluted.

Ancient ruined structures could belong to troglodytes, skum or other now-fallen races.

WALLS (NATURAL)

A cavern's walls constrain and direct explorers. Some are hard to climb while others feature hidden ledges and small niches.

Crumbling Walls: Cracks run through a small section of this wall and a small pile of rubble lies at its base.

This section of wall is unstable. A DC 15 Knowledge (dungeoneering) check identifies it as unsafe. A character scaling the wall (DC 15 Climb check) dislodges some rocks and falls (taking the requisite falling damage) to the ground when he enters the crumbling section. A falling character can make a DC 35 Climb check to arrest his fall.

Ledge (Crumbling): This stone ledge runs along the wall. A smattering of rubble lies at its base.

A DC 15 Knowledge (dungeoneering) check reveals the ledge is unstable. If a Small or larger creature enters a square containing a section of unstable ledge, it drops away. A character making a DC 20 Reflex save grabs hold of the wall and does not fall (but is treated as climbing until he can regain his footing).

Add this terrain feature to either Ledge (Narrow) or Ledge (Wide).

Ledge (Narrow): A narrow ledge runs along the cavern wall.

Characters moving at half speed can traverse the ledge safely, but those moving at full speed must succeed on a DC 10 Acrobatics check. Failure by 5 or more indicates the character falls from the ledge (unless he makes a DC 20 Climb check to grab the edge of the ledge as he falls). Characters on the ledge gain the benefit of higher ground (+1 on melee attacks) against opponents below them.

Ledge (Wide): A wide ledge runs along the cavern wall.

Characters can move along this 2 ft. wide ledge without needing to make an Acrobatics check. Characters on the ledge gain the benefit of higher ground (+1 on melee attacks) against opponents below them.

Wall (Dry): Small natural crevices stud this rough, natural cavern wall.

Characters can scale a cavern wall with a DC 15 Climb check.

Wall (Slick): These glistening walls are slick to the touch.

Walls slick with moisture can be scaled with a DC 20 Climb check.



Whether a brackish, stagnant pool, the constant drip of water through cracks in the ceiling or the roar of a subterranean river, water is a feature of many caverns. Water found underground is normally cold, but fresh.

Acid Pool: A small pool full of brackish water fills one corner of the chamber.

The pool is 1 ft. deep and counts as difficult terrain (it costs 2 squares of movement to enter such a square).

A DC 10 Perception check reveals a faint acrid odour in the air. The water is slightly acidic and a DC 15 Knowledge (dungeoneering) check reveals that the acid is not strong enough to cause injury, but that it could cause irritation if a character gets it in his eyes.

A character stamping in the water makes a ranged touch attack against one adjacent opponent. A hit indicates that acidic water splashes into the target's eyes and that it must make a DC 15 Fortitude saving throw or become blind for 1d4 rounds. Success indicates the target suffers a -1 penalty on attack rolls and sight-based Perception checks for 1d4 rounds.

Bridge: The bridge is a natural stone arch roughly 10 ft. wide. It has no wall or railing and runs 10 ft. above the river.

Characters falling from the bridge can make a DC 20 Reflex save to grab the edge of the bridge as they fall. Those that fail tumble into the water.

Bubbling Pool: A small pool of bubbling water fills a depression in the cave floor.

A vauculian spring rises in the centre of the pool from a narrow cleft in the rock. The pool is 3 ft. deep and characters can either wade (entering each square costs 3 squares of movement) or swim (DC 10 Swim check) through it.

Flooded Passage: Water fills this passageway, making further progress difficult and dangerous. Thick mud covers the ground.

The water in the passage is calm (DC 10 Swim check). If a swimmer disturbs the mud, it billows up to form a cloud that hangs in the water. The mud cloud remains in place for 1d2 minutes and blocks all vision.

Muddy Banks: Thick, glutinous mud covers the river's banks.

It costs 2 squares of movement to enter a square containing mud. A DC 10 Perception check reveals the presence of tracks in the mud; this is an opportunity for the GM to provide hints as to what lurks in surrounding caverns.

Pool: A pool of chill, still water covers part of the cavern floor.

The water in the pool is calm (DC 10 Swim check) but 20 ft. deep. The bottom is thick with mud. It costs 3 squares of movement to walk along the bottom of the pool but this stirs up

FIGHTING IN WATER

Fighting in or near water is hazardous and difficult for the PCs.

Attacks from Land: Characters swimming, floating or treading water have improved cover (+8 to AC, +4 on Reflex saves) from opponents on land. Thrown weapons are ineffective underwater, even when launched from land. Other ranged attacks suffer a -2 penalty on attack rolls for every 5 feet of water they pass through.

Fire: Nonmagical fire is ineffective underwater. Spells or abilities with the fire descriptor are also ineffective unless the caster makes a DC 20 + spell level caster level check.

Spellcasting Under Water: A creature that cannot breathe underwater must make a concentration check (DC 15 + spell level) to cast a spell.

WEAPON ATTACK AND DAMAGE MODIFIERS

CONDITION	SLASHING/ BLUDGEONING	PIERCING
<i>Freedom of movement</i>	Normal/normal	Normal/normal
Has a swim speed	-2/half	Normal
Successful Swim check	-2/half ¹	Normal
Firm Footing ²	-2/half ¹	Normal
None of the above	-2/half ¹	-2/half

1: A creature without *freedom of movement* or a swim speed makes grapple checks underwater at a -2 penalty, but deals damage normally when grappling.

2: Creatures have firm footing when walking on the bottom of the river, lake etc. A creature can walk along the bottom if it wears or carries enough gear to weigh it down; at least 16 lbs. for Medium creatures, twice that per size category larger and half that per size category smaller.

MOVEMENT & BALANCE

CONDITION	MOVEMENT	OFF BALANCE? ¹
<i>Freedom of movement</i>	Normal	No
Has a swim speed	Normal	No
Successful Swim check	Quarter or half ³	No
Firm Footing ²	Half	No
None of the above	Normal	Yes

1: Creatures flailing about in water (usually because they failed their Swim check) have a hard time fighting effectively. An off-balance creature loses its Dexterity bonus to AC, and opponents gain a +2 bonus on attacks against it.

2: See 2 above.

3: A successful Swim check lets a creature move one-quarter of its speed as a move action or one-half its speed as a full-round action.

More Information: Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* contains full underwater combat rules.

the mud (granting 20% concealment in every square moved through).

Stepping Stones: A line of slippery rocks jutting from the river provides a handy, if dangerous, route across the river.

Slick with water, the stones are slippery; a character moving across the stones must make a DC 10 Acrobatics check to move at half-speed. A character moving at full speed must make a DC 15 Acrobatics check. Failure indicates the character stops on the first stepping stone; failure by 5 or more indicates the character has overbalanced and fallen into the river.

Swallow Hole: A swiftly flowing river cuts across the cavern before disappearing from sight into a swallow hole.

The sound of tumbling water echoes through the cavern (-4 on hearing-based Perception checks).

Characters falling into the water must make a DC 15 Swim check or DC 15 Strength check to avoid going under. On a failed check, the character takes 1d3 nonlethal damage each round and is swept 1d4 x 10 ft. downstream. Characters entering the rougher water of the swallow hole take 1d6 lethal damage each round they fail a DC 15 Swim check or DC 15 Strength check.

Sluggish River: A sluggish river flows through the cavern.

The river is 10 ft. deep. Characters in the river must make a DC 10 Swim check to swim.

Swiftly Flowing River: A swiftly flowing river flows through

FLASH FLOODS

Weather is rarely an issue deep underground; however, sustained heavy rain can wreak havoc in underground passages prone to flooding. Such flash floods can sweep away whole expeditions and/or render passages impassable for days.

Some passages prone to flooding already contain a watercourse while others are normally dry. Flooding rarely occurs without warning (although travellers may only have a few minutes to react). Warning signs include:

- A far off rumbling sound that draws quickly closer.
- A sudden, minor surge of water.
- An existing watercourse could be flowing swifter than normal or could already have burst its banks.

VARIANT FLASH FLOODS

Flash floods can be of different intensity and duration. To alter a flash flood, apply the desired modifiers listed below:

- **Increased Duration (+1 per 4 rounds)** The flash flood lasts longer.
- **Reduced Duration (-1 per 4 rounds)** The flash flood quickly passes.
- **Rough Water (-1 CR)** Characters must make DC 15 Swim checks to avoid going under. A DC 20 indicates the character has arrested his motion downstream.

the cavern.

The river is 10 ft. deep. Characters in the water must make a DC 15 Swim check or be carried 10 – 40 ft. downstream and suffers 1d6 subdual damage per round. A character swept away can make Swim checks in subsequent rounds to reach the riverbank or to swim back upstream. A DC 20 Swim check indicates that the character has managed to arrest its passage downstream by grabbing a rock, cavern wall and so on. A subsequent full-round action and a DC 15 Strength check is sufficient for a character to pull themselves from the river.

Waterfall: Water tumbles through a narrow cleft in the ceiling into a small pool.

The roar of falling water inflicts a -4 penalty on hearing-based Perception checks made in the chamber. Additionally, the waterfall creates a permanent cloud of spray that emanates from the pool for 15 ft. in all directions. Creatures in the spray have concealment (20% miss chance).

Whirlpool: The confluence of several swiftly flowing rivers forms a whirlpool.

A large whirlpool dominates this chamber. The water within is stormy (DC 20 Swim check). A character failing this check by 4 or less is carried 60 – 90 feet by the water. A character failing this check by five or more goes underwater and may drown (see Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* for more details). Escaping the whirlpool requires three consecutive DC 20 Swim checks.

FLASH FLOOD

CR 6 (XP 2,400)

A loud rumbling fills the air and moments later a veritable wall of water bursts into the cavern.

Perception DC 20 A character making this check hears the distant roar of water fast approaching.

Knowledge (dungeoneering) DC 21 A character spots the tell-tale signs of periodic flooding dotting the cavern.

Trigger location (heavy rain); **Reset** no; **Duration** after 10 rounds, the characters are deposited in a raised area above the floodwater.

Water Level During a flood, the water level rises by 1d10 + 10 feet and (if possible) the watercourse's width increases by 1d4 x 50%.

Swept Away The floodwaters carry characters 5 + 1d4 x 10 ft. downstream every round. Such characters are swept away and must make a DC 20 Swim check to avoid going under. A character failing this check takes 1d6 damage and is in danger of drowning.

Swimming A character making a DC 20 Swim check can move a quarter of his speed as a move action or half his speed as a full-round action. If a character makes a DC 25 Swim check, he arrests his motion by grabbing onto the wall, ceiling or other cavern feature. Escaping the raging torrent requires three consecutive Swim checks. Success indicates the character has found a safe haven from the floodwater (perhaps a small niche high up in a wall and so on).

SAMPLE CAVERN: THE ROARING CAVERNS

This large cave network's dominant feature is a swiftly flowing river that emerges from a flooded passageway in the north-eastern portion of the cave. The river flows southwards through the cave system and occasionally floods. The ample supply of fresh water often draws travellers to this location, but the lack of other mineral resources and the propensity of the river to flood means that no race lays claims to the area.

When the PCs arrive, however, the caverns could be occupied (on a temporary basis) by a wandering tribe of troglodytes (page 76) or a group of svirfneblin (page 64) or duergar (page 48) miners searching for gold and precious gems. Alternatively, the cave could be a wild area claimed by no organised race. Scavengers and predators lurk in such areas waiting for prey to wander into their home.

CAVERN FEATURES

This cavern has the following features of interest:

Illumination: Darkness cloaks the cavern.

Ceiling: Throughout most of the cavern, the ceiling is roughly 40 ft. high.

Perception Checks: The sound of the tumbling river makes hearing-based Perception check harder, increasing the DC of such checks by 2 per 10 ft., not 1.

Cavern Floor: Obscured by rubble and covered in mud, the floor is uneven and slippery.

It costs 2 squares of movement to enter a square containing cavern floor and the DC of Acrobatics checks increases by 5. Running and charging are impossible except in cleared areas.

Sloping Floor (Steep): The cavern floor slopes steeply downwards.

Characters moving up a steep slope must spend 2 squares of movement to enter a steep slope square. Characters running or charging downhill must make a DC 10 Acrobatics check. A character failing this check stumbles and ends its movement 1d2 squares later. A character failing this check by 5 or more falls prone in the square in which it finishes its movement. A steep slope increases the DC of Acrobatics checks by 2.

Thick Stone Columns: Thick, smooth stone columns reach from floor to ceiling. Water running down the rock makes the whole column glisten.

The column grants cover (+4 to AC, +2 on Reflex saves) and can only be scaled (DC 25 Climb check) with great difficulty.

Crumbling Escarpment: Crumbling escarpments feature in several caves within the Roaring Caverns. Loose rocks and small boulders cover their faces.

Notes on the map indicate the height of each escarpment.

Characters can climb the escarpment with DC 10 Climb checks. Characters failing this check by 5 or more fall to the base

of the escarpment taking 1d6 damage for every 10 ft. fallen. Additionally, falling characters set off a small rockslide starting in the square from which they fell. The rockslide affects every creature in a 30 ft. cone. Characters within the cone must make a DC 15 Reflex save or suffer 3d6 damage and be knocked prone. A successful save halves the damage and the character does not fall prone.

A DC 15 Knowledge (dungeoneering) check reveals the possibility that climbing characters may set off a rockslide.

Swiftly Flowing River: A swiftly flowing river runs through the Roaring Caverns.

The river is 10 ft. deep. Characters in the water must make a DC 15 Swim check or be carried 10 – 40 ft. downstream and suffers 1d6 subdual damage per round. A character swept away can make Swim checks in subsequent rounds to reach the riverbank or to swim back upstream. A DC 20 Swim check indicates that the character has managed to arrest its passage downstream by grabbing a rock, cavern wall and so on. A subsequent full-round action and a DC 15 Strength check is sufficient for a character to pull themselves from the river.

FLASH FLOOD

The PCs may be unfortunate enough to be in the Roaring Caves when a flash flood rips through the place.

FLASH FLOOD

CR 6 (XP 2,400)

A loud rumbling fills the air and moments later a veritable wall of water bursts into the cavern.

Perception DC 20 A character making this check hears the distant roar of water fast approaching.

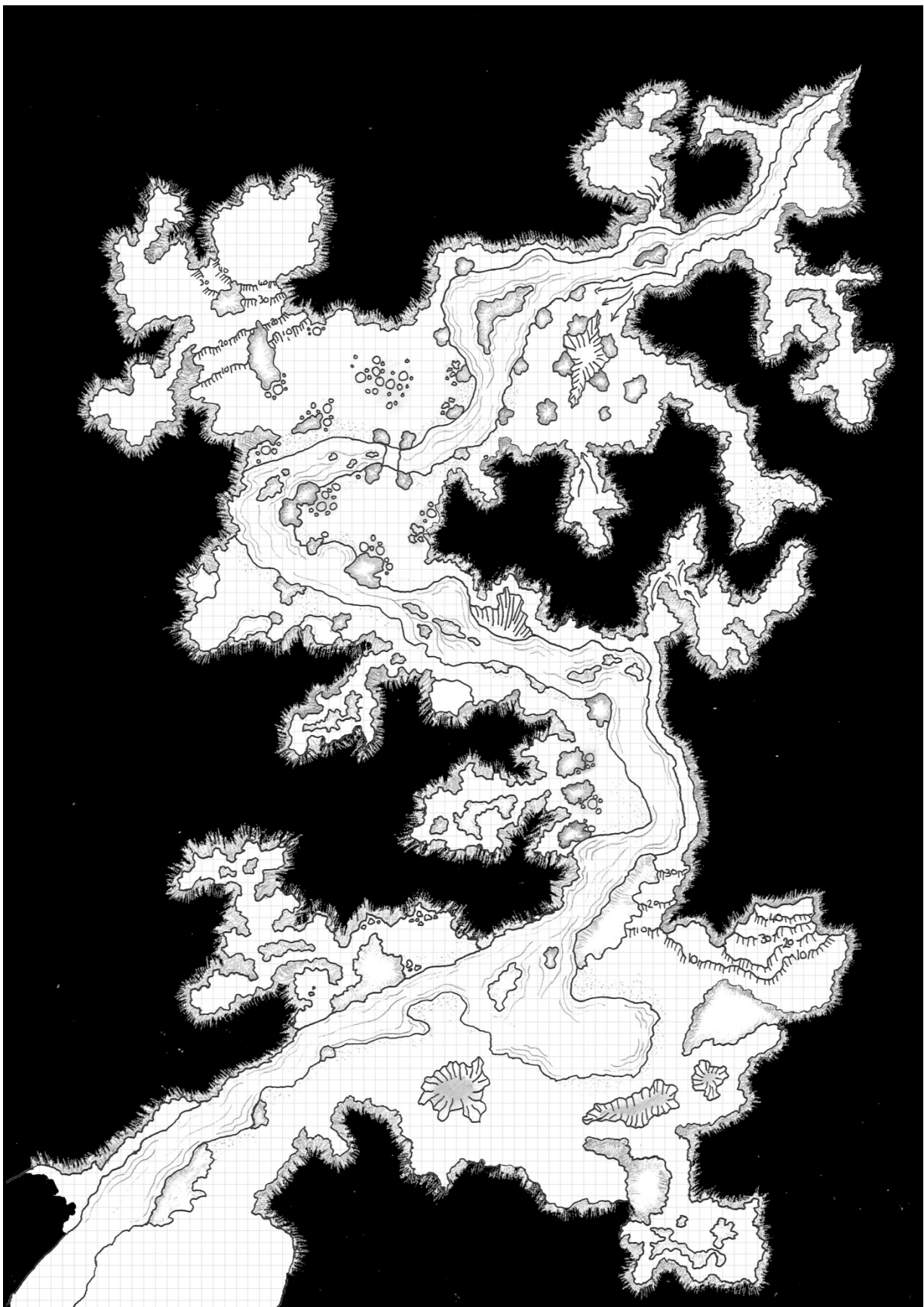
Knowledge (dungeoneering) DC 21 A character spots the tell-tale signs of periodic flooding dotting the cavern.

Trigger location (heavy rain); **Reset** no; **Duration** after 10 rounds, the characters are deposited in a raised area above the floodwater.

Water Level During a flood, the water level rises by 1d10 + 10 feet and (if possible) the watercourse's width increases by 1d4 x 50%.

Swept Away The floodwaters carry characters 5 + 1d4 x 10 ft. downstream every round. Such characters are swept away and must make a DC 20 Swim check to avoid going under. A character failing this check takes 1d6 damage and is in danger of drowning.

Swimming A character making a DC 20 Swim check can move a quarter of his speed as a move action or half his speed as a full-round action. If a character makes a DC 25 Swim check, he arrests his motion by grabbing onto the wall, ceiling or other cavern feature. Escaping the raging torrent requires three consecutive Swim checks. Success indicates the character has found a safe haven from the floodwater (perhaps a small niche high up in a wall and so on).



GLOSSARY

Anemolite: A stalactite showing erratic growth away from the vertical, with branches curving and twisting in many directions; also known as an eccentric or helictite.

Anthodite: A type of cave flower formed from crystals of gypsum or aragonite.

Artesian: Where water moves under pressure through completely flooded cavities.

Aven: Shaft seen from below as a hole in the cave roof.

Boulder Choke: A pile of rocks or boulders created from a collapsed roof or in-washed boulders blocking further passage.

Calcite: Calcium carbonate; the main mineral of limestone and stalagmites etc.

Canyon Passage: Relatively tall and narrow cave cut by a free-flowing stream or river.

Cascade: A calcite formation resembling a frozen waterfall.

Chimney: A narrow, vertical or steeply inclined fissure.

Column: A pillar-like formation linking cave roof and floor, usually as a result of a joined stalactite and stalagmite.

Crawl: A low passage through which progress can only be made on hands and knees.

Curtain: A thin, fluted sheet or draping of dripstone; sometimes a row or group of regularly-shaped stalactites

Doline: Surface hollow caused by solution or the collapse of an underlying cave

Dripstone: Rock formations built up by continuously dripping or seeping ground water.

Fissure: A narrow, vertical break or cave passage.

Flowstone: A continuous sheet of calcite, covering a cave wall or floor.

Gallery: A high passage linking two parts of a cave system.

Grotto: A small chamber or cave.

Gour: A cave pool in which calcite is being deposited so building up a rim or dam and making the pool deeper.

Heligmite: A stalagmite showing erratic, branching growth.

Pitch: A vertical section of cave.

Pothole: A vertical shaft either open to the sky or inside a cave.

Sinkhole: A place water sinks or has once sunk underground.

Squeeze: A narrow cave opening, just large enough for a person to wriggle through.

Stalactite: A formation, usually of calcite, hanging from a cave roof.

Stalagmite: A formation, usually of calcite, growing from a cave floor.

Straw Stalactite: A thin, hollow regularly-shaped stalactite.

Sump: A point in a cave where water prevents further exploration. Some sumps can be traversed by diving.

Trap: A place where the cave roof dips under water and shortly re-emerges.

Traverse: A horizontal climb along a ledge or between the walls above the floor in a passage.

Vauclusian Spring: A spring where the water rises up to the surface under pressure.



ENCOUNTERS

CAVE & CAVERN DENIZENS

Many creatures lurk in the eternal darkness of the Ebon Realm. These lists provide a comprehensive list of such creatures drawn from the *Bonus Bestiary*, *Bestiary I* and *Bestiary II*. Of course, these lists do not include creatures called forth by magic items (such as the *bag of tricks*), spells (such as *summon monster* and *summon nature's ally*), those compelled to serve puissant spellcasters or powerful lords or creatures brought to the underworld by explorers. Monsters from the *Bonus Bestiary* are marked ^B, while those presented in *Bestiary 2* are marked ².

DENIZENS BY CR

- CR 1/4:** kobold, mite
- CR 1/3:** dog, drow, duergar, fire beetle, orc, skeleton
- CR 1/2:** crawling hand², dhampir², giant centipede, giant cockroach², ifrit², oread², riding dog, spider swarm, sylph², undine², vegepygmy, xtabay², zombie
- CR 1:** akata², amoeba swarm², cave scorpion², darkmantle, ghoul, giant amoeba², giant solifugid², giant spider, goblin dog, gryph², homunculus, jinkin², mongrelman², petitioner², skulk², svirfneblin, troglodyte, vexgit²
- CR 2:** blindheim², cave fisher, choker, dark creeper, ghast, giant ant, huecuva^B, iron cobra, juju zombie², morlock, nuglub², ogrekin², poltergeist², rat swarm, sinspawn², skeletal champion, skum, slime mold², slurk², soulbound doll², vargouille, werewolf, yellow mush creeper
- CR 3:** allip^B, animated object, caryatid column^B, crysmal², dark slayer², derro, doppelganger, fungal crawler², gelatinous cube, giant black widow spider², giant scorpion, giant whiptail centipede², grick², hell hound, mobat², necrophidius², noble drow, pech², rust monster, shadow, urdefhan², vampiric mist², violet fungus, wight, yeth hound
- CR 4:** albino cave solifugid², amphisbaena², barghest, carrion golem², centipede swarm, dark stalker, decapus², faceless stalker², gargoyle, gray ooze, ice troll², mimic, minotaur, otyugh, peryton², phycomid², scarecrow², serpentfolk², slithering tracker², tentamort²
- CR 5:** ascomoid^B, basidirond, basilisk, cloaker, crypt thing², giant crawling hand², gibbering moulder, lurker in light², mercane², mummy, ochre jelly, shadow mastiff^B, skaveling², wraith
- CR 6:** crystal dragon (young)², half-fiend minotaur, kyton, mothman², redcap², revenant², rock troll², seugathi², witchwyrd², wood golem, xill
- CR 7:** black pudding, charda², dracolisk, drider, dullahan², flesh golem, ghost, greater barghest, hound of Tindalos², magma ooze², medusa, spectre, totenmaske²
- CR 8:** dark naga, denizen of Leng², destrachan², giant slug, glass golem², gorgon, greater shadow, intellect devourer, mohrg, moonflower², neh-thalggu²

- CR 9:** alchemical golem², dragon horse², lamia matriarch², nessian warhound, titan centipede², vampire
- CR 10:** clay golem, crystal dragon (adult)², gug², rakshasa, umbral dragon (young)²
- CR 11:** devourer, stone golem
- CR 12:** clockwork golem², lich, roper, shining child²
- CR 13:** banshee², carnivorous blob², iron golem
- CR 14:** Leng spider², umbral dragon (adult)², vemerak², worm that walks²
- CR 15:** crystal dragon (ancient)², neothelid
- CR 16:** mithral golem²
- CR 17:** thrasfyr², winterwight²
- CR 19:** adamantine golem², purple worm, shoggoth, umbral dragon (ancient)²
- CR 21:** mu spore²
- CR22:** red wyrm ravener²
- CR 25:** tarrasque

DENIZENS BY TYPE

- Aberration:** akata², choker, cloaker, dark naga, decapus², destrachan², drider, faceless stalker², fungal crawler², gibbering moulder, grick², gug², intellect devourer, mimic, neh-thalggu², neothelid, otyugh, roper, rust monster, seugathi², sinspawn², tentamort², vampiric mist², vemerak²
- Animal:** dog, goblin dog, rat swarm, riding dog
- Construct:** adamantine golem², alchemical golem², animated object, carrion golem², caryatid column^B, clay golem, clockwork golem², flesh golem, glass golem², homunculus, iron cobra, iron golem, mithral golem², scarecrow², soulbound doll², stone golem, wood golem
- Dragon:** crystal dragon², dracolisk, umbral dragon²
- Fey:** jinkin², lurker in light², mite, nuglub², pech², redcap², vexgit²
- Humanoid:** dark creeper, dark slayer², dark stalker, derro, dhampir², drow, duergar, ice troll², kobold, noble drow, ogrekin², orc, rock troll², skulk², svirfneblin, troglodyte, werewolf
- Magical Beast:** amphisbaena², basilisk, blindheim², darkmantle, dragon horse², gorgon, gryph², Leng spider², mobat², peryton², purple worm, slurk², tassasque, thrasfyr²
- Monstrous Humanoid:** charda², doppelganger, gargoyle, lamia matriarch², medusa, mongrelman², morlock, mothman², minotaur, serpentfolk², skum, witchwyrd²
- Ooze:** amoeba swarm², black pudding, carnivorous blob², gelatinous cube, giant amoeba², gray ooze, magma ooze², ochre jelly, shoggoth, slime mold², slithering tracker²
- Outsider:** barghest, crysmal², denizen of Leng², greater barghest, half-fiend minotaur, hell hound, hound of Tindalos², ifrit², kyton, mercane², nessian warhound, oread², petitioner²,

rakshasa, shadow mastiff^B, shining child², sylph², undine², urdefhan², xill, yeth hound

Plant: ascomoid^B, basidirond, moonflower², mu spore², phycomid², vegepygmy, violet fungus, xtabay², yellow musk creeper

Undead: allip^B, banshee², crawling hand², crypt thing², devourer, dullahan², ghost, ghast, ghoul, giant crawling hand², greater shadow, huecuva^B, juju zombie², lich, mohrg, mummy, necrophidius², poltergeist², red wyrm ravener², revenant², shadow, skaveling², skeletal champion, skeleton, spectre, totenmaske², vampire, vargouille, wight, winterwight²,

wraith, zombie

Vermin: albino cave solifugid², cave fisher, cave scorpion², centipede swarm, fire beetle, giant ant, giant black widow spider², giant centipede, giant cockroach², giant scorpion, giant slug, giant solifugid², giant spider, giant whiptail centipede², spider swarm, titan centipede², worm that walks²



RANDOM ENCOUNTERS

Characters exploring the lightless depths of the Ebon Realms will no doubt often come across the denizens of the place. While some encounters will be deliberate on the PCs' part, some will be wholly random and unexpected. Almost all will end in battle. The GM can use these tables to augment or replace the Underground random encounter table presented in the *Bestiary* (which is reprinted below).

UNDERGROUND RANDOM ENCOUNTERS

Use this table to determine the nature of a random encounter when it is not appropriate to utilise the other specific tables presented here.

D%	AVERAGE EL	ENCOUNTER
01-10	4	2d6 duergar
11-16	5	1d6 cave fishers
17-22	5	1 basidiron
23-32	5	2d6 drow plus 1 drow noble
33-40	6	2d6 giant spiders
41-46	6	1d6 violet fungi
47-52	7	1d8 derros
53-60	7	2d6 morlocks
61-64	7	1 black pudding
65-68	8	1 giant slug
69-72	8	1d6 cloaklers
73-82	8	2d6 dark creepers plus 1 dark stalker
83-86	10	1d6 driders
87-90	11	1d6 intellect devourers
91-92	12	1 purple worm
93-96	14	1d4 ropers
97-98	15	1 neothelid
99-100	19	1 shoggoth

DESIGNING A RANDOM ENCOUNTER

When a random encounter is indicated, roll on the relevant table to determine what the PCs will face. Then follow these steps:

- Roll to determine the maximum distance at which the PCs can make a Perception check to become aware of the danger. Of course, the PCs' line of sight will likely be obscured but weird noises, brief flashes of light, strange odours and so on can all warn of danger to the wary traveller.
- Determine the direction from which the monsters are approaching (discarding impossible results) using a d8 where 1 equals north, 2 equals north east and so on.
- Determine which cavern features fill the encounter area, discarding impossible or contradictory results.
- Determine which group becomes aware of the other first.
- Roll initiative!

PRIMARY TUNNEL ENCOUNTERS

Use this table to determine the nature of random encounters occurring in primary tunnels.

Encounter Frequency: 1 in 10.

Encounter Range: 3d6 x 10 ft.

Random Encounter Features: 1d4.

D%	EL	PAGE	ENCOUNTER
01-10	4-9	53	Horde of Eternal Hunger
11-16	6	65	Svirfneblin (Patrol)
17-22	6	69	Topnath, Bounty Hunter
23-32	7	36	Cavern of the Bats
33-40	7	45	Drow (Slavers)
41-46	7	48	Duergar (Guardians)
47-52	7	77	Troglodytes (Patrol)
53-60	8	44	Drow (Minor Patrol)
61-64	8	66	Taint of the Abyss
65-68	9	77	Troglodytes (Warband)
69-72	10	50	Enemy Within
73-82	10	61	Stoicism and Scepticism
83-86	8 or 10	66	Taint of the Abyss
87-90	10	74	The Tourmaline Princess
91-92	11	42	Destrachan!
93-96	12	44	Drow (Major Patrol)
97-98	12	39	Death from Below
99-100	13	49	Drow (Noble Hunters)

RANDOM ENCOUNTER FEATURES

Roll 1d4 to determine how many features to place in the encounter areas.

D%	PAGE	FEATURE
01-10	10	Strong winds
11-16	15	Columns
17-22	15	Slender stalagmites
23-32	15	Light rubble
33-40	15	Gour pools
41-46	15	Sloping floor (gradual)
47-52	16	Fortifications (intact)
53-60	19	River (sluggish)
61-64	15	Chasm (with bridge)
65-68	14	Mud
69-72	15	Sloping floor (steep)
73-82	16	Fortification (ruined)
83-86	19	River (swift)
87-90	19	Waterfall
91-92	14	Crumbling sinkhole
93-96	16	Archway
97-98	14	Muddy puddles
99-100	14	Old bones

SECONDARY TUNNEL ENCOUNTERS

Use this table to determine the nature of random encounters occurring in secondary tunnels.

Encounter Frequency: 1 in 12.

Encounter Range: 2d8 x 10 ft.

Random Encounter Features: 1d6

D%	EL	PAGE	ENCOUNTER
01-05	4-9	53	Horde of Eternal Hunger
06-10	6	38	Death from Above
11-13	6	65	Svirfneblin (Patrol)
14-17	6	68	Taken for a Ride
18	6	69	Topnath, Bounty Hunter
19-20	7	36	Cavern of the Bat
21-24	7	45	Drow (Slavers)
25-28	7	48	Duergar (Guardians)
29-32	7	77	Troglodytes (Patrol)
33-40	7	78	Weigh Anchor
41-46	8	44	Drow (Minor Patrol)
47-52	8	72	The Last Nail
53-60	9	77	Troglodytes (Warband)
61-64	9	80	Whispers in the Dark
65-68	10	66	Taint of the Abyss
69-72	10	50	Enemy Within
73-82	10	40	Degenerates
83-86	11	42	Destrachan!
87-90	11	30	Beloved of the Spider Queen
91-92	12	54	Mercenaries of the Ram
93-96	12	39	Death from Below
97-98	13	62	Strands of Terror
99-100	13	49	Drow (Noble Hunters)

RANDOM ENCOUNTER FEATURES

D%	PAGE	FEATURE
01-10	14	Cavern floor
11-12	14	Mud
13-16	15	Rubble (light or dense)
17-22	14	Muddy puddles
23-32	14	Fissure
33-40	15	Gour pools
41-46	15	Sloping floor (gradual)
47-52	16	Fortification (intact)
53-60	16	Fortification (ruined)
61-64	19	River (swift or sluggish)
65-68	15	Chasm (with bridge)
69-72	15	Chasm (without bridge)
73-82	14	Crumbling escarpment
83-86	14	Slippery stairs
87-90	15	Boulder choke
91-92	15	Slender stalagmites
93-96	15	Stone curtain
97-98	14	Old bones
99-100	11	Unstable ceiling

TERTIARY TUNNEL ENCOUNTERS

Use this table to determine the nature of random encounters occurring in tertiary tunnels.

Encounter Frequency: 1 in 12.

Encounter Range: 2d6 x 10 feet.

Random Encounter Features: 2d4

D%	EL	PAGE	ENCOUNTER
01-05	4-9	53	Horde of Eternal Hunger
06-10	6	38	Death from Above
11-13	6	65	Svirfneblin (Patrol)
14-17	6	68	Taken for a Ride
18	6	69	Topnath, Bounty Hunter
19-20	7	36	Cavern of the Bat
21-24	7	48	Duergar (Guardians)
25-28	7	60	Shadows in the Dark
29-32	7	77	Troglodytes (Patrol)
33-40	7	82	Worms from Beyond
41-46	8	72	The Last Nail
47-52	9	58	Plummet
53-60	9	32	Beyond Ruin
61-64	10	61	Stoicism and Scepticism
65-68	8 or 10	66	Taint of the Abyss
69-72	10	50	Enemy Within
73-82	10	40	Degenerates
83-86	11	34	Cavern of Echoes
87-90	12	70	The Bleeding Lens
91-92	12	56	Pillar of Twisted Glass
93-96	12	54	Mercenaries of the Ram
97-98	12	39	Death from Below
99-100	13	62	Strands of Terror

RANDOM ENCOUNTER FEATURES

D%	PAGE	FEATURE
01-10	14	Cavern floor
11-12	10	Explosive gas
13-16	15	Rubble (light or dense)
17-22	10	Bad air
23-32	14	Fissure
33-40	15	Gour pools
41-46	15	Sloping floor (steep)
47-52	19	River (swift or sluggish)
53-60	19	Waterfall
61-64	15	Chasm (without bridge)
65-68	14	Mud
69-72	14	Muddy puddles
73-82	15	Helgimites
83-86	15	Slender stalagmites
87-90	14	Crumbling escarpment
91-92	14	Slippery stairs
93-96	15	Boulder choke
97-98	14	Old bones
99-100	11	Unstable ceiling

CAVE & CAVERN DRESSING

Adventurers often explore cave systems in pursuit of wealth and glory. GMs can utilise the table below to add areas of minor interest to such networks. Such features add depth and verisimilitude to delves. As always, the GM should modify the entries below to suit the area under exploration. For example, the various gnawed bones and bodies referenced in the table could belong to a specific subterranean race (perhaps kobolds or troglodytes) or could even be the remains of previous expeditions.

D%	FEATURE
01-08	Mud fills several deep depressions in the floor. The broken skeleton of a humanoid juts forth from the filth. Picked clean by scavengers, a DC 15 Knowledge (local) check reveals it to be that of a troglodyte.
09	Several broken stalagmites lie scattered across the floor. A DC 10 Knowledge (dungeoneering) check reveals that something large blundered into them.
10-11	Water drips from a fissure in the ceiling, creating a curtain of water that protects the entrance to a small passageway. The water is pure (but cold).
12-13	Faintly carved into the cavern wall is the Undercommon word for danger. The last letter of the word is missing and a smudge of dried blood on the ground hints at the carver's fate.
14-15	A small niche pierces one wall of the passageway. The stench of urine fills the space. A DC 15 Perception check indicates the PC becomes aware of the smell without entering the niche.
16	A 20 ft. deep natural shaft pierces the floor. A rusted iron spike and the rotting, frayed remains of a hemp rope bare mute witness to some long forgotten exploration. At the bottom of the pit, a small rocky overhang provides access to a space big enough for two Medium-sized creatures to lie down.
17-25	The channel of a stream cuts across the passage. Although no water now flows here, thick, cloying mud lurks ready to catch unwary travellers. Entering a square containing mud costs 3 squares of movement, (and gets the character very muddy!)
26-28	Dim light filters through a network of cracks in the ceiling. (The light provides concealment [20% miss chance]). Hundreds of bats dwell in the cave and guano covers the floor. Characters approaching the cavern smell the guano when they make a DC 15 Perception check. Creatures with scent automatically detect the smell 60 ft. away from the cavern.
29-31	A wide, sluggish stream flows across the passageway. Previous explorers have hurled large rocks into the water to form stepping stones. Crossing the stream without falling in requires two DC 12 Acrobatics checks.
32	A faded chalk arrow on the wall points in the opposite direction to the PCs' travel.

33	A small niche high up on a wall (reached with a DC 15 Climb check) leads to a narrow crawl way, which in turn opens up into a large, dry chamber.
34-39	A small pool fed by several narrow, submerged passages fills part of an alcove. The water is crystal clear and pure. A half-dozen blind fish meander through its depths.
40-42	Water oozes down a wall covered with a small colony of phosphorescent fungi. The fungus glows for one hour after being removed from the wall.
43-45	Light rubble covers the floor and cracks pierce the ceiling; entering a square containing rubble costs 2 squares of movement. A DC 15 Knowledge (dungeoneering) reveals that the area is structurally sound.
46	Great cracks cut through the ceiling and heaps of rubble covers the floor. The rubble is not stable and shifts underfoot. It costs 2 squares of movement to enter a square containing deep rubble. A DC 15 Knowledge (dungeoneering) check reveals that the ceiling is unstable. Explosions in the area have a 5% chance of causing a further collapse.
47-50	A narrow sinkhole pierces the floor. Barely 5 ft. wide, the hole is unstable. Characters entering an adjacent square must make a DC 20 Reflex save or fall into the sinkhole as the floor crumbles away. A DC 15 Knowledge (dungeoneering) check reveals this fact. (The sinkhole could serve as an alternate link to another level or lead nowhere). The depth of the hole is at the GM's discretion.
51-53	A rock fall has all but blocked a narrow side passage, leaving only a 2 ft. crawlspace. Beyond, mud and other debris fill the corridor. It extends for 20 ft. before ending in a dead-end.
54	The gnawed remains of a decomposing arm lies behind a stalagmite. A DC 15 Heal check reveals that it has lain here for over a week. A DC 11 Knowledge (local) check reveals it to have once belonged to a troglodyte.
55-56	A strong breeze issues from a narrow hole in the floor. Torches and other unprotected flames dance wildly in the wind, but are not extinguished.
57	A faint breeze issues from small cracks in the ceiling. A DC 20 Perception check reveals the faint smell of rotting flesh carried on the breeze.
58	A powerful wind issues from a narrow hole in the floor. Unprotected flames are extinguished and hearing-based Perception checks suffer a -2 penalty within 30 ft. of the hole.
59-60	Calcite in the passage walls and ceiling glints in the party's lights. A DC 15 Knowledge (dungeoneering) check reveals the deposits to be essentially worthless.

61-62	A strange, pungent smell (wet fur, ozone, faeces and so on) hangs in the air. There is no obvious source for the smell.	87	The stones of a small campfire sit in a small depression in the ground. Soot covers the ceiling above. Sifting through the cold ashes reveals the bones of several small animals. Pieces of broken, discarded equipment also lie about the chamber.
63	Parts of the floor and walls are scorched as if struck by a powerful fire spell. A DC 23 Knowledge (arcana) check reveals the scorch marks were caused by a <i>fireball</i> .	88	A decomposing corpse sits slumped against a wall. A multitude of insects writhe across it consuming the putrid flesh. A DC 15 Heal check reveals the corpse to be that of a goblin. A DC 15 Knowledge (dungeoneering) or Knowledge (nature) check reveals the insects as harmless.
64-65	A 20 ft. high escarpment (DC 15 Climb check) blocks further progress.	89	Small niches in the wall contain a number of votive offerings such as crudely carved stone figurines, mouldering food and so on.
66-68	A wan, yellow glow emanates from around a corner. Investigation reveals a small clump of phosphorescent fungi. A DC 15 Knowledge (nature) or Knowledge (dungeoneering) check reveals they are harmless and safe to eat. They continue to glow for 30 minutes after being removed from the wall.	90	A small obviously worked passageway – little more than 3 ft. high – leads away from the passageway. A DC 15 Knowledge (dungeoneering) check reveals it as the beginnings of a mine. The passage leads for about 40 ft. before ending. A DC 20 Perception check reveals a rusted pickaxe lying amid the dust.
69	A DC 20 Perception check identifies the faint smell of burning coming from a small side cavern. Within, explorers discover the still warm ashes of a campfire.	91	A small tumble of boulders covers some of the floor. A DC 15 Craft (trapmaking) or a DC 15 Knowledge (dungeoneering) check reveals this as the remains of a crude deadfall trap.
70-71	The floor suddenly begins to slope steeply downwards. Loose rubble covers much of the area making running and charging unwise.	92	Water drips from a multitude of cracks in the ceiling, increasing the DC of hearing-based Perception checks by 2. Characters crossing the area get very wet.
72-74	Water drips from the ceiling. Lichens and mold smother the floor making it slippery. A DC 10 Knowledge (nature) or DC 10 Knowledge (dungeoneering) check reveals the lichens to be harmless (and edible in extremis).	93	A shaft pierces the ceiling of the passage. But 5 ft. wide, it extends for 90 ft. A multitude of tiny lights shift and move within. A DC 15 Knowledge (dungeoneering) or Knowledge (nature) reveals them as glow-worms.
75-76	A curtain of water falls from a rent in the ceiling. The water falls into a pool that fills the passageway. The pool is 5 ft. deep and the water is very cold.	94	Mud covers the floor. Several deep, muddy puddles dot the floor. The floor is slippery and going is slow (it costs 2 squares of movement to enter a mud filled square).
77	A large, crystal clear pool contains the calcifying skeletons of several humanoids. Their equipment has long since been looted, but perceptive explorers (DC 20 Perception check) notice the glint of gold from within one of the skeletons. Exploration reveals a single golden earring (DC 20 Appraise; worth 50 gp).	95	A perceptive party member realises that viewed from a certain angle, a portion of the cavern wall is reminiscent of a partially melted human face.
78	A swiftly flowing river crosses the passageway. The smashed remains of a small rowboat lie scattered along the bank. Of its occupants, there is no sign.	96	A huge, 10 ft. diameter column dominates a small chamber. A cluster of spindly stalagmites and stalactites fills much of the remaining space. A trail of broken stalagmites betrays the path taken by previous explorers.
79-81	The floor suddenly drops away forming a 10 ft. high escarpment. Characters must make a DC 15 Climb check to descend safely.	97	The passageway doubles in width. An easily reached ledge against one wall provides a good vantage point over the undulating floor.
82	A small rock cairn in a side chamber marks the final resting place of a previous explorer. Removing enough stones to examine the skeletal remains of the human female takes 30 minutes. Buried without her equipment, the only item of interest is a tarnished gold ring (DC 20 Appraise check; worth 200 gp).	98	A huge boulder partially blocks the passage. Characters can either go round it or scramble over it (DC 15 Climb check). Characters scrambling over it discover signs (remnants of a cold meal and scuff marks) that suggest someone or something lurked atop the boulder for a short while.
83-85	Footsteps of a half-dozen booted humanoids mar an expanse of semi-dried mud. A DC 15 Survival check reveals the tracks are about one week old.	98-100	A smear of charcoal on a wall shows where an earlier explorer extinguished a torch.
86	The melted remains of a cluster of stalagmites yet hang from this chamber's ceiling. (A DC 20 Knowledge [dungeoneering] check reveals that only a strong concentration of acid could have created such damage. A further DC 25 Knowledge [arcana] reveals the damage was probably caused by a variant <i>fireball</i> dealing acid damage).		

BELOVED OF THE SPIDER GODDESS (EL 11; XP 12,800)

Unwittingly, as the PCs explore a section of the Ebon Realm, they enter the territory of a ferocious pair of driders. The driders view everything in their territory as prey and quickly notice the presence of intruders.

The driders are stealthy and stay beyond the range of the party's lights until ready to strike. The PCs can make Perception checks opposed by the drider's Stealth checks (+18 plus modified by the distance between the two groups [+1 per 10 ft.]) to realise danger lurks in the darkness.

If the PCs succeed on the Perception check, they do not see the lurking driders. Rather, one of the driders accidentally dislodges a small rock fall, which alerts the PCs to some lurking, unseen danger. Alternatively, the PCs could discover the bones of some of the drider's previous victims (see "Bones").

If the driders gain surprise they cast defensive spells as detailed in Tactics and then attack. Read:

Suddenly, a column of fire illuminates the darkness before lancing downwards toward you. Simultaneously, a lightning bolt hurtles across the cavern, slamming into the party. The fire and lightning throw weird shadows about the cavern, briefly illuminating what appears to be a large spider lurking high up on one wall.

The PCs now automatically spot the drider, but must make a Perception check to notice Ilserv (as no spell emanated from her location).

TACTICS

Although chaotic by nature, the driders are well versed in working together. Before combat, they prepare by casting defensive spells. Ilserv casts *bless*, *freedom of movement*, *protection from energy (fire)*, *wind wall* and *protection from good* while her companion casts *mage armour* (on them both). They then wait to strike.

Using their superior darkvision, the driders stay beyond the

ILSERV CR 10 (XP 9,600)
This creature's slender ebon spider body supports the upper body of a beautiful female drow.

Female drider cleric 3
CE Large aberration
Init +2; **Senses** darkvision 120 ft., *detect good*, *detect law*, *detect magic*; Perception +17, Sense Motive +14
Speed 30 ft., climb 20 ft.
ACP 0; Acrobatics +14, Climb +21, Stealth +18

AC 23, touch 12, flat-footed 20; **CMD** 23; Dodge (-1 size, +2 Dex, +1 dodge, +2 armour [*bracers of armour* +2], +9 natural)
Immune *sleep*
Fort +12, **Ref** +7, **Will** +15; **SR** 18
hp 116 (12 HD)

Space 10 ft.; **Base Atk** +8; **CMB** +11
Melee +2 *heavy mace* +11/+6 (1d8+3) and bite +4 (1d4+1 plus poison [Fort DC 23; *freq*: 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save])
Ranged mwk composite longbow (range 110 ft.) +10/+5 (1d8+1/x3)
Atk Options Blind-Fight, web (+9 ranged, DC 21), undersized weapons
Special Actions channel negative energy 8/day (2d6, DC 16), touch of darkness 8/day, touch of evil 8/day
Touch of Darkness (Sp) With a melee touch attack (+8), Ilserv causes a creature's vision to be clouded by shadows. The creature treats all opponents as if they have concealment (20% miss chance) for 1 round.
Touch of Evil (Sp) With a melee touch attack (+8), Ilserv causes a creature to become sickened (-2 on attack rolls, weapon damage rolls, saving throws, skill checks and ability checks) and count as good aligned for the purposes of [evil] spells.

Cleric Spells Known (CL 9th; concentration +14 (+18 casting defensively or grappling); ranged touch +9; spontaneous casting [*inflict* spells], Domains: Darkness, Evil)
5th—*flame strike* (DC 20), *slay living* (DC 20), *summon monster V^D* (1d3 shadows)
4th—*control water*, *divine power*, *freedom of movement*, *unholy blight^D* (DC 19)
3rd—*deeper darkness^D*, *cure serious wounds*, *dispel magic*, *protection from energy*, *wind wall*
2nd—*blindness^D* (DC 17), *cure moderate wounds*, *hold person* (DC 17), *lesser restoration*, *resist energy*, *silence* (DC 17)
1st—*bless*, *cure light wounds* (2), *divine favour*, *obscuring mist*, *protection from good^D*, *shield of faith*
0—*bleed* (DC 15), *read magic*, *stabilise*, *virtue*
Spell-Like Abilities (CL 12th; concentration +17 (+21 casting defensively or while grappling))
Constant—*detect good*, *detect law*, *detect magic*
At will—*dancing lights*, *darkness*, *faerie fire*
1/day—*clairaudience/clairvoyance*, *deeper darkness*, *dispel magic*, *levitate*, *suggestion* (DC 18)
Combat Gear arrows (20), *pearl of power* (2nd-level), *scroll of cure serious wounds*, *scroll of true seeing*

Abilities Str 13, Dex 15, Con 20, Int 17, Wis 21, Cha 20
SQ evil aura (moderate)
Feats Ability Focus (poison), Blind-Fight^B, Dodge, Combat Casting, Improved Natural Armour, Weapon Focus (bite, mace)
Skills as above plus Intimidate +17, Knowledge (arcana) +15, Knowledge (religion) +15, Spellcraft +15
Languages Common, Elven, Infernal, Undercommon

Gear as above plus spell component pouch, unholy symbol, *cloak of resistance +1*, 50 pp, gold and platinum ring (worth 500 gp)

PCs' lights using ranged spells (*lightning bolt*, *flame strike*, *summon monster V* and so on) and their climb speed to stay away from the party's blades.

They use *deeper darkness* to negate their prey's light sources before moving in to pick off stragglers.

A drider flees, if reduced to fewer than one-quarter hit points (19 hit points for the drider and 29 hit points for Irserv).

DRIDER

CR 7 (XP 3,200)

A warped fusion of drow and ebon spider, this creature's bulky body supports a wiry humanoid torso topped by a hideous spider's face complete with wickedly curved mandibles.

CE Large aberration

Init +2; **Senses** darkvision 120 ft., *detect good*, *detect law*, *detect magic*; Perception +15, Sense Motive +3

Speed 30 ft., climb 20 ft.

ACP 0; Climb +22, Stealth +18

AC 20, touch 12, flat-footed 17; **CMD** 22; Dodge (-1 size, +2 Dex, +1 dodge, +8 natural)

Immune *sleep*

Fort +7, **Ref** +5, **Will** +9; **SR** 18

hp 76 (9 HD)

Space 10 ft.; **Base Atk** +6; **CMB** +9

Melee mwk heavy mace +9/+4 (1d8+3) and bite +3 (1d4+1 plus poison [Fort DC 18; *freq*: 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save])

Ranged mwk composite longbow (range 110 ft.) +8/+3 (1d8+2/x3)

Atk Options Blind-Fight, web (+7 ranged, DC 18), undersized weapons

Sorcerer Spells Known (CL 6th; concentration +9 (+13 casting defensively or grappling); ranged touch +7)

3rd (4/day)—*lightning bolt* (DC 16)

2nd (6/day)—*invisibility*, *web* (DC 15)

1st (7/day)—*mage armour*, *magic missile*, *ray of enfeeblement* (DC 14), *silent image* (DC 14)

0 (at-will)—*bleed* (DC 13), *daze* (DC 13), *ghost sound*, *mage hand*, *ray of frost*, *read magic*, *resistance*

Spell-Like Abilities (CL 9th; concentration +12 (+16 casting defensively or grappling))

Constant—*detect good*, *detect law*, *detect magic*

At will—*dancing lights*, *darkness*, *faerie fire*

1/day—*clairaudience/clairvoyance*, *deeper darkness*, *dispel magic*, *levitate*, *suggestion* (DC 16)

Combat Gear arrows (20), *potion of cure serious wounds*, *elemental gem (fire)*

Abilities Str 15, Dex 15, Con 18, Int 15, Wis 16, Cha 16

Feats Blind-Fight, Dodge, Combat Casting, Weapon Focus (bite, mace)

Skills as above plus Intimidate +15, Knowledge (arcana) +14, Spellcraft +14

Languages Common, Elven, Undercommon

Gear as above plus 4 garnets (worth 500 gp each)

AREA FEATURES

This area has several noteworthy features:

Illumination: Darkness.

Ceiling: The cavern is 60 ft. high.

Rubble: Piles of rubble lie scattered about the chamber. (It costs 2 squares of movement to enter such a square).

Bones: The skeletal remains of many creatures cover much of the cavern floor.

These remains are the remnants of the driders' previous victims. Squares containing skeletons are treated as difficult terrain (it costs 2 squares of movement to enter such areas). These skeletal remains are intact enough to be animated with *animate dead*.

A DC 15 Heal check reveals that almost all the fallen suffered a brutal and violent death – many by fire and lightning. There is no treasure here; the driders have already looted their victims' remains.

Unstable Walls and Ceiling: The driders have fought so many battles in this chamber, that the walls and ceiling have become unstable. Characters can still scale the walls safely (DC 15 Climb check) but the walls may collapse if they suffer more damage. A DC 20 Knowledge (dungeoneering) check reveals the walls' instability.

Each wall square (hardness 8, hp 100, DC 20) collapses if reduced to 0 hit points. Characters on a section of collapsing wall must succeed on a DC 20 Reflex save. Success indicates they manage to grab a stable piece of the rock face. Failure indicates they fall to the ground, taking the requisite amount of falling damaging (1d6 for each 10 ft. fallen) and land prone atop a pile of rubble.

Treasure: The driders carry the only treasure here.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 10 (XP 9,600): Remove the drider.

EL 12 (19,200): Add two driders.

STANDARD DRIDER ABILITIES

Every drider has the following special abilities:

Web (Ex) Driders can use their webs (DR 5/-; 9 hp [12 for Irserv] per 5 ft. section) to support themselves and one other creature. Additionally, they can hurl webs up to 50 ft. (range increment 10 ft.) against Huge or smaller targets. A hit entangles the target. A creature can use a standard action to make an Escape Artist check or Strength check (to escape or burst the web respectively). Creatures entangled by the web suffer a -4 penalty to burst a web.

Undersized Weapons Although driders are Large, their upper torsos are the same size as a Medium humanoid's. As a result, they wield Medium weapons.

BEYOND RUIN (EL 9; XP 6,400)

The boundaries between the Material Plane and the decaying expanses of the Abyss are weak within this cavern. Leaching through the walls is a horrible brown sludge made up of rotting souls corrupted by a fiendish taint.

The stench from this cave is overpowering, and leaves a metallic tang in your throat. Crumbling columns of rock hold up a shifting ceiling of stones. The cavern walls ooze a viscous, unpleasant muck which drains through the boulder-strewn floor.

Revelling in this chamber is a daemon-touched rust monster called Blight's Kiss. He is jealous of his realm and defends it to the death. He likely notices the PCs' approach before they enter the chamber thanks to his scent metals ability or his high Perception score. As soon as he becomes aware of intruders, he moves to attack.

BLIGHT'S KISS CR 8 (XP 4,800)

This nightmare insect-like creature's mouth splits into four segments as it roars. Long, spine-like antennae sprout from its black head.

Male advanced half-fiend rust monster barbarian 4
NE Medium outsider (native)

Init +7; **Senses** darkvision 60 ft., scent metals 90 ft.; Perception +13, Sense Motive +3

Scent Metals (Ex) This ability functions much the same as the scent ability, except that the range is 90 feet and Blight's Kiss can only use it to sense metal objects (including creatures wearing or carrying metal objects).

Speed 50 ft., climb 10 ft., fly 80 ft. (good)

ACP 0; Climb +17, Fly +23, Stealth +19

AC 23, touch 17, flat-footed 16; **CMD** 30 (+34 vs. trip); uncanny dodge, +1 vs. traps (+7 Dex, +6 natural)

Immune poison; **Resist** acid 10, cold 10, electricity 10, fire 10

Fort +12, **Ref** +9 (+10 vs. traps), **Will** +8; **SR** 18

hp 115 (9 HD); **DR** magic/5

Space 5 ft.; **Base Atk** +7; **CMB** +13

Melee bite +13 (1d6+6) and 2 claws +11 (1d4+3) and antennae +13 touch (rust [DC 23 Reflex])

Atk Options Power Attack (-2 attack, +4 damage), rage (15 rounds), rust, smite good (1/day, +3 attack, +9 damage, +3 deflection to AC)

Rust (Su) Blight's Kiss' antennae are a primary touch attack that causes any metal object they touch to swiftly rust and corrode. The object touched takes half its maximum hp in damage and gains the broken condition—a second hit destroys the item. Blight's Kiss never provokes attacks of opportunity by attempting to strike a weapon with its antennae. Against creatures made of metal, his antennae deal 3d6+5 damage. An attended object, any magic object,

TACTICS

Blight's Kiss roars, rages and moves to attack immediately upon spotting intruders. The rust monster has little regard for his own safety, preferring to fight using rage and his reckless abandon ability, trusting his damage reduction to protect him. Blight's Kiss does not surrender and fights until slain. If he is badly injured, he does not pursue fleeing enemies.

While Blight's Kiss is sentient and cunning, he follows his baser instincts and attacks a metal-armoured PC in the first round of combat, using his antennae to rust the target's weapon. He uses smite good at the start of his first full-attack. Blight's Kiss' typical attack routine consists of an antennae attack to destroy an opponent's armour followed by the remainder of his attacks against the same target.

If spellcasters harry him with spells, he flies to them and uses *poison*.

or a metal creature can attempt a DC 23 Reflex save to negate this effect.

Spell-Like Abilities (CL 9th; concentration +12)

3/day—*darkness*, *poison* (DC 17)

1/day—*desecrate*, *unholy blight* (DC 17)

Abilities Str 23, Dex 25, Con 25, Int 10, Wis 17, Cha 16

Feats Ability Focus (rust), Extra Rage Power, Multiattack, Power Attack, Raging Vitality

SQ fast movement, rage powers (lesser fiend totem, reckless abandon, renewed vigour), trap sense (+1)

Skills as above plus Intimidate +15, Survival +15

Languages Common

When raging, Blight's Kiss has the following altered statistics:

Climb +19

AC 21, touch 15, flat-footed 14; **CMD** 30 (+34 vs trip) (+7 Dex, -2 class, +6 natural)

Fort +15, **Will** +10

hp 142 (9 HD); raging vitality

Raging Vitality (Ex) Blight's Kiss' rage does not end if he falls unconscious.

CMB +15

Melee bite +15 (1d6+8), 2 claws +13 (1d4+4), gore +13 (1d8+4) and antennae +15 touch (rust [DC 26 Reflex])

Atk Options rage (15 rounds; lesser fiend totem, reckless abandon)

Lesser Fiend Totem (Su) While raging, Blight's Kiss grows a pair of large horns, gaining a gore attack. This attack is a primary attack and is made at his full base attack bonus.

Reckless Abandon (Ex) While raging, Blight's Kiss can take a -2 penalty to AC to gain a +2 bonus on attack rolls.

Abilities Str 28, Con 31

AREA FEATURES

The area has several features of note:

Illumination: Darkness.

Unstable Ceiling: The cavern is 50 ft. high. A DC 20 Knowledge (dungeoneering) check reveals that the ceiling, columns and floor are unstable. Each ceiling square (hardness 0, hp 100, DC 20) collapses if reduced to 0 hit points. Characters below a collapsing section of ceiling take 4d6 damage (DC 20 Reflex save halves).

Methane Gas (CR 4): Methane gas (Air: Explosive Gas and Bad Air [page 10]) fills the cave. Treat the air as a *stinking cloud* effect (Fortitude DC 13 negates) except that the gas is invisible. If the PCs bring a naked flame into the cave, the flame turns blue in the first round, and then the whole cave is filled with a *fireball*-type explosion (5d6 damage; Reflex DC 13 halves) in the second round of exposure.

The gas is also flammable. Any area of affect spells with the fire descriptor (for example *fireball*) cast in the chamber behave as if augmented with Widen Spell while those that target individuals (for example *scorching ray*) function as if subjected to Empower Spell.

A successful DC 19 Knowledge (dungeoneering) check reveals this hazard.

Blight's Kiss' poison immunity protects it from the *stinking cloud* effect, but not any subsequent explosions.

Rot: A supernatural aura of rot and decay permeates the whole cave. Any object within the cavern, including the rock of the cavern itself, is treated as if it had no hardness value. In

addition, every successful attack with a melee weapon deals 1 point of damage to the weapon itself.

Sludge (CR 1/2): The brown sludge coating the floor and walls is slightly acidic, causing 1 point of acid damage per round to anything touching them. Creatures wearing footwear or gloves begin taking damage on the second round of exposure.

Rubble (Light): Small rocks are strewn across the ground.

Light rubble increases the DC of Acrobatic checks by 2.

Rubble (Dense): Rocks of all sizes cover the ground.

It costs 2 squares of movement, to enter a square containing dense rubble. The DC of Acrobatics checks increases by 5 in such areas and the DC of Stealth checks increases by 2.

Unstable Columns: The columns holding up the ceiling (hardness 0, hp 60, DC 15) can be broken with melee attacks or damage-dealing spells. Refer to the Collapsing Ceiling sidebar for more information.

Treasure: The encounter with Blight's Kiss has the potential to destroy a significant proportion of the PC's magical equipment. While the rust monster has little in the way of usable gear, very soon after the PCs defeat him they should stumble over a cache of magic weapons and armour slightly more valuable than what they lost in the battle. This cache could be an ancient dwarven armoury, a recent battlefield with no survivors or even an encounter with Last Nail (page 72) to fill the void of a melee character's favourite weapon. The idea is to replace what is lost so that their lack of equipment only burdens them for a few encounters. A sample treasure is as follows:

- *+1 drowbane battleaxe* (moderate [DC 21 Knowledge {arcana} conjuration and evocation]; DC 16 Spellcraft identifies)
- *+1 full plate* (faint [DC 16 Knowledge {arcana} abjuration]; DC 18 Spellcraft identifies)
- *+1 glamered chain shirt* (moderate [DC 16 Knowledge {arcana} abjuration and illusion]; DC 25 Spellcraft identifies)
- A suit of masterwork banded mail and three masterwork warhammers

COLLAPSING CEILING

The PCs may deliberately (or accidentally) cause the cavern's ceiling to cave-in. Use these notes to adjudicate such actions. Chapter 13 of the *Pathfinder Roleplaying Core Rulebook* has more information on cave-ins.

Bury Zone: Any character within 15-foot of a destroyed column is caught in the bury zone (4d6 damage [DC 15 Reflex halves] and is buried).

Slide Zone: Any character within 10-foot of a bury zone is caught in the slide zone (2d6 damage [DC 15 Reflex negates]). Characters failing this save are also buried.

Rubble: Treat areas in the bury or slide zone as dense rubble (it costs 2 squares of movement to enter such areas and the DC of Acrobatic checks increases by 5 and the DC of Stealth checks increases by 2).

Buried Alive: Buried characters take 1d6 nonlethal damage per minute while buried. A buried character can free itself with a DC 25 Strength check. Alternatively, other characters can dig him free moving loose stone from a 5-foot by 5-foot square in one minute (or quintuple that amount if using appropriate tools).

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 8 (XP 4,800): Remove the methane gas and sludge.

EL 10 (XP 9,600): Add the giant creature template to Blight's Kiss (+2 on all Str and Con-based rolls, -1 on all Dex-based rolls; +18 hp).

DEVELOPMENT

To increase the difficulty of this encounter, you can cause the floor of the chamber to collapse after the third round of combat, spilling the PCs and Blight's Kiss into "Plummet" (page 58).

CAVERN OF ECHOES (EL 11; XP 12,800)

A GM can use this chamber and its janni inhabitants as a timeless guard post to bar entry into the next cavern or room. The next room could contain a priceless treasure, artefact or ancient lurking evil such as the Pillar of Twisted Glass (page 56). The cavern is magically darkened and all sounds within are magnified.

The way ahead is completely blotted out with a baleful darkness. A susurrus of gossiping echoes reverberates in the blackened gloom.

Four blind jann monks armed with longbows zealously defend the cave against all intruders. The archers are the immortal guardians of this sacred place and do not allow anyone to pass.

TACTICS

The jann lurk in the magical darkness, waiting for intruders to progress to the centre of the cavern before attacking with their

BLIND JANN MONKS (4) CR 11 (XP 12,800)
These lithe shadows move with astonishing agility. A closer inspection reveals their eyes are a mess of horrible burns.

Male janni monk (zen archer) 5
LN Medium outsider (native)

Init +8; **Senses** blind; Perception +19, Sense Motive +19

Blind (Ex) The jann are permanently blind, their eyes burned out in a ritual to protect them from the *symbol of pain* on the chamber's door.

Speed 40 ft., fly 30 ft. (perfect)

ACP 0; Acrobatics +18 (+22 jumping), Fly +26, Stealth +18

AC 21, touch 20, flat-footed 11; **CMD** 33

(+4 Dex, +6 class, +1 natural)

Resist fire 10

Fort +11, **Ref** +13, **Will** +11

hp 77 (11 HD)

Space 5 ft.; **Base Atk** +9; **CMB** +13

Melee mwk falchion +14/+9 (2d4+7/18-20)

Ranged +1 *composite longbow* (range 110 ft.; Deadly Aim [-3 attack, +6 damage], Improved Precise Shot, Perfect Strike, Point Blank Master [does not provoke attacks of opportunity], Point Blank Shot, flurry of blows [+3/+3]) +16/+11 (1d8+5/19-20 x3)

Atk Options, Improved Blind-Fight, flurry of blows, ki pool

Improved Blind-Fight (Ex) The jann monk ignores the miss chance for anything less than total concealment. If it successfully pinpoints an invisible foe within 30 ft., the attacker does not gain the benefits relating to strike it with ranged attacks.

Ki Pool (Su) A jann monk (in addition to the normal abilities of his ki pool) may spend 1 point of ki to increase the range increment for his bow by 50 feet for 1 round.

Perfect Strike (Ex) When using its bow, the jann monk can make an attack roll twice and take the higher result. If the first roll

bows. The zen archers fight almost unhindered by the magical darkness, as their ranged and melee attacks ignore the chamber's concealment miss chance thanks to Improved Precise Shot, Improved Blind-Fight and the chamber's echoes.

The guardians hover 40 feet above the ground, supported by their supernatural flight, and pepper intruders with arrows. The monks flurry as often as they can, expending uses of their Perfect Strike feat in conjunction with Deadly Aim to inflict as much damage as possible in a deadly opening gambit. The jann take 5-foot steps after their full attacks to disrupt any counterattacks.

If a jann is reduced to less than 20 hit points, he *ethereal jaunts* to safety and drinks his *potions of cure moderate wounds* before returning to the fray. Once a jann consumes its potions, it fights to the death.

is a threat, the second dice roll is used as the confirmation roll. The jann monk can use this ability 5/day but only once a round, and must declare it is using it before rolling the attack roll.

Special Actions change size (2/day)

Change Size (Sp) A janni can magically change a creature's size.

This works just like an *enlarge person* or *reduce person* spell (the janni chooses when using the ability), except that the ability can work on the janni. A DC 12 Fortitude save negates the effect.

Spell-Like Abilities (CL 8th; concentration +8)

3/day—*invisibility* (self only), *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *speak with animals*

1/day—*ethereal jaunt*

Combat Gear arrows (50), *potion of cure moderate wounds* (3)

Abilities Str 18, Dex 19, Con 14, Int 14, Wis 20, Cha 11

SQ elemental endurance, fast movement, ki pool (magic, ki arrows, +50 ft. range), slow fall (20 ft.), way of the bow, zen archery

Feats Blind-Fight, Deadly Aim, Improved Blind-Fight, Improved Critical (longbow), Improved Initiative^B, Improved Precise Shot, Improved Unarmed Strike, Perfect Strike, Point Blank Master (longbow), Point Blank Shot, Precise Shot, Weapon Focus (longbow)^B

Skills as above plus Knowledge (nature) +16, Knowledge (planes) +15

Languages Auran, Common, Infernal; telepathy 100 ft.

Elemental Endurance (Ex) Jann can remain on the Planes of Air, Earth, Fire, or Water for up to 48 hours at a time. Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

Gear as above

PILGRIMAGE

Alternatively the jann can be used as a wandering party of elemental mystics, seeking answers from the core of the world. (In this situation, they are encountered in a normal cavern and are not as effective in battle).

If the PCs approach the monks using Diplomacy their attitude is indifferent. If the PCs improve the monk's attitude to friendly, they share their quest for the *Reason Stone*, a font of secrets under the mountains. If the PCs fail two Diplomacy checks, the jann leave.

▪ **Indifferent – Friendly:** DC 15

Modifiers: Encourage the players to role-play these negotiations bestowing small (+2/-2) modifiers as appropriate. Additionally, apply the following modifiers:

- **Stone Tell:** If any PC has the ability to cast *stone tell* and shares the fact with the jann they receive a +2 bonus to their Diplomacy check.
- **Knowledge (nature):** A PC may use a Knowledge (nature) check in lieu of this Diplomacy check in discussions about the *Reason Stone*.

The four monks are worldly travellers from across the veil of the planes who have experienced the sensory beauty of the multiverse.

- **Azron:** Leading the band, Azron is a stern, contemplative pilgrim-prince. Azron wears a pale crown of latticed wax daubed across his smooth brow.
- **Vhard:** Vhard is the group's scout, advancing ahead of the group to reconnoitre for dangers ahead. The most adventurous and independent of the group, Vhard prizes his collection of planar essences collected from the eternity of the planes.
- **Lityris:** Sour and depressing, Lityris never fails to bring an unpleasant presence to proceedings. After more than three centuries with the group, his companions are beginning to tire of his constant tirades against existence itself.
- **Copengha:** A recent addition to the group, Copengha is the only monk to have his own hair (the others lost theirs on their last jaunt to the Elemental Plane of Fire to feel the *Requiem Flame*). He is filled with wonderment and optimism, basking in the fresh experiences their travels bring.

The Reason Stone: *The Reason Stone* is an ancient object of dwarven artifice, crafted when the world was young. Its exact powers and location are up to the individual GM to determine.

AREA FEATURES

The cavern is roughly circular with a 100-foot diameter. The area has several features of note:

Darkness: The cavern is shrouded in perpetual magical darkness as *deeper darkness* (CL 10th). If the *deeper darkness* is dispelled, it returns 1 round later.

Magical light sources brought into the area function normally, however. A *daylight* spell brought into the area of darkness suppresses the *deeper darkness* but, of course, it is still dark unless the PCs possess some other form of light.

Ceiling: The cave ceiling is 50 feet high.

Echoes: The acoustic chamber naturally magnifies any sounds within as a series of harmonic echoes. All hearing-based Perception checks within the chamber receive a +10 bonus. All blindsense, blindsight and tremorsense abilities have their range tripled. In addition, creatures do not receive total concealment from the darkness due to the echoes in the chamber. The miss chance from the chamber's concealment is 40%.

Floor: The cave floor consists of large, uneven granite boulders which count as difficult terrain (it costs 2 squares of movement to enter such a square).

Rubble (Light): In places, small rocks are strewn across the ground.

Light rubble increases the DC of Acrobatic checks by 2.

Slender Stalagmites and Stalactites: Thin stalagmites, slick with water dripping down from above, grow from the floor. High above on the ceiling, stalactites hang above them.

A character standing in the same square as a slender stalagmite (hardness 8, hp 150, DC 20 Break) gains partial cover (+2 to AC, +1 on Reflex saves). A character flying in the same square as a slender stalactite gains the same bonuses.

Door: The exit to the chamber is a 10-ft. wide, 12-ft. high *arcane locked* (CL 15th) stone door (hardness 8, hp 60, DC 38 Break). A *symbol of pain* (CL 15th; Fortitude DC 17 within 60 ft. burst; triggered by an intruder looking at the symbol) wards the door. This door leads to whatever the jann are guarding (for example, the Pillar of Twisted Glass [page 56]).

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 10 (XP 9,600): Remove one jann monk.

EL 12 (XP 19,200): Add one jann monk.

CAVERN OF THE BATS (EL 7; XP 3,200)

While travelling to their next adventure, the PCs are journeying through a forest or hill range when they discover the river they have been following tumbles over a waterfall into a deep cave. Alternatively, the PCs could be investigating reports by local hunters of something killing off the game dwelling in the surrounding woodland.

Ahead, the river you have been following abruptly falls away into a large sinkhole. The roar of the river is louder here and spray rises from the sinkhole.

A small flock of dire bats (led by an advanced dire bat and her mate, a giant dire bat) dwells in this huge cavern; they only emerge at night to hunt and feed. Thus, if the PCs pass by the cave during daylight hours they will likely not encounter the bats.

The bats' depredations, however, have had a noticeable effect on game in the surrounding area; hunters have begun to notice the mysterious lack of game and several have found the slashed and partially-eaten corpses of deer, wolves and even a bear.

TACTICS

The bats lairing in the cavern attack any intruders daring to enter their subterranean realm. Using their flight ability, they spring from their roosts and attack climbing or flying creatures in preference to all others. The bats' tactics are unsophisticated; they simply attack the nearest target.

A bat reduced to fewer than one-quarter hit points flees the cavern, never to return.

ADVANCED DIRE BAT (1)

CR 3 (XP 800)

This giant, powerfully-built furry bat is the size of a small horse and has dark, leathery wings.

N Large animal

Init +4; **Senses** blindsense 40 ft.; Perception +10 (+14 using blindsense), Sense Motive +6

Speed 20 ft., fly 40 ft. (good)

ACP 0; Acrobatics +4 (+0 jumping), Escape Artist +6, Fly +11, Stealth +6

AC 18, touch 13, flat-footed 14; **CMD** 23
(-1 size, +4 Dex, +5 natural)

Fort +7, **Ref** +8, **Will** +5

hp 30 (4 HD)

Space 10 ft.; **Base Atk** +3; **CMB** +9

Melee bite +7 (1d8+7)

Abilities Str 21, Dex 19, Con 17, Int 6, Wis 18, Cha 6

Feats Alertness, Stealthy

Skills as above

SINKHOLE FEATURES

The sinkhole has the following features:

Sinkhole: The sinkhole is 30 ft. in diameter and the river flowing into it fills the westernmost 10 ft. Several sturdy trees - suitable for tying off the party's ropes - grow close to the sinkhole.

CAVERN FEATURES

The cavern has several features of note:

Light: Sunlight streams into the cavern through the sinkhole. Normal light illuminates much of the chamber; dim light cloaks the remainder.

The floor and walls within this light abound with slippery moss and lichen. Characters running or charging through squares containing moss must make a DC 12 Acrobatics check or fall prone in the first such square they enter.

Stench: The stench of bat guano is so strong, that characters with scent cannot use it to track or pinpoint creatures in the cavern.

Waterfall: Water tumbles through the sinkhole into a large pool.

The roar of falling water inflicts a -2 penalty on hearing-based Perception checks made in the chamber. Additionally, the waterfall creates a cloud of spray that emanates from the pool for 15 ft. in all directions. Creatures in the spray have concealment (20% miss chance).

Ceiling: The cavern is 80 ft. deep. A character falling into the pool from the surface suffers 2d3 nonlethal damage and 4d6 lethal damage, and lands in the pool.

Pool: A pool of chill water fills about half the cavern floor.

The water is calm (DC 10 Swim check), except in squares

GIANT DIRE BAT (1)

CR 3 (XP 800)

This gigantic, furry bat is the size of a warhorse and has dark, leathery wings.

N Huge animal

Init +1; **Senses** blindsense 40 ft.; Perception +8 (+12 using blindsense), Sense Motive +4

Speed 20 ft., fly 40 ft. (good)

ACP 0; Acrobatics +1 (-3 jumping), Escape Artist +3, Fly +6, Stealth -1

AC 16, touch 10, flat-footed 14; **CMD** 21
(-2 size, +2 Dex, +6 natural)

Fort +7, **Ref** +5, **Will** +3

hp 30 (4 HD)

Space 10 ft.; **Base Atk** +3; **CMB** +10

Melee bite (reach 10 ft.) +6 (2d6+7)

Abilities Str 21, Dex 13, Con 17, Int 2, Wis 14, Cha 6

Feats Alertness, Stealthy

Skills as above

adjacent to the waterfall (DC 15 Swim check) and 20 ft. deep. The bottom is thick with mud. It costs 3 squares of movement to walk along the bottom of the pool but this stirs up the mud (granting 20% concealment in every square moved through).

Natural Walls: Small crevices and ledges stud these rough and natural walls. The spray thrown up by the waterfall, growths of moss and lichen and guano deposits make the walls slippery.

Characters can scale the walls with a DC 20 Climb check.

Guano: Piles of guano and partially eaten corpses of game lie heaped about the chamber.

It costs 2 squares of movement to enter a square containing guano. Additionally, disease lurks within the guano. A character injured in the chamber, or that searches the guano, is exposed to red ache.

- **Red Ache:** *save* DC 15 Fortitude [2 consecutive cures]; *onset* 1d3 days; *frequency* 1/day; *effect* 1d6 Str damage.

Corpses: If the PCs search the cavern and make a DC 10 Perception check they discover the remains of two badly decomposed and partially eaten humanoid corpses buried amid the guano. Characters searching the guano or corpses must make a DC 15 Fortitude save or be infected with red ache (see above).

Both the corpses' mundane equipment is badly damaged or similarly decomposed. A few items of note remain, however:

- **Items:** A masterwork cold iron dagger, a bone pipe decorated with intricate carvings of rats (faint [DC 16 Knowledge {arcana} identifies] conjuration; *pipes of the sewers* [DC 17 Spellcraft identifies]).
- **Gems:** Four translucent light green stones (jade worth 100 gp each) and one transparent violet stone (a garnet worth 500 gp). A DC 20 Appraise check identifies each gem.

DIRE BAT (2)

CR 2 (XP 600)

This giant, furry bat is the size of a small horse and has dark, leathery wings.

N Large animal

Init +2; **Senses** blindsense 40 ft.; Perception +8 (+12 using blindsense), Sense Motive +4

Speed 20 ft., fly 40 ft. (good)

ACP 0; Acrobatics +2 (-2 jumping), Escape Artist +4, Fly +9, Stealth +4

AC 14, touch 11, flat-footed 12; **CMD** 19

(-1 size, +2 Dex, +3 natural)

Fort +5, **Ref** +6, **Will** +3

hp 22 (4 HD)

Space 10 ft.; **Base Atk** +3; **CMB** +7

Melee bite +5 (1d8+4)

Abilities Str 17, Dex 15, Con 13, Int 2, Wis 14, Cha 6

Feats Alertness, Stealthy

Skills as above

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 6 (XP 2,400): Remove the advanced dire bat and the giant dire bat. Remove the garnet.

EL 8 (XP 4,800): Remove the dire bats and add four advanced dire bats. Add one garnet and two jades.

DEVELOPMENT

If the GM desires, he can determine that several tunnels lead away from the bats' cave. These caverns could lead to other deeper caverns.

Alternatively, the water from the pool must drain away somewhere. PCs searching the pool discover several narrow, submerged passages that descend even deeper. These water-logged passages eventually lead to a small self-contained cave system containing a small tribe of degenerate troglodytes trapped here for centuries by the flooded passages.



DEATH FROM ABOVE (EL 6; XP 2,400)

As the PCs journey through a network of natural caves, they wander into the lair of a small clutch of darkmantles. Read:

This cavern appears of natural origin like the others you have explored. The stalactite-covered ceiling towers roughly 40 ft. overhead and several stands of stalagmites stud the cavern's floor.

Characters entering the cavern that can see the ceiling can make a Perception check (with a -4 modifier for distance) opposed by the darkmantles' Stealth check to notice the lurking danger.

TACTICS

The darkmantles lurk among the stalactites on the ceiling awaiting prey to pass below. Once prey does so, the darkmantles use *darkness* to nullify the party's lights before hurtling downwards.

The darkmantles prefer to attack isolated targets or those that do not seem physically impressive. If a darkmantle hits a target, it attempts a grab (subsequently constricting a grappled target). Darkmantles gang up on one or two opponents ignoring others until their initial targets are dead. If reduced below half hit points, a darkmantle flees upwards to hide among the stalactites.

AREA FEATURES

The area has several features of note:

Illumination: Unless the PCs bring light with them, darkness shrouds the cavern.

Ceiling: The ceiling is 40 ft. high.

Stalactites: Stalactites festoon the ceiling, providing partial cover (+2 to AC, +1 on Reflex saves) to creatures among them.

Bloodstains: Several dried bloodstains mar the ground. A character notices these with a DC 10 Perception check.

Stalagmites: Several stands of stalagmites dot the chamber, providing partial cover (+2 to AC, +1 on Reflex saves) to creatures among them.

Corpses: The darkmantles have hidden the partially eaten corpses of several troglodytes on a ledge 10 ft. above the floor (DC 15 Climb check). Characters searching the chamber spot the ledge with a DC 15 Perception check. Among the gore the PCs uncover four transparent deep blue stones (spinel, each worth 500 gp; DC 20 Appraise check identifies) in a blood splattered pouch.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 5 (XP 1,600): Remove two darkmantles and one spinel.

EL 7 (XP 3,200): Add two darkmantles and one spinel.

DARKMANTLE (3)

CR 1 (XP 400)

This small creature opens like a hideous octopus, its thin, hook-lined tentacles connected by a fleshy web, as it hurtles toward you.

N Small magical beast

Init +6; **Senses** blindsight 90 ft., darkvision 60 ft., low-light vision; Perception +4, Sense Motive +0

Speed 20 ft., fly 30 ft. (poor)

ACP 0; Acrobatics +2 (-2 jumping), Fly +5, Stealth +10

AC 15, touch 13, flat-footed 13; **CMD** 13
(+1 size, +2 Dex, +2 natural)

Fort +5, **Ref** +5, **Will** +2

hp 15 (2 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +1 (+5 grapple)

Melee slam +3 (1d4 plus grab)

Atk Options constrict, grab

Constrict (Ex) With a successful grapple check, the darkmantle deals 1d4 damage.

Grab (Ex) The darkmantle can try to grapple as a free action without provoking attacks of opportunity. It can use its grab attack against a foe of any size.

Spell-Like Abilities (CL 5th; concentration +5)
1/day—*darkness*

Abilities Str 11, Dex 15, Con 14, Int 2, Wis 11, Cha 10

Feats Improved Initiative

Skills as above

ADVANCED DARKMANTLE (2)

CR 2 (XP 600)

This small, but muscular creature opens like a hideous octopus, its thin, hook-lined tentacles connected by a fleshy web, as it hurtles toward you.

N Small magical beast

Init +8; **Senses** blindsight 90 ft., darkvision 60 ft., low-light vision; Perception +6, Sense Motive +2

Speed 20 ft., fly 30 ft. (poor)

ACP 0; Acrobatics +4 (+0 jumping), Fly +7, Stealth +12

AC 17, touch 15, flat-footed 15; **CMD** 17
(+1 size, +2 Dex, +4 natural)

Fort +7, **Ref** +7, **Will** +2

hp 19 (2 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +3 (+7 grapple)

Melee slam +5 (1d4+3 plus grab)

Atk Options constrict, grab

Constrict (Ex) With a successful grapple check, the advanced darkmantle deals 1d4+3 damage.

Grab (Ex) The advanced darkmantle can try to grapple as a free action without provoking attacks of opportunity. It can use its grab attack against a foe of any size.

Spell-Like Abilities (CL 5th; concentration +7)
1/day—*darkness*

Abilities Str 15, Dex 19, Con 18, Int 6, Wis 15, Cha 14

Feats Improved Initiative

Skills as above

DEATH FROM BELOW (EL 12; XP 19,200)

As the PCs move through a large cavern, a hungry purple worm senses their presence and swiftly moves to attack. Characters succeeding on a DC 25 Perception check sense something large burrowing beneath them, one round before the purple worm bursts forth. When the purple worm emerges, read:

The ground explodes upwards in a shower of rock and dust. Within the billowing cloud of debris, a massive worm-like shape emerges from the floor.

The purple worm appears as close to the party as possible and immediately attacks.

TACTICS

When it detects prey nearby, the purple worm bursts forth to feed. Whenever possible, it tries to swallow its prey whole. The worm is incredibly unintelligent and simply attacks the nearest foe (or if many foe are near, the one dealing the most damage).

Once it has swallowed an opponent, it uses Awesome Blow and Improved Bull Rush to keep other opponents away while it digests its meal.

If reduced to 50 hit points or fewer, it retreats into its den.

AREA FEATURES

This area has several noteworthy features:

Illumination: Darkness.

Debris Cloud: The collapsing floor creates a cloud of debris and dust centred on where the purple worm emerges. The falling debris confuses the purple worm's tremorsense; its targets gain concealment as listed below. Characters in the debris cloud must make a DC 10 + spell level concentration check to cast spells successfully.

Round 1-2: The cloud's radius is 40 ft. Creatures within the cloud, but further away than 10 ft. gain 20% concealment.

Round 3-4: The cloud's radius shrinks to 30 ft. Creatures within the cloud, but further away than 15 ft. gain 20% concealment.

Round 5: The cloud's radius shrinks to 20 ft. Creatures within the cloud, but further away than 10 ft. gain 20% concealment.

Round 6: the cloud's radius shrinks to 10 ft. and it no longer gives concealment. At the end of the round, it dissipates.

Treasure: The purple worm's gullet contains six bright green translucent gemstones (emeralds each worth 1,000 gp; DC 25 Appraise check identifies) and a drow's partially digested arm clutching a +1 *adamantine short sword* (radiates faint evocation [DC 16 Knowledge {arcana}]; DC 18 Spellcraft identifies).

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 11 (XP 12,800): Apply the young template to the purple worm (+2 to all Dex-based rolls, -2 on all other rolls, hp 168); remove two emeralds.

EL 13 (XP 25,600): Apply the advanced template to the purple worm (+2 on all rolls [including damage and poison DC]; AC 30, touch 8, flat-footed 30; CMD 44, hp 232); add two emeralds.

PURPLE WORM

CR 12 (XP 19,200)

Dark purple chitinous plates armour this enormous worm. Its huge, tooth-filled mouth gapes wide.

N Gargantuan magical beast

Init -2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +19, Sense Motive -1

Speed 20 ft., burrow 20 ft., swim 10 ft.

ACP 0; Acrobatics -3 (-7 jumping), Swim +20

AC 26, touch 4, flat-footed 26; **CMD** 40 (42 vs. bull rush, can't be tripped)

(-4 size, -2 Dex, +22 natural)

Fort +17, **Ref** +8, **Will** +4

hp 200 (16 HD)

Space 20 ft.; **Base Atk** +16; **CMB** +32 (+34 bull rush, +36 grapple)

Melee bite (reach 15 ft.) +25 (4d8+12/19-20 plus grab) and sting +25 (2d8+12 plus poison [DC 25 Fort; *freq*: 1/round for 6 rounds; *effect*: 1d4 Str damage; *cure* 3 consecutive saves] plus enhanced critical)

Atk Options Awesome Blow, Improved Bull Rush, Power Attack (-5 attack, +10 damage), enhanced critical, swallow whole

Enhanced Critical The purple worm gains a +4 bonus to confirm a critical hit. If it succeeds, the target must make a DC 26 Fortitude saving throw or be staggered (target can take only a single move action or standard action as well as swift and immediate actions) for 1d4+1 rounds. A successful save reduces the duration to 1 round.

Swallow Whole If the purple worm begins its turn with a target grappled in its mouth it can attempt to pin the target. If it succeeds, it swallows its opponent (who takes 4d8+12 damage from its bite). The purple worm loses the grappled condition, but its opponent does not. Every round, the opponent takes 4d8+18 bludgeoning damage. A swallowed creature can cut its way out with a light slashing or piercing weapon (AC 21, hp 20) or can attempt a grapple check to get back into the purple worm's mouth (where it can be bitten and swallowed again). If the opponent cuts its way out, the purple worm cannot use swallow whole again until it has healed the damage.

Abilities Str 35, Dex 6, Con 25, Int 1, Wis 8, Cha 8

Feats Awesome Blow, Critical Focus, Improved Bull Rush, Improved Critical (bite), Power Attack, Staggering Critical, Weapon Focus (bite, sting)

Gear see Treasure for the worm's stomach contents

DEGENERATES (EL 10; XP 9,600)

In this encounter, the PCs battle a small horde of degenerate morlocks. Morlocks are regressed humans who have evolved to survive in the Ebon Realm. They are savage, ravenous killers that strike from sudden ambush. Read:

A small river gushed through this cavern and stalactites hang down from the ceiling (which is roughly 30 feet high). Mud covers much of the cavern floor and in one part of the chamber several gour pools rise from it.

When the PCs enter this area, some of the morlocks are clinging to the ceiling, using their expert climber ability to hide among the stalactites. PCs defeating their Stealth check notice them clinging to the ceiling. If the morlocks achieve surprise, they wait until the PCs investigate the river or gour pools before attacking.

TACTICS

Savage combatants that overwhelm their enemies through sheer weight of numbers, morlocks mob their adversaries.

As they move into combat, they use leap attack to attack and surround their enemies and then swarming to inflict sneak attack damage. Morlocks focus on one or two targets, taking them down before moving on. The morlock savage and morlock skulk fight in the same manner as their fellows, except the savage rages as soon as combat begins.

AREA FEATURES

This area has several noteworthy features:

Illumination: Darkness.

Ceiling: The ceiling is 30 ft. high.

Swiftly Flowing River: A swiftly flowing river flows through the cavern.

The river is 10 ft. deep. Characters in the water must make a DC 15 Swim check or be carried 10 – 40 ft. downstream and suffers 1d6 subdual damage per round. A character swept away can make Swim checks in subsequent rounds to reach the riverbank or to swim back upstream. A DC 20 Swim check indicates that the character has managed to arrest its passage downstream by grabbing a rock, cavern wall and so on. A subsequent full-round action and a DC 15 Strength check is sufficient for a character to pull themselves from the river.

Mud: Thick cloying mud covers the floor.

In most parts of the chamber, the mud is little more than six inches deep. Such squares count as difficult terrain (it costs 2 squares of movement to enter a square covered in mud).

In other parts of the chamber, however, the mud masks deeper depressions in the floor. Characters entering such squares must make a DC 20 Reflex check or sink into the mud (which is 5 ft. deep). A character in deep mud must make a DC

10 Break check to pull himself free. (Other characters can help with the aid another action). A character in the deep mud benefits from improved cover (+8 to AC, +4 on Reflex saves) against attacks from opponents outside the deep mud.

Gour: A series of gour pools dot the floor of this cavern. The rim of these pools stands 3-foot above the floor; within, the water almost reaches the top of the rim.

Combatants adjacent to a pool gain cover (+4 to AC, +2 on Reflex saves). Characters can leap onto a pool's rim with a DC 12 Acrobatics check and can move along the pool's rim with a DC 17 Acrobatic check. Those on a pool's rim gain the benefits of higher ground (+1 on melee attacks).

Characters can break a pool's rim (3 in. thick, hardness 8, hp 45) to unleash a deluge of water. Doing so creates a 15 ft. cone of water. Characters within the cone must make a DC 15 Reflex

MORLOCK (8)

CR 2 (XP 600)

This naked and hairless, pallid-skinned humanoid has huge, bulging eyes.

CE Medium monstrous humanoid

Init +8; **Senses** darkvision 120 ft., scent; Perception +2, Sense Motive +2

Speed 40 ft., climb 30 ft.

ACP 0; Acrobatics +13 (+17 jumping), Climb +22 (expert climber), Stealth +8 (+12 in caverns)

Expert Climber (Ex) A morlock can cling to cave walls and even ceilings as long as the surface has hand-and footholds as if under a nonmagical version of *spider climb* (except that it cannot cling to smooth surfaces).

AC 15, touch 14, flat-footed 11; **CMD** 19 (+4 Dex, +1 natural)

Immune disease, poison; **Weakness** light blindness

Light Blindness (Ex) Morlocks are blinded for 1 round if exposed to bright light and are dazzled as long as they remain in the area of bright light.

Fort +3, **Ref** +9, **Will** +5

hp 22 (3 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +5

Melee club +5 (1d6+2) and bite +0 (1d4+1)

Atk Options leap attack, sneak attack +1d6, swarming

Leap Attack (Ex) As a standard action, a morlock can make a single attack during a jump. It can make its attack at any point during the jump and while jumping does not provoke attacks of opportunity for leaving a threatened square.

Swarming (Ex) Morlocks dwell and fight in cramped conditions. Up to two morlocks can share the same square at the same time and if they attack the same foe, they are considered to be flanking that foe as if they were in opposite squares.

Abilities Str 14, Dex 19, Con 15, Int 5, Wis 14, Cha 6

Feats Improved Initiative, Lightning Reflexes

Skills as above

Languages Undercommon

save or be knocked prone by the water. Although the affected floor is slippery, characters do not need to make Acrobatics checks to move through the area unless they run or charge. Running or charging characters must make a DC 12 Acrobatics check or fall prone in the first slippery square they enter.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 9 (XP 6,400): Remove one morlock savage and two morlocks. Apply the young creature template to one morlock skulk (+2 on all Dex-based rolls, -2 on all other rolls; hp 42).

EL 11 (XP 12,800): Remove the morlocks. Add three morlock savages and three morlock skulks. Add one morlock with the advanced creature template (+2 on all rolls [including damage], AC 19, touch 18, flat-footed 15; CMD 23, hp 28).

MORLOCK SKULK (2) CR 4 (XP 1,200)

This naked and hairless, pallid-skinned humanoid has huge, bulging eyes.

Male morlock rogue 2

CE Medium monstrous humanoid

Init +11; **Senses** darkvision 120 ft., scent; Perception +10 (+11 vs. traps; trapfinding), Sense Motive +2

Speed 40 ft., climb 30 ft.

ACP 0; Acrobatics +17 (+21 jumping), Climb +23 (expert climber), Escape Artist +13, Stealth +15 (+19 in caverns; fast stealth)

Expert Climber (Ex) A morlock skulk can cling to cave walls and even ceilings as long as the surface has hand-and footholds as if under a nonmagical version of *spider climb* (except that it cannot cling to smooth surfaces).

AC 19, touch 18, flat-footed 11; **CMD** 25; Dodge (+7 Dex, +1 dodge, +1 natural)

Immune disease, poison; **Weakness** light blindness

Light Blindness (Ex) Morlocks are blinded for 1 round if exposed to bright light and are dazzled as long as they remain in the area of bright light.

Fort +5, **Ref** +14 (evasion), **Will** +5

hp 52 (5 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +7

Melee mwk club +8 (1d6+3) and bite +2 (1d4+1)

Atk Options leap attack, sneak attack +2d6, swarming

Leap Attack (Ex) As a standard action, a morlock skulk can make a single attack during a jump. It can make its attack at any point during the jump and while jumping does not provoke attacks of opportunity for leaving a threatened square.

Swarming (Ex) Morlocks dwell and fight in cramped conditions. Up to two morlocks can share the same square at the same time and if they attack the same foe, they are considered to be flanking that foe as if they were in opposite squares.

Abilities Str 16, Dex 24, Con 19, Int 7, Wis 14, Cha 4

SQ rogue talent (fast stealth)

Feats Dodge, Improved Initiative, Lightning Reflexes

Skills as above

Languages Undercommon

MORLOCK SAVAGE (2)

CR 4 (XP 1,200)

This naked and hairless, pallid-skinned humanoid has huge, bulging eyes.

Male morlock barbarian 2

CE Medium monstrous humanoid

Init +10; **Senses** darkvision 120 ft., scent; Perception +3, Sense Motive +3

Speed 50 ft., climb 30 ft.

ACP 0; Acrobatics +17 (+25 jumping), Climb +24 (expert climber), Stealth +10 (+14 in caverns)

Expert Climber (Ex) A morlock savage can cling to cave walls and even ceilings as long as the surface has hand-and footholds as if under a nonmagical version of *spider climb* (except that it cannot cling to smooth surfaces).

AC 18, touch 17, flat-footed 18; **CMD** 26; Dodge, uncanny dodge (+6 Dex, +1 dodge, +1 natural)

Immune disease, poison; **Weakness** light blindness

Light Blindness (Ex) Morlock savages are blinded for 1 round if exposed to bright light and are dazzled as long as they remain in the area of bright light.

Fort +8, **Ref** +11, **Will** +6

hp 58 (5 HD)

Space 5 ft.; **Base Atk** +5; **CMB** +9

Melee club +9 (1d6+4) and bite +4 (1d4+2)

Atk Options leap attack, rage (10 rounds; superstition), sneak attack +1d6, swarming

Leap Attack (Ex) As a standard action, a morlock savage can make a single attack during a jump. It can make its attack at any point during the jump and while jumping does not provoke attacks of opportunity for leaving a threatened square.

Swarming (Ex) Morlocks dwell and fight in cramped conditions. Up to two morlocks can share the same square at the same time and if they attack the same foe, they are considered to be flanking that foe as if they were in opposite squares.

Abilities Str 18, Dex 22, Con 19, Int 5, Wis 16, Cha 4

SQ fast movement, rage power (superstition)

Feats Dodge, Improved Initiative, Lightning Reflexes

Skills as above

Languages Undercommon

While raging, the morlock savage had the following altered statistics:

Climb +26 (expert climber)

AC 16, touch 15, flat-footed 16; **CMD** 28; Dodge, uncanny dodge (+6 Dex, -2 class, +1 dodge, +1 natural)

Fort +10, **Will** +8; +1 vs. spells, supernatural abilities and spell-like abilities

hp 68 (5 HD)

CMB +11

Melee club +11 (1d6+6) and bite +6 (1d4+3)

Abilities Str 22, Con 23

DESTRACHAN! (EL 11; XP 12,800)

These cruel and cunning predators enjoy inflicting pain and toying with their prey. They communicate via complex series of clicks and whistles and can understand Common.

In this encounter, a pair of mated destrachan are teaching their young to hunt. Read:

A pair of large, hunched reptiles hurl themselves at you from the darkness. They have clawed feet, huge circular maws filled with jagged teeth and appear to be blind for they have no eyes!

DESTRACHAN (2) CR 8 (XP 4,800)

This large, hunched reptile lopes along on two clawed feet. A huge circular maw filled with jagged teeth dominates its eyeless head.

NE Large aberration

Init +5; **Senses** blindsight 100 ft.; Perception +27 (blind; a hearing-impaired destrachan is effectively blinded), Sense Motive +16

Speed 30 ft.

ACP 0; Climb +19, Stealth +12

AC 19, touch 11, flat-footed 17; **CMD** 26; Dodge, Mobility (-1 size, +1 Dex, +1 dodge, +8 natural)

Immune gaze attacks, visual effects, illusions, attacks relying on sight, own destructive harmonics; **Resist** sonic 30

Fort +9, **Ref** +7, **Will** +12; +4 vs. sonic attacks

hp 90 (12 HD)

Space 10 ft.; **Base Atk** +9; **CMB** +14

Melee bite +12 (2d6+4) and
2 claws +12 (1d8+4)

Atk Options Vital Strike

Special Actions destructive sonics (destruction, pain)

Destructive Sonics (Su) A destrachan can project an 80 ft. cone or 30 ft. radius burst of sonic energy centred on itself. This has one of two effects: *Destruction*: All creatures within the area take 8d6 sonic damage (DC 19 Reflex halves). The destrachan can instead deal nonlethal damage, if it wishes. Alternatively, the destrachan can target a single crystal, metal, stone or wooden object; the object takes 8d6 sonic damage (magical or attended object can make a DC 19 Reflex save to halve the damage). This damage is not halved when applied against the object's hit points, but is reduced by the object's hardness. *Pain*: Rather than deal damage, the destrachan can cause intense pain and overwhelming sound to affect all creatures in the area. Targets must make a DC 19 Fortitude save or be stunned for 1 round and deafened for 1d6 rounds.

Abilities Str 18, Dex 13, Con 16, Int 13, Wis 18, Cha 13

SQ protection from sonics

Feats Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Mobility, Vital Strike

Skills as above plus Survival +19

Languages Common (cannot speak)

The destrachan are quietly moving through the Ebon Realm, hunting for food. If they surprise their prey, they attack. If they are surprised, they retreat, but return later for revenge. As fate would have it, the PCs encounter the destrachan in an area with an unstable ceiling, which the destrachan's destructive sonics may bring down.

TACTICS

The destrachan adults take the lead in any fight, keep their young out of the worst danger. With their first actions, both use destructive sonics (one using the destruction option while the

YOUNG DESTRACHAN (1) CR 7 (XP 3,200)

This large, hunched reptile lopes along on two clawed feet. A huge circular maw filled with jagged teeth dominates its eyeless head.

NE Medium aberration

Init +7; **Senses** blindsight 100 ft.; Perception +27 (blind; a hearing-impaired destrachan is effectively blinded), Sense Motive +16

Speed 30 ft.

ACP 0; Climb +17, Stealth +18

AC 20, touch 14, flat-footed 16; **CMD** 25; Dodge, Mobility (+3 Dex, +1 dodge, +6 natural)

Immune gaze attacks, visual effects, illusions, attacks relying on sight, own destructive harmonics; **Resist** sonic 30

Fort +7, **Ref** +9, **Will** +12; +4 vs. sonic attacks

hp 66 (12 HD)

Space 5 ft.; **Base Atk** +9; **CMB** +11

Melee bite +11 (1d8+2) and
2 claws +11 (1d6+2)

Atk Options Vital Strike

Special Actions destructive sonics (destruction, pain)

Destructive Sonics (Su) A destrachan can project an 80 ft. cone or 30 ft. radius burst of sonic energy centred on itself. This has one of two effects: *Destruction*: All creatures within the area take 8d6 sonic damage (DC 17 Reflex halves). The destrachan can instead deal nonlethal damage, if it wishes. Alternatively, the destrachan can target a single crystal, metal, stone or wooden object; the object takes 8d6 sonic damage (magical or attended object can make a DC 17 Reflex save to halve the damage). This damage is not halved when applied against the object's hit points, but is reduced by the object's hardness. *Pain*: Rather than deal damage, the destrachan can cause intense pain and overwhelming sound to affect all creatures in the area. Targets must make a DC 17 Fortitude save or be stunned for 1 round and deafened for 1d6 rounds.

Abilities Str 14, Dex 17, Con 12, Int 13, Wis 18, Cha 13

SQ protection from sonics

Feats Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Mobility, Vital Strike

Skills as above plus Survival +19

Languages Common (cannot speak)

other uses the pain option.) In subsequent rounds, one of the destrachan uses destructive sonics (pain) to provide targets for its young, while the other melees the largest opponent.

In rounds when a destrachan moves it uses Vital Strike.

The young destrachan attack stunned opponents or other obviously weak or in trouble targets. A young destrachan with 20 or fewer hit points remaining retreats from battle. Adult destrachan do not break off combat until their young are safely away. If their young are slain they fight to the death focusing their destructive sonics (destruction) on the opponent slaying their child.

AREA FEATURES

Destrachan are Large creatures and thus require relatively roomy areas in which to hunt.

Unstable Ceiling: The ceiling – rent with great cracks – is 20 ft. high.



A DC 15 Knowledge (dungeoneering) check reveals the ceiling's instability.

Each ceiling square (hardness 8, hp 100, DC 20) collapses if reduced to 0 hit points. Characters on a section of collapsing ceiling must succeed on a DC 20 Reflex save. Success indicates they grab a stable piece of the rock. Failure indicates they fall to the ground, taking the requisite amount of falling damage (1d6 for each 10 ft. fallen) and land prone atop a pile of rubble. Characters below a collapsing section of ceiling take 4d6 damage (DC 20 Reflex save halves).

Unstable Stalactite: Many slender stalactites hang down from the ceiling.

The stalactites (AC 4, hardness 8, hp 12) in the chamber are unstable. If a stalactite has its hit point total reduced to zero it falls, making an attack (+10 ranged) against any creature in the square below. A hit inflicts 2d6 damage.

A DC 15 Knowledge (dungeoneering) check reveals the stalactite's weakness.

Rubble (Dense): Rocks of all sizes cover the ground.

It costs 2 squares of movement, to enter a square containing dense rubble. The DC of Acrobatics checks increases by 5 in such areas and the DC of Stealth checks increases by 2.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 10 (XP 9,600): Remove the young destrachan.

EL 12 (XP 19,200): Add two young destrachan.

DROW

DROW WARRIOR

CR 3 (XP 800)

Black-skinned and slender, this elf moves with deadly grace.

Male drow fighter 4

CE Medium humanoid (elf)

Init +4; **Senses** darkvision 120 ft.; Perception +5, Sense Motive +1

Speed 30 ft.

ACP 0; Climb +6, Stealth +11

AC 20, touch 15, flat-footed 15; **CMD** 20; Dodge (+4 Dex, +4 armour [mwk chain shirt], +1 shield [mwk buckler], +1 dodge)

Immune *sleep*; **Weakness** light blindness

Light Blindness (Ex) A drow exposed to bright light is blinded for 1 round and dazzled while within the area of bright light.

Fort +5, **Ref** +5, **Will** +2 (+3 vs. fear); +2 vs. enchantments; **SR** 10 **hp** 33 (4 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +5

Melee mwk short sword +10 (1d6+3/19-20)

Ranged mwk hand crossbow (range 30 ft.) +9 (1d4/19-20 plus drow poison [DC 13 Fortitude {1 save}; *frequency* 1/minute for 2 minutes; *initial effect* unconscious for 1 minute; *secondary effect* unconscious for 2d4 hours])

Atk Options poison use

Spell-Like Abilities (CL 4th; concentration +4)

1/day—*dancing lights, darkness, faerie fire*

Combat Gear bolts (20), drow poison (2), *potion of cure moderate wounds* (2), *potion of invisibility*

Abilities Str 13, Dex 18, Con 12, Int 10, Wis 12, Cha 10

SQ armour training (1), bravery (+1), weapon familiarity

Feats Dodge, Skill Focus (Stealth), Weapon Finesse, Weapon Specialisation (short sword), Weapon Focus (short sword)

Skills as above plus Linguistics +1

Languages Drow Sign Language, Elven, Undercommon

Gear as above plus 6 gp

DROW WARRIOR CAPTAIN

CR 5 (XP 1,600)

Black-skinned and slender, this elf moves with deadly grace.

Male drow fighter 6

CE Medium humanoid (elf)

Init +4; **Senses** darkvision 120 ft.; Perception +6, Sense Motive +1

Speed 30 ft.; Nimble Moves

ACP 0; Climb +7, Stealth +13

AC 22, touch 15, flat-footed 17; **CMD** 22; Dodge (+4 Dex, +5 armour [+1 *chain shirt*], +2 shield [mwk buckler; Shield Focus], +1 dodge)

Immune *sleep*; **Weakness** light blindness

Light Blindness (Ex) A drow exposed to bright light is blinded for 1 round and dazzled while within the area of bright light.

Fort +6, **Ref** +6, **Will** +3 (+3 vs. fear); +2 vs. enchantments; **SR** 12 **hp** 48 (6 HD)

Space 5 ft.; **Base Atk** +6; **CMB** +7

Melee +1 *short sword* +13/+8 (1d6+5/19-20)

Ranged mwk hand crossbow (range 30 ft.) +11 (1d4/19-20 plus drow poison [DC 13 Fortitude {1 save}; *frequency* 1/minute for 2 minutes; *initial effect* unconscious for 1 minute; *secondary effect* unconscious for 2d4 hours])

Atk Options poison use

Spell-Like Abilities (CL 6th; concentration +6)

1/day—*dancing lights, darkness, faerie fire*

Combat Gear bolts (20), drow poison (2), *potion of bull's strength*, *potion of cure serious wounds*

Abilities Str 13, Dex 18, Con 12, Int 10, Wis 12, Cha 10

SQ armour training (1), bravery (+2), weapon familiarity, weapon training (light blades)

Feats Dodge, Nimble Moves, Shield Focus, Skill Focus (Stealth), Weapon Finesse, Weapon Specialisation (short sword), Weapon Focus (short sword)

Skills as above plus Linguistics +1

Languages Drow Sign Language, Elven, Undercommon

Gear as above plus 10 gp, 2 pp

MINOR PATROL (EL 8; XP 4,800)

Opponents Drow Warrior (3), Drow Warrior Captain (1), Drow Scout (1),

EL 7 (3,200 XP) Remove 1 Drow Warrior and 1 Drow Scout; **EL 9 (6,400 XP)** Add 1 Drow Warrior and 1 Drow Scout.

Morale Any drow reduced to under half hit points retreats.

Terrain caverns; **Encounter Distance** 4d6 x 10 ft.

This small patrol could be hunting down escaped slaves, or simply patrolling the territory around a drow outpost. If the drow notice the PCs, they observe the intruders but do not attack unless the party seems weak or distracted. If the PCs seem capable, one warrior departs to seek aid (perhaps returning with a major patrol), while the rest of the patrol remains nearby.

MAJOR PATROL (EL 12; XP 19,200)

Opponents Noble Champion (1), Noble Cleric (1), Drow Warrior (4), Drow Scout (2)

EL 11 (12,800 XP) Remove one Drow Noble, one Drow Warrior and one Drow Scout; **EL 13 (25,600 XP)** Add one Drow Wizard and one Drow Sniper.

Morale Any drow reduced to under half hit points retreats.

Terrain caverns; **Encounter Distance** 4d6 x 10 ft.

This large patrol has been despatched in response to a specific problem or threat. As such, they ignore the party unless the adventurers seem weak or easy pickings. If this is the case, the drow shadow the PCs and attack while the group is resting. Alternatively, the drow could lure nearby monsters to attack the PCs, attacking at a critical moment.

DROW SCOUT

CR 3 (XP 800)

This black-skinned elf wears a suit of fine studded leather armour and carries a hand crossbow.

Male drow ranger 1/rogue 3

CE Medium humanoid (elf)

Init +8; **Senses** darkvision 120 ft.; Perception +10 (+11 vs. traps, +12 vs. elves), Sense Motive +1 (+3 vs. elves)**Speed** 30 ft.**ACP** 0; Acrobatics +10, Climb +7, Stealth +11 (fast stealth)**AC** 19, touch 14, flat-footed 15; **CMD** 18; +1 vs. traps(+4 Dex, +4 armour [+1 *studded leather*], +1 shield [mwk buckler])**Immune** *sleep*; **Weakness** light blindness**Light Blindness (Ex)** A drow exposed to bright light is blinded for 1 round and dazzled while within the area of bright light.**Fort** +4, **Ref** +9 (+10 vs. traps; evasion), **Will** +2; +2 vs. enchantments; **SR** 10**hp** 29 (4 HD)**Space** 5 ft.; **Base Atk** +3; **CMB** +4**Melee** mwk short sword +8 (1d6+1/19-20)**Ranged** mwk hand crossbow (range 30 ft.) +8 (1d4/19-20 plus drow poison [DC 13 Fortitude {1 save}; *frequency* 1/minute for 2 minutes; *initial effect* unconscious for 1 minute; *secondary effect* unconscious for 2d4 hours])**Atk Options** favoured enemy (elf +2), poison use, sneak attack +2d6**Spell-Like Abilities** (CL 4th; concentration +4)1/day—*dancing lights, darkness, faerie fire***Combat Gear** bolts (20), drow poison (4), *potion of cure moderate wounds, potion of invisibility***Abilities** Str 12, Dex 18, Con 12, Int 10, Wis 13, Cha 10**SQ** rogue talent (fast stealth), track (+1), trapfinding (+1), weapon familiarity, wild empathy (+1, -3 vs. magical beasts)**Feats** Improved Initiative, Weapon Finesse**Skills** as above plus Bluff +6 (+8 vs. elves), Disable Device +13, Knowledge (dungeoneering) +6, Knowledge (local) +0 (+2 vs. elves), Linguistics +1, Sleight of Hand +10, Survival +8 (+9 tracking, +3 tracking elves)**Languages** Drow Sign Language, Elven, Undercommon**Gear** as above plus masterwork thieves' tools, 10 gp**DROW SLAVER**

CR 3 (XP 800)

This studded leather-clad dark elf carries a long, sinuous whip on its hip.

Male drow rogue 2/bard 1/fighter 1

CE Medium humanoid (elf)

Init +3; **Senses** darkvision 120 ft.; Perception +7 (+8 vs. traps), Sense Motive -1**Speed** 30 ft.**ACP** 0; Acrobatics +10, Climb +7, Stealth +10 (fast stealth)**AC** 18, touch 14, flat-footed 14; **CMD** 17; Dodge

(+3 Dex, +3 armour [mwk studded leather], +1 shield [mwk light steel], +1 dodge)

Immune *sleep*; **Weakness** light blindness**Light Blindness (Ex)** A drow exposed to bright light is blinded for 1 round and dazzled while within the area of bright light.**Fort** +3, **Ref** +8 (evasion), **Will** +1; +2 vs. enchantments; **SR** 10
hp 29 (4 HD)**Space** 5 ft.; **Base Atk** +2; **CMB** +3**Melee** mwk short sword +6 (1d6+1/19-20) or**Melee** mwk whip (reach 15 ft.) +6 (1d3+1 nonlethal) or**Ranged** mwk hand crossbow (range 30 ft.) +6 (1d4/19-20 plus drow poison [DC 13 Fortitude {1 save}; *frequency* 1/minute for 2 minutes; *initial effect* unconscious for 1 minute; *secondary effect* unconscious for 2d4 hours])**Atk Options** poison use, sneak attack +1d6**Special Actions** bardic performance (7 rounds; countersong, distraction, fascinate [DC 13], inspire courage [+1])**Bard Spells Known** (CL 1st; concentration +4)1st (2/day)—*cure light wounds, expeditious retreat*0—*detect magic, lullaby* (DC 13), *message, resistance***Spell-Like Abilities** (CL 4th; concentration +7)1/day—*dancing lights, darkness, faerie fire***Combat Gear** bolts (20), drow poison (4), *potion of cure moderate wounds, potion of bear's endurance, potion of invisibility, tanglefoot bag* (2)**Abilities** Str 12, Dex 17, Con 12, Int 10, Wis 8, Cha 16**SQ** bardic knowledge, rogue talent (fast stealth), trapfinding (+1), weapon familiarity**Feats** Deceitful, Dodge, Weapon Finesse**Skills** as above plus Bluff +11, Disable Device +12, Disguise +10, Knowledge (arcana) +1, Knowledge (dungeoneering) +4, Knowledge (engineering) +1, Knowledge (geography) +1, Knowledge (history) +1, Knowledge (local) +4, Knowledge (nature) +1, Knowledge (nobility) +1, Knowledge (planes) +1, Knowledge (religion) +1, Linguistics +4**Languages** Drow Sign Language, Elven, Undercommon**Gear** as above plus mwk thieves' tools, 5 gp**SLAVERS (EL 7; XP 3,200)****Opponents** Drow Scout (2), Drow Slaver (2)**EL 6 (2,400 XP)** Remove one Drow Slaver; **EL 8 (4,800 XP)** Add one Drow Warrior Captain.**Morale** Any drow reduced to under half hit points retreats.**Terrain** caverns; **Encounter Distance** 4d6 x 10 ft.

Seeking slaves to quench the insatiable demand of the slave markets of their dark home, these slavers only attack weak or disorganised parties. When they encounter the PCs, the drow remain nearby waiting for the optimum moment to strike. They delight in attacking isolated or lost members of a group.

NOBLE DROW WIZARD CR 8 (XP 4,800)

Clad in tight-fitting robes, this drow wizard carries no weapon but a single dagger. He wears many pouches on his belt.

Male noble drow wizard (evoker) 8

CE Medium humanoid (elf)

Init +4; **Senses** darkvision 120 ft.; Perception +12, Sense Motive +2

Speed 30 ft.

ACP 0; Fly +9

AC 15, touch 15, flat-footed 11; **CMD** 18

(+4 Dex, +1 deflection [*ring of deflection* +1])

Immune *sleep*; **Weakness** light blindness

Light Blindness (Ex) A drow exposed to bright light is blinded for 1 round and dazzled while within the area of bright light.

Fort +4, **Ref** +7, **Will** +9; +2 vs. enchantments; **SR** 19

hp 46 (8 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +3

Melee mwk dagger +4 (1d4-1/19-20)

Ranged force missile (range 180 ft.; 7/day; automatic hit; 1d4+4 damage)

Atk Options poison use

Special Actions elemental wall

Elemental Wall (Sp) The drow wizard can create a wall of acid, cold, electricity or fire energy (damage 2d6+8). The wall functions as *wall of fire* and can last for 8 rounds per day (these rounds do not have to be consecutive).

Wizard Spells Prepared (CL 8th; concentration +12 [+16 casting defensively or grappling]; spell penetration +12; arcane bond [ring]; intense spells)

4th—*dimension door, ice storm, solid fog, wall of fire*

3rd—*fireball* (DC 18, +4 damage), *fly, haste, lightning bolt* (DC 18, +4 damage), *protection from energy*

2nd—*protection from arrows, resist energy, scorching ray* (2; +4 damage to one ray), *see invisibility*

1st—*alarm, expeditious retreat, mage armour, magic missile* (2; +4 damage on one missile), *shield*

0—*detect poison, light, mage hand, message, prestidigitation*

Spell-Like Abilities (CL 8th; concentration +9 [+13 casting defensively or grappling]; spell penetration +12)

Constant—*detect magic*

At will—*dancing lights, darkness, deeper darkness, faerie fire, feather fall, levitate*

1/day—*divine favour, dispel magic, suggestion* (DC 14)

Combat Gear *lesser metamagic rod of silent spell, potion of cure serious wounds, scroll of fly, scroll of protection from energy, scroll of keen edge*

Abilities Str 8, Dex 18, Con 12, Int 18, Wis 14, Cha 12

SQ weapon familiarity

Feats Combat Casting, Greater Spell Penetration, Scribe Scrolls^B, Spell Focus (evocation), Spell Penetration

Skills as above plus Knowledge (arcana) +15, Knowledge (dungeoneering) +9, Knowledge (engineering) +9, Knowledge (geography) +8, Knowledge (history) +9, Knowledge (local) +9, Knowledge (nature) +8, Knowledge (nobility) +9, Knowledge (planes) +14, Knowledge (religion) +10, Spellcraft +15

Languages Abyssal, Common, Drow Sign Language, Elven, Infernal, Undercommon

Gear as above plus *cloak of resistance +1*, spell component pouch, 20 gp

Spellbook (enchantment, illusion) as above plus 0—all; 1st—*burning hands, chill touch, detect secret doors, floating disc, unseen servant*; 2nd—*bear's endurance, flaming sphere, invisibility, spider climb*; 3rd—*dispel magic, keen edge, tongues, vampiric touch*; 4th—*fear, stone shape*

NOBLE DROW CHAMPION CR 10 (XP 9,600)

Clad in a black breastplate, this drow female carries a long, slender ranseur and moves with deadly grace.

Female noble drow fighter 10

CE Medium humanoid (elf)

Init +8; **Senses** darkvision 120 ft.; Perception +13, Sense Motive +1

Speed 20 ft., base speed 30 ft.; Nimble Moves, Step Up

ACP -1; Acrobatics +18 (+14 jumping), Stealth +8

AC 25, touch 15, flat-footed 21; **CMD** 28 (+30 vs. disarm)

(+4 Dex, +8 armour [+2 *breastplate*], +2 shield [+1 *buckler*], +1 deflection [*ring of protection* +1])

Immune *sleep*; **Weakness** light blindness

Light Blindness (Ex) A drow exposed to bright light is blinded for 1 round and dazzled while within the area of bright light.

Fort +9, **Ref** +8, **Will** +5 (+8 vs. fear); +2 vs. enchantments; **SR** 21

hp 89 (10 HD)

Space 5 ft.; **Base Atk** +10; **CMB** +13 (+17 disarm)

Melee +1 *ranseur* (reach 10 ft.; Combat Reflexes) +17/+12 (2d4+9/19-20 x3) or

Melee mwk bastard sword +14/+9 (1d10+5/19-20)

Ranged mwk hand crossbow (range 30 ft.) +15 (1d4/19-20 plus drow poison [DC 13 Fortitude {1 save}]; *frequency* 1/minute for 2 minutes; *initial effect* unconscious for 1 minute; *secondary effect* unconscious for 2d4 hours)

Atk Options Combat Expertise, Combat Reflexes, Greater Disarm, Improved Disarm, poison use

Spell-Like Abilities (CL 8th; concentration +8)

Constant—*detect magic*

At will—*dancing lights, darkness, deeper darkness, faerie fire, feather fall, levitate*

1/day—*divine favour, dispel magic, suggestion* (DC 13)

Combat Gear drow poison (2), bolts (10), *potion of bull's strength, potion of bear's endurance, potion of protection from evil* (3)

Abilities Str 16, Dex 18, Con 12, Int 14, Wis 12, Cha 11

SQ armour training (2), bravery (+3), weapon familiarity, weapon training (polearm +2, heavy blades +1)

Feats Combat Expertise, Combat Reflexes, Greater Disarm, Greater Weapon Focus, Improved Critical (ranseur), Improved Disarm, Improved Initiative, Nimble Moves, Step Up, Toughness, Weapon Focus Weapon Specialisation

Skills as above plus Knowledge (dungeoneering) +14, Knowledge (engineering) +9

Languages Abyssal, Drow Sign Language, Elven, Undercommon,

Gear as above plus *cloak of resistance +1, boots of elvenkind*, 10 gp

NOBLE DROW CLERIC CR 8 (XP 4,800)
Clad in a form fitting ebon breastplate, this black-skinned elf appears both seductive and incredibly dangerous.

Female noble drow cleric 8
CE Medium humanoid (elf)
Init +3; **Senses** darkvision 120 ft. eyes of darkness; Perception +6, Sense Motive +4
Eyes of Darkness (Su) For 4 rounds/day, the noble cleric's vision is unimpaired by lighting (even absolute darkness or magical darkness). These rounds do not need to be consecutive.
Speed 20 ft., base speed 30 ft.
ACP -3; Acrobatics +0 (-4 jumping)

AC 22, touch 13, flat-footed 19; **CMD** 19
(+3 Dex, +7 armour [+1 breastplate], +2 shield [+1 light steel])
Immune sleep; **Weakness** light blindness
Light Blindness (Ex) A drow exposed to bright light is blinded for 1 round and dazzled while within the area of bright light.
Fort +8, **Ref** +8, **Will** +11; +2 vs. enchantments; **SR** 19
hp 62 (8 HD)

Space 5 ft.; **Base Atk** +6; **CMB** +6
Melee +1 light mace +7/+2 (1d6+1)
Ranged mwk hand crossbow (range 30 ft.) +10 (1d4/19-20 plus drow poison [DC 13 Fortitude {1 save}; frequency 1/minute for 2 minutes; initial effect unconscious for 1 minute; secondary effect unconscious for 2d4 hours])
Atk Options Blind-Fight, poison use, scythe of evil, touch of darkness (7/day), touch of evil (7/day; 4 rounds)
Scythe of Evil (Su) Once per day, the noble cleric can give a touched weapon the *unholy* weapon quality for 4 rounds.
Special Actions channel negative energy (6/day; 4d6; DC 17; Selective Channelling)
Cleric Spells Prepared (CL 8th; concentration +11 [+15 casting defensively or grappling]; spontaneous casting [inflict spells; Darkness, Evil]
4th—*control water, cure critical wounds, freedom of movement, shadow conjuration*^D (DC 18)
3rd—*blindness/deafness* (DC 17), *cure serious wounds, deeper darkness*^D, *invisibility purge, prayer*
2nd—*align weapon*^D, *cure moderate wounds, hold person* (DC 16), *silence, sound burst* (DC 16)
1st—*bless, command* (DC 15), *cure light wounds* (2), *obscuring mist*^D, *shield of faith*
0—*bleed* (DC 14), *read magic, stabilize, virtue*
Spell-Like Abilities (CL 8th; concentration +11 [+15 casting defensively or grappling])
Constant—*detect magic*
At will—*dancing lights, darkness, deeper darkness, faerie fire, feather fall, levitate*
1/day—*divine favour, dispel magic, suggestion* (DC 16)
Combat Gear drow poison (3), bolts (10), feather token (whip), wand of cure moderate wounds (10 charges)

Abilities Str 10, Dex 16, Con 12, Int 10, Wis 18, Cha 16
SQ evil aura (strong), weapon familiarity
Feats Blind-Fight^B, Combat Casting, Lightning Reflexes, Selective Channelling, Toughness
Skills as above plus Knowledge (nobility) +5, Knowledge (planes) +5, Knowledge (religion) +11, Linguistics +4, Spellcraft +7

Languages Drow Sign Language, Elven, Undercommon
Gear as above plus cloak of resistance +1, spell component pouch, silver holy symbol, 20 gp

DROW SNIPER CR 5 (XP 1,600)
Black-skinned and slender, this elf moves with deadly grace.

Male drow fighter 6
CE Medium humanoid (elf)
Init +4; **Senses** darkvision 120 ft.; Perception +6, Sense Motive +1
Speed 30 ft.
ACP 0; Climb +7, Stealth +13

AC 21, touch 15, flat-footed 16; **CMD** 22; Dodge
(+4 Dex, +5 armour [+1 chain shirt], +1 shield [mwk buckler], +1 dodge)
Immune sleep; **Weakness** light blindness
Light Blindness (Ex) A drow exposed to bright light is blinded for 1 round and dazzled while within the area of bright light.
Fort +6, **Ref** +6, **Will** +3 (+3 vs. fear); +2 vs. enchantments; **SR** 12
hp 48 (6 HD)

Space 5 ft.; **Base Atk** +6; **CMB** +7
Melee mwk short sword +11/+6 (1d6+1/19-20)
Ranged +1 heavy crossbow (range 120 ft.; Deadly Aim [-2 attack, +4 damage], Rapid Reload) +13 (1d10+4/19-20 plus drow poison [DC 13 Fortitude {1 save}; frequency 1/minute for 2 minutes; initial effect unconscious for 1 minute; secondary effect unconscious for 2d4 hours])
Atk Options poison use
Spell-Like Abilities (CL 6th; concentration +6)
1/day—*dancing lights, darkness, faerie fire*
Combat Gear bolts (20), drow poison (2), *potion of cat's grace, potion of fly*

Abilities Str 13, Dex 18, Con 12, Int 10, Wis 12, Cha 10
SQ armour training (1), bravery (+2), weapon familiarity, weapon training (crossbows)
Feats Dodge, Rapid Reload, Deadly Aim, Skill Focus (Stealth), Weapon Finesse, Weapon Specialisation (heavy crossbow), Weapon Focus (heavy crossbow)
Skills as above plus Linguistics +1
Languages Drow Sign Language, Elven, Undercommon
Gear as above plus 8 gp, 3 pp

NOBLE HUNTERS (EL 13; XP 25,600)

Opponents Noble Drow Champion (1), Noble Drow Cleric (1), Noble Drow Wizard (1), Drow Sniper (2), Drow Warrior Captain (2)
EL 12 (19,200 XP) Remove the Drow Snipers and Drow Warrior Captains
EL 14 (38,400 XP) Add one Noble Drow Champion and 2 Drow Warrior Captains.
Morale Drow nobles reduced to half hit points flee; other drow remain to cover their retreat.

Terrain caverns; **Encounter Distance** 4d6 x 10 ft.

This group of noble drow are in search of sport – escaped slaves, rampaging monsters and the like. They mercilessly fall upon a wandering group of surface dwellers

DUERGAR

DUERGAR SHIELDBEARER CR 3 (XP 800)

This bald dwarf has dull gray skin and dull black eyes.

Male duergar fighter 4

LE Medium humanoid (dwarf)

Init +1; **Senses** darkvision 120 ft.; Perception +3 (+5 vs. stonework), Sense Motive +2

Speed 20 ft.

ACP -15; Acrobatics -14 (-18 jumping), Climb -7, Stealth -6

AC 24, touch 11, flat-footed 23; **CMD** 18 (22 vs. bull rush or trip) (+1 Dex, +8 armour [mwk half-plate], +5 shield [mwk tower shield; Shield Focus])

Immune paralysis, phantasms, poison; **Weakness** light sensitivity
Light Sensitivity (Ex) In areas of bright sunlight (or within a *daylight* spell), duergar are dazzled.

Fort +7, **Ref** +2, **Will** +3 (+4 vs. fear); +2 vs. spells and spell-like abilities

hp 46 (2 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +7

Melee mwk warhammer +9 (1d8+5/x3)

Ranged light hammer (range 20 ft.) +5 (1d4+3)

Atk Options Power Attack (-2 attack, +4 damage)

Spell-Like Abilities (CL 4th; concentration +1)

1/day—*enlarge person*, *invisibility*

Combat Gear light hammers (3), *potion of cure moderate wounds*, *oil of magic weapon*

Abilities Str 16, Dex 13, Con 16, Int 10, Wis 14, Cha 4

SQ armour training (1), bravery (+1)

Feats Power Attack, Shield Focus, Toughness, Weapon Focus (warhammer), Weapon Specialisation (warhammer)

Skills as above plus Knowledge (dungeoneering) +4

Languages Common, Dwarven, Undercommon

Gear as above plus 12 gp

Enlarged, Duergar Shieldbearers have altered statistics:

LE Large humanoid (dwarf)

Init +0

Acrobatics -15 (-19 jumping), Climb -6, Stealth -11

AC 22, touch 9, flat-footed 22; **CMD** 19 (23 vs. bull rush or trip) (+8 armour [mwk half-plate], +5 shield [mwk tower shield; Shield Focus], -1 size)

Ref +1

Space 10 ft.; **CMB** +9

Melee mwk warhammer (reach 10 ft.) +9 (2d6+6/x3)

Ranged light hammer (range 20 ft.) +3 (1d6+4)

Abilities Str 18, Dex 11

GUARDIANS (EL 7; XP 3,200)

Opponents Shieldbearer (2), Shield Marshal (1)

EL 6 (2,400 XP) Remove Duergar Shield Marshal; **EL 8 (4,800 XP)**
Add two Duergar Scouts.

Morale The duergar fight to the death.

Terrain caverns; **Encounter Distance** 4d6 x 10 ft.

DUERGAR SHIELD MARSHAL CR 5 (XP 1,600)

This bald dwarf has dull gray skin and dull black eyes.

Male duergar fighter 6

LE Medium humanoid (dwarf)

Init +1; **Senses** darkvision 120 ft.; Perception +5 (+7 vs. stonework), Sense Motive +2

Speed 20 ft.

ACP -13; Acrobatics -12 (-16 jumping), Climb -5, Stealth -3

AC 25, touch 11, flat-footed 24; **CMD** 20 (24 vs. trip, 26 vs. bull rush) (+1 Dex, +9 armour [mwk full plate], +5 shield [mwk tower shield; Shield Focus])

Immune paralysis, phantasms, poison; **Weakness** light sensitivity
Light Sensitivity (Ex) In areas of bright sunlight (or within a *daylight* spell), duergar are dazzled.

Fort +8, **Ref** +3, **Will** +4 (+6 vs. fear); +2 vs. spells and spell-like abilities

hp 67 (6 HD)

Space 5 ft.; **Base Atk** +6; **CMB** +9 (+11 bull rush)

Melee mwk warhammer +12/+7 (1d8+6/x3) or

Melee mwk lucerne hammer (reach 10 ft.) +11/+6 (1d12+5) or

Ranged light hammer (range 20 ft.) +8 (1d4+4)

Atk Options Improved Bull Rush, Power Attack (-2 attack, +4 damage), Vital Strike

Spell-Like Abilities (CL 6th; concentration +3)

1/day—*enlarge person*, *invisibility*

Combat Gear light hammers (3), *potion of cure serious wounds*, *oil of magic weapon (2)*

Abilities Str 16, Dex 13, Con 16, Int 10, Wis 14, Cha 4

SQ armour training (1), bravery (+2), weapon training (hammers +1)

Feats Improved Bull Rush, Power Attack, Shield Focus, Toughness, Vital Strike, Weapon Focus (warhammer), Weapon Specialisation (warhammer)

Skills as above plus Knowledge (dungeoneering) +5

Languages Common, Dwarven, Undercommon

Gear as above plus 12 gp, gems worth 150 gp

Enlarged, Duergar Shield Marshals have altered statistics:

LE Large humanoid (dwarf)

Init +0

Acrobatics -13 (-17 jumping), Climb -4, Stealth -8

AC 23, touch 9, flat-footed 23; **CMD** 21 (25 vs. trip, 27 vs. bull rush) (+9 armour [mwk full plate], +5 shield [mwk tower shield; Shield Focus], -1 size)

Ref +2

Space 10 ft.; **CMB** +11

Melee mwk warhammer (reach 10 ft.) +12/+7 (2d6+7/x3)

Melee mwk lucerne hammer (reach 10 ft.) +11/+6 (3d6+7) or

Ranged light hammer (range 20 ft.) +5 (1d6+4)

Abilities Str 18, Dex 11

DUERGAR SCOUT

CR 3 (XP 800)

This bald dwarf has dull gray skin and dull black eyes.

Male duergar rogue 3/fighter 1

LE Medium humanoid (dwarf)

Init +7; **Senses** darkvision 120 ft.; Perception +9 (+10 vs. traps, +11 vs. stonework, +12 vs. stonework traps; trapfinding), Sense Motive +2**Speed** 20 ft.**ACP** -1; Acrobatics +9 (+5 jumping), Climb +6, Stealth +13 (fast stealth)**AC** 18, touch 13, flat-footed 15; **CMD** 16 (+20 vs. bull rush or trip); +1 vs. traps

(+3 Dex, +5 armour [+1 chain shirt])

Immune paralysis, phantasms, poison; **Weakness** light sensitivity**Light Sensitivity (Ex)** In areas of bright sunlight (or within a *daylight* spell), duergar are dazzled.**Fort** +6, **Ref** +6 (+7 vs. traps; evasion), **Will** +3; +2 vs. spells and spell-like abilities**hp** 38 (4 HD)**Space** 5 ft.; **Base Atk** +3; **CMB** +3**Melee** mwk light hammer +4 (1d4)**Ranged** mwk heavy crossbow (range 120 ft.; Point Blank Shot, Precise Shot, Rapid Reload) +7 (1d10/19-20)**Atk Options** sneak attack +2d6**Spell-Like Abilities** (CL 4th; concentration +1)1/day—*enlarge person*, *invisibility***Combat Gear** bolts (20), *potion of cat's grace*, *potion of invisibility***Abilities** Str 10, Dex 16, Con 16, Int 13, Wis 14, Cha 4**SQ** rogue talent (fast stealth), trapfinding (+1), trap sense (+1)**Feats** Improved Initiative, Point Blank Shot, Precise Shot, Rapid Reload**Skills** as above plus Appraise +7, Disable Device +12, Knowledge (dungeoneering) +8, Knowledge (engineering) +5, Knowledge (geography) +6**Languages** Common, Dwarven, Undercommon**Gear** as above plus masterwork thieves' tools, 12 gp**Enlarged, Duergar Scouts have altered statistics:**

LE Large humanoid (dwarf)

Init +6

Acrobatics +8 (+4 jumping), Climb +7, Stealth +8 (fast stealth)

AC 16, touch 11, flat-footed 14; **CMD** 17 (+21 vs. bull rush or trip); +1 vs. traps

(+2 Dex, +5 armour [+1 chain shirt], -1 size)

Ref +5 (+6 vs. traps; evasion)**Space** 10 ft.; **Base Atk** +3; **CMB** +3**Melee** mwk light hammer (reach 10 ft.) +4 (1d6+1)**Ranged** mwk heavy crossbow (range 120 ft.; Point Blank Shot, Precise Shot, Rapid Reload) +6 (2d8/19-20)**Abilities** Str 12, Dex 14**Skills** Disable Device +11**DUERGAR BATTLE PRIEST** CR 7 (XP 3,200)*This bald dwarf has dull gray skin and dull black eyes.*

Male duergar fighter 4/cleric 4

LE Medium humanoid (dwarf)

Init -1; **Senses** darkvision 120 ft.; Perception +4 (+6 vs. stonework), Sense Motive +3**Speed** 20 ft.**ACP** -13; Acrobatics -14 (-18 jumping), Climb -5, Stealth -6**AC** 24, touch 9, flat-footed 24; **CMD** 19 (23 vs. bull rush or trip) (-1 Dex, +10 armour [+1 full plate], +5 shield [mwk tower shield; Shield Focus])**Immune** paralysis, phantasms, poison; **Weakness** light sensitivity**Light Sensitivity (Ex)** In areas of bright sunlight (or within a *daylight* spell), duergar are dazzled.**Fort** +11, **Ref** +1, **Will** +8 (+9 vs. fear); +2 vs. spells and spell-like abilities**hp** 76 (8 HD)**Space** 5 ft.; **Base Atk** +7; **CMB** +10**Melee** +1 *warhammer* (Power Attack [-2 attack, +4 damage], Vital Strike) +12/+7 (1d8+6/x3)**Atk Options** Blind-Fight**Special Actions** channel negative energy (2/day; 2d6; DC 11), touch of law (6/day)**Cleric Spells Prepared** (CL 4th; concentration +7 [+11 casting defensively or grappling]; spontaneous casting [*inflict* spells]; Darkness, Law)2nd—*aid*, *blindness*^D (DC 15), *cure moderate wounds* (2)1st—*bleed* (DC 13), *detect magic*, *stabilize*, *read magic***Spell-Like Abilities** (CL 4th; concentration +1 [+5 casting defensively or grappling])1/day—*enlarge person*, *invisibility***Combat Gear** *scroll of cure serious wounds*, *scroll of stone shape***Abilities** Str 16, Dex 8, Con 16, Int 10, Wis 16, Cha 8**SQ** armour training (1), bravery (+1), evil aura (moderate)**Feats** Blind-Fight^B, Combat Casting, Power Attack, Shield Focus, Toughness, Vital Strike, Weapon Focus (warhammer), Weapon Specialisation (warhammer)**Skills** as above plus Knowledge (dungeoneering) +4, Knowledge (religion) +7, Spellcraft +7**Languages** Common, Dwarven, Undercommon**Gear** as above plus spell component pouch, 12 gp**Enlarged, Duergar Battle Priests have altered statistics:**

LE Large humanoid (dwarf)

Init -2

Acrobatics -15 (-19 jumping), Climb -4, Stealth -11

AC 22, touch 7, flat-footed 22; **CMD** 20 (24 vs. bull rush or trip) (-2 Dex, +10 armour [+1 full plate], +5 shield [mwk tower shield; Shield Focus], -1 size)**Ref** +0**Space** 10 ft.; **CMB** +12**Melee** +1 *warhammer* (Reach 10 ft; Power Attack [-2 attack, +4 damage], Vital Strike) +12/+7 (2d6+7/x3)**Abilities** Str 18, Dex 6

ENEMY WITHIN (EL 10; XP 9,600)

In this encounter, the PCs meet the svirfneblin rogue, Arumlen Stoneheart. Sadly, this benign gnome scout has recently fallen prey to Eirmurh Alymm, an advanced intellect devourer. The intellect devourer is in search of a new body and the arrival of the PCs provides it with the opportunity it has been seeking. (This encounter works best if the PCs have previously met Arumlen.)

A small, gray-skinned and bald gnome emerges from a side passage up ahead and raises a hesitant hand in greeting. He is wearing studded leather armour and carries a heavy crossbow over his shoulder.

The intellect devourer has no desire to attack the entire party. Rather, it seeks a peaceful meeting with the PCs in the hopes of lulling them into a false sense of security. If it manages to do so, it offers to accompany the PCs for a "few days" to help guide them through the surrounding tunnels.

REALISING SOMETHING'S WRONG

Although the intellect devourer knows basic information about Arumlen and his personality it lacks his specific knowledge or memories. Thus, it has no knowledge of the PCs (if Arumlen has previously encountered the group).

Sense Motive (DC 20): A PC conversing with Arumlen who makes a successful check realises that something is different about the once-cheerful gnome. If questioned, Arumlen laughs off any concerns stating that he is tired and worried about signs that a purple worm has entered the area (the intellect devourer makes a Bluff check [+16] opposed by the PC's Sense Motive to pull off this lie; alternatively, see Death from Below [page 39]).

Perception (DC 20): A successful check reveals Arumlen's skin is pale even for a svirfneblin and that he smells somewhat.

TACTICS

Eirmurh's tactics vary on whether its foes are sleeping or awake.

Sleeping: Eirmurh prefers to wait for its intended targets to fall asleep. It prefers physically healthy, robust hosts with a high Strength score. It knows that it cannot force its host body to cast any spells it once knew and thus only targets a spellcaster if no other host is available.

If the PCs seem suspicious of Arumlen, Eirmurh does not

strike on the first night, instead biding its time.

When the party rests, Eirmurh waits until most of the group are asleep before acting. Then, it emerges from its host and using *invisibility* and its high Stealth ability sneaks over to its intended target. If it remains undetected, it then uses body thief to force its way into the target's body and tries to devourer its brain.

Awake: If forced to fight while its foes are alert and able to defend themselves, Eirmurh focuses its attacks on one opponent. As soon as that foe falls, it vacates Arumlen's body (which then collapses) and uses body thief to enter its new host. If it gains control of a new body, it flees from combat as quickly as possible using *confusion* to slow pursuit.

ARUMLEN STONEHEART

CR 7 (XP 3,200)

This gray-skinned, bald gnome wears fine, but dusty studded leather armour and carries a heavy crossbow over his shoulder.

Male svirfneblin rogue 7

N Small humanoid (gnome)

Init +8; **Senses** darkvision 120 ft., low-light vision; Perception +13 (+16 vs. traps) (stonecunning, trapfinding), Sense Motive +1

Speed 20 ft., Acrobatic Steps, Nimble Moves, ledge walker

ACP 0; Acrobatics +14 (+10 jumping), Climb +10, Escape Artist +14, Stealth +20 (+22 underground; fast stealth)

AC 21, touch 17, flat-footed 21; **CMD** 18; uncanny dodge, +2 vs. traps

(+1 size, +4 Dex, +4 armour [+1 studded leather], +2 dodge)

Fort +6, **Ref** +11 (evasion; +13 vs. traps), **Will** +5; **SR** 18

hp 52 (7 HD)

Space 5 ft.; **Base Atk** +5; **CMB** +4

Melee +1 short sword +11 (1d4/19-20)

Ranged mwk heavy crossbow (range 120 ft.) +10 (1d8/19-20)

Atk Options sneak attack +4d6, surprise attack, +1 attack vs. reptilian and dwarven creatures

Spell-Like Abilities (CL 7th; concentration +4)

Constant—*nondetection*

1/day—*blindness/deafness* (DC 9), *blur*, *disguise self*

Combat Gear 10 bolts, *potion of cure serious wounds*, *potion of fly*

Abilities Str 11, Dex 18, Con 14, Int 12, Wis 12, Cha 4

SQ rogue talents (fast stealth, ledge walker, surprise attack), svirfneblin magic, trapfinding (+3), trap sense (+2)

Feats Acrobatic Steps, Improved Initiative, Nimble Moves, Weapon Finesse

Skills as above plus Craft (alchemy) +3, Disable Device +19, Knowledge (dungeoneering) +11

Languages Common, Gnome, Undercommon

Gear as above plus masterwork thieves' tools, 3 gems (worth 150 gp each)

FORESHADOWING

This encounter works best if the PCs have previously met Arumlen. This gives them an opportunity to realise that something is wrong with the svirfneblin rogue and increases the emotion impact of the gnome's demise.

AREA FEATURES

The combat portion of this encounter may occur while the PCs rest. Thus, the area features depend on where the PCs camp. Otherwise, the intellect devourer prefers to fight in a location where is only has to deal with one foe at a time - cramped passages being a favourite locale for such endeavours.

ARUMLLEN STONEHEART

Arumlen Stoneheart wanders the tunnels surrounding his home keeping a watch for intruders and explorers.

Background: A scout for the nearby svirfnebln settlement of Glitterdeep, Arumlen is a trusted member of the community.

Personality: Hailing from a long-line of miners, Arumlen is happiest wandering the surrounding passages and caverns seeking out encroaching dangers and hitherto unknown deposits of gemstones. Although he enjoys the solitude of such expeditions, he also enjoys a good meal and convivial company.

Arumlen is a font of useful knowledge about the surrounding caves, although he knows little about mining.

He hates duergar passionately and never turns down an opportunity to fight his most hated foes.

Mannerisms: Arumlen's nose perpetually runs; he often wipes it with the back of his hand.

Distinguishing Features: Injured as a child by falling rocks, a web of scars covers Arumlen's bald head.

EIRMURH ALYMM

Eirmurh Alymm is a particularly old, vicious and clever intellect devourer.

Background: An ancient intellect devourer, Eirmurh has worn many shells. Cast out of his home – a dark glittering city hidden deep within the Ebon Realm – for stealing other intellect devourers' hosts he now lurks near a svirfnebln enclave (perhaps Stonehold [page 64] but would prefer to find a duergar or human settlement on which to prey.

Personality: Eirmurh is addicted to emotion. He seeks it above all other things and is completely oblivious to the pain and suffering his quest creates. Now truly depraved, he delights in stalking his next host.

Mannerisms: Eirmurh prefers young, fit and healthy hosts.

Distinguishing Features: Eirmurh appears as a standard intellect devourer – a large glistening brain atop four clawed legs.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 9 (XP 6,400): Remove the advanced creature template from the intellect devourer (-2 on all rolls [including damage rolls] and special ability DCs; -4 to AC and CMD; -16 hp).

EL 11 (XP 12,800): Apply the giant creature template to the intellect devourer (+2 on all rolls based on Str and Con, -1 on all rolls based on Dex; hp 116).

EIRMURH ALYMM

CR 9 (XP 6,400)

This small creature seemingly comprises nothing but a glistening, wet brain atop four short, stubby legs.

Advanced intellect devourer

CE Small aberration

Init +12; **Senses** blindsight 60 ft., *detect magic*; Perception +21, Sense Motive +13

Speed 40 ft.

ACP 0; Acrobatics +8 (+12 jumping), Climb +14, Escape Artist +19, Stealth +31

AC 26, touch 19, flat-footed 18; **CMD** 26 (30 vs. trip) (+1 size, +8 Dex, +7 natural)

Immune fire, mind-affecting effects; **Resist** cold 20, electricity 20, sonic 20; **Weakness** vulnerability to *protection from evil*

Vulnerability to Protection from Evil (Ex) Eirmurh is treated as a summoned creature for the purposes of determining how it is affected by a *protection from evil* spell.

Fort +9, **Ref** +10, **Will** +10; **SR** 23

hp 100 (8 HD); **DR** adamantite and magic/10

Space 5 ft.; **Base Atk** +6; **CMB** +8

Melee 4 claws +13 (1d4+3)

Atk Options sneak attack +3d6

Special Actions body thief

Body Thief (Su) As a full-round action that provokes an attack of opportunity, Eirmurh can reduce its size, crawl into the

mouth of a helpless or dead creature and burrow into the victim's skull to devour its brain. This is a coup de grace that inflicts 8d4+3d6+24 damage. If the victim dies (or is already dead, but not for more than 1 day) Eirmurh usurps control of the body and may use it as its own as if controlling the target via *dominate monster*. It has full use of the host's abilities except for spellcasting and spell-like abilities (although it can still use its own spell-like abilities). As long as Eirmurh occupies the body, it knows (and can speak) the languages known to the victim and has basic information about the victim's identity and personality, yet it has none of the victim's specific memories or knowledge. Damage done to the host body does not injure Eirmurh and if the body is slain Eirmurh emerges and is dazed for 1 round.

Spell-Like Abilities (CL 8th; concentration +13)

Constant—*detect magic*

At will—*confusion* (DC 19, single target only), *daze monster* (DC 17, no HD limit), *inflict serious wounds* (DC 18), invisibility, *reduce size* (as *reduce person*, self only)

3/day—*cure moderate wounds*, *globe of invulnerability*

Abilities Str 16, Dex 27, Con 21, Int 20, Wis 14, Cha 21

Feats Improved Initiative, Iron Will, Toughness, Weapon Finesse

Skills above plus Bluff +16, Disguise +13, Knowledge (local) +16, Use Magic Device +13

Languages Undercommon (cannot speak); telepathy 100 ft.

HORDE OF ETERNAL HUNGER (EL VAR.; XP VAR.)

Ghouls infest vast tracts of the Ebon Realm. Individually, ghouls and even ghosts are comparatively weak compared to adventurers skilled enough to explore the Ebon Realm. However, in large hunting packs they represent a serious threat to all but the strongest and best organised expeditions. Read:

Suddenly a pack of howling, hairless humanoid creatures bursts from the darkness and rushes toward you. The almost skeletal creatures have pallid, drawn skin, unnaturally long tongues and red-hued eyes.

The undead lurk in passageways and tunnels waiting for prey to blunder into their hunting grounds. Alternatively, they may creep forth to attack a group of creatures wandering close to their domain. It is impossible to negotiate with the undead; their lust for flesh sweeps all other considerations from their minds. Those confronted by the horde must either fight or flee.

GHOUL CR 1 (XP 400)

This humanoid's hairless skin is pallid and drawn tightly over its almost skeletal frame. It has long, sharp teeth, an unnaturally long tongue and red-hued eyes.

CE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +7, Sense Motive +2
Speed 30 ft.

ACP 0; Acrobatics +4, Climb +6, Stealth +7, Swim +3

AC 14, touch 12, flat-footed 12; **CMD** 14
(+2 Dex, +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +2, **Ref** +2, **Will** +5 (+7 vs. channelling)

hp 13 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +2

Melee bite +3 (1d6+1 plus ghoul fever and paralysis) and 2 claws +3 (1d6+1 plus paralysis)

Ghoul Fever (Su) Fort DC 13 [2 cures]; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con and 1d3 Dex damage. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul retains none of the abilities it possessed in life. A slain humanoid of 4 or more Hit Dice rises as a ghoul.

Paralysis DC 13 Fort negates; duration 1d4+1 rounds; elves are immune to this effect.

Abilities Str 13, Dex 15, Con –, Int 13, Wis 14, Cha 14

SQ undead traits

Feats Weapon Finesse

Skills as above

Languages Common

TACTICS

In battle, the undead try to outflank and surround their prey before concentrating on a few targets. If ghosts are present they are always in the front rank so that their stench ability catches as many foe as possible.

Once their prey is paralysed, most of the creatures move onto, while one or two stay behind to feed. The ghouls and ghosts do not attack creatures that are obviously not alive – such as golems or other constructs. If they face difficult-to-hit foe, the strongest, hungriest ghoul tries to grapple while its companions use the aid another action. Once a target is grappled, the other undead bite and slash at it until it is paralysed.

GHAST CR 2 (XP 600)

This humanoid's hairless skin is pallid and drawn tightly over its almost skeletal frame. It has long, sharp teeth, an unnaturally long tongue and red-hued eyes.

CE Medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +9, Sense Motive +9
Speed 30 ft.

ACP 0; Acrobatics +6, Climb +8, Stealth +9, Swim +5

AC 18, touch 14, flat-footed 14; **CMD** 18
(+4 Dex, +4 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +4, **Ref** +4, **Will** +7 (+9 vs. channelling)

hp 17 (2 HD)

Space 5 ft. (stench 10 ft.); **Base Atk** +1; **CMB** +4

Stench (Ex) The stink of death and corruption surrounds a ghast; creatures within the area are sickened for 1d6+4 minutes (DC 15 Fortitude negates). A creature that successfully saves against the stench attack cannot be affected by the same ghast's stench for 24 hours. This is a poison affect.

Melee bite +5 (1d6+3 plus ghoul fever and paralysis) and 2 claws +5 (1d6+3 plus paralysis)

Ghoul Fever (Su) Fort DC 15 [2 cures]; *onset* 1 day; *frequency* 1 day; *effect* 1d3 Con and 1d3 Dex damage. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul retains none of the abilities it possessed in life. A slain humanoid of 4 or more Hit Dice rises as a ghoul.

Paralysis DC 15 Fort negates; duration 1d4+1 rounds.

Abilities Str 17, Dex 19, Con –, Int 17, Wis 18, Cha 18

SQ undead traits

Feats Weapon Finesse

Skills as above plus Intimidate +9

Languages Common

AREA FEATURES

The area has several features of note:

Illumination: Darkness.

Cavern: The undead prefer to attack their prey in caverns or wide passageways so that they can surround their foes. They normally haunt certain familiar caverns and do their best to hide the most obvious signs of their presence (half-eaten bodies and so on).

Stench: The stench of death hangs heavily over a ghoulish hunting ground.

Blood & Gore: A character making a DC 10 Perception check notices patches of dried blood, pieces of gnawed flesh and so on scattered about the chamber.

Half-Eaten Corpses: The ghouls hide the remains of their previous victims. A character making a DC 15 Perception check finds such remains and may even recover the unfortunate's treasure (see "Treasure" below).

ENCOUNTER GROUPS

The GM can use these stat blocks to pit the PCs against one of these groups of undead.

EL 4 (XP 1,200): ghouls (4).

EL 4 (XP 1,200): ghouls (2).

EL 5 (XP 1,600): ghouls (1), ghouls (2).

EL 6 (XP 2,400): ghouls (3), ghouls (2).

EL 7 (XP 3,200): ghouls (5), ghouls (2).

EL 7 (XP 4,800): ghouls (6), ghouls (4).

EL 8 (XP 4,800): ghouls (8).

EL 9 (XP 6,400): ghouls (4), ghouls (8).

TREASURE

The ghouls and ghouls carry no treasure, being intent only on assuaging their hunger. However, PCs defeating them may discover the remains of the undeads' previous victims. Select an appropriate treasure(s) from the list below, taking into account the PCs' level:

- Masterwork longsword, masterwork chainmail, 57 gp and one small opaque black gem (jet worth 500 gp; DC 20 Appraise check).
- *Bracers of armour +1* (moderate [DC 16 Knowledge {arcana} conjuration; DC 22 Spellcraft identifies), *wand of magic missiles* (CL 5; 25 charges remaining; faint [DC 16 Knowledge {arcana} evocation; DC 20 Spellcraft identifies) and 15 gp.
- *Rope of climbing* (faint [DC 16 Knowledge {arcana} transmutation; DC 18 Spellcraft identifies), masterwork shortsword, 5 pp, 34 gp and three transparent dark green stones (bloodstones each worth 50 gp; DC 20 Appraise).



MERCENARIES OF THE RAM (EL 12; XP 19,200)

In this encounter, the PCs meet a small band of mercenary minotaurs hunting for their hated enemies – troglodytes. Read:

Ahead, three bull-headed humanoids emerge from the darkness. All are powerfully built and clad in chain shirts of fine manufacture. Each also carries a spear and a huge axe.

The minotaurs are hunting the Black Spear troglodyte tribe. The two groups have been engaged in a war of skirmish and ambush for many years. Recently, the troglodytes' superior numbers proved decisive, resulting in the slaughter of the minotaurs' women and their destruction of their home.

The minotaurs are ferocious warriors happy to slaughter weak-looking parties. However, their goal is to slay troglodytes and thus they do not immediately attack numerous or obviously-strong parties. Refer to Tactics or Parley as appropriate.

TACTICS

The minotaurs are fearless and charge opponents with reckless abandon. They rage immediately and use Power Attack to crush

opponents and Improved Bull Rush to get past enemy warriors to strike at enemy wizards and other vulnerable types. They fight to the death and show no mercy.

Note: The minotaurs should not have improved uncanny dodge. However, their natural cunning ability makes it impossible to catch a minotaur flat-footed, which is in effect what uncanny dodge does. It seems logical that the two abilities would stack as described in the barbarian class description. If you disagree, simply remove improved uncanny dodge from their stat blocks.

PARLEY

Initially, the minotaur's are indifferent to the PCs. If the PCs render Graxx friendly (DC 13 Diplomacy) the minotaurs do not attack. If the PCs subsequently make Graxx helpful (DC 8 Diplomacy), the minotaurs travel with the PCs for 1d4 days, sharing equally the journey's trials and rewards. PCs gain a +5 bonus to this check if they promise to help the minotaurs kill troglodytes.

GRAXX CRIMSON HORN

CR 9 (XP 6,400)

This huge powerfully-built man-like creature has the head of a bull, wears a chain shirt and carries an immense axe.

Male minotaur barbarian 2/ranger 3

CE Large monstrous humanoid

Init +5 (+7 underground); **Senses** darkvision 60 ft.; Perception +15 (+17 underground, +17 vs. reptilians, +19 vs. reptilians underground), Sense Motive +1 (+3 vs. reptilians)

Speed 40 ft., base speed 30 ft.

ACP -1; Acrobatics +0 (+4 jumping), Stealth +8 (+10 underground)

AC 21, touch 11, flat-footed 21; **CMD** 30 (32 vs. bull rush); improved uncanny dodge, natural cunning (-1 size, +1 Dex, +5 armour [+1 chain shirt], +1 deflection [ring of protection +1], +5 natural)

Improved Uncanny Dodge (Ex) Graxx cannot be flanked unless the attacker is at least an 8th-level rogue

Natural Cunning (Ex) Graxx is never flat-footed.

Immune maze spells

Fort +16, **Ref** +10, **Will** +10

hp 119 (11 HD)

Space 10 ft.; **Base Atk** +11; **CMB** +18 (+20 bull rush)

Melee +1 greataxe (reach 10 ft.) +18/+13/+8 (1d12+10/x3) and gore (reach 10 ft.) +11 (1d6+6)

Ranged mwk spear (range 20 ft.; Far Shot) +12 (1d8+6/x3)

Atk Options Improved Bull Rush, Power Attack (-3 attack, +6 damage [+9 with greataxe]), favoured enemy (reptilian +2), powerful charge (gore +16, 2d6+9), rage (11 rounds, strength surge)

Combat Gear javelin of lightning, potion of cure moderate wounds, potion of invisibility, elixir of hiding

Abilities Str 23, Dex 12, Con 20, Int 7, Wis 12, Cha 6

SQ combat style (archery), fast movement, favoured terrain (underground +2), rage power (strength surge), track (+1), wild empathy -1 (-5 vs. magical beasts)

Feats Endurance^B, Far Shot^B, Great Fortitude, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack, Weapon Focus (greataxe)

Skills as above plus Bluff -2 (+0 vs. reptilians), Intimidate +4, Knowledge (geography) -2 (+0 underground), Knowledge (local) -2 (+0 vs. reptilians), Survival +15 (+16 tracking or underground, +17 tracking underground, +20 tracking reptilians underground; cannot become lost)

Languages Giant

Gear as above plus cloak of resistance +1, 87 gp

When raging, Graxx has the following altered statistics:

AC 19, touch 9, flat-footed 19; **CMD** 32 (34 vs. bull rush); improved uncanny dodge, natural cunning (-1 size, +1 Dex, +5 armour [+1 chain shirt], -2 class, +1 deflection [ring of protection +1], +5 natural)

Fort +18, **Will** +12

hp 141 (11 HD)

CMB +20 (+22 bull rush)

Melee +1 greataxe (reach 10 ft.) +20/+15/+10 (1d12+13/x3) and gore (reach 10 ft.) +13 (1d6+8)

Ranged mwk spear (range 20 ft.; Far Shot) +12 (1d8+8/x3)

Atk Options powerful charge (gore +18, 2d6+12), rage (11 rounds), strength surge

Strength Surge (Ex) Graxx can add +2 to one Strength, combat manoeuvre or CMD check per rage as an immediate action.

Abilities Str 27, Con 24

CRIMSON HORN WARRIOR (4)

CR 7 (XP 3,200)

This muscular bull-headed humanoid carries a gigantic axe and spear.

Male minotaur barbarian 2/ranger 1

CE Large monstrous humanoid

Init +1; **Senses** darkvision 60 ft.; Perception +11 (+13 vs. reptilians), Sense Motive +1 (+3 vs. reptilians)

Speed 40 ft., base speed 30 ft.; fast movement

ACP -1; **Acrobatics** +0 (+4 jumping), **Stealth** +8

AC 20, touch 10, flat-footed 20; **CMD** 27 (29 vs. bull rush); improved uncanny dodge, natural cunning

(-1 size, +1 Dex, +5 armour [+1 *chain shirt*], +5 natural)

Improved Uncanny Dodge (Ex) The Crimson Horn warrior cannot be flanked unless the attacker is at least an 8th-level rogue

Natural Cunning (Ex) The Crimson Horn warrior is never flat-footed.

Immune *maze* spells

Fort +15, **Ref** +9, **Will** +9

hp 98 (9 HD)

Space 10 ft.; **Base Atk** +9; **CMB** +16 (+18 bull rush)

Melee +1 *greataxe* (reach 10 ft.) +16/+11 (1d12+10/x3) and gore (reach 10 ft.) +9 (1d6+6)

Ranged mwk spear (range 20 ft.) +10 (1d8+6/x3)

Atk Options Improved Bull Rush, Power Attack (-3 attack, +6 damage [+9 with *greataxe*]), favoured enemy (reptilian +2), powerful charge (gore +14, 2d6+9), rage (11 rounds)

Combat Gear *potion of invisibility*, *elixir of hiding*

Abilities Str 23, Dex 12, Con 20, Int 7, Wis 12, Cha 6

SQ track (+1), rage power (strength surge), wild empathy -1 (-5 vs. magical beasts)

Feats Great Fortitude, Improved Bull Rush, Iron Will, Power Attack, Weapon Focus (*greataxe*)

Skills as above plus Bluff -2 (+0 vs. reptilians), Intimidate +4, Knowledge (local) -2 (+0 vs. reptilians), Survival +11 (+12 tracking, +14 tracking reptilians; cannot become lost)

Languages Giant

Gear as above plus *cloak of resistance* +1, 12 gp

When raging, the Crimson Horn Warrior has the following altered statistics:

AC 18, touch 8, flat-footed 22; **CMD** 29 (31 vs. bull rush); improved uncanny dodge, natural cunning

(-1 size, +1 Dex, -2 class, +5 armour [+1 *chain shirt*], +5 natural)

Fort +17, **Will** +1

hp 116 (9 HD)

CMB +18 (+20 bull rush)

Melee +1 *greataxe* (reach 10 ft.) +18/+13 (1d12+13/x3) and gore (reach 10 ft.) +11 (1d6+8)

Ranged mwk spear (range 20 ft.) +10 (1d8+8/x3)

Atk Options powerful charge (gore +16, 2d6+12), rage (11 rounds, strength surge)

Strength Surge (Ex) The minotaur mercenary can add +2 to one Strength, combat manoeuvre or CMD check per rage as an immediate action.

The minotaurs are powerful, but unpredictable allies. Their bloodlust, cruelty and bestial habits may make many PCs uncomfortable.

GRAXX CRIMSON HORN

A powerful, supremely confident warrior obsessed with revenge.

Graxx is the undisputed leader of this small group.

Background: A creature of war and battle, Graxx has fought for years against the encroaching troglodytes of the Black Spear. They slew his father and killed almost his entire tribe.

Personality: Bloodthirsty, savage and untrustworthy.

Mannerisms: Graxx growls when angry and foams at the mouth when he rages.

Distinguishing Features: Scars – a legacy of this many battles – criss-cross Graxx's powerful frame.

Hooks: Graxx dreams of annihilating the troglodytes that destroyed his tribe. Those offering help in this endeavour gain a capricious ally.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 11 (XP 12,800): Remove two Crimson Horn Warriors.

EL 13 (XP 25,600): Add two Crimson Horn Warriors.



PILLAR OF TWISTED GLASS (EL 12; XP 19,200)

Nearly two hundred years ago, Safraz Akram, a djinn noble, struggled with the efreet Shani-el-Sharnassa across the planes. In a final gambit, Safraz ordered his sand mephit allies to envelop the blazing efreet, fusing them together as a massive, twisted pillar of glass. Unable to destroy the glass obelisk binding Shani-el-Sharnassa, Safraz hid his rival in a forgotten cavern deep in the earth. Read:

Here stands a gigantic pillar of smoked, nearly opaque glass, twisted like a motionless whirlwind. The misshapen obelisk glistens in the gloom, diffracting a timid ray of light from an overhead crevice. Swirling script covers the nearby walls.

The trapped efreet was a powerful summoner, and her eidolon, a bolt of living fire named Searscream, still guards its mistress' prison. Searscream, angry at centuries of stagnation, attacks anyone who enters the cave.

Note: The EL of this encounter has been reduced to 12 because the PCs are unlikely to battle Searscream and its mistress at the same time.

SEARSCREAM'S TACTICS

Searscream is a direct combatant, attacking with Power Attack, and charging the closest enemy. The eidolon always remains within 100 feet of Shani-el-Sharnassa to maintain its link. Searscream fights to the death, but reforms one day later with half its maximum hit points, which quickly regenerate thanks to its *pearly white spindle ioun stone*.

AREA FEATURES

The area has several features of note:

Illumination: Searscream radiates bright light for 30 ft. in all directions and increases the level of light one step for an additional 30 ft.

Additionally, for the hour either side of midday dim illumination fills the chamber.

CARVINGS

Safraz Akram carved a dire warning into the walls of the cavern after he imprisoned the efreet. If the PCs can read Auran, they understand the carvings:

Here lies the damned Shani-el-Sharnassa, forever fire wrought into glass.

Learning More: A DC 25 Knowledge (planes) reveals Shani-el-Sharnassa as a powerful efreeti spellcaster active 200 years ago.

Ignan Carvings: A DC 20 Perception check reveals a smaller etching in Ignan, scratched by Searscream, which reads:

Only the wrath of stone at the zenith can undo this crystal prison.

PILLAR OF TWISTED GLASS

It is likely, the PCs will attempt to learn more about the Pillar of Twisted Glass (or even attempt to destroy it).

Detect Magic: The pillar radiates strong magic. A DC 24 Knowledge (arcana) reveals the aura to be universal magic. Exceeding this check by 5 or more reveals the pillar to be the result of a *wish*.

Perception (DC 20): The dim shape of a muscular giant can be made out within the twisted pillar.

Destroying the Pillar: The pillar is preternaturally tough (hardness 15, hp 1,620). If the PCs somehow destroy it, the process slays Shani-el-Sharnassa.

The Sun: Every day at noon, sunlight filters through the overhead crevice to bath the obelisk. The light of the sun focuses through the pillar, causing different effects each round:

SEARSCREAM

This hissing, burning serpent of living fire writhes through the air.

LE Large outsider

Init +5; **Senses** darkvision 60 ft.; Perception +11, Sense Motive +11

Speed 20 ft., fly 40 ft. (perfect)

ACP 0; Acrobatics +13, Fly +21, Stealth +11

AC 24, touch 14, flat-footed 19; **CMD** 31

(-1 size, +5 Dex, +10 natural)

Immune fire

Fort +7, **Ref** +10, **Will** +6 (+10 vs. enchantment)

hp 73 (7 HD); lifelink

Lifelink (Su) Whenever Searscream takes enough damage to be sent to its home plane, Shani-el-Sharnassa can sacrifice any number of hit points. Each hit point sacrificed in this way prevents 1 point of damage.

Space 10 ft.; **Base Atk** +7; **CMB** +16

Melee bite (10 ft. reach) +14/+9 (2d6+8 plus 1d6 fire) and

tail slap (10 ft. reach) +9 (1d8+4 plus 1d6 fire)

Atk Options Power Attack (-2 attack, +4 damage), magic attacks

Magic Attacks (Su) Searscream's natural weapons overcome DR/magic and silver.

Combat Gear *pearly white spindle ioun stone*

Abilities Str 27, Dex 20, Con 20, Int 10, Wis 13, Cha 14

SQ devotion

Feats Eldritch Claws, Improved Natural Attack (bite), Multiattack^B, Power Attack

Skills as above plus Intimidate +12

Languages Auran, Aquan, Common, Ignan, Terran; link

Enhanced Ability Scores Shani-el-Sharnassa granted Searscream sufficient *wishes* to provide a +3 inherent bonus to each of its ability scores.

ROUND	EFFECT
1	The obelisk is transparent
2	The obelisk is reflective
3	The obelisk dazzles all creatures within 60 feet for 1 round (Fortitude DC 18 negates)
4	The obelisk blinds all creatures within 60 feet for 1 round (Fortitude DC 18 negates)
5	The obelisk blinds all creatures within 60 feet permanently (Fortitude DC 18 negates)
6	Heat bursts from the obelisk (3d6 fire damage per round) for one minute. Subsequently, the obelisk's light has the effects listed above in reverse order.

Removing the Curse: A DC 30 Knowledge (arcana) check reveals how to remove the efreet's curse. During an equinox, when a shaft of sunlight touches the pillar and it becomes reflective, a petrification gaze attack or *flesh to stone* destroys the pillar and frees the creature within. (Unfortunately, the petrification effect rebounds on the originator, freezing them as a glass statue). The bound sand mephits are slain by the magic.

SHANI-EL-SHARNASSA CR 13 (XP 25,600)
Twelve shimmering veils of vibrant fire sheath this muscular, crimson-skinned giant.

Female efreeti summoner 9

LE Large outsider (extraplanar, fire)

Init +9; **Senses** bond senses, darkvision 60 ft., *detect magic*; Perception +14, Sense Motive +14

Bond Senses (Su) For 9 rounds per day, Shani-el-Sharnassa can share Searscream's senses.

Speed 20 ft., fly 40 ft. (perfect); Flyby Attack

ACP 0; Fly +24

AC 27, touch 14, flat-footed 22; **CMD** 40; shield ally (-1 size, +5 Dex, +5 armour [+1 *chain shirt*], +8 natural)

Shield Ally (Ex) When within Searscream's reach Shani-el-Sharnassa gains a +2 shield bonus to AC and a +2 circumstance bonus to her saving throws.

Immune fire; **Vulnerability** cold

Fort +13, **Ref** +17, **Will** +16

hp 190 (19 HD)

Space 10 ft.; **Base Atk** +16; **CMB** +25

Melee +1 *greataxe* (10 ft. reach) +24/+19/+14/+9 (3d6+13) or

Melee 2 slams (10 ft. reach) +23 (1d8+8 plus 1d6 fire)

Atk Options Greater Vital Strike (+9d6 damage), Power Attack (-5 attack, +15 damage [Furious Focus {no Power Attack penalty on first attack}]), heat

Heat Shani's body deals 1d6 points of fire damage whenever she hits in melee, or in each round she grapples.

Special Actions change size, maker's call (transposition)

Change Size Twice per day, Shani can magically change her or another creature's size (humanoid or giant, *alter self* or *giant form I* [equivalent to a 2nd-level spell]). This functions as *enlarge person* or *reduce person* spell (DC 17 Fortitude save negates). The save DC is Charisma-based.

Maker's Call (Su) Once per day, Shani-el-Sharnassa can call

If released, Shani-el-Sharnassa is appreciative; a DC 20 Diplomacy check convinces her to grant a single *wish*. If the PCs push for further *wishes*, she grants two further boons, but twists each into a mockery of the wisher's intention.

SHANI-EL-SHARNASSA'S TACTICS

Shani turns invisible and withdraws to cast protective spells. She casts *greater invisibility* at the start of combat and summons a large fire elemental with *summon monster V*. She attacks using Flyby Attack and Greater Vital Strike, plus *quicken scorching rays*. Typically she uses Furious Focus and Power Attack in conjunction with change size.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 11 (XP 12,800): Apply the young creature template to Shani (+2 to all Dex-based rolls, -2 to all other rolls; hp 152).

EL 13 (XP 25,600): Apply the advanced creature template to Shani (+2 on all rolls [including damage] and special ability DCs; AC 31, touch 18, flat-footed 26; CMD 44; hp 228).

Searscream to her side. This functions as *dimension door*; Searscream appears in an adjacent space. She can also use this ability to swap places with Searscream.

Spell-Like Abilities (CL 11th; concentration +20)

Constant—*detect magic*

At Will—*plane shift*, *produce flame*, *pyrotechnics* (DC 17), *scorching ray*

3/day—*invisibility*, *quicken scorching ray*, *wall of fire* (DC 19)

1/day—grant up to 3 *wishes* (non-genies only), *gaseous form*, *permanent image* (DC 21)

Summoner Spell-Like Abilities (CL 9th; concentration +18; Augment Summoning)

9/day—*summon monster V*

Summoner Spells Known (CL 9th; concentration +18 [+22 casting defensively or grappling]; share spells)

3rd (3/day)—*charm monster* (DC 18), *fire shield*, *greater invisibility*, *heroism*

2nd (6/day)—*barkskin*, *bull's strength*, *haste*, *see invisibility*

1st (7/day)—*identify*, *magic fang*, *protection from good*, *shield*, *ventriloquism*

0 (at will)—*arcane mark*, *guidance*, *light*, *mage hand*, *message*, *read magic*

Abilities Str 26, Dex 21, Con 20, Int 12, Wis 12, Cha 21

SQ eidolon (bond senses, life link, maker's call, shield ally, transposition)

Feats Augment Summoning, Combat Casting, Flyby Attack, Greater Vital Strike, Improved Initiative^B, Improved Vital Strike, Quicken Spell-Like Ability (*scorching ray*), Spell Focus (conjuration), Vital Strike

Skills as above plus Bluff +18, Diplomacy +17, Intimidate +18, Knowledge (history) +13, Knowledge (planes) +23, Spellcraft +23

Languages Aquan, Auran, Common, Ignan, Terran; link, telepathy 100 ft.

PLUMMET (EL 9; XP 6,400)

A GM can use this encounter if the PCs fall, jump, plummet, tumble or crash down a massive subterranean fissure or cavern. The floor may be unstable and collapse or the PCs may be pushed over a precarious edge during battle. For additional complexity, a creature (such as Blight's Kiss from "Beyond Ruin" [page 32]) falls with them, attacking them all the way down.

Read:

Without warning the floor beneath your feet begins to crack and buckle.

The shaft leads into a large ovoid chamber. The bottom of the chamber consists of a lake of abyssal sludge teeming with forearm-sized grey maggots. PCs that are still falling after three rounds splash down into writhing mass.

FALLING

The PCs fall for three rounds, a total of 2,600 feet, before they smash into the lake at the bottom of the shaft.

Rate of Descent: A character plummets 600 ft. in the first round of falling. The character reaches terminal velocity during the second and subsequent rounds, and thereafter falls at 1,000 ft. per round. It thus takes a total of three rounds to fall into the Maggot Lake.

A falling character can make a DC 15 Fly check or DC 20 Dexterity check to move laterally up to 10 ft. each round. This is a move action.

SHAFT FEATURES

The shaft has several features of note:

Illumination: Darkness.

Unstable Walls: The boulders comprising the cavern walls are chalky and crumbling. Normally characters are allowed a DC 20 Reflex save to grab a stable piece of the rock. Unfortunately,

FALLING DEBRIS CR 6 (XP 2,400)

Massive boulders loom all around you as you fall, crashing and shattering.

Perception DC 0 to notice that heavy rocks are about to grind something nearby into a thick, chunky paste.

Trigger location; **Reset** no

Effect Atk +20 melee (5d6); multiple targets (all targets falling in shaft)

During the second round of falling, the PCs fall through a huge swarm of bloated flies feasting on the oozing muck lake that filling the chamber below. The fly swarm is 600 ft. high, and fills the width of the entire 100 ft. shaft. Technically, there are 4,750 fly swarms in this area, but the PCs pass through so quickly that they will only encounter a single swarm for one round.

there are no stable pieces of rock to grab and all are dropped into the cavern below.

Shaft: The roughly circular shaft into the main cavern below is 100 feet wide. The shaft itself is 600 feet high, with a further drop of 2,000 feet to the cavern floor.

The PCs have little chance to avoid the fall, but may have the resources to slow or even stop their descent. Use the following guidelines to determine the effects. Casting a spell while falling requires a DC 20 + spell level concentration check.

Feather Fall: A creature using *feather fall* in the first round avoids the falling debris trap. The duration of a single *feather fall* does not last the entire descent as the creature only travels at 60 feet each round. If the PC activates *feather fall* later they may trap themselves within the fly swarm for the spell's duration.

Levitate: A creature using *levitate* in the first round avoids the debris trap. The duration of *levitate* won't last the entire descent as the target only travels at 20 feet per round. If the PC activates *levitate* later they may trap themselves within the fly swarm for the spell's duration.

Flight: A creature that has access to flight avoids the debris trap. If all the PCs activate a flight ability, award experience as if they had completed a CR 7 encounter.

Falling Debris (CR 4): In the first round of falling, the PCs share the shaft with gigantic pieces of crashing rocks (see the Falling Debris sidebar).

FIENDISH FLY SWARM CR 4 (XP 1,200)

A buzzing cloud of fist-sized black blowflies fills the area.

N Diminutive vermin (swarm)

Init +1; **Senses** darkvision 60 ft.; Perception +9, Sense Motive +1

Speed 5 ft., fly 40 ft. (good)

ACP 0; Fly +11

AC 15, touch 15, flat-footed 14; **CMD** - (+4 size, +1 Dex)

Immune critical hits, flanking, mind-affecting effects, weapon damage; **Resist** cold and fire 10; **Weakness** vulnerable to spells or effects with an area (+50% damage)

Fort +6, **Ref** +4, **Will** +4; **SR** 9

hp 40 (9 HD); **DR** good/5

Space 10 ft.; **Base Atk** +6; **CMB** -

Melee swarm (reach 0 ft.) (2d6 plus distraction [nauseated {1 round}; DC 13 negates])

Atk Options smite good (+7 damage)

Abilities Str 1, Dex 13, Con 10, Int -, Wis 12, Cha 9

MAGGOT LAKE FEATURES

The lake has several features of note:

Illumination: Darkness.

Cavern: The roughly bottle-shaped cavern is approximately 500 feet long and 300 feet wide.

Maggot Lake (CR 4): The brown sludge coating the bottom of the cavern is 120 feet deep and filled with fiendish, finger-sized maggots. Fortunately for plummeting PCs, the viscous nature of the slime absorbs much of the impact as they plunge into it. PCs falling into the lake suffer 2d3 nonlethal damage and 7d6 falling damage and plunge 30 feet under the surface.

Swimming in slime filled with fiendish maggots is problematic, and requires a successful DC 15 Swim check to remain afloat. Creatures fully immersed in the slime suffer 2d6 points of acid damage per round of immersion. Creatures swimming on the surface incur 1d2 points of acid damage per round.

Maggots: Endless swarms of fiendish maggots attack any creatures swimming in the sticky muck. (A character in the lake is never attacked by more than one swarm in a round, however). The swarms extend the full 120 foot depth of the lake.

Walls: The rough, crumbling cavern walls require a DC 15 Climb check to scale. At the point of the 100 foot-long overhang, some 2,000 ft. up, the Climb DC increases to 20.

The walls are set with occasional rocky ledges large enough to support the weight of up to six Medium-sized creatures. These ledges are spaced approximately 100 feet apart vertically, and ascending PCs can use these ledges as staging points for castings of *dimension door*, *fly*, *levitate* or as rest stops as they climb up the sheer surface.

Islands: Ancient stalagmites create conical islands in the lake of slime. The islands are circular and generally span 20 feet. A

character is deposited 1d6 x 30 feet away from the nearest island when they plunge into the lake. A character can climb out of the lake and onto a stalagmite island with a DC 20 Climb check.

DEVELOPMENT

There are no apparent exits from the bottom of the chamber, and the PCs face the daunting task of making a vertical ascent of half a mile. Note that the fiendish fly swarm above the lake attack any climbers or fliers traversing the shaft.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 8 (XP 4,800): Add an exit to the lower cavern, allowing their egress without trouble, avoiding the half-mile ascent through a swarm of daemonic insects.

EL 10 (XP 9,600): Add a second falling debris trap, which is triggered in the second round of falling.



FIENDISH MAGGOT SWARM CR 2 (XP 600)

A writhing mass of huge, pallid maggots fills the awful slime. Their gaping, segmented maws open gleefully showing rows of hooked teeth.

N Diminutive vermin (swarm)

Init +1; **Senses** darkvision 60 ft.; Perception +9, Sense Motive +1
Speed 10 ft.

AC 14, touch 14, flat-footed 14; **CMD** -
(+4 size)

Immune critical hits, flanking, mind-affecting effects, weapon damage; **Resist** acid 10, cold 10, fire 10; **Weakness** vulnerable to spells or effects with an area (+50% damage)

Fort +4, **Ref** +1, **Will** +2; **SR** 7

hp 18 (4 HD); **DR** good/5

Space 10 ft.; **Base Atk** +3; **CMB** -

Melee swarm (reach 0 ft.) (1d6 plus distraction [DC 12])

Atk Options smite good (+7 damage)

Abilities Str 1, Dex 10, Con 10, Int —, Wis 12, Cha 9

SHADOWS IN THE DARK (EL 7; XP 3,200)

In this encounter, the PCs battle incorporeal undead.

Several skeletons clad in mouldering studded leather armour lie about this chamber.

The undead lurk among the shadows and bones of this place and emerge as soon as they sense living creatures.

TACTICS

The shadows mob the single nearest target. The wraith, using the shadows as a distraction, moves through the walls to the rear of the party before attacking.

AREA FEATURES

The area has several features of note:

Skeletons: Several duergar skeletons (dependant on the number of undead encountered; DC 10 Knowledge [local] identifies) lie about the chamber. A DC 15 Heal check reveals no obvious signs of death. Near each lies a warhammer, light pick, various pieces of mining equipment and other rotted gear.

SHADOW

CR 3 (XP 800)

This vaguely humanoid black wisp of shadow writhes with unholy life.

CE Medium undead (incorporeal)

Init +2; **Senses** darkvision 60 ft.; Perception +8, Sense Motive +1

Speed fly 40 ft. (good)

ACP 0; Fly +11, Stealth +8 (+12 in dim light, +4 in bright light; incorporeal)

AC 15, touch 15, flat-footed 12; **CMD** 17; Dodge (+2 Dex, +2 deflection, +1 dodge)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); critical hits and precision-based damage (except from *ghost touch* weapons); nonmagical attacks

Fort +3, **Ref** +3, **Will** +4 (+6 vs. channelling); non-damaging corporeal spells and effects have a 50% chance of affecting a shadow

hp 19 (3 HD); half damage from corporeal spells or weapons

Space 5 ft.; **Base Atk** +2; **CMB** +4

Melee incorporeal touch +4 (1d6 Strength damage)

Atk Options create spawn

Create Spawn (Su) A humanoid creature slain (when its Strength damage equals or exceeds its Strength score) by a shadow's Strength damage becomes a shadow under the control of the killer in 1d4 rounds.

Abilities Str —, Dex 14, Con —, Int 6, Wis 12, Cha 15

Feats Dodge, Skill Focus (Perception)

Skills as above

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 6 (XP 2,400): Remove one shadow.

EL 8 (XP 4,800): Apply the advanced creature template to both shadows (+2 on all rolls [including damage]; AC 19, touch 19, flat-footed 16; CMD 21; hp 25).

WRAITH

CR 5 (XP 1,600)

A dark mass of shadow glides silently toward you. Two blazing pinpoints of light somehow seem to suggest a malign intelligence lurks within the form.

LE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., lifesense; Perception +10, Sense Motive +10

Lifesense (Su) A wraith notices and locates living creatures within 60 ft. as if it had blindsight

Speed fly 60 ft. (good)

ACP 0; Fly +7, Stealth +11 (incorporeal)

AC 18, touch 18, flat-footed 14; **CMD** 16 (+3 Dex, +5 deflection)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); critical hits and precision-based damage (except from *ghost touch* weapons); nonmagical attacks; **Weakness** sunlight powerlessness

Sunlight Powerlessness (Ex) A wraith caught in sunlight cannot attack and is staggered.

Fort +6, **Ref** +4, **Will** +6 (+6 vs. channelling); non-damaging corporeal spells and effects have a 50% chance of affecting a wraith

hp 47 (5 HD); half damage from corporeal spells or weapons

Space 5 ft. (aura 30 ft.); **Base Atk** +3; **CMB** +6

Unnatural Aura (Su) Animals will not approach within 30 ft. of a wraith, unless its master makes a DC 25 Handle Animal, Ride or wild empathy check.

Melee incorporeal touch +6 (1d6 negative energy plus 1d6 Con drain [DC 17 negates Con drain; with a successful attack, the wraith gains 6 temporary hit points])

Create Spawn (Su) A slain humanoid becomes a wraith in 1d4 rounds. Wraith spawn are weaker than wraiths; they suffer -2 on all d20 rolls, receive -2 hp per HD and only drain 1d2 points of Constitution on a touch. Spawn are under the control of their creator and possess none of the abilities they had in life.

Atk Options Blind-Fight, Combat Reflexes, create spawn

Abilities Str —, Dex 16, Con —, Int 14, Wis 14, Cha 21

Feats Blind-Fight, Combat Reflexes, Improved Initiative

Skills as above plus Diplomacy +10, Intimidate +13, Knowledge (planes) +7

Languages Common, Infernal

STOICISM AND SCEPTICISM (EL 10; XP 9,600)

When the PCs encounter Rermelda, she is wary of them. A DC 14 Diplomacy check (making her friendly) convinces her to join the party as a guide. She becomes a staunch ally if treated with respect and friendship. Alternatively, Rermelda could be a rival for the PCs' goal.

RERMELDA

Rermelda sees herself as a simple geologist, gemstone miner and gem-cutter who scours the world for natural treasures.

Background: Rermelda is eighty years old, and she spent her extended dwarven youth apprenticed to the best gem-cutters and explorers her community possessed.

Personality: Rermelda possesses implacable stoicism – she remains grimly unperturbed by the worst horrors and the most grievous wounds. She is vehemently cynical towards the supernatural; magic to her is nothing more than illusions and

tricks.

Mannerisms: Rermelda's "rage" is, at most, displayed by an imperceptible furrowing of the brow and a dubious scrunching at the corner of her mouth. If really angered or stressed, she might express a short, quiet "hmmm." She talks with an upper-class dwarven accent, despite her lower-caste origins.

Distinguishing Features: Rermelda's hair, while nominally red, is usually covered in white rock dust and assorted grime from protracted spelunking. She has a rare, ephemeral smile which, unbeknownst to her, sets dwarf men's hearts racing.

TACTICS

Rermelda rages throughout combat and uses Bloody Assault in conjunction with reckless abandon to leave foes bleeding. If she is reduced to negative hit points, she remains conscious (with Diehard), but retreats to use renewed vigour.

RERMELDA CR 10 (XP 9,600)
This bespectacled dwarven woman wears crystal lenses and keeps her hair in a long auburn ponytail. Grime and dust cover her sensible clothing.

Female dwarf barbarian (invulnerable rager) 11/expert 1
NG Medium humanoid (dwarf)
Init +1; **Senses** darkvision 60 ft., stonecunning; Perception +9, Sense Motive +0
Speed 30 ft.
ACP -2; Climb +16

AC 23, touch 12, flat-footed 22; **CMD** 25 (+29 vs. bull rush and trip); +4 dodge vs. giants
(+1 Dex, +7 armour [+1 breastplate], +3 shield [+1 heavy steel], +1 deflection [ring of protection +1], +1 natural [amulet of natural armour +1])

Resist cold 2
Fort +13 (+15 vs. poison), **Ref** +5, **Will** +6; +4 vs. spells and spell-like abilities
hp 153 (12 HD); **DR** -/6 (-/12 vs. non-lethal); Diehard

Space 5 ft.; **Base Atk** +11; **CMB** +13
Melee Fossicker (+1 light pick) +14/+9/+4 (1d6+3/x3)
Ranged heavy crossbow (range 120 ft.) +12 (1d10/19-20)
Atk Options Bloody Assault, Power Attack (-3 attack, +6 damage), +1 against orcs and goblins, greater rage

Bloody Assault (Ex) Rermelda can take a -5 penalty on attack rolls to inflict 1d4 bleed damage in addition to her weapon's normal damage. Bleed damage from this ability does not stack with itself and can be stopped with a DC 15 Heal check or any kind of magical healing. Rermelda must choose to use this feat before making any attacks in a round and its effects last until the start of her next round.

Combat Gear bolts (10), *potion of cure serious wounds*
Abilities Str 14, Dex 12, Con 21, Int 12, Wis 10, Cha 8
SQ fast movement, rage powers (flesh wound, reckless abandon, renewed vigour, superstition [+4]) weapon familiarity

Feats Bloody Assault, Diehard, Endurance, Power Attack, Raging Vitality, Steel Soul

Skills as above plus Appraise +16 (+18 metals and gems), Craft (gem-cutting) +18, Knowledge (dungeoneering) +11, Profession (miner) +12, Survival +8

Languages Common, Dwarven, Terran

Gear as above plus *belt of mighty constitution +2, cloak of resistance +1*

When raging, Rermelda has the following altered statistics:

Climb +19

AC 21, touch 10, flat-footed 20; **CMD** 26 (+30 vs. bull rush and trip); +4 against giants
(+1 Dex, -2 class, +7 armour [+1 breastplate], +3 shield [+1 heavy steel], +1 deflection [ring of protection +1], +1 natural [amulet of natural armour +1])

Fort +17 (+19 vs. poison), **Will** +9; +8 vs. spells and spell-like abilities

hp 189 (12 HD); **DR** -/6 (-/12 vs. non-lethal); Diehard, flesh wound, raging vitality

Flesh Wound (Ex) Once per rage, Rermelda avoid serious harm from an attack by making a Fortitude save with a DC equal to the damage dealt. Her armour check penalty applies on this saving throw. If the save succeeds, she takes half damage and the damage is nonlethal. She must use this ability after she is hit but before the damage is rolled.

Raging Vitality (Ex) Rermelda's rage does not end if she falls unconscious.

CMB +16

Melee Fossicker (+1 light pick) +17/+12/+7 (1d6+5/x3)

Atk Options greater rage (29 rounds/day), reckless abandon

Reckless Abandon (Ex) While raging, Rermelda can take a -3 penalty to AC to gain a +3 bonus on attack rolls.

Special Actions renewed vigour (1/day, heal 2d8+9)

Abilities Str 20, Con 29

STRANDS OF TERROR (EL 13; XP 25,600)

In this encounter, the PCs stumble into the lair of Deravnix a gigantic, elder roper. This old and canny hunter has established himself in a cavern featuring a wide, deep chasm and waits for prey to come to him. Although evil and depraved, he enjoys speaking with those that have fallen into his grip. Read:

The floor of this large cavern is rent by a wide chasm – roughly 40 ft. across. Rubble litters the floor and several stands of stalagmites grow up from the floor. Across the chasm, a single passageway leads away into darkness.

Few creatures reach this cavern and leave again.

TACTICS

Deravnix lurks in the darkness on his side of the chasm pretending to be a stalagmite and waits for explorers to cross. When an explorer starts to do so Deravnix attacks with his strands, focusing on a single target. Every time he strikes a foe, he uses his pull ability to drag them closer to (or into) the chasm. He ignores a target falling into the chasm, focusing on active threats. He plans to trap a few explorers in the chasm (where he can dine on them later at his leisure) and force the others to flee.

Deravnix does not pursue fleeing explorers contenting himself to dine on those falling into the chasm.

AREA FEATURES

The area has several features of note:

Illumination: Darkness.

Ceiling: The ceiling is 30 ft. high.

Chasm: The floor suddenly drops away into darkness.

The chasm is 80 ft. deep and 40 ft. wide. Characters can scale the chasm's walls with a DC 15 Climb check.

A character falling into the chasm can make a DC 20 Reflex save to grab onto something to stop their fall before they plummet into the chasm proper. A character failing the save suffers 1d6 damage per 10 ft. fallen (to a maximum of 8d6 damage) and lands prone. See "Falling into the Chasm" for more information.

Rubble (Light): Small rocks are strewn across the ground.

Light rubble increases the DC of Acrobatics checks by 2.

Rubble (Dense): Rocks of all sizes cover the ground.

It costs 2 squares of movement, to enter a square containing dense rubble. The DC of Acrobatics checks increases by 5 in such areas and the DC of Stealth checks increases by 2.

Slender Stalagmites: Thin stalagmites, slick with water dripping down from above, grow from the floor.

A character standing in the same square as a slender stalagmite (hardness 8, hp 150, DC 20 Break) gains partial cover (+2 to AC, +1 on Reflex saves).

Skeletal Remains: The chasm floor is littered with the remains of Deravnix's previous victims. These count as dense rubble (it costs 2 square of movement to enter a square containing skeletal remains). Hidden and scattered among the skeletons are a few objects of interest. Searching PCs can find each with the listed Perception check.

- Many rusted and pitted weapons, scraps of backpacks, clothing and so on.
- **Masterwork Full Plate (DC 5):** This finely-crafted suit of full plate armour is battered and scratched but functions normally. A DC 10 Craft (armour) or Profession (armourer) identifies the

DERAVNIX, ELDER ROPER

CR 13 (XP 25,600)

A huge eye and toothy maw dominate the "front" of this conical-shaped creature. Long strands of fibrous material writhe about the creature's body.

Giant roper

CE Huge aberration

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +24, Sense Motive +3

Speed 10 ft.

ACP 0; **Acrobatics** +0 (-8 jumping), **Climb** +29, **Stealth** +13 (+21 in stony or icy areas)

AC 28, touch 8, flat-footed 28; **CMD** 35 (can't be tripped) (-2 size, +20 natural)

Immune electricity; **Resist** cold 10; **Weakness** vulnerability to fire

Fort +15, **Ref** +4, **Will** +13; **SR** 27

hp 186 (12 HD)

Space 15 ft.; **Base Atk** +9; **CMB** +25

Melee bite (reach 15 ft.) +21 (4d10+21/19-20)

Ranged Touch 6 strands (range 50 ft.) +8 (1d8 Strength [DC 27 Fortitude negates])

Atk Options strands (pull; 5 ft.)

Strands (Ex) A roper can extend up to six thin, sticky strands from its body at a time, launching them to a maximum range of 50 ft. These strands (AC 20) are quite strong, but can be severed by any amount of slashing damage. With a successful attack, the roper can make a free combat manoeuvre check to pull a Large or smaller target closer. Creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.

Abilities Str 38, Dex 11, Con 33, Int 13, Wis 16, Cha 12

Feats Improved critical (bite), Improved Initiative, Iron Will, Skill Focus (Perception, Stealth), Weapon Focus (strand)

Skills as above plus Knowledge (dungeoneering) +16, Knowledge (religion) +13

Languages Aklo, Undercommon

armour as duergar-craft.

- **Lesser Metamagic Rod of Empower Spell (DC 20):** strong; no school; DC 32 Spellcraft identifies; this long, tapered iron rod is decorated with many arcane symbols. A DC 20 Knowledge (arcana) check identifies these as dealing with strength and power.
- **Ring of Counterspells (DC 25):** moderate [DC 19 Knowledge {arcana} evocation]; DC 26 Spellcraft identifies; this golden band is plain, and worn. It is obviously old and has been badly scratched.
- **Silver Raven Figurine of Wondrous Power (DC 30):** moderate [DC 21 Knowledge {arcana} evocation]; DC 21 Spellcraft identifies; this small, incredibly detailed figurine is only an inch high.
- **Mixed Coinage:** 34 pp, 137 gp, 489 sp.

Cavern Map: Using the blood and gore of those he has slain as his paint, Deravnix has daubed a highly detailed map of the surrounding area on the lower portion of the chasm walls. Whenever possible, Deravnix avoids climbing through the area and flies into a fury if anyone else climbs through the area.

Depending on the GM's machinations, PCs studying the map may be able to gain some insights into the surrounding terrain or even locate various locales.

FALLING INTO THE CHASM

A character falling into the chasm suffers 8d6 falling damage and lands prone. If the character has suffered Strength damage it is possible that he will be unable to climb out. Such characters are trapped and at Deravnix's mercy unless their comrades come to their aid. Remember, however that Deravnix has a high Climb skill (+29) that he can easily reach the chasm floor. His slow, remorseless advance has driven many trapped explorers mad with fear.

Deravnix doesn't normally immediately eat caught prey; he enjoys conversing with those he has captured – in this way he keeps up to date with events of import in the surrounding area.

To roleplay these discussions, refer to the notes under "Deravnix" for details of his personality and interests. Initially, Deravnix begins as indifferent toward his captives.

Every day a PC remains trapped, Deravnix may become bored of their conversation and eat them. A PC can attempt to keep Deravnix interested by making a Diplomacy, Knowledge (religion) or Knowledge (dungeoneering) check:

- **DC 20 (+1 per previous check):** The PC's conversation pleases Deravnix and he does not attack.
- **DC 15 (+1 per previous check):** The PC's conversation angers Deravnix and he attacks (but not to kill) and damages the PC's Strength. Once he has rendered his captive practically unable to move, he retreats.

- **DC 10 (+1 per previous check):** The PC's conversation becomes boring and Deravnix grows hungry. The PCs must immediately make another check. If the PC's fails, Deravnix attacks intending to consume his prey.

DERAVNIX

A cunning ambush-hunter and elder evil of the depths, Deravnix has lived in this chamber for decades. Now, he rarely leaves his cavern-lair, preferring to wait for prey to stumble into his clutches.

Background: Deravnix is an elder roper. In his youth, he wandered extensively feeding on whatever he encountered. During one of his rambles he discovered access tunnels leading to a deep dwarven mine and enjoyed for the first time their tasty flesh. However, after a disastrous encounter with a powerful dwarven cleric during which he almost died he retreated into the deep tunnels of the Ebon Realm and sought out a defensible lair.

Personality: Evil and wholly self-centred, Deravnix is intelligent and certain of his own superiority over any entering his realm. He is brave to a fault – having never been defeated – and confident in his own success.

He is interested in many things but has a particular fascination with evil cults and their practices and the layout of the caverns and passageways radiating outwards from his own lair. This interests him so much that he has daubed a hugely convoluted and detailed map on the walls of the chasm depicting caves in the surrounding areas for many miles. See "Cavern Map" for more details.

Mannerism: Deravnix delights in his prey's suffering and often chuckles as they squirm and particularly enjoys them begging for their freedom and life.

Distinguishing Features: Deravnix has fought many battles and has many scars. The most notable of these is a black mass of scar tissue on the rear part of his body caused by a *flame strike* that almost slew him. Large jagged teeth fill his huge maw; several are broken.

Hooks: Deravnix enjoys speaking with interesting and engaging prey, but is careful not to allow them to regain their strength enough to flee. He also doesn't feed his captives. Eventually they would starve to death, but Deravnix typically enjoys consuming them while they yet live so they can experience the terror of their impending death.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 12 (XP 19,200): Apply the young creature template to Deravnix (+2 on all Dex-based rolls, -2 on all other rolls; hp 162).

EL 14 (XP 38,400): Apply the advanced creature template to Deravnix (+2 on all dice rolls [including damage]; strands DC 29; AC 32, touch 12, flat-footed 32; CMD 39; hp 210).

SVIRFNEBLIN

SVIRFNEBLIN WARRIOR

CR 1 (XP 400)

This bald gnome has gray skin and large, expressive eyes.

Male svirfneblin fighter 2

N Small humanoid (gnome)

Init +7; **Senses** darkvision 120 ft., low-light vision; Perception +4 (+6 vs. unusual stonework; stonecunning), Sense Motive +2

Speed 20 ft.; Nimble Moves

ACP -2; Acrobatics +1 (-3 jumping), Climb +3, Stealth +8 (+10 underground)

AC 21, touch 16, flat-footed 16; **CMD** 17

(+1 size, +3 Dex, +4 armour [mwk chain shirt], +1 shield [light wooden], +2 dodge)

Fort +6, **Ref** +5, **Will** +4 (+5 vs. fear); **SR** 13

hp 19 (2 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +2

Melee mwk heavy pick +6 (1d4+1/x4)

Ranged light crossbow (range 80 ft.) +6 (1d6/19-20)

Atk Options +1 vs. dwarven and reptilian subtypes

Spell-Like Abilities (CL 2nd; concentration +0)

Constant—*nondetection*

1/day—*blindness/deafness* (DC 10), *blur*, *disguise self*

Combat Gear bolt (20), *potion of cure light wounds*, *potion of protection from evil*

Abilities Str 13, Dex 16, Con 13, Int 8, Wis 14, Cha 6

SQ bravery (+1), defensive training, svirfneblin magic

Feats Improved Initiative, Nimble Moves, Weapon Focus (heavy pick)

Skills as above plus Craft (alchemy) +1

Languages Gnome, Undercommon

Gear as above plus 6 gp

SVIRFNEBLIN CHAMPION

CR 3 (XP 800)

This bald gnome has gray skin and large, expressive eyes.

Male svirfneblin fighter 4

N Small humanoid (gnome)

Init +7; **Senses** darkvision 120 ft., low-light vision; Perception +4 (+6 vs. unusual stonework; stonecunning), Sense Motive +2

Speed 20 ft.; Nimble Moves

ACP -1; Acrobatics +2 (-2 jumping), Climb +6, Stealth +10 (+12 underground)

AC 23, touch 16, flat-footed 18; **CMD** 20

(+1 size, +3 Dex, +5 armour [+1 chain shirt], +2 shield [light wooden; Shield Focus], +2 dodge)

Fort +7, **Ref** +6, **Will** +5 (+6 vs. fear); **SR** 15

hp 34 (4 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +5

Melee mwk heavy pick +9 (1d4+4/x4)

Ranged mwk light crossbow (range 80 ft.) +9 (1d6/19-20)

Atk Options +1 vs. dwarven and reptilian subtypes

Spell-Like Abilities (CL 4th; concentration +2)

Constant—*nondetection*

1/day—*blindness/deafness* (DC 10), *blur*, *disguise self*

Combat Gear bolt (20), *potion of cure moderate wounds*, *potion of invisibility*

Abilities Str 14, Dex 16, Con 13, Int 8, Wis 14, Cha 6

SQ armour training (1), bravery (+1), defensive training, svirfneblin magic

Feats Improved Initiative, Nimble Moves, Shield Focus, Weapon Focus (heavy pick), Weapon Specialisation (heavy pick)

Skills as above plus Craft (alchemy) +1

Languages Gnome, Undercommon

Gear as above plus 6 gp

STONEHOLD

Stonehold is a small settlement that can be placed almost anywhere within the Ebon Realm. Likely near a hidden mine and well protected by secret passages and cunning illusions, the svirfneblin of Stonehold mine precious minerals from the surrounding rock and avoid contact with their more numerous and bloodthirsty neighbours.

If the PCs gain the svirfneblin's trust, Stonehold is one of the few places in the Ebon Realm that exploring adventurers can safely rest. The inhabitants also have a small store of magical items available for sale or trade, and gladly offer such to those they trust. When the PCs first arrive here, the svirfneblin are searching for one of their scouts – now overdue by several days (see Enemy Within, page 50).

N small town; **Government** council; **Corruption** +0; **Crime** +0; **Economy** +2; **Law** +1; **Lore** +2; **Society** -3

Population 1,300 (1,200 svirfneblin, 80 dwarves, 20 others)

NOTABLE NPCs

Lady Protector Iengren Silverheart (N female svirfneblin wizard [illusionist] 8): Stoneheart's guardian and militia leader, Iengren works with visiting adventurers to stymie the town's enemies.

Barlur Earthcloak (N male svirfneblin cleric 8): Stoneheart's spiritual leader and most skilled healer. Prefers a policy of isolationism.

MARKETPLACE

Base Value 1,200 gp; **Purchase Limit** 6,000 gp; **Spellcasting** 8th
Potions & Oils *bull's strength* (300 gp), *cure moderate wounds* (300 gp), *hide from undead* (50 gp), *light* (25 gp), *obscure object* (300 gp)

Ring *minor energy (fire) resistance* (12,000 gp)

Scrolls (Arcane) *confusion* (700 gp), *detect secret doors* (25 gp) and *flame arrow* (375 gp), *resist energy* (150 gp)

Wand *shillelagh* (42 charges, 630 gp)

Wondrous Item *necklace of fireballs type VI* (8,100 gp)

LENGREN SILVERHEART CR 7 (XP 3,200)

This gray-skinned gnome wears nondescript black robes.

Female svirfneblin wizard (illusionist) 8

N Small humanoid (gnome)

Init +3; **Senses** darkvision 120 ft., low-light vision; Perception +4 (+6 vs. unusual stonework; stonecunning), Sense Motive +2

Speed 20 ft.

ACP 0; Acrobatics +3 (-1 jumping), Stealth +9 (+11 underground)

AC 17, touch 17, flat-footed 12; **CMD** 17

(+1 size, +3 Dex, +1 deflection [*ring of protection* +1], +2 dodge)

Fort +7, **Ref** +8, **Will** +11; **SR** 19

hp 46 (8 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +1

Melee mwk dagger +4 (1d3-2/19-20)

Ranged Touch blinding ray (range 30 ft.; 8/day) +8 (blinded [1 round] or dazzled [targets > 8 HD])

Atk Options +1 vs. dwarven and reptilian subtypes

Special Actions invisibility field (8 rounds)

Invisibility Field (Sp) lengren can make herself invisible (as *greater invisibility*) as a swift action for 8 rounds. These rounds do not have to be consecutive.

Wizard Spells Prepared (CL 8th; concentration +11 [+15 casting defensively or grappling]; spell penetration +10; arcane bond [ring], extended illusions)

4th—*phantasmal killer* (2; DC 19), *stoneskin*

3rd—*dispel magic* (2), *haste*, *major image* (2, DC 18, +4 rounds)

2nd—*extended mage armour*, *glitterdust* (DC 15), *invisibility*, *minor image* (DC 17, +4 rounds), *see invisibility*

1st—*colour spray* (DC 16), *expeditious retreat*, *feather fall*, *protection from evil*, *shield*, *silent image* (DC 16, +4 rounds)

0—*detect magic*, *ghost sound* (DC 15), *mage hand*, *message*, *read magic*

Spell-Like Abilities (CL 8th; concentration +6 [+10 casting defensively or grappling])

Constant—*nondetection*

1/day—*blindness/deafness* (DC 10), *blur*, *disguise self*

Combat Gear *scroll of dimension door*, *scroll of fly*, *wand of lightning bolt* (6 charges), *wand of scorching ray* (20 charges)

Abilities Str 6, Dex 16, Con 14, Int 16, Wis 14, Cha 6

SQ defensive training, svirfneblin magic

Feats Combat Casting, Extend Spell^B, Greater Spell Focus (illusion), Spell Focus (illusion), Scribe Scroll^B, Spell Penetration

Skills as above plus Craft (alchemy) +12, Knowledge (arcana) +14, Knowledge (dungeoneering) +14, Knowledge (engineering) +10, Knowledge (geography) +8, Knowledge (history) +8, Knowledge (local) +8, Knowledge (nature) +7, Knowledge (planes) +10, Knowledge (religion) +8, Spellcraft +14

Languages Common, Draconic, Gnome, Terran, Undercommon

Gear as above plus *cloak of resistance* +1, spell component pouch, 10 gp

Spellbook (evocation, necromancy) as above plus 4th—*dimension door*, *fire trap*; 3rd—*daylight*, *keen edge*, *protection from energy*; 2nd—*acid arrow*, *arcane lock*, *levitate*, *web*; 1st—*enlarge person*, *floating disc*, *reduce person*, *ventriloquism*; 0—all

BARLUR EARTHCLOAK CR 7 (XP 3,200)

This gray-skinned gnome wears a black breastplate and dark gray cloak.

Male svirfneblin cleric 8

N Small humanoid (gnome)

Init +0; **Senses** darkvision 120 ft., low-light vision; Perception +6 (+8 vs. unusual stonework; stonecunning), Sense Motive +4

Speed 15 ft., base speed 20 ft.

ACP -3; Acrobatics -3 (-7 jumping), Stealth +8 (+10 underground)

AC 21, touch 11, flat-footed 19; **CMD** 16

(+1 size, +7 armour [*+1 breastplate*], +1 shield [mwk light steel], +2 dodge)

Resist acid 10

Fort +1, **Ref** +6, **Will** +14; **SR** 19

hp 47 (8 HD)

Space 5 ft. (aura of protection 30 ft.); **Base Atk** +6; **CMB** +4

Aura of Protection (Su) Barlur and his allies gain a +1 deflection bonus to AC and resist 5 against acid, cold, electricity, fire and sonic for 8 rounds a day. These rounds do not have to be consecutive.

Melee +1 *light mace* +7/+2 (1d4)

Ranged Touch (range 30 ft.; 7/day) +7 (1d3+4 acid)

Atk Options +1 vs. dwarven and reptilian subtypes

Special Actions channel positive energy (5/day; 4d6; DC 14; Turn Undead), resistant touch (7/day)

Cleric Spells Prepared (CL 8th; concentration +12; Earth, Protection; spontaneous casting [*cure spells*])

4th—*death ward*, *freedom of movement*, *neutralize poison*, *spell immunity*^D

3rd—*daylight*, *invisibility purge*, *magic vestment*, *spiritual weapon*, *stone shape*^D

2nd—*align weapon*, *hold person* (DC 16), *soften earth and mud*^D, *sound burst* (2; DC 16)

1st—*bless* (2), *obscuring mist*, *remove fear*, *sanctuary*^D, *shield of faith*

0—*detect magic*, *resistance*, *stabilise*, *read magic*

Spell-Like Abilities (CL 8th; concentration +8)

Constant—*nondetection*

1/day—*blindness/deafness* (DC 12), *blur*, *disguise self*

Combat Gear *scroll of cure serious wounds*, *pearl of power* (1st)

Abilities Str 8, Dex 10, Con 12, Int 13, Wis 19, Cha 10

SQ defensive training, neutral aura (strong), svirfneblin magic

Feats Brew Potion, Extra Channel, Scribe Scroll, Turn Undead

Skills as above plus Craft (alchemy) +8, Diplomacy +7, Heal +11, Knowledge (planes) +12, Knowledge (religion) +12, Spellcraft +10

Languages Gnome, Undercommon

Gear as above plus *cloak of elvenkind*, spell component pouch, holy symbol, 12 gp

PATROL (EL 6; XP 2,400)

Opponents Svirfneblin Warrior (4), Svirfneblin Champion (1), **EL 5 (1,600 XP)** Remove two Svirfneblin Warriors; **EL 7 (3,200 XP)** Add two Svirfneblin Warriors

Notes If the PCs suffer a disastrous event or are about to be wiped out, this patrol could arrive to aid them.

TAINT OF THE ABYSS (EL VAR; XP VAR)

In some places deep within the Ebon Realm, the boundary between the Abyss and the Prime Material plane is perilously thin and sometimes demons creep through to sate their blood lust upon the mortal races. In other places, demons summoned by mortal spellcasters protect hidden riches or strive to carry out their appointed tasks.

This encounter presents two basic encounter types and statistics for three versions of each encounter. Hunters is a mobile encounter – it can take place almost anywhere – while Demonic Guards are encountered lurking in a specific location.

HUNTER PACK (EL 8; XP 4,800)

Opponents Advanced Giant Dretch (1), Babau (1), Dretch (2).

EL 7 (3,200 XP) Advanced Giant Dretch (1), Dretch (4); **EL 9 (6,400 XP)** Advanced Giant Dretch (2), Babau (1), Dretch (4), Young Dretch (1)



- **Young Dretch:** +2 on all Dex-based rolls, -2 on all other rolls; hp 14).

Either at the behest of a mortal spellcaster or other powerful individual (or simply to sate their own lust for slaughter), the demons search the Ebon Realm for prey.

The demons are moving slowly and quietly. If the PCs' Perception check beats the demons' Stealth check the adventurers likely hear the dretch's quiet moaning and gibbering. If the demons hear the PCs' approach, they set up a swift ambush.

Tactics: The babau uses its dretch minions as a distraction, hoping that its enemies are so busy that they won't notice it as it creeps up on an isolated or weak-looking foe. The advanced giant dretch leads its lesser brethren into battle. Their tactics are simple – they drop multiple *stinking clouds* on the battlefield and fight from within them if possible. The demons are immune to the *stinking clouds*, which also provide concealment for the babau as it stalks its prey.

DEMONIC GUARDS (EL 10; XP 9,600)

Opponents Advanced Giant Dretch (3), Babau (3); **EL 9 (6,400 , XP)** Advanced Giant Dretch (3), Babau (1), Young Dretch (1); **EL 11 (12,800 XP)** Advanced Babau (3), Advanced Giant Dretch (2), Dretch (2).

- **Advanced Babau:** +2 on all rolls (including damage) and special ability DCs; AC 23, touch 15, flat-footed 22; CMD 27; hp 87.
- **Young Dretch:** +2 on all Dex-based rolls, -2 on all other rolls; hp 14).

The demons have been set to guard a specific location and do not leave the area. Often the servants of drow, the demons may be guarding a cavern for its strategic location, a recently discovered vein of precious metal or other site.

They lurk out of sight until intruders enter the area.

Tactics: As soon as intruders appear, the dretch cover the area with *stinking clouds* and focus their attacks on any nauseated opponent they discover.

The babau callously use their lesser brethren as bait and diversions, hoping the intruders focus their attacks on the hapless dretch. The babau try to flank the party, focusing their attacks on spellcasters.

The demons fight to the death to protect their charge.

AREA FEATURES

The area has several features of note:

Illumination: Darkness.

Cavern Walls: Bored by their vigil, the dretch have clawed and scratched the natural cavern walls (DC 15 Climb check).

Stinking Clouds: The dretch make liberal use of their *stinking cloud* spell-like ability. *Stinking cloud* creates a roiling fog bank that obscures all vision beyond 5 feet. Creatures within 5 feet of

DRETCH CR 2 (XP 600)
This hairless creature's bloated frame shudders and quivers with each step.

CE Small outsider (chaotic, demon, evil, extraplanar)
Init +0; **Senses** darkvision 60 ft.; Perception +5, Sense Motive +0
Speed 20 ft.

ACP 0; Acrobatics +0 (-4 jumping), Escape Artist +5, Stealth +9

AC 14, touch 11, flat-footed 14; **CMD** 12
(+1 size, +3 natural)

Immune electricity, poison; **Resist** acid 10, cold 10, fire 10

Fort +5, **Ref** +0, **Will** +3

hp 18 (2 HD); **DR** cold iron or good/5

Space 5 ft.; **Base Atk** +2; **CMB** +2

Melee 2 claws +4 (1d4+1) and
bite +4 (1d4+1)

Spell-Like Abilities (CL 2nd; concentration +2)
1/day—*cause fear* (DC 11), *stinking cloud* (DC 13), *summon*
(level 1, 1 dretch 35%)

Abilities Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 11

Feats Toughness

Skills as above

Languages Abyssal (cannot speak); telepathy 100

ADVANCED GIANT DRETCH CR 4 (XP 1,200)

This hairless creature's bloated frame shudders and quivers with each step.

CE Medium outsider (chaotic, demon, evil, extraplanar)
Init +1; **Senses** darkvision 60 ft.; Perception +7, Sense Motive +2
Speed 20 ft.

ACP 0; Acrobatics +1 (-3 jumping), Climb +10, Escape Artist +6,
Stealth +6

AC 19, touch 11, flat-footed 18; **CMD** 18
(+1 Dex, +8 natural)

Immune electricity, poison; **Resist** acid 10, cold 10, fire 10

Fort +9, **Ref** +1, **Will** +5

hp 26 (2 HD); **DR** cold iron or good/5

Space 5 ft.; **Base Atk** +2; **CMB** +7

Melee 2 claws +7 (1d6+5) and
bite +5 (1d6+5)

Spell-Like Abilities (CL 2nd; concentration +4)
1/day—*cause fear* (DC 11), *stinking cloud* (DC 13), *summon*
(level 1, 1 dretch 35%)

Abilities Str 20, Dex 12, Con 22, Int 9, Wis 15, Cha 15

Feats Toughness

Skills as above plus Intimidate +7

Languages Abyssal (cannot speak); telepathy 100 ft. (limited to
Abyssal-speaking targets)

one another have concealment (20% miss chance). Those further away have total concealment (50% miss chance). Characters within the *stinking cloud* must make a Fortitude saving throw every round or be nauseated (unable to cast or concentrate on spells, attack or do anything else requiring an action; affected characters can make a single move action per turn) as long as they remain in the cloud and for 1d4+1 rounds thereafter.

DEVELOPMENT

Taint of the Abyss can serve as an introduction to future encounters with additional groups of demons or their masters. Alternatively, if the PCs have angered powerful forces underground they could despatch one of the above groups to punish their enemies. (In this instance, the GM should provide some way for the PCs to identify the demons' masters).

BABAU CR 6 (XP 2,400)

A bone-tight hide of slimy leather covers this emaciated, horned human skeleton.

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +5; **Senses** darkvision 60 ft., *see invisibility*; Perception +19,
Sense Motive +11

Speed 30 ft.

ACP 0; Acrobatics +11, Climb +12, Escape Artist +11, Stealth +22

AC 19, touch 11, flat-footed 18; **CMD** 23; protective slime

Protective Slime (Su) A layer of acidic slime coats a babau's skin. Any creature striking the babau with a natural attack or unarmed strike takes 1d8 acid damage (DC 18 Reflex save negates). A creature striking a babau with a melee weapon must make a DC 18 Reflex save or the weapon takes 1d8 acid damage; if this penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition damaging the babau is automatically destroyed.

(+1 Dex, +8 natural)

Immune electricity, poison; **Resist** acid 10, cold 10, fire 10

Fort +10, **Ref** +6, **Will** +5; **SR** 17

hp 73 (7 HD); **DR** cold iron or good/10

Space 5 ft.; **Base Atk** +7; **CMB** +12

Melee 2 claws +12 (1d6+5),
bite +12 (1d6+5) or

Melee longspear (reach 10 ft.)+12/+7 (1d8+7) and
bite +12 (1d6+5) or

Atk Options Combat Reflexes, sneak attack +2d6

Spell-Like Abilities (CL 7th; concentration +10)

Constant—*see invisibility*

At will—*darkness*, *dispel magic*, *greater teleport* (self plus 50
lbs. of objects)

1/day—*summon* (level 3, 1 babau 40%)

Abilities Str 21, Dex 13, Con 20, Int 14, Wis 13, Cha 16

Feats Combat Reflexes, Improved Initiative, Iron Will, Skill Focus
(Stealth)

Skills as above plus Disable Device +11, Sleight of Hand +11

Languages Abyssal, Common, Draconic; telepathy 100 ft.

TAKEN FOR A RIDE (EL 6; XP 2,400)

The PCs discover a small mining operation. Abandoned by its duergar owners forty years ago, when an insane derro animated the mining equipment on a whim and turned them against the duergar, the area still possesses a threat to explorers.

As the PCs explore the tunnels, they come across a junction cavern used as a tools storage site and switching area for the mine's ore carts.

Buckled timber and iron rails lead out of this chamber into six dark tunnels. A mine cart sits atop the rails at a switch point. Stacks of rusting mining equipment are heaped into the corners of the room.

The ore cart and tools are animated objects. They attack any non-duergar approaching within 5 feet of their positions.

TACTICS

The animated mining cart attacks the nearest PC with its slam attack until it successfully grapples a target. When it has done so, it careens off down the nearest tunnel with the grappled PC. In two rounds, the cart reaches a fissure (see Area Features) and, if the PC hasn't escaped its grapple, hurls the unfortunate into the depths. The cart then returns to the junction area and repeats the process.

The animated tools swarm over the nearest PC, hammering, sawing and digging at their target until it is dead.

ANIMATED MINING CART CR 4 (XP 1,200)

This battered mine cart is of a solid iron construction

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception -5, Sense Motive -5

Speed 40 ft.

AC 16, touch 10, flat-footed 16; **CMD** 15 (19 vs. trip) (+6 natural)

Immune mind-affecting effects (charms, compulsions, morale effects, patterns and phantasms), bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, stunning, ability damage, ability drain, fatigue, exhaustion, energy drain, nonlethal damage, any effect requiring a Fortitude save (unless the effect works on objects or is harmless) and death from massive damage.

Fort +1, **Ref** +1, **Will** -4

hp 36 (3 HD); hardness 10

Space 5 ft.; **Base Atk** +3; **CMB** +5 (+9 grapple)

Melee slam +5 (1d6+3 plus grab)

Grab (Ex) The animated mining cart can attempt to grapple a Small or smaller target it hits as a free action that does not provoke attacks of opportunity.

Abilities Str 14, Dex 10, Con —, Int —, Wis 1, Cha 1

SQ construction points

AREA FEATURES

The area has several features of note:

Rails: The rails set into the floor of the room increase the animated mining cart's speed by 20 ft. The rails stop at a rotting timber buffer at the edge of a fissure.

Fissure: Located 120 feet away, at the end of a rail tunnel, the fissure is 50 ft. deep. Characters falling into the fissure take 5d6 falling damage. Scaling the fissure's wall requires a DC 15 Climb check.

Shattered bones and mouldering, worthless equipment from the cart's previous victims, including those of the original miners, litter the deadfall. A successful DC 20 Knowledge (local) check reveals the bones are predominantly duergar, with a single set of derro bones heaped in the deepest fissure.

Treasure: The swarm contains three sets of masterwork mining tools that have the broken condition at the end of combat. In addition, the mine cart contains four small lumps of mithral ore, each worth 50 gp.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 5 (XP 1,600): The animated mine cart is constructed of wood and has hardness 5 and AC 14. The fissure is 30 feet deep.

EL 7 (XP 3,200): Add an additional animated tools swarm. The fissure is 80 feet deep.

ANIMATED TOOLS SWARM CR 4 (XP 1,200)

This pile of tools twitches and lurches alarmingly.

N Diminutive construct (swarm)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception -5, Sense Motive -5

Speed 30 ft.

AC 20, touch 18, flat-footed 16; **CMD** 14 (+4 size, +4 Dex, +2 natural)

Immune mind-affecting effects (charms, compulsions, morale effects, patterns and phantasms), bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, stunning, ability damage, ability drain, fatigue, exhaustion, energy drain, nonlethal damage, any effect requiring a Fortitude save (unless the effect works on objects or is harmless), death from massive damage, weapon damage; **Weakness** vulnerable to spells or effects with an area (+50% damage)

Fort +6, **Ref** +7, **Will** -2

hp 40 (9 HD); hardness 10

Space 10 ft.; **Base Atk** +6; **CMB** +0

Melee swarm (reach 0 ft.) (2d6 plus distraction [nauseated {1 round}; DC 14 negates])

Abilities Str 1, Dex 19, Con —, Int —, Wis 1, Cha 1

Feats Weapon Finesse^B

TOPNATH, BOUNTY HUNTER (EL 6; XP 2,400)

Topnath is a bounty hunter, specialising in returning escaped slaves to their loathsome subterranean masters. The PCs can encounter Topnath either as a wandering monster, or they may be his target (particularly if they have made powerful enemies in the Ebon Realm).

TACTICS

Topnath attacks from ambush, working his way ahead of the PCs in the cramped tunnels to set up a suitable ambush site. He places his two traps laced with Large scorpion poison in the PCs' path, and waits for his target to blunder into them.

Topnath strikes to render opponents unconscious using Large scorpion poison plus *ray of enfeeblement*, *chill touch* and *touch of fatigue*. When an opponent is too weak to resist, Topnath clamps them in manacles and drags them back to whatever dark fate awaits.

In the first round of combat, striking from hiding, Topnath hurls his greatsword (via *hand of the mage*) at an obvious spellcaster. He then targets approaching enemies with *rays of enfeeblement* before rending them with his poisoned claws trusting his stench (boosted by *bear's endurance*), to keep his foes nauseated.

Topnath fights to the death, more fearful of failing his deadly masters than meeting his end at the hands of mere prey.

TOPNATH

Topnath is a trusted minion of the evil lords beneath the earth, working for the drow, duergar and even the loathsome aboleths.

Background: Topnath comes from well-bred slave stock, raised for pit-fighting in the duergar death arenas. He learned his magical talents from a drow's spellbooks (seized when Topnath captured the unfortunate owner).

Personality: The troglodyte perceives himself as a lone wolf answerable to no-one and enjoys his solitary freedom. The truth, that he is a simpering toady whenever he returns to civilisation, does not occur to him.

Mannerisms: Topnath hisses and drools when speaking. His crest flushes a dull red when he becomes enraged in combat.

Distinguishing Features: The troglodyte's scales are naturally green, but the mud he covers himself in helps him blend in with his rocky surroundings.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 5 (XP 1,600): Apply the young creature template to Topnath (+2 on all Dex-based rolls, -2 on all other rolls; hp 34).

EL 7 (XP 3,200): Apply the advanced creature template to Topnath (+2 on all rolls [including damage rolls] and special ability DCs; AC 24, touch 14, flat-footed 24, CMD 19, hp 62).

TOPNATH

CR 6 (XP 2,400)

Dried mud covers this reptilian humanoid. It wears a greatsword slung across its back, coated with grey ash to hide its telltale glinting. Its claws are smeared with a viscous black paste.

Male troglodyte wizard 4/rogue [poisoner] 1

CE Medium humanoid (reptilian)

Init +3; **Senses** darkvision 90 ft.; Perception +5, Sense Motive +5
Speed 30 ft.

ACP 0; Climb +9, Stealth +13 (+17 in rocky areas)

AC 20, touch 10, flat-footed 20; **CMD** 15

(-1 Dex, +4 armour [*mage armour*], +1 deflection [*ring of protection* +1], +6 natural)

Fort +7, **Ref** +2, **Will** +5

hp 48 (7 HD)

Space 5 ft. (stench 30 ft.); **Base Atk** +3; **CMB** +6

Stench (Ex) All creatures not immune to poison must make a DC 16 Fortitude save or be sickened for 10 rounds. Creatures succeeding on the saving throw cannot be affected by Topnath's stench for 24 hours.

Melee 2 claws +6 (1d4+3 plus poison [DC 17 Fortitude; *freq.* 1/rd. for 6 rds.; *effect* 1d2 Str]) and

Melee bite +6 (1d4+1)

Ranged mwk greatsword (hand of the apprentice; range 30 ft.) +5 (2d6+3/19-20 plus poison [DC 17 Fortitude; *freq.* 1/rd. for 6 rds.; *effect* 1d2 Str])

Atk Options Arcane Strike (+1 damage), poison use, sneak attack +1d6

Special Actions hand of the apprentice (4/day)

Wizard Spells Prepared (CL 4th; concentration +5; universal school; bonded object [*ring of protection* +1])

2nd—*bear's endurance*, *blindness/deafness* (DC 15)

1st—*mage armour*, *chill touch* (DC 14), *ray of enfeeblement* (2; DC 14)

0—*detect magic*, *detect poison*, *prestidigitation*, *touch of fatigue* (DC 13)

Combat Gear Large scorpion venom (8)

Abilities Str 16, Dex 9, Con 16, Int 13, Wis 13, Cha 9

Feats Arcane Strike, Greater Spell Focus (necromancy), Improved Initiative, Scribe Scroll, Spell Focus (necromancy)

Skills as above plus Craft (alchemy) +9, Craft (trapmaking) +9, Disable Device +3, Intimidate +3, Knowledge (arcana) +6, Knowledge (dungeoneering) +6, Spellcraft +7

Languages Common, Draconic

Gear as above plus 2 traps (mechanical; Perception DC 15; Disable Device DC 20; trigger location; reset manual; atk +10 melee, 2d6+3 plus poison, halve creature's base speed; Disable Device DC 20, Escape Artist DC 22 or Strength DC 26 to escape), masterwork manacles (6), good locks (6)

Spellbook as above plus *false life*, *ghoul touch*, *cause fear*, *chill touch*, *expeditious retreat*, *true strike*, all 0-level spells

THE BLEEDING LENS (EL 12; XP 19,200)

This cavern houses Kihsa, a woman cursed to bear the form of a medusa after she destroyed an ancient temple-library dedicated to the goddess of knowledge. Kihsa fled underground, chased as an abomination by her community, and lairs here, researching methods of regaining her natural form. Kihsa's monstrous visage is framed by writhing, barbed scorpion tails and her gaze transforms creatures to flawless glass.

This cavern glints like a fallen firmament, a sea of stars reflecting each light source in a dazzling carpet. Every surface is covered with jagged, shattered glass, occasionally stained with black, dried blood.

A guardian golem made of curved, perfect glass (a lens golem) defends Kihsa's lair. Kihsa bound the construct to her will during the destruction of the temple-library, after tearing the command words from its master's mind, and it now slavishly obeys her commands.

DIPLOMACY

Kihsa's initial attitude is unfriendly. If the PCs improve her attitude to friendly she explains her curse and provides

information to them, acting as a sage of the depths in exchange for 100 gp per question or casting spells at double the standard cost. If the PCs fail a Diplomacy check, she attacks.

- **Unfriendly → Indifferent:** DC 26
- **Indifferent → Friendly:** DC 21

Modifiers: Encourage the players to role-play these negotiations bestowing small (+2/-2) modifiers as appropriate. Additionally, apply the following modifiers:

- **Bluff:** Any hint that the PCs know a method of return her to her natural form catches Kihsa's attention. If the PCs successfully Bluff Kihsa (or actually have a cogent plan to remove her curse), they automatically succeed on the next Diplomacy check.

TACTICS

If warned of approaching enemies, Kihsa casts *divine favour* and *shield of faith*. During combat, Kihsa keeps her lens golem interposed between herself and her enemies to take advantage of its refract spells ability, trusting the razor-sharp glass shards

KIHSA

CR 10 (XP 9,600)

This angular, but beautiful woman's hair, made of scorpion tails, twitches unnervingly with a life of its own.

Female variant medusa oracle (lore) 6

LE Medium monstrous humanoid

Init +1; **Senses** darkvision 60 ft.; Perception +13, Sense Motive +2

Speed 30 ft.

ACP 0; **Stealth** +12

AC 27, touch 16, flat-footed 21; **CMD** 23

(+6 Cha, +4 armour [+2 leather], +4 shield [+2 heavy steel], +3 natural)

Fort +12, **Ref** +14, **Will** +13

hp 155 (14 HD)

Space 5 ft.; **Base Atk** +12; **CMB** +12

Melee mwk shortspear +13 (1d6) and sting +12 (1d4 plus poison [DC 25 Fortitude {2 consecutive saves}; *freq.* 1/round for 6 rounds; *effect* 1d6 Str])

Ranged mwk shortspear (range 20 ft.) +14 (1d6)

Special Actions brain drain (2/day), petrifying gaze (turn to glass permanently; 30 ft.; DC 25 Fortitude negates)

Brain Drain (Su) Twice per day, Kihsa can take a standard action to violently probe the mind of a single intelligent enemy within 100 feet. The target receives a DC 19 Will save to negate the effect and immediately knows the source of this harmful mental prying. Those who fail this save are wracked with pain, taking 6d4 points of damage. After successfully attacking with this ability, Kihsa may use a full-round action to sort through the jumble of stolen thoughts and memories

to make a single Knowledge check using the victim's skill bonus. The randomly stolen thoughts remain in her mind for 6 rounds. Treat the knowledge gained as if she used *detect thoughts*. This is a mind-affecting effect.

Oracle Spells Known (CL 6th; concentration +16 [+20 casting defensively or grappling])

3rd (4/day)—*locate object*^M, *stone shape*

2nd (7/day)—*enthrall*, *hold person* (DC 18), *levitate*, *minor image* (DC 18), *tongues*^M

1st (8/day)—*comprehend languages*, *cure light wounds*, *divine favour*, *identify*^M, *shield of faith*

0 (at will)—*bleed*, *create water*, *detect magic*, *detect poison*, *ghost sound*, *light*, *mage hand*, *read magic*, *resistance*

Combat Gear *wand of scorching ray* (CL 7th; 21 charges)

Abilities Str 10, Dex 13, Con 22, Int 14, Wis 15, Cha 22

SQ oracle's curse (haunted), revelations (brain drain, lore keeper, sidestep secret) tails

Feats Ability Focus (petrifying gaze), Combat Casting, Craft Magic Arms and Armour, Extra Revelation, Great Fortitude, Magical Aptitude, Skill Focus (Use Magic Device)

Skills as above plus Bluff +14, Craft (sculpture) +11, Diplomacy +17, Disguise +17, Intimidate +17, Knowledge (arcana) +15, Knowledge (dungeoneering) +15, Knowledge (history) +15, Knowledge (planes) +15, Spellcraft +13, Use Magic Device +17

Languages Common, Ignan, Infernal

Tails Kihsa's hair is composed of scorpion stingers instead of snakes. She loses the all-round vision ability and gains a more virulent poison.

Gear as above plus *headband of alluring charisma* +2, 250 gp

to keep her enemies from approaching too quickly. If the golem is injured or *slowed*, Kihsa heals it with her *wand of scorching ray*.

Kihsa uses *stone shape* to block lines of advance by creating cage-like bars of stone and glass. She *enthralls* nearby combatants and commands them to meet her gaze.

AREA FEATURES

The area has several features of note:

Illumination: Dim light from burning torches set in sconces in the cave walls.

Accommodation: Kihsa has created a spartan room at the rear of the cave, using many *stone shape* spells. It has a stone bed piled with furs, a desk, chairs and bookcase. The tomes therein weigh 600 lbs and are worth 6,000 gp. Kihsa survives on *create water* and whatever small, crunchy invertebrate creatures she catches.

Shattered Glass: The shattered glass remains of Kihsa's previous victims lie scattered over the cavern. Glass shards (treat as caltrops) cover the floor.

Glass Shards Attack +0 [ignores shield, armour and deflection bonuses, footwear adds +2 AC]; 1 damage plus speed is reduced by half [24 hours, DC 15 Heal check or magical healing]. A charging or running creature must immediately stop if it steps on a shard. Any creature moving at half speed or slower can pick its way through the glass with no trouble.

LENS GOLEM

CR 10 (XP 9,600)

This massive engine of wrought glass lurches forward

Advanced giant variant glass golem

N Huge construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +2, Sense Motive +2

Speed 30 ft.

AC 26, touch 8, flat-footed 26; **CMD** 33 (-2 size, +18 natural)

Immune magic, mind-affecting effects (charms, compulsions, morale effects, patterns and phantasms), bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects stunning, ability damage, ability drain, fatigue, exhaustion, energy drain, nonlethal damage, any effect requiring a Fortitude save (unless the effect works on objects or is harmless) and death from massive damage.

Immune to Magic (Ex) A lens golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a lens golem, as noted below.

- *Shatter* damages a lens golem as if it were a crystalline creature.
- *Keen edge* affects all of a lens golem's slam attacks as if they were slashing weapons.
- A magical attack that deals cold damage *slows* a lens golem (as the *slow* spell) for 3 rounds (no saving throw).

KIHSA

Kihsa is obsessed with returning to her normal human form, but the power of a god-curse is not easily undone.

Background: Kihsa, in her quest for knowledge, looted and razed the knowledge god's great temple-archive and was cursed with her current form before being exiled to her current home.

Personality: Kihsa is ruthless and conniving, but cautious.

Mannerisms: Kihsa's scorpion tail hair constantly writhes, often moving with a swift stinging motion at phantom targets.

Distinguishing Features: Kihsa bears the knowledge god's mark across her back as a sign of her curse - a blighted black mass of scar tissue.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 11 (XP 12,800): Remove the advanced template from the lens golem (-2 on all rolls [including damage], AC 22, touch 6, flat-footed 24; CMD 29, hp 106).

EL 13 (XP 25,600): Add a second lens golem

DEVELOPMENT

Kihsa's gods-cursed form can be undone with a *wish* or *miracle*, such as one granted by a thankful efreet freed from the Pillar of Twisted Glass (page 56).

- A magical attack that deals fire damage ends any *slow* effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A lens golem gets no saving throw against fire effects.

Fort +4, **Ref** +4, **Will** +6

hp 106 (12 HD); **DR** adamantine/5

Space 15 ft. (dazzling Brightness, refract spells); **Base Atk** +12; **CMB** +23

Dazzling Brightness (Ex) A lens golem in an area of bright light dazzles any creature within 30 ft. that sees it (DC 16 Fortitude negates). Once a creature makes its save against this ability, it is immune to it for 24 hours.

Refract Spells (Su): A lens golem does not provide concealment from spell effects or gaze attacks. Instead effects passing through the lens golem are either concentrated or dispersed. Spells and gaze attacks passing from the back of the lens golem to the front are enhanced, receiving a +2 circumstance bonus to the DC and are maximised (as the Maximise Spell feat). Spells passing from the front of the lens golem to the back incur a -2 circumstance penalty to the DC and inflict half damage. This ability replaces reflect spells.

Melee 2 slams (reach 15 ft.) +19 (2d8+9 plus 1d8 bleed)

Abilities Str 28, Dex 11, Con -, Int -, Wis 15, Cha 5

THE LAST NAIL (EL 8; XP 4,800)

Last Nail is the blade made famous by Nornell the Havoctide on his bloody rampage through the Ebon Realm and the Bleeding Nights of slaughter in the lands above. No ordinary weapon, Last Nail is a vampiric mimic who devoutly worships battle and blood. His obsession holds him to the extent that he takes the form of a rust-coloured weapon and yearns to be wielded in sanguinary battle-feasts.

The PCs can encounter Last Nail in almost any underground environment. He can be clutched in the hands of a slain enemy, left amongst the ruined corpses of a subterranean war or resting atop a pile of gold and gems in a guarded vault. Last Nail is described below as a sword, but assumes the form of his host's favoured weapon.

A GM can use Last Nail as a hidden evil within the party, an interesting variant on a sentient magic item, or as an ally for a dark villain.

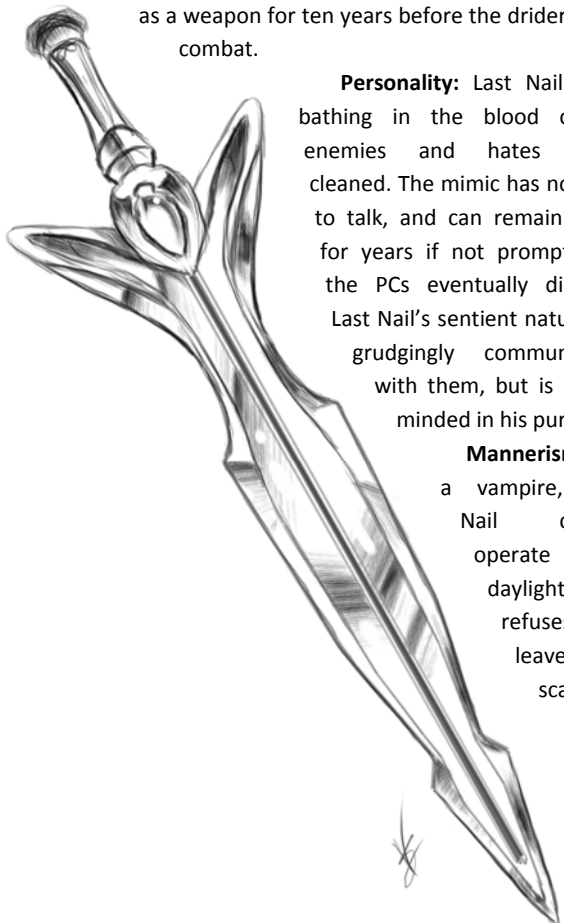
LAST NAIL

Last Nail lives for the bloody arousal that deadly combat brings.

Background: Last Nail was born again as a vampire after a vampiric drider slew him. The mimic served his master as a weapon for ten years before the drider fell in combat.

Personality: Last Nail loves bathing in the blood of his enemies and hates being cleaned. The mimic has no drive to talk, and can remain silent for years if not prompted. If the PCs eventually discover Last Nail's sentient nature, he grudgingly communicates with them, but is single-minded in his purpose.

Mannerisms: As a vampire, Last Nail cannot operate in daylight, and refuses to leave the scabbard during such



times, using its adhesive ability to remain stuck fast to avoid being drawn. If Last Nail is overpowered, it assumes gaseous form and lurks in the scabbard until returned to darkness. Last Nail can treat any scabbard as its coffin.

Distinguishing Features: Last Nail can take the form of any object he chooses, but prefers that of a deadly slashing or piercing weapon. In each form, identical runes cover his blade, (which Last Nail treats as his holy symbol). The mimic has all but forgotten its original form.

TACTICS

Last Nail typically does not fight itself, preferring the visceral feel of bodily cleaving through flesh and bone in the hands of a mortal wielder. The mimic surreptitiously casts a *silent still magic weapon* on himself on the first round of combat, along with *align weapon* when necessary.

Maintaining its disguise, Last Nail keeps an *undetected alignment* spell operating constantly and does not communicate with its host. Last Nail uses his domination ability to subtly control its host, pushing it towards bloody conflict. The mimic's disguise can be uncovered as it doesn't appear cast a reflection or shadow.

After several days Last Nail begins to feed on his host, dealing 1d4 Constitution damage with his blood drain ability each night while the creature sleeps. By the morning, the host naturally heals 1 point of this damage, and Last Nail ensures his host never has more than 2 points of Constitution damage outstanding. From this point, Last Nail also begins granting the creature its battle rage and vision of madness domain abilities during combat, along with other beneficial spells such as *prayer* or *shield other*.

Last Nail can be damaged by area effects and sundering during combat, and relies on its vampiric fast healing and negative energy channelling to recover.

If the mimic is attacked by the PCs, it grapples with its adhesive ability while energy draining its victim.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 7 (XP 3,200): Apply the young creature template to Last Nail (+2 on all Dex-based rolls; -2 on all other rolls; hp 77).

EL 9 (XP 6,400): Apply the advanced creature template to Last Nail (+2 on all rolls [including damage] and special ability DCs; AC 32, touch 21, flat-footed 26; CMD 34; hp 125).

LAST NAIL LORE

Aura faint (transmutation; DC 16 Knowledge [arcana]); DC 21 identifies as a +1 *weapon* [DC 31 reveals there is something strange about the weapon].

Lore (DC 15 Knowledge [history]) This is *Last Nail*, a weapon wielded by Nornell the Havoctide.

LAST NAIL CR 8 (XP 4,800)

This heavy, rust-coloured blade glows faintly with an ephemeral red radiance. Tiny, perfectly formed runes mar the stained steel like implacable covenants with carnage.

Male young vampire mimic cleric 5

NE Small undead (augmented, shapechanger)

Init +9; **Senses** darkvision 60 ft.; Perception +25, Sense Motive +15

Speed 10 ft.; *gaseous form* (fly 20 ft. [perfect]), *spider climb*

Gaseous Form (Su) Last Nail can assume gaseous form (CL 5th) at will, and can remain gaseous indefinitely.

Spider Climb (Ex) Last Nail can climb sheer surfaces as though affected by *spider climb*.

ACP 0; Climb +17, Stealth +13

AC 28, touch 17, flat-footed 22; **CMD** 30; Dodge (+1 size, +5 Dex, +1 dodge, +11 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); **Resist** cold 10, electricity 10; **Weakness** vampire weaknesses (garlic, mirrors, cannot enter private homes unless invited, direct sunlight, running water, wooden stakes)

Fort +8, **Ref** +10, **Will** +14

hp 101 (12 HD); fast healing 5, gaseous form; **DR** magic and silver/10

Gaseous Form (Su) If reduced to 0 hit points, Last Nail assumes *gaseous form* and flees to its coffin-scabbard. Once at rest, it is helpless for one hour until it regains 1 hit point. It is then no longer helpless and fast healing affects it normally.

Space 5 ft.; **Base Atk** +8; **CMB** +14

Melee slam +17 (1d6+10 plus adhesive plus energy drain)

Atk Options Combat Reflexes, adhesive, blood drain, constrict (slam, 1d6+10), create spawn, energy drain

Adhesive (Ex) Last Nail exudes a thick slime that acts as a powerful adhesive, holding fast creatures or items that touch it. When adhesive-covered it automatically grapples any creature it hits with a slam attack. Opponents so grappled cannot get free while he is alive without removing the adhesive first. A weapon that strikes Last Nail is stuck fast (DC 20 Reflex negates). The wielder can wrench a stuck weapon free with a DC 20 Strength check or by applying strong alcohol or universal solvent (but Last Nail can still grapple normally). He can dissolve the adhesive at will. The substance breaks down 5 rounds after it dies.

Blood Drain (Su) If Last Nail establishes or maintains a pin it can suck a grappled opponent's blood dealing 1d4 Constitution damage. It heals 5 hp or gains 5 temporary hit points for 1 hour (up to a maximum equal to its full normal hit points)

Lore (DC 20 Knowledge [history]) Nornell was a vampiric drider who used the blade through the Bleeding Nights – an infamous orgy of slaughter wrought on the surface by drow.

Lore (DC 25 Knowledge [history]) *Last Nail* possesses a feral intelligence, and urges its wielder onwards to spill blood.

Abilities *Last Nail* is a +1 *greatsword*, but can assume the form of any two-handed melee weapon.

each round it drains blood.

Create Spawn (Su) Last Nail can create spawn out of those it slays with blood drain or energy drain, provided that the slain creature is an aberration. The victim rises from death as a vampire in 1d4 days. This vampire is under the command of Last Nail, and remains enslaved until its master's destruction. Last Nail may have enslaved spawn totalling no more than 24 Hit Dice; any spawn it creates that exceed this limit become free-willed undead. Last Nail may free an enslaved spawn in order to enslave a new spawn, but once freed, a spawn cannot be enslaved again.

Energy Drain (Su) A creature hit by Last Nail's slam attack gains 2 negative levels (DC 19 Fortitude restores). He can use this ability once a round.

Special Attacks change shape, channel energy (6/day; 3d6 negative energy [DC 15 Will]; Command Undead), children of the night, dominate, mimic object

Change Shape (Su) Last Nail can assume the form of a dire bat or wolf, as *beast shape II*.

Children of the Night (Su) Once per day, Last Nail can call forth 1d6+1 rat swarms, 1d4+1 bat swarms or 2d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve Last Nail for 1 hour.

Dominate (Su) Last Nail can crush the will of a humanoid within 30 ft. (DC 19 Will negates) as *dominate person* (CL 12th).

Mimic Object (Ex) Last Nail can assume the form of any Small object, but cannot substantially alter its size, though. His body is hard and has a rough texture, no matter what appearance it might present.

Domain Spell-Like Abilities (CL 5th; concentration +9; Madness, War [Blood subdomain])

8/day—battle rage (+2 damage; 1 round), vision of madness (+2 attack rolls, saving throws or skill checks; -2 to other two categories; 3 rounds)

Cleric Spells Prepared (CL 5th; concentration +9; Madness, War [Blood subdomain])

3rd—*silent still magic weapon* (2), *rage*^D

2nd—*align weapon, shield other, spiritual weapon*^D, *undetectable alignment*

1st—*magic weapon* (4), *magic weapon*^D

0—*bleed* (DC 15), *detect magic, mending, light*

Abilities Str 25, Dex 20, Con -, Int 10, Wis 20, Cha 16

SQ shadowless

Feats Alertness^B, Combat Reflexes^B, Command Undead, Dodge^B, Great Fortitude, Improved Initiative^B, Lightning Reflexes^B, Silent Spell, Skill Focus (Disguise), Still Spell, Toughness^B, Weapon Focus (slam)

Skills as above plus Bluff +11, Disguise +24 (+44 when mimicking objects), Knowledge (religion) +15, Spellcraft +8

Languages Common

THE TOURMALINE PRINCESS (EL 10; XP 9,600)

Legends from the Elemental Plane of Earth speak of the beautiful and wise Tourmaline Princess; a great warrior, implacable lover and itinerant traveller of the Planes. Mortal sages seek her acumen, great knights seek to best her in battle and questing princes seek her hand in marriage. But all to no avail.

While the truth of her wisdom and prowess are not understated, her glimmering beauty is an ... acquired ... taste, as Xranadone, the Tourmaline Princess is an alien xorn.

The PCs can encounter Xranadone anywhere underground, acting as an emissary between the earth elementals and the mortal races, or just exploring the Material Plane for the joy of battling any who would challenge her.

Before you is a perfect sphere of clear quartz, hinged with an elaborate platinum harness and sporting wicked blades. The traces bind a pair of ruby scorpions, as large as horses.

This is Xranadone's famed Quartz Chariot, the royal conveyance drawn by two giant crysmals

XRANADONE

Xranadone can rampage through the planes like a valkyrie's cry or diffuse conflicts with a single quiet word.

Background: The Tourmaline Princess is the daughter of two elder xorn lords, banished forever from the Elemental Plane of Earth for the slaying of her treacherous brother without proof of his guilt. Since being banished, she has filled a number of roles – questing knight, trusted messenger, avenger and diplomat. In truth, she cares little for the Prime Material plane and desires to return home.

Personality: Xranadone is no heroine, often fighting for selfish, petty reasons or over her nebulous concept of honour. In truth, Xranadone enjoys fame above all, taking ever more dangerous risks to ensure her memory's immortality. She is haughty, implacable and untrusting. She has a highly developed sense of her own worth and takes insults badly. Somewhat spoiled as a child, she expects – nay demands – fawning attention from those with which she speaks.

Mannerisms: Xranadone is every inch the warrior-princess, even down to her measured, graceful gait and sure clear voice. She gives her opponents a complex salute before attacking.

Distinguishing Features: As her title suggests, Xranadone's crystalline skin is coloured in the rainbow of hues found in tourmaline. She is predominantly green and red, and bedecked with trigonal crystals. She usually shapes the *glamoured* armour she wears as a sheer veil of platinum.

The swirling curved blades Xranadone wields are obviously extraplanar in design, but use the statistics of scimitars.

SPEAKING WITH THE PRINCESS

If the PCs use Diplomacy when confronted by the Tourmaline Princess, her attitude is initially indifferent. If the PCs improve her attitude to friendly she explains her banishment and asks if she can travel with them for awhile. If she becomes helpful, she may even adventure with them for a few days as long as she gets any gemstones recovered as her share of any loot.

XRANADONE

CR 10 (XP 9,600)

This wide, squat beast is coloured in vibrant green and red hues.

It has three legs, three arms, three eyes and a huge mouth.

It holds a complex, alien blade in each of its hands.

Female advanced xorn fighter (weapon master) 3

N Medium outsider (earth, extraplanar)

Init +4; **Senses** all round vision, darkvision 60 ft., tremorsense 60 ft.; Perception +20, Sense Motive +16

All-Around Vision (Ex) Xranadone sees in all directions at the same time. She cannot be flanked.

Speed 15 ft., base speed 20 ft., burrow 20 ft.; earth glide

Earth Glide (Ex) Xranadone can glide through any sort of natural earth or stone as easily as a fish swims through water. Her burrowing leaves no sign of her passage or hint at her presence to creatures that don't possess tremorsense. A *move earth* spell cast on an area containing Xranadone moves her back 30 feet and stuns her for 1 round unless she succeeds on a DC 15 Fortitude save.

ACP -3; Athletics +1 (-3 jumping)

AC 38, touch 15, flat-footed 34; **CMD** 32 (33 vs. disarm and sunder, 34 vs. trip)

(+3 Dex, +10 armour [+1 *glamered mithral full plate*], +1 deflection [*ring of protection +1*], +1 insight [*dusty rose prism ioun stone*], +13 natural)

Immune cold, fire, flanking; **Resist** electricity 10

Fort +14, **Ref** +7, **Will** +9

hp 118 (10 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +10; **CMB** +17 (+21 to disarm)

Melee 3 mwk scimitars +17/+12 (1d6+8/15-20) and bite +10 (4d6+3)

Atk Options Combat Expertise (-3 attack, +3 AC), Greater Disarm

Combat Gear *potion of heroism, potion of cure serious wounds*

Abilities Str 25, Dex 18, Con 23, Int 14, Wis 17, Cha 12

SQ weapon guard (+1), weapon training (heavy blades [+1])

Feats Combat Expertise, Double Slice, Greater Disarm, Improved Critical (scimitar), Improved Disarm, Improved Two-Weapon Fighting, Multiweapon Fighting

Skills as above plus Bluff +14, Diplomacy +14, Knowledge (nobility) +15, Knowledge (planes) +15, Linguistics +11

Languages Aklo, Common, Draconic, Dwarven, Giant, Goblin, Terran, Undercommon

Gear as above

If the PCs fail a Diplomacy check, she attacks.

▪ **Indifferent – Friendly:** DC 16

Modifiers: Encourage the players to role-play these negotiations bestowing small (+2/-2) modifiers as appropriate. Additionally, apply the following modifiers:

- **Elemental Rivals:** If any of the PCs or their associates are aligned with any of the Elemental Planes other than Earth (such as having a fire elemental bloodline sorcerer or air mephit familiar) the PCs receive a -5 penalty on their Diplomacy check. A PC associated with the Elemental Plane of Earth gains a +5 bonus on the Diplomacy checks.
- **Gemstones:** Xranadone loves gemstones – finding them particularly tasty. PCs gifting her such delicacies gain a +1 bonus to Diplomacy checks for each 1,000 gp worth of gems they give her.

PCs using Intimidate can temporarily render the Tourmaline Princess friendly, but once she has regained her wits, she

CRYSMAL STEEDS (2)

CR 4 (XP 1,200)

This animate cluster of translucent crystal's shape is vague reminiscent of a gigantic scorpion.

Giant crysmal

N Medium outsider (earth, elemental)

Init +1; **Senses** darkvision 60 ft., crystal sense; Perception +11, Sense Motive +1

Crystal Sense (Sp) Crysmals can sense the presence of any crystals or gems within 30 feet as if using the scent ability.

Speed 30 ft., burrow 20 ft.

AC 0; **Acrobatics** +8, **Climb** +11, **Stealth** +8 (+10 in rocky areas)

AC 18, touch 11, flat-footed 17; **CMD** 19 (+1 Dex, +7 natural)

Immune cold, fire, elemental traits; **Resist** electricity 10

Fort +9, **Ref** +4, **Will** +5

hp 34 (4 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +4; **CMB** +8

Melee sting +8 (3d6+6)

Ranged spike shard (range 60 ft.) +5 (3d8)

Shard Spike (Ex) Once per day, a crysmal can launch its tail spike as a ranged attack that shatters when it hits, dealing 3d8 points of piercing damage to the target and 1d6 points of piercing damage to all creatures in adjacent squares. The spike regrows in 24 hours, but until it does, its impaired sting does only 2d6+6 damage.

Spell-Like Abilities (CL 4th; concentration +6)

At will—*detect magic*, *ghost sound* (DC 12), *mage hand*, *silent image* (DC 13)

3/day—*dimension door*, *sanctuary* (DC 14), *touch of idiocy* (DC 14)

Abilities Str 19, Dex 12, Con 17, Int 6, Wis 13, Cha 14

Feats Great Fortitude, Lightning Reflexes, Skill Focus (Perception)

Languages Terran

mercilessly hunts down the individuals that cowed her.

QUARTZ CHARIOT

The quartz chariot has the following features of note:

Quartz Sphere: The 10-foot diameter sphere is of solid, clear quartz (AC 4, hardness 8, hp 250). Xranadone rides inside the sphere using her earth glide ability to remain suspended upright within the whirling stone. The clarity of the quartz allows Xranadone to see from inside without penalty. While in the stone she has total cover from attacks originating outside.

The chariot can burrow if the creatures drawing the chariot have the burrow mode of movement.

A Medium or smaller creature overrun by the sphere is subject to a trample attack (3d6+6, DC 16 Reflex halves).

Scythes: The central horizontal axis struck through the sphere is fitted with wicked, spinning scythe blades. Any creature in a square adjacent to the sphere when it makes a trample attack is subjected to a trample-type attack which inflicts slashing damage (2d6+6, DC 16 Reflex halves).

Steeds: Two giant crysmals pull the Quartz Chariot, and are obsessively loyal to their mistress.

TACTICS

The Tourmaline Princess prefers to challenge opponents to single combat, slicing them apart in a cyclone of flashing blades. When confronted with multiple enemies, Xranadone rides them down in her Quartz Chariot, striking from inside its protective shell.

Xranadone uses her first attack in a round to disarm an enemy before slicing them to ribbons. If a creature pierces her formidable defences, she uses Combat Expertise to ensure the small victory is not repeated.

The crysmals attack any creatures which lurk out of Xranadone's range with their spike shard attacks. The elementals use their *mage hand* ability to secure or release the chariot's traces, allowing them to fight freely once Xranadone has disembarked.

If Xranadone is badly injured (reduced to less than 10 hp) or incapacitated, her crysmal steeds use their *dimension door* ability to teleport her to safety.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 9 (XP 6,400): Remove the advanced template from Xranadone (-2 on all rolls [including damage rolls]; AC 34, touch 13, flat-footed 32, hp 98).

EL 11 (XP 12,800): Add two crysmal steeds to Xranadone's chariot.

TROGLODYTES

TROGLODYTE CR 1 (XP 400)

CE Medium humanoid (reptilian)

Init -1; **Senses** darkvision 90 ft.; Perception +0, Sense Motive +0
Speed 30 ft.

ACP 0; Stealth +5 (+9 in rocky areas)

AC 15, touch 9, flat-footed 15; **CMD** 11

(-1 Dex, +6 natural)

Fort +7, **Ref** -1, **Will** +0

hp 13 (2 HD)

Space 5 ft. (stench aura 30 ft.); **Base Atk** +1; **CMB** +2

Stench (Ex) All creatures not immune to poison must make a DC 13 Fortitude save or be sickened for 10 rounds. Creatures succeeding on the saving throw cannot be affected by the same troglodyte's stench for 24 hours.

Melee club +2 (1d6+1),

claw -3 (1d4) and

bite -3 (1d4) or

Melee 2 claws +2 each (1d4+1) and

bite +2 (1d4+1)

Ranged javelin (range 30 ft.) +0 (1d6+1)

Combat Gear javelin

Abilities Str 12, Dex 9, Con 14, Int 8, Wis 11, Cha 11

Feats Great Fortitude

Skills as above

Languages Draconic

ADVANCED TROGLODYTE CR 2 (XP 600)

Male advanced troglodyte

CE Medium humanoid (reptilian)

Init +1; **Senses** darkvision 90 ft.; Perception +2, Sense Motive +2
Speed 30 ft.

ACP 0; Climb +8, Stealth +7 (+11 in rocky areas)

AC 19, touch 11, flat-footed 18; **CMD** 15

(+1 Dex, +8 natural)

Fort +9, **Ref** +1, **Will** +2

hp 17 (2 HD)

Space 5 ft. (stench aura 30 ft.); **Base Atk** +1; **CMB** +4

Stench (Ex) All creatures not immune to poison must make a DC 15 Fortitude save or be sickened for 10 rounds. Creatures succeeding on the saving throw cannot be affected by the same troglodyte's stench for 24 hours.

Melee club +4 (1d6+3),

claw -1 (1d4+1) and

bite -1 (1d4+1) or

Melee 2 claws +4 (1d4+3) and

bite +4 (1d4+3)

Ranged javelin (range 30 ft.) +2 (1d6+3)

Combat Gear javelin

Abilities Str 16, Dex 13, Con 18, Int 12, Wis 15, Cha 15

Feats Great Fortitude

Skills as above plus Survival +7

Languages Draconic

TROGLODYTE BARBARIAN CR 3 (XP 800)

Male troglodyte barbarian 2

CE Medium humanoid (reptilian)

Init +1; **Senses** darkvision 90 ft.; Perception +1, Sense Motive +1

Speed 30 ft.; base speed 40 ft.

ACP -2; Climb +6, Stealth +6 (+10 in rocky areas)

AC 21, touch 11, flat-footed 21; **CMD** 17; uncanny dodge

(+1 Dex, +4 armour [mwk hide], +6 natural)

Fort +11, **Ref** +1, **Will** +1

hp 40 (4 HD)

Space 5 ft. (stench aura 30 ft.); **Base Atk** +3; **CMB** +6

Stench (Ex) All creatures not immune to poison must make a DC 15 Fortitude save or be sickened for 10 rounds. Creatures succeeding on the saving throw cannot be affected by the same troglodyte's stench for 24 hours.

Melee mwk club +7 (1d6+3),

claw +1 (1d4+1) and

bite +1 (1d4+1) or

Melee 2 claws +6 (1d4+3) and

bite +6 (1d4+3)

Ranged javelin (range 30 ft.) +4 (1d6+3)

Atk Option rage (7 rounds)

Combat Gear javelin (3), *potion of cure moderate wounds*

Abilities Str 16, Dex 13, Con 16, Int 6, Wis 13, Cha 9

SQ fast movement, rage power (powerful blow [+1])

Feats Great Fortitude, Toughness

Skills as above plus Survival +5

Languages Draconic

When raging, the troglodyte barbarian has the following altered statistics:

Climb +8

AC 19, touch 11, flat-footed 21; **CMD** 19

(+1 Dex, -2 classed, +4 armour [mwk hide], +6 natural)

Fort +13, **Will** +3

hp 48 (3 HD)

Space 5 ft. (stench aura 30 ft.); **CMB** +8

Stench (Ex) All creatures not immune to poison must make a DC 17 Fortitude save or be sickened for 10 rounds. Creatures succeeding on the saving throw cannot be affected by the same troglodyte's stench for 24 hours.

Melee mwk club +9 (1d6+5),

claw +3 (1d4+2) and

bite +3 (1d4+2) or

Melee 2 claws +8 each (1d4+5) and

bite +8 (1d4+5)

Ranged javelin (range 30 ft.) +4 (1d6+5)

Atk Options powerful blow (+1)

Abilities Str 20, Con 20

TROGLODYTE PRIEST CR 5 (XP 1,600)

Male advanced troglodyte cleric 4
 CE Medium humanoid (reptilian)
Init +0; **Senses** darkvision 90 ft.; Perception +11, Sense Motive +5

Speed 20 ft.; base speed 30 ft.

ACP -3; Climb +5, Stealth +3 (+7 in rocky areas)

AC 25, touch 10, flat-footed 25; **CMD** 17
 (+7 armour [+1 *breastplate*], +8 natural)

Fort +14, **Ref** +1, **Will** +9

hp 61 (6 HD)

Space 5 ft. (stench aura 30 ft.); **Base Atk** +4; **CMB** +7

Stench (Ex) All creatures not immune to poison must make a DC 18 Fortitude save or be sickened for 10 rounds. Creatures succeeding on the saving throw cannot be affected by the same troglodyte's stench for 24 hours.

Melee mwk club +8 (1d6+3),
 claw +2 (1d4+1) and
 bite +2 (1d4+1) or

Melee 2 claws +7 (1d4+3) and
 bite +7 (1d4+3)

Ranged javelin (range 30 ft.) +4 (1d6+3)

Atk Options bleeding touch (8/day), touch of darkness (8/day)

Bleeding Touch (Sp) With a melee touch attack, the troglodyte priest causes a living creature to take 1d6 damage for 2 rounds (or until the subject receives a DC 15 Heal check, or any spell or effect that heals damage.)

Touch of Darkness (Sp) With a melee touch attack, the troglodyte priest causes the target to treat all other creatures as if they had concealment (20% miss chance) for 2 rounds.

Special Actions channel negative energy (6/day, 2d6; Selective Channelling [3]; DC 15)

Cleric Spells Prepared (CL 4th; concentration +9 [+13 casting defensively or grappling]; spontaneous casting [*inflict* spells]; Darkness, Death)

2nd—*cure moderate wounds*, *death knell*^D, *hold person* (DC 17), *silence*

1st—*bless*, *cure light wounds* (2), *divine favour*, *obscuring mist*^D, *shield of faith*

0—*create water*, *detect magic*, *stabilize*, *virtue*

Combat Gear javelin, *potion of invisibility*, *potion of owl's wisdom*, *wand of sound burst* (15 charges)

Abilities Str 16, Dex 11, Con 20, Int 16, Wis 20, Cha 17

SQ evil aura (moderate)

Feats Combat Casting, Great Fortitude, Selective Channelling

Skills as above plus Heal +10, Knowledge (history) +10, Knowledge (planes) +10, Knowledge (religion) +10, Spellcraft +10, Survival +10

Languages Abyssal, Draconic, Terran, Undercommon

TROGLODYTE BATTLE LEADER CR 5 (XP 1,600)

Male troglodyte barbarian 4
 CE Medium humanoid (reptilian)
Init +5; **Senses** darkvision 90 ft.; Perception +1, Sense Motive +1
Speed 30 ft.; base speed 40 ft.

ACP -3; Climb +7, Stealth +7 (+12 in rocky areas)

AC 24, touch 11, flat-footed 24; **CMD** 19; +1 vs. traps, uncanny dodge
 (+1 Dex, +7 armour [+1 *breastplate*], +6 natural)

Fort +12, **Ref** +2 (+3 vs. traps), **Will** +2

hp 63 (6 HD)

Space 5 ft. (stench aura 30 ft.); **Base Atk** +5; **CMB** +8

Stench (Ex) All creatures not immune to poison must make a DC 16 Fortitude save or be sickened for 10 rounds. Creatures succeeding on the saving throw cannot be affected by the same troglodyte's stench for 24 hours.

Melee mwk greatclub +9 (1d10+4) or

Melee 2 claws +8 (1d4+3) and
 bite +8 (1d4+3)

Ranged javelin (range 30 ft.) +6 (1d6+3)

Atk Option rage (13 rounds)

Combat Gear javelin (3), *javelin of lightning*

Abilities Str 17, Dex 13, Con 16, Int 6, Wis 13, Cha 9

SQ fast movement, rage power (knockback, powerful blow [+2]), trap sense (+1)

Feats Great Fortitude, Improved Initiative, Toughness

Skills as above plus Survival +5

Languages Draconic

When raging, the troglodyte barbarian has the following altered statistics:

Climb +9

AC 22, touch 9, flat-footed 22; **CMD** 21 ; +1 vs. traps, uncanny dodge
 (+1 Dex, +7 armour [+1 *breastplate*], +6 natural)

Fort +14, **Will** +4

hp 75 (6 HD)

Space 5 ft. (stench aura 30 ft.); **CMB** +10

Stench (Ex) All creatures not immune to poison must make a DC 18 Fortitude save or be sickened for 10 rounds. Creatures succeeding on the saving throw cannot be affected by the same troglodyte's stench for 24 hours.

Melee mwk greatclub +11 (1d10+7) or

Melee 2 claws +10 each (1d4+5) and
 bite +10 (1d4+5)

Ranged javelin (range 30 ft.) +6 (1d6+5)

Atk Options knockback, powerful blow (+2)

Abilities Str 20, Con 20

PATROL (EL 7; XP 3,200)

Opponents Troglodyte Barbarian (1), Troglodyte (6)

WARBAND (EL 9; XP 6,400)

Opponents Troglodyte Barbarian (4), Troglodyte Priest (1), Troglodyte War Leader (1)

WEIGH ANCHOR (EL 7; XP 3,200)

As the PCs investigate a deep cavern system, they encounter a large subterranean body of water. It could be a natural aquifer, underground lake or sea or even a vast, forgotten dwarven-engineered cistern punctuated with a forest of geometrically aligned and elaborately carved columns.

The claustrophobic tunnel opens out into an uneven ledge of pitted rock lashed by a vast expanse of dark, chill water. The echoing roar of angry white-water fills the cavern. A sturdy boat of alien design moors in a sheltered cove nearby.

The ferryman, Thruk, is a merrow – part of an amphibious, scaled giant race distantly related to ogres (presented in *Pathfinder RPG Bestiary 2*). Thruk stops daubing steaming tar onto the hull of his ship, the *Bleeding Edge*, when he spots PCs entering the cavern. Depending on the reactions of the PCs, Thruk can be a temporary, untrustworthy ally to assist them across the water, or a vicious enemy.

DIPLOMACY

Thruk generally spends his days hunting, fishing and swimming, using the *Bleeding Edge* as a base to store his catch. He is not averse to providing passage for travellers across the water, but is suspicious of strangers. If the PCs approach Thruk using Diplomacy his attitude is initially unfriendly. If the PCs improve his attitude to friendly he offers to transport them across the water for a modest fee of 100 gp. If the PCs fail two Diplomacy checks, Thruk becomes angry and attacks.

- **Unfriendly → Indifferent:** DC 17
- **Indifferent → Friendly:** DC 12

Modifiers: Encourage the players to role-play these negotiations bestowing small (+2/-2) modifiers as appropriate. Additionally, apply the following modifiers:

- **Bribe:** Bribes appeal to Thruk's venal, greedy character and each additional 50 gp offered over the base fee of 100 gp bestows a +1 bonus to the next Diplomacy check. If the bribe is in the form of a magic item this bonus doubles to +2.
- **Bluff:** Thruk is used to dealing with treacherous negotiators and reacts poorly to lies. If the PCs fail a Bluff check against Thruk, he immediately attacks.
- **Intimidate:** Thruk is unused to intimidation and a successful Intimidate check forces him to act friendly for 1d6 hours rather than the standard 1d6 x 10 minutes.
- **Fan Feather Tokens:** If the PCs pay an extra 500 gp for a rapid journey (perhaps if they're being pursued through the tunnels or racing another group of spelunkers to a treasure hoard), Thruk uses *fan feather tokens* to speed their voyage.

TRUK

Thruk lives by fishing, hunting prey and occasionally providing a ferry service across the underground lake.

Background: Thruk has lived his entire life in the subterranean lake, born into a native freshwater merrow community which migrated underground centuries ago.

Personality: Thruk is not particularly bright, but is content with his simple, solitary life. He is violent and cruel, enjoying inflicting pain on things that are smaller than he is.

TRUK THE FERRYMAN

CR 7 (XP 3,200)

This scaled giant stands twelve feet high, staring with the dead, black eyes of a shark. He hefts a massive barnacle-encrusted anchor in one hand, coiling the anchor's chain around his other clenched fist.

Male freshwater merrow rogue 7

NE Large humanoid (aquatic, giant)

Init +5; **Senses** low-light vision; **Perception** +16 (+18 vs. traps), **Sense Motive** +12

Speed 40 ft., swim 40 ft.

ACP 0; **Stealth** +11 (+15 in water), **Swim** +25

AC 23, touch 14, flat-footed 23; **CMD** 31; +2 vs. traps, uncanny dodge

(-1 size, +5 Dex, +4 armour [+1 *studded leather*], +1 shield [Two Weapon Defence], +4 natural)

Fort +10, **Ref** +11 (+13 vs. traps; evasion), **Will** +7

hp 93 (11 HD)

Space 10 ft., **Base Atk** +8; **CMB** +16 (+18 to disarm with chain)

Melee anchor (10 ft. reach) +15/+10 (3d6+7/19-20) or

Melee anchor (10 ft. reach) +13/+8 (3d6+7/19-20) and anchor chain (10 ft. reach) +13/+8 (2d6+3/19-20)

Atk Options Catch Off Guard, Combat Reflexes, sneak attack +4d6 (slow reactions, powerful sneak)

Powerful Sneak (Ex) When Thruk makes a full attack, he can elect to take a -2 penalty on all attack rolls until the start of his next turn. If an attack during this time is a sneak attack, he treats all 1s on the sneak attack damage dice as 2s.

Combat Gear *potion of bull's strength*, *potion of cure moderate wounds*, *potion of heroism*, *oil of magic weapon*

Abilities Str 24, Dex 20, Con 19, Int 6, Wis 14, Cha 5

SQ amphibious, rogue talents (combat trick, powerful sneak, slow reactions, weapon training), trap sense (+2), trapfinding

Feats Catch Off-Guard, Combat Reflexes, Improved Two-Weapon Fighting, Improvised Weapon Mastery, Iron Will, Two Weapon Defence, Two-Weapon Fighting, Weapon Focus (anchor)

Skills as above plus Disable Device +8, Linguistics +8, Profession (sailor) +12

Languages Aklo, Aquan, Common, Dwarven, Giant, Goblin, Terran, Undercommon

Gear as above plus keelboat (*Bleeding Edge*), 350 gp, everburning torch, *fan feather tokens* (2)

FIGHTING IN WATER

Fighting in or near water is hazardous and difficult for the PCs.

Attacks from Land: Characters swimming, floating or treading water have improved cover (+8 to AC, +4 on Reflex saves) from opponents on land. Thrown weapons are ineffective underwater, even when launched from land. Other ranged attacks suffer a -2 penalty on attack rolls for every 5 feet of water they pass through.

Fire: Nonmagical fire is ineffective underwater. Spells or abilities with the fire descriptor are also ineffective unless the caster makes a DC 20 + spell level caster level check.

Spellcasting Under Water: A creature that cannot breathe underwater must make a concentration check (DC 15 + spell level) to cast a spell.

WEAPON ATTACK AND DAMAGE MODIFIERS

CONDITION	SLASHING/ BLUDGEONING	PIERCING
<i>Freedom of movement</i>	Normal/normal	Normal/normal
Has a swim speed	-2/half	Normal
Successful Swim check	-2/half ¹	Normal
Firm Footing ²	-2/half ¹	Normal
None of the above	-2/half ¹	-2/half

1: A creature without *freedom of movement* or a swim speed makes grapple checks underwater at a -2 penalty, but deals damage normally when grappling.

2: Creatures have firm footing when walking along the bottom of the lake. A creature can walk along the bottom if it wears or carries enough gear to weigh it down; at least 16 lbs. for Medium creatures, twice that per size category larger and half that per size category smaller.

MOVEMENT & BALANCE

CONDITION	MOVEMENT	OFF BALANCE? ¹
<i>Freedom of movement</i>	Normal	No
Has a swim speed	Normal	No
Successful Swim check	Quarter or half ³	No
Firm Footing ²	Half	No
None of the above	Normal	Yes

1: Creatures flailing about in water (usually because they failed their Swim check) have a hard time fighting effectively. An off-balance creature loses its Dexterity bonus to AC, and opponents gain a +2 bonus on attacks against it.

2: See 2 above.

3: A successful Swim check lets a creature move one-quarter of its speed as a move action or one-half its speed as a full-round action.

More Information: Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* contains full underwater combat rules.

Mannerisms: Thruk enjoys eating the lake's native shellfish, barnacles and oysters, crunching through shells with his powerful teeth.

Distinguishing Features: Thruk has a shark's soulless eyes and a patchwork of fungal conditions covers his scaled skin.

TACTICS

Thruk wields his ship's anchor as a devastating weapon, disarming foes with the anchor's chain and bludgeoning them to death with the anchor's flukes. The anchor is an improvised double weapon and Thruk makes full use of Catch Off-Guard and Improvised Weapon Master to inflict sneak attacks on his now-unarmed enemies. Typically Thruk avoids the attacks of opportunity triggered by his disarm actions by staying out of reach, or waiting until an opponent is denied attacks of opportunity by his slow reactions rogue talent.

Thruk lures the PCs into the rushing waters (see Area Features) if possible. If reduced to less than 40 hit points or if affected by an incapacitating spell, Thruk flees into the water.

Thruk clings to the bottom of the *Bleeding Edge* if the PCs steal her, ready to have his revenge when the PCs are unprepared. Before emerging from the water, Thruk imbibes his potions of *bull's strength* and *heroism*, and applies his *oil of magic weapon* to his anchor. During this attack, Thruk fights to the death.

AREA FEATURES

The lake has several features of note:

Light: The subterranean lake is blanketed in darkness, Thruk has an *everburning torch*, which sheds normal light in 20 ft and increases the level of light by one step out to 40 ft.

Waves: The water of the lake (DC 15 Swim check) is cold and 40 ft. deep.

Ledge: The rocky ledge is angled, wet and treacherously slippery. Characters moving along the ledge must make a DC 12 Acrobatics check to move at half speed. A character failing this check stops moving in the first ledge square it entered. If a character fails this check by 5 or more, it falls prone.

Bleeding Edge: This keelboat is 50 feet long and 15 feet wide and rigged with a single sail. Two large oars lie amidships, allowing Thruk to row the vessel. *Bleeding Edge* can carry 30 tons of cargo and moves at 1 mile per hour.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 6 (XP 2,400): Add the young creature template to Thruk (+2 on all Dex-based rolls, -2 on all other rolls; hp 71).

EL 8 (4,800): Add the advanced creature template to Thruk (+2 on all rolls [including damage], AC 27, touch 16, flat-footed 20; CMD 35, hp 115); add treasure chest with 12 pp, 250 gp and 340 sp.

WHISPERS IN THE DARK (EL 9; XP 6,400)

A small hunting band of derro lurk in this cavern. In the main, the cavern is quite ordinary, but in one corner phosphorescent mold has grown over the skeleton of a fallen minotaur warrior. The leader of the derro, Jvix, enjoys using his powers to give the skeleton a semblance of life. He hopes this will draw travellers into the cavern so that his minions can launch their ambush. If explorers do not take the bait and enter the cavern, Jvix and his minions do not pursue.

When the PCs look into the cavern, read:

A soft purple glow emanates from a far corner of this large columned cavern. Water drips down from the cavern's high ceiling and the floor beneath your feet is slightly slippery.

When the PCs arrive in this area, the derro are hiding out of sight behind the massive columns holding the roof aloft. Only Jvix maintains a watch on the entrance. If a PC spots him (by succeeding on a Perception check opposed by his Stealth check [+11 bonus plus distance modifiers]) he ducks back behind a column and waits for the explorers to enter the chamber.

THE GLOWING SKELETON

When the PCs enter the chamber, Jvix uses his powers to draw the PCs toward the minotaur skeleton. At first, he uses *silent image* to create the illusion of a shapely, ghost-like creature rising from the mould-covered bones. Read:

The soft glow you noticed earlier seems to come from mould covering the skeleton of some kind of large, horned humanoid. As you observe the scene, a silent, faintly glowing ghostly figure rises from the remains.

This is the signal for Kerth to use *ghost sound* (DC 13 Will disbelieves) to create the sound of whispering and mutterings coming from the far end of the chamber. A DC 15 Perception check identifies the whispering to be in Aklo. Aklo speakers understand the gist of the whispers as "Stupid surface dwellers we are coming to get you. Don't look behind you..."

If these tactics draw the PCs deeper into the chamber, combat ensues. If the PCs take a defensive stance more derro use *ghost sound* to increase the volume of muttering and whispering. If this still fails to draw the PCs forward or to precipitate their retreat, the derro launch a barrage of *sound bursts* before emerging to pepper their enemies with poisoned crossbow bolts.

If the PCs retreat, the derro do not follow.

TACTICS

While undoubtedly mad, the derro hunger for explorers' warm flesh and shiny trinkets.

Kerth and Jvix are madly in love (literally). They fight to protect one another, but happily abandon their fellows if an attack goes badly.

Derro Warriors: These warriors unleash a hail of poisoned crossbow bolts at the least armoured opponents. Using their repeating crossbows they employ this tactic for six rounds before moving into melee. Every round, one of the derro warriors uses *sound burst* against a randomly determined group of enemies.

Every time a warrior injures an opponent, it titters to itself and does a little jig of delight.

Jvix: Jvix keeps out of melee using *ray of enfeeblement* on fighter-types and poisoned crossbow bolts against other targets. If threatened he deploys his *feather token (whip)* to keep enemies back before calling for aid.

Kerth: Kerth hides and shoots to gain the benefit of sneak attack and only enters melee if Jvix is threatened. In melee, she always positions herself to flank an opponent.

DERRO WARRIOR (4)

CR 3 (XP 800)

This small humanoid has pale blue skin, bulging white eyes, unkempt hair and four-fingered hands. It wears leather armour and carries a light crossbow

CE Small humanoid (derro)

Init +6; **Senses** darkvision 60 ft.; Perception +0, Sense Motive -3
Speed 20 ft.

ACP 0; **Acrobatics** +2 (-4 jumping), **Stealth** +9

AC 17, touch 13, flat-footed 15; **CMD** 13

(+1 size, +2 Dex, +2 armour [leather], +2 natural)

Immune insanity, *confusion* effects; **Weakness** vulnerability to sunlight

Vulnerability to Sunlight (Ex) A derro takes 1 Con damage after every hour it is exposed to sunlight.

Fort +5, **Ref** +3, **Will** +6; **SR** 14

hp 25 (3 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +1

Melee short sword +5 (1d4/19-20)

Ranged repeating light crossbow (range 80 ft.) +5 (1d6/19-20 plus Medium spider venom [DC 14 Fortitude; *frequency* 1/round for 4 rounds; *effect* 1d2 Str; *cure* 1 save])

Atk Options poison use, sneak attack +1d6

Spell-Like Abilities (CL 3rd; concentration +6)

At will—*darkness*, *ghost sound* (DC 13)

1/day—*daze* (DC 13), *sound burst* (DC 15)

Combat Gear bolts (10; coated with Medium spider venom)

Abilities Str 11, Dex 15, Con 18, Int 10, Wis 5, Cha 16

SQ madness

Feats Improved Initiative, Weapon Finesse

Skills as above

Languages Aklo, Undercommon

Gear as above plus 12 gp

AREA FEATURES

The area has several features of note:

Illumination: Most of the cavern lies in darkness, but phosphorescent mould has grown over a large skeleton in a distant part of the cave. The mould gives off a soft purple light (20% miss chance) in a 10 ft. radius. For more information, see “Glowing Skeleton.”

Dripping Water: The water dripping from the ceiling increases the DC of hearing-based Perception checks by 2.

Glowing Skeleton: The shattered skeleton of a minotaur lies in one corner of the cavern. A DC 14 Knowledge (nature) identifies the skeleton as that of a minotaur. A DC 15 Heal check

JVIX CR 5 (XP 1,600)

This small humanoid has pale blue skin, bulging white eyes, unkempt hair and four-fingered hands.

Male derro sorcerer (aberrant) 3

CE Small humanoid (derro)

Init +8; **Senses** darkvision 60 ft.; Perception +0, Sense Motive -3
Speed 20 ft.

ACP 0; Acrobatics +10 (+6 jumping), Stealth +11

AC 19, touch 17, flat-footed 14; **CMD** 17; Dodge (+1 size, +4 Dex, +1 deflection [*ring of protection +1*], +1 dodge, +2 natural)

Immune insanity, *confusion* effects; **Weakness** vulnerability to sunlight

Vulnerability to Sunlight (Ex) Jvix takes 1 Con damage after every hour he is exposed to sunlight.

Fort +7, **Ref** +6, **Will** +11; **SR** 14

hp 54 (6 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +2

Melee mwk short sword +9 (1d4-1/19-20)

Ranged mwk repeating light crossbow (range 80 ft.) +9 (1d6/19-20 plus Medium spider venom [DC 14 Fortitude; *frequency* 1/round for 4 rounds; *effect* 1d2 Str; *cure* 1 save]) or

Ranged Touch acid ray (range 30 ft.) +8 (1d6+1)

Atk Options acid ray (8/day), long limbs (+5 ft.), poison use, sneak attack +1d6

Sorcerer Spells Known (CL 3rd; concentration +8)

1st (7/day)—*enlarge person*, *mage armour*, *ray of enfeeblement* (DC 16), *silent image* (DC 16)

0—*bleed* (DC 15), *dancing lights*, *detect magic*, *message*, *resistance*

Spell-Like Abilities (CL 6th; concentration +11)

At will—*darkness*, *ghost sound* (DC 15)

1/day—*daze* (DC 15), *sound burst* (DC 17)

Combat Gear bolts (10; coated with Medium spider venom), *feather token (whip)*, *potion of cure moderate wounds*

Abilities Str 9, Dex 19, Con 20, Int 12, Wis 5, Cha 21

SQ bloodline arcana (aberrant), madness

Feats Dodge, Eschew Materials^B, Improved Initiative, Weapon Finesse

Skills as above plus Knowledge (arcana) +6, Knowledge (dungeoneering) +8, Spellcraft +6, Use Magic Device +12

Languages Aklo, Dwarven, Undercommon

Gear as above plus 62 gp

reveals the creature was likely crushed in the jaw of some gigantic beast; possibly a purple worm.

The mold gives off a soft purple light and glows for eight hours after removal from the skeleton.

Ceiling: The ceiling is 50 ft. high.

Large Columns: Thick stone columns hold the ceiling aloft. The columns are slick with moisture and very hard to climb (DC 30). They provide cover (+4 to AC, +2 on Reflex saves).

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 8 (XP 4,800): Remove Kerth.

EL 10 (XP 9,600): Add a rogue (using Kerth’s stat block) and two derro warriors.

KERTH CR 5 (XP 1,600)

This small humanoid has pale blue skin, bulging white eyes, unkempt hair and four-fingered hands. She wears leather armour and carries a light crossbow

Female derro rogue 3

CE Small humanoid (derro)

Init +9; **Senses** darkvision 60 ft.; Perception +8 (+9 vs. traps), Sense Motive -4

Speed 20 ft.

ACP 0; Acrobatics +10 (+6 jumping), Stealth +18 (fast stealth)

AC 22, touch 16, flat-footed 17; **CMD** 20; +1 vs. traps (+1 size, +5 Dex, +4 armour [*+1 studded leather*], +2 natural)

Immune insanity, *confusion* effects; **Weakness** vulnerability to sunlight

Vulnerability to Sunlight (Ex) Kerth takes 1 Con damage after every hour she is exposed to sunlight.

Fort +7, **Ref** +9 (+10 vs. traps, evasion), **Will** +8; **SR** 14

hp 60 (6 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +5

Melee mwk short sword +11 (1d4+2/19-20)

Ranged mwk repeating light crossbow (range 80 ft.; Point Blank Shot) +11 (1d6/19-20 plus Medium spider venom [DC 14 Fortitude; *frequency* 1/round for 4 rounds; *effect* 1d2 Str; *cure* 1 save])

Atk Options poison use, sneak attack +3d6

Spell-Like Abilities (CL 6th; concentration +10)

At will—*darkness*, *ghost sound* (DC 13)

1/day—*daze* (DC 13), *sound burst* (DC 15)

Combat Gear bolts (10; coated with Medium spider venom), *potion of cat’s grace*, *potion of cure serious wounds*, *potion of invisibility*

Abilities Str 15, Dex 20, Con 20, Int 10, Wis 5, Cha 18

SQ madness, rogue talent (fast stealth), trapfinding, trap sense (+1)

Feats Improved Initiative, Point Blank Shot, Weapon Finesse

Skills as above plus Disable Device +15, Intimidate +13, Knowledge (dungeoneering) +4

Languages Aklo, Undercommon

Gear as above plus 12 gp, 5 pp

WORMS FROM BEYOND (EL 7; XP 3,200)

A small cluster of gricks lurk in this cavern awaiting their next meal. Read:

Several large stalagmites grow from the floor of this large cavern. Above, a veritable forest of smaller stalactites hang from the ceiling.

The gricks are hiding among the stalactites near the cavern walls.

TACTICS

If the PCs don't see them, the gricks wait until their prey is in the centre of chamber, before surrounding them. Otherwise they swarm out from their hiding places when it becomes evident they have been spotted. They focus their attacks on several individuals and use Stand Still to stop prey fleeing.

AREA FEATURES

The area has several features of note:

Illumination: Darkness.

Ceiling: The ceiling is 30 ft. high and covered in stalactites (DC 20 Climb check to crps). Characters on or within 5



ft. of the ceiling gain cover (+4 to AC, +2 on Reflex saves).

Large Stalagmites: Large stalagmites (between 15 ft. and 20 ft. high) grow from the floor providing cover (+4 to AC, +2 on Reflex saves). A stalagmite fills a whole square and can be scaled with a DC 20 Climb check.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 6 (XP 2,400): Remove the advanced gricks. Add two gricks.

EL 8 (XP 4,800): Remove the grick. Add two advanced gricks.

ADVANCED GRICK (2)

CR 4 (XP 1,200)

This slimy, pallid worm is six-foot long. Four tentacles surround its hooked jaws.

N Medium aberration

Init +4; **Senses** darkvision 60 ft., scent; Perception +15, Sense Motive +4

Speed 30 ft., climb 20 ft.

ACP 0; Climb +11, Stealth +12 (+20 in rocky terrain)

AC 19, touch 14, flat-footed 15; **CMD** 20 (can't be tripped) (+4 Dex, +5 natural)

Fort +4, **Ref** +5, **Will** +8

hp 37 (5 HD); **DR** magic/10

Space 5 ft.; **Base Atk** +3; **CMB** +6

Melee bite +6 (1d4+3) and 4 tentacles +1 (1d4+1)

Atk Options Combat Reflexes, Stand Still

Abilities Str 16, Dex 18, Con 17, Int 7, Wis 18, Cha 9

Feats Combat Reflexes, Skill Focus (Perception), Stand Still

Skills as above

Languages Aklo (can't speak)

GRICK (1)

CR 3 (XP 800)

This slimy, pallid worm is six-foot long. Four tentacles surround its hooked jaws.

N Medium aberration

Init +2; **Senses** darkvision 60 ft., scent; Perception +12, Sense Motive +2

Speed 30 ft., climb 20 ft.

ACP 0; Climb +9, Stealth +6 (+14 in rocky terrain)

AC 15, touch 12, flat-footed 13; **CMD** 16 (can't be tripped) (+2 Dex, +3 natural)

Fort +2, **Ref** +3, **Will** +6

hp 27 (5 HD); **DR** magic/10

Space 5 ft.; **Base Atk** +3; **CMB** +4

Melee bite +4 (1d4+1) and 4 tentacles -1 (1d4)

Atk Options Combat Reflexes, Stand Still

Abilities Str 12, Dex 14, Con 13, Int 3, Wis 14, Cha 5

Feats Combat Reflexes, Skill Focus (Perception), Stand Still

Skills as above

Languages Aklo (can't speak)

READING STAT BLOCKS

Caves & Caverns includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat blocks appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect the creature's attacks. Subsequent listings describe all but the most basic abilities in more depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its opposition schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

ABOUT THE DESIGNERS

Creighton is a keen gamer who passionately believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he releases through Raging Swan Press.

Over the last 11 years, Creighton has worked with Expeditious Press, Paizo and Wizards of the Coast. He now releases his own products through Raging Swan Press. You can read his thoughts on game design at raging-swan.livejournal.com.

Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children ("Genghis" and "Khan") and his patient wife. Famed for his unending love affair with booze and pizza he is an enduring GREYHAWK fan.

David started gaming with the book *Grey Star the Wizard*, circa 1985, back when we eschewed that dice business and goddamn STABBED out random numbers. The next year, he received the D&D Basic Set red box as a birthday present and has been gaming ever since. His GMing style has been likened to a horrible Frankenstein combination of historical epic, gritty survival horror and *Flight of the Concord*-style song-filled whimsy.

He is yet to live down naming a NPC "The Crimea Reaver".

David adores his long-suffering wife and two sons who, frankly, have no idea what he's talking about most of the time. David is based in Sydney, and his work as a Logistics Consultant, much to his disappointment, contains fewer undead-filled warehouses and demon-possessed forklifts than he was led to believe.

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