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BENEATH THE STREETS

A Sourcebook By
MONTE COOK

WISDOM PRESS





PTOLUS™

BENEATH THE STREETS

By Monte Cook



WWW.PTOLUS.COM



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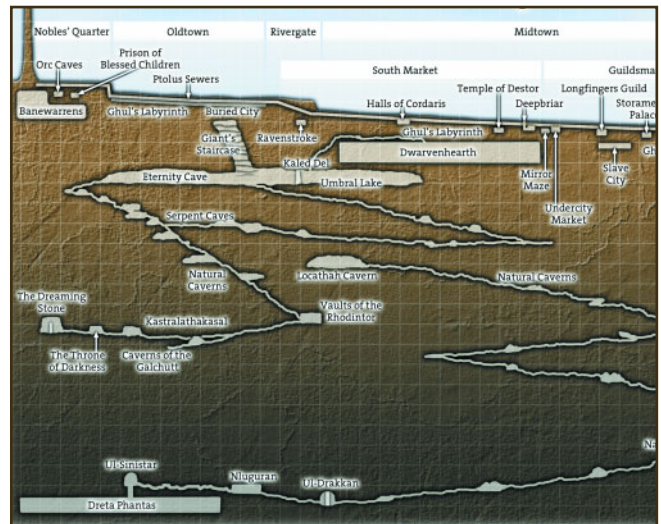
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GUIDE TO THE PTOLUS PDFS

Throughout this book you will find references in the text and in the side-panels to other books in the PT series of *Ptolus* PDF editions. For your convenience, here's a listing of all the titles in the series and their corresponding title codes:

<i>A Player's Guide to Ptolus</i>	PT1
<i>The World of Praemal Organizations</i>	PT2
<i>Districts of the City, Vol. 1</i>	PT3
<i>Districts of the City, Vol. 2</i>	PT4
<i>DM's Companion</i>	PT5
<i>Beneath the Streets</i>	PT6
<i>Adventures</i>	PT7
<i>The Spire</i>	PT8
	PT9



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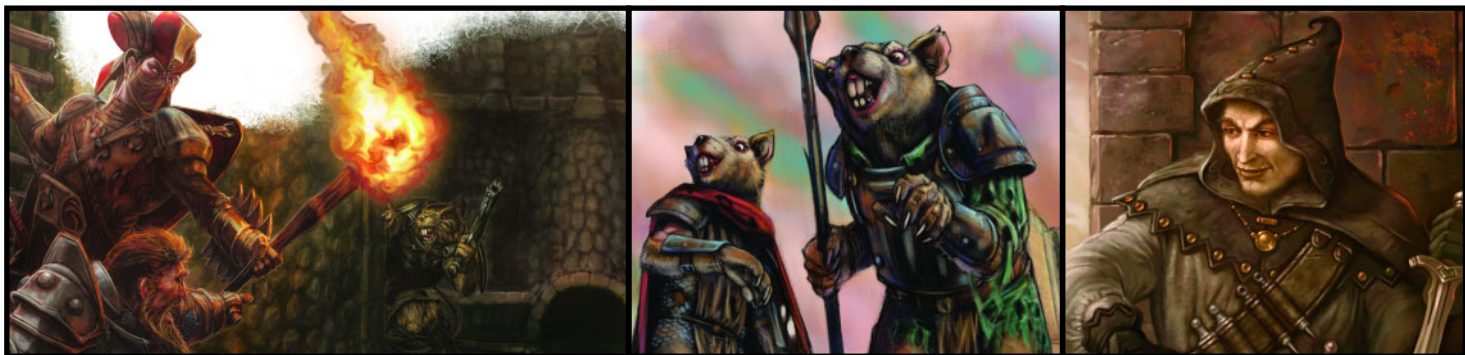
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INTRODUCTION

As exciting as the surface of Ptolus can be, many adventurers find what goes on beneath the city streets to be of even greater interest. Most locals call such subterranean places collectively “the Dungeon,” and many adventures in the typical Ptolus Campaign take place below the city.



PAGE NUMBERING

Two sets of page numbers appear at the top of the pages that come after this introduction. The main page numbers correspond to this book’s table of contents. The ones in parenthesis correspond to the page numbers of the Ptolus print book. They are there so you can properly check the side-panel cross-references of important words that you’ll find boldfaced throughout this book. These cross-references tell you where to find more information about a given term, character, or place. They direct you to either a page number in this book, a chapter in another book, or a page number and title code of another installment of the PT series. We reference the page numbers from the print book so that, whatever edition of Ptolus you have, you can discuss page references with friends and not risk any confusion. Look for a rundown of all PT title codes in this book’s Table of Contents.

Welcome to *Beneath the Streets*, which unveils to you the mysterious and dangerous world of the Undercity and Dungeon beneath the City of Ptolus. The material in this book corresponds directly to Part IV (Chapters 19 through 23) in *Ptolus: Monte Cook’s City by the Spire*.

This is one in a series of nine Ptolus PDF releases from Malhavoc Press. When used together, they comprise the entirety of the Ptolus print book. Each one is also usable on its own for city-based fantasy d20 roleplaying campaigns.

WHERE DO I START?

If you’ve purchased this book as a general sourcebook and you’re not sure what *Ptolus* is, check out the sidebar on the next page for a primer on the product and the city it details. If on the other hand you’re starting to plan your own Ptolus Campaign, here are a few guidelines on how to get started.

Whether you are a player or a DM, start by reading *A Player’s Guide to Ptolus*. That book—free to download as a PDF at <www.ptolus.com>—provides a quick overview of everything else in the book. Of course, it doesn’t go into any of the secrets of the setting—

those are for the DM to reveal as time goes on. DMs should print out a copy for each player. Let everyone have a chance to learn about the city and get a feel for the setting.

Where you go next depends on how you’re going to use Ptolus. If you want it to be your campaign setting, start reading PT2, *The World of Praemal* and learn all the basics of the world.

If Ptolus is destined to become a city in your existing world, jump straight to the *Districts of the City* PDFs (PT4 and PT5) and read about the various parts of town.

If you only want to mine the setting for ideas, flip through the various PDF releases that interest you and look at whatever strikes your fancy. You’ll find interesting city locales, strange and fascinating NPCs, dungeon complexes, evil fortresses, haunted ruins, complex organizations, a few new races, monsters, prestige classes, spells, and a lot more.

Ready-made adventures for characters of level 1 to 4 are available in PT8, *Adventures*. For those of you who need adventures beyond those offered there, check out the ninety-six-page *Night of Dissolution* Ptolus adventure. It provides an exciting Ptolus-based adventure for 4th- to 9th-level characters.

If you want to read every last bit of information available on the city, look for two Ptolus-related products previously released by Malhavoc Press: *The Banewarrens* and *Chaositech*.

To delve even deeper into Ptolus, check out the official comic book, published by DB Pro, available from Diamond Comics. We're also proud to offer metal miniatures from Paizo Publishing, specialty map products from cartographer Ed Bourelle's SkeletonKey Games, and the *Ptolus Counter Collection* from Fiery Dragon Productions.

TIME FOR DELVING!

Beneath the Streets introduces Ptolus' fascinating underground areas, including Ghul's Labyrinth—a network of passages and rooms created long ago by a dark lord—and an “unofficial” underground territory called the Undercity. Both adventurers and subterranean dwellers use the city's Sewers to get around underground. The book also covers Dwarvenhearth, an ancient city of treasure, guardians, and traps. And an extensive complex of natural Caverns below Ptolus holds its dread secrets, from dark elf fortresses to the lairs of the Galchutt's servants.

Much of the information in this book may interest players, but it should remain a secret at first. Consider the majority of the details in these pages privileged information—facts the PCs might discover as the campaign progresses.

Throughout *Beneath the Streets*, all references to spells, feats, and other rules come either from this book or from the v. 3.5 revision of the three Core Rulebooks: the *Player's Handbook*, DMG, and MM. This book is protected content except for items specifically called out as Open Game Content on the Legal page. For full details, please turn to the Appendix. Open content is not otherwise marked in the text of this book.

Bonus source material and ideas to augment the information in the *Ptolus* PDFs appear on my website. Find the links to these free web enhancements, my campaign journal, and much more online at www.ptolus.com.

Thanks for trying the Ptolus Campaign! I hope you enjoy it as much as I do.



ACKNOWLEDGMENTS

These people and things played a significant part in the creation of Ptolus, even if indirectly, and thus they have my thanks:

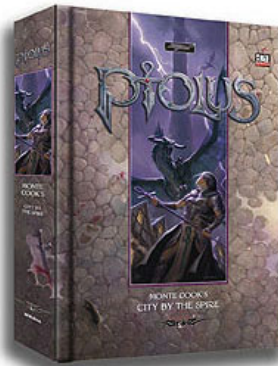
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WHAT IS PTOLUS?

If you were to imagine the most deluxe roleplaying game product ever, what would be in it? More than 600 pages of fantasy source and adventure material from one of the industry's greatest designers? Check. Glorious full-color art? Check. Double-sided poster map? Player handouts? A CD-ROM packed with bonus material? Check, check, and check.

As a book, Ptolus is many things all at once. It is . . .

- The ultimate fantasy campaign in which adventurers plumb the depths of a gigantic underground labyrinth filled with treasure, monsters, and traps—or try to make names for themselves in a city filled with intrigues, politics, and mystery.
- The very first and longest-running 3rd Edition campaign, run by one of the game's designers for industry celebs including two editors of *Dragon*® magazine, two editors of *Dungeon*®, three Wizards of the Coast roleplaying designers and three editors, and even the former D&D business manager.
- A detailed city setting crammed with characters, locations, and enough adventures to take characters from 1st to 20th level.
- A work of unsurpassed usability, featuring extensive indexing and cross-referencing throughout, designed and tested by the author of the *Dungeon Master's Guide* and the “Dungeoncraft” column in *Dungeon* to make play even easier and more fun.
- The most deluxe RPG package ever designed; the 672-page print book includes more than 130 pages of color artwork and maps, three bound-in fabric bookmarks, four tear-out card-stock bookmarks, two dozen handouts, and a CD-ROM containing 700 pages of additional bonus products, Ptolus adventures, reference documents, and source material.
- For our readers who prefer electronic (PDF) versions of roleplaying products, we've made the entire book available as a series of PDFs: the PT series (see page 3). When you buy all nine PDFs, you have the same print items available in the physical *Ptolus* book.



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WHAT'S DOWN THERE?

Beneath Ptolus lie vast chambers, caverns, and tunnels. In fact, there are whole cities of dwarven and dark elven creation below the surface. But how can this be? And why here? There are many reasons, and there is one reason. . . .



"Dungeons" are not a common concept in the rest of the world.

That is to say, dungeons are holes in the ground where prisoners are thrown in the lowest level of the castle, but they are not vast labyrinths filled with treasure and monsters. The concept is unique to Ptolus.

*The Banewarrens, page 419
Labyrinth of Ghul, page 418
Undercity Market, page 423*

Galchutt, PT2: page 60

*Danar Rotansin, PT2: page 75
Ghul, PT2: page 81*

*Night of Dissolution,
PT2: page 60*

The so-called "Dungeon" has many portions: natural caverns, the infamous expanse of Dwarvenhearth, the even older Banewarrens, the extensive Labyrinth of Ghul, various crypts and independent underground complexes, and even the sewers. And then there's the Undercity Market and environs, which is almost like another district of the surface Ptolus. All have their own reason for being, their own creation stories, and their own particulars.

But the one reason, the ultimate explanation for why they are all here—the Banewarrens, the monster-infested underground Labyrinth, the dark elven grottos, the zaug caverns, and even the vast Spire itself—is the Galchutt.

THE DRAW OF THE REALM BELOW

Unbeknownst to him, Danar Rotansin—who became the Dread One, who built Jabel Shammar and the Banewarrens and caused the Spire's creation—was drawn here by the subconscious, subtle, seductive power of the Galchutt. Ghul, the Skull-King who built Goth Gulgamel and the vast Labyrinth that radiates out from below the Spire, was brought here because of the legacy of the Dread One, whom he sought to imitate. Even

the dwarves who built Dwarvenhearth were tricked into coming here and digging deep.

The Galchutt wanted to be found. They wanted creatures near them to seduce and control even as they slumbered deep below the ground. Their powerful essence worked on the subconscious minds of nearby creatures, and they created servants—those who would follow their empathic suggestions; those who would worship them as gods. Most such servants do not understand the forces that work upon them and are not even aware that the Galchutt exist.

But the presence of the Galchutt serves as a clarion call for every evil beast, chaotic creature, and malevolent monster. Subtly, slowly, the lure has worked on the instincts of creatures from aboleths to yeth hounds. Without knowing why, a disproportionately large percentage of the world's evil creatures has gathered around or beneath the Spire, drawn by the power of the Galchutt. And as the Galchutt begin to stir and the dreaded Night of Dissolution approaches, the sympathetic pull of their essence only grows stronger. Even non-evil creatures with savage natures, like owlbears and rust monsters, gather here in greater numbers than anywhere else.

The Elder Elves recognized that an evil attraction surrounded the Spire. They saw it affect

some of the Charad Titans, and they avoided the area. The dwarves, on the other hand, did not believe the legends of evil surrounding the Spire. They built Dwarvenhearth in its very shadow due to the prevalence of valuable ores. In fact, they grew to believe that the area was not unholy but *holy*, a place promised to them in their own ancient prophecies. And they still believe that to this day, never guessing that the subconscious power of the Galchutt encouraged them to delve deep into the earth and awaken things that lay sleeping there.

As the Galchutt stir, some believe the pull of evil creatures toward the Spire and the regions beneath it is stronger than ever. Perhaps it is that very pull that plays upon the greed of adventurers, influencing them to venture below the city and disturb what lies beneath.

UNDERCITY VS. DUNGEON

As stated above, it's dangerous to lump everything that's below the city together into a single category. These areas are as different from each other as the Nobles' Quarter is from the Warrens. However, the biggest differences lie between the areas deemed "Undercity" and those deemed "Dungeon."

The Undercity is not a discrete place surrounded by neat borders. Instead, it is a collection of all the areas below Ptolus that most closely resemble

the aboveground city. Businesses operate here, folks pass through—some people even make their homes here. The popular Undercity Market in these levels caters to delvers and even offers a Dark Market for shadier pursuits. One can find city institutions (the Prison), organizational headquarters (Delver's Guild, Longfingers thieves' guild), and more in the Undercity. These levels—some near the surface, some quite deep—are accessed from the surface via public passages, such as the wide staircase in the middle of Delver's Square in Midtown.

The Undercity also serves as the doorway to the Dungeon: wild areas ripe for exploration and rife with danger. One is liable to find certain features and phenomena throughout the Dungeon that one does not see in the Undercity, such as the Pits of Insanity and chambers of Ghul's Labyrinth. (These are discussed in greater detail later in this chapter.)

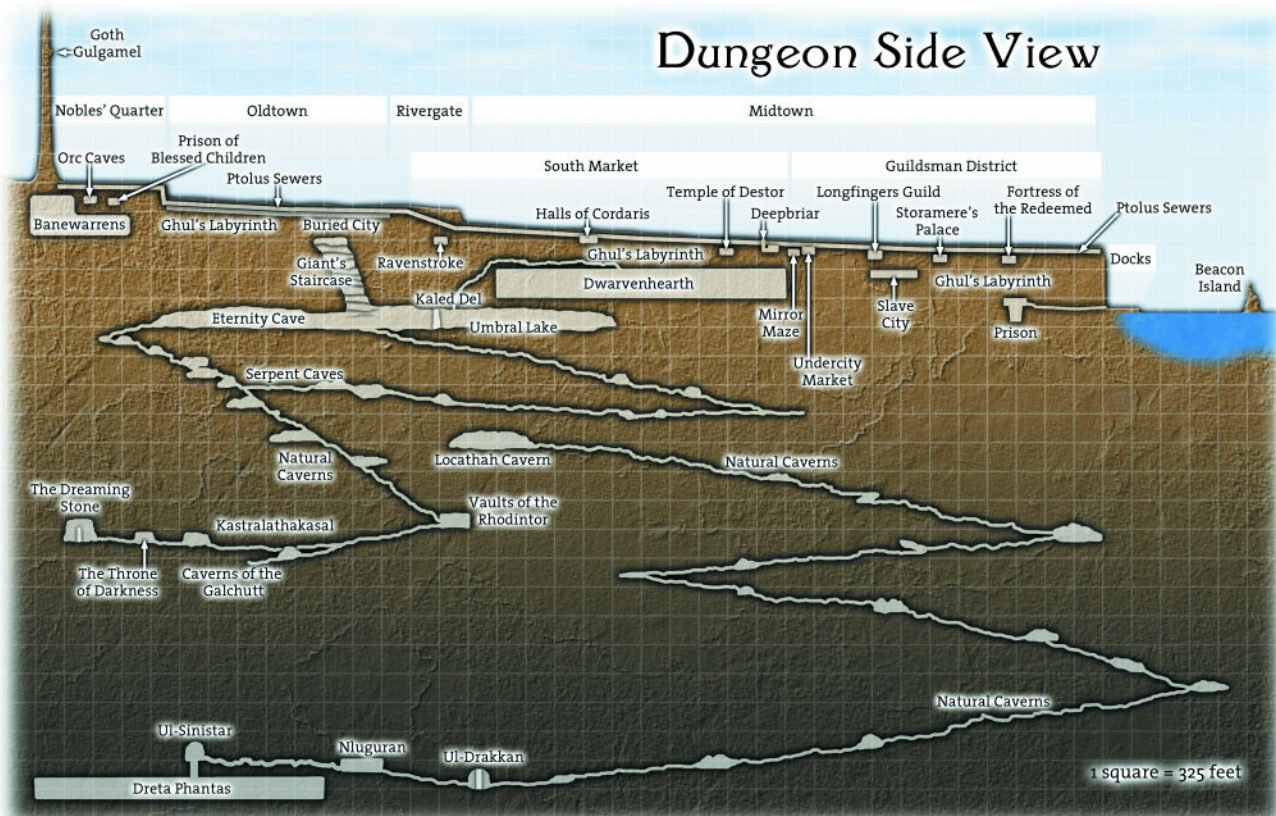
The Dungeon includes several different types of environment:

- The **sewer tunnels**, which lie closest to the surface and can connect delvers quickly with other Dungeon areas.
- The **caverns**, deep natural cave complexes that are home to dwarves, dark elves, and monsters.
- And **Dwarvenhearth**, ancestral stronghold of the Stonemight dwarves, abandoned for centuries.

If the "Undercity" is the settled subterranean areas below Ptolus, how does one refer to the wilder areas down there? Some erroneously call them all Dwarvenhearth or the Bane-warrens, but those names refer to specific underground areas, not to the entire belowground world. Some use "the Realms below" or "the Labyrinth." Others just say "below the city." The fastest growing term, though, is simply "the Dungeon."

Charad Titans, PT2: page 77

While the map below may make certain subterranean locations appear quite close together, the distances are more vast than they look. Locations that appear near each other on an east-west axis may be quite distant on a north-south axis. And even near-by locales can feel far away due to the rigors of underground travel and the many switchbacks in the paths between sites.



It's All Connected

One very important fact to relate to the players is that many underground areas are connected. A dungeon adventure could exist partially in the cellars of an old manor house and partially in a section of Ghul's Labyrinth, which the cellars' original builders broke into inadvertently. Many such connections exist below the city, with one type of underground construction or natural cavern spilling into another. One assumes most connections were unintentional—a construction crew is digging along when suddenly they break into an existing subterranean space. Much of the time, builders would seal up such connections, assuming they were unwanted. Some connections are sealed with a locked door, but others might be completely bricked up. Intrepid delvers carry picks and other digging tools for just such an occasion.

*Balacazars, PT3: page 100
Chaos cults, PT2: page 71*



*The Banewarrens, page 419
Entropy Sphere, PT9: page 499
Sokalahn, page 438
Gates of Delirium,
PT9: page 499*

The natural caverns extend throughout the landscape, and thus go much farther than just the borders of Ptolus. Likewise, Ghul's Labyrinth extends, at least in places, out beyond the bounds of the city.

USING THE UNDERLEVELS IN THE CAMPAIGN

Ptolus is designed to allow you to run a campaign that incorporates urban intrigue adventures with exploratory dungeon-style adventures.

Some groups may prefer to run explore-the-dungeon adventures independent of anything going on in the city. The Undercity Market is as close as the characters wish to come to civilization. In such a campaign, the player characters go below the city, perhaps with an explicit goal in mind, or perhaps just with the idea of exploring and finding treasure. They might be interested in a specific area, such as the catacombs below a temple or the underground lair of an aboleth. Or, they might simply want to wander around and see what's down there.

Other groups integrate urban scenarios with dungeon adventures. A feud with one of the Balacazar crime bosses might lead the PCs to attack his office, only to discover that his actual lair lies beneath the office building in a multi-level underground complex filled with traps and guards. Raiding the subterranean temple of a chaos cult could lead the adventurers into further intrigue when covert cultists in the city exact revenge by framing them for a crime they did not commit. The only thing that will sway a dwarf smith that the PCs negotiate with is a brooch stolen from his family by dark elves, so the characters must travel deep underground to retrieve it for him.

Dungeon adventures can be a part of any Ptolus Campaign, to a lesser or greater degree.

SMALL DUNGEONS

One way to run a Ptolus campaign using the realm beneath the city is to do so sparingly, in small doses. While investigating a Balacazar safe house in Midtown, the player characters find that the cellars below the house extend farther out into a complex of ten secret rooms used for storing loot and keeping prisoners. On another adventure, the PCs explore the crypts below a church in the Temple District, rooting out some unruly ghosts. The entire crypt area involves eight different tombs and the passages that connect them. In the course of a different scenario, the adventurers find that a vampire has holed up within an orphanage in the Guildsman District. When they go in, they discover that she has used the dominated children to dig down into the Labyrinth below the orphanage so she can take a handful of those ancient chambers of Ghul's minions for her lair.

Over the course of a "small dungeons" campaign, the player characters learn to expect that many locations have extensive underground components. The players may never truly understand

the vastness of the subterranean regions, but they will never grow weary in the middle of a long dungeon crawl either. This option is best for groups that are interested in the goings-on in Ptolus itself, desiring only the occasional foray below the streets as a part of their urban adventures.

THE LARGEST DUNGEON

If the DM and players love big dungeon crawl adventures, Ptolus offers them that as well. Counting everything—from the Banewarrens to the natural caverns, from Ghul's Labyrinth to Dwarvenhearth, and including all the other subterranean areas below the city, there are countless miles of corridors, chambers, and passages to explore. The different types of subterranean locations mean that even a dungeon-focused game has an almost limitless amount of variety. There's even the Undercity Market for your resupply needs. In such a campaign, the player characters might use the surface Ptolus primarily as a place to go for healing, rest, and to identify and sell their loot.

VERTICAL THINKING

The only way that so much can exist in such a small area is that the Dungeon below Ptolus delves down vertically as well as horizontally. One could set two Dungeon adventures practically on top of each other with no link between them, either conceptually or physically. Many Ptolus Dungeon areas do not spread out very far laterally, but involve many levels, one atop the next.

PITS OF INSANITY

The Pits of Insanity are a phenomenon found throughout all Dungeon areas beneath Ptolus (except, perhaps, for the magically sealed Banewarrens) and even in the interior of the Spire. The pits are pools of raw chaos spun off from the Entropy Sphere in the Spire near Goth Gulgamel. They first appeared thirteen hundred years ago, when Sokalahn the half-demon lich used his power to destroy one of the sphere's Gates of Delirium.

Adventurers in the Dungeon often find these chaos pools down at the bottom of pits—over time, the pools slowly sink into the bedrock, eating their way through the rock by annihilating the nearby matter on a particle level. However, sometimes the pits are sunk into a wall, and other times they appear as spheres floating in midair. The roiling chaos looks like a thick, greyish goo that shines with every color imaginable—a horrible riot of hues. DMs should feel free to place the pits wherever they like during adventures in the Dungeon.

The Pits of Insanity gain their name from the mind-warping way in which the raw chaos randomly changes matter. People can tell they're near a Pit of Insanity due to the obvious changes the chaos makes to everything nearby. Rock walls become glass, metal, or unmelting ice. Furnishings become unrecognizable as their shape, color, and consistency changes. Clouds of inappropriate vapors or inexplicable puddles are everywhere. Local inhabitants become twisted mockeries of their former selves.

Proximity to a Pit of Insanity may bring about strange and horrible changes (see sections below), while direct contact with the raw chaos proves even more dangerous. An object that touches the pit must succeed at a Fortitude save (DC 20) or be *disintegrated*. A creature that touches the pit must attempt both a Fortitude (DC 20) and a Will saving throw (DC 20). If the Fortitude save fails, the creature suffers 10d6 points of damage. If the Will save fails, it suffers 1d4 points of temporary Intelligence, Wisdom, and Charisma damage.

Continued contact results in both of these types of damage occurring each round, with the save DC increasing by +1 each consecutive round. Further, after three consecutive rounds, another Will save (DC 25) is required or the creature is affected by *insanity*.

CHANGES TO INANIMATE MATTER

While direct contact with the raw chaos in a Pit of Insanity is deadly as described above, the pits' real infamy comes from the slower transformations they inflict on the things around them. Objects (or portions of objects, as appropriate) have a 10 percent chance of alteration after spending one hour within one hundred feet of a pit. After that, there is a 5 percent chance of alteration after twenty-four hours spent within one hundred feet, a 5 percent chance after one month, and a 5 percent chance after one year, with a 5 percent chance each year after that. (These percentage chances are not cumulative.) An object can be transformed more than once.

DMs may not want to roll for every single stone or loose copper piece within one hundred feet of a pit. Instead, assume that after one hour, 10 percent of all objects are affected; after twenty-four hours, 5 percent more are affected, and so on. You choose which nearby objects to affect. For example, in the thirteen hundred years since a particular pit's creation, the stone floor near it changed to rough glass, although portions of it have evaporated into vapor. The walls are covered in poisonous goo; various small portions of wall have turned to gold, paper, and leather. About a year ago, some adventurers died nearby, and 20 to 25 percent of their gear, as well as their



corpses, has changed: A backpack has turned to lead, a sword has turned to hard stone and warped into a corkscrew shape, a boot is now silver and three times its normal size, a breastplate has grown misshapen metal tendrils, and one of the skulls has become wood. Much of the rest of the party has liquefied or vaporized and is long lost.

Generally, these alterations can be reversed or repaired only by using a *limited wish*, *wish*, *miracle*, or perhaps *polymorph any object*.

When something is altered, half the time its material changes, and the other half of the time its shape or texture changes.

Material Changes

d%	Material
01–05	Wood
06–10	Iron
11–13	Gold
14–16	Silver
17–19	Brass
20–22	Copper
23–25	Lead
26–30	Leather
31–35	Cloth
36–40	Paper
41–50	Hard stone
51–55	Brittle stone
56–60	Glass
61–62	Ice (10% chance of being unmelting)
63–64	Ooze/paste
65	Wax
66–70	Water
71–73	Oil
74	Blood
75	Bone
76–78	Acid
79	Poisonous liquid
80–86	Inert vapor
87–90	Poisonous vapor
91	Lava
92–93	Food (bread, meat, soup, etc.)
94–00	Roll again twice

A Pit of Insanity could be found almost anywhere below Ptolus, but they occur with greater frequency the closer one gets to the Spire



About eight thousand years ago, the Dread One Eslathagos Malkith created a magical vortex of chaos within the Spire called the Entropy Sphere. He configured magical portals called the Gates of Delirium to regulate its power so that he could utilize it freely.

In 651 IA, Yrkyth Vladaam created the Enigma Engine, a monstrosity of technology and magic, which he hoped would tap into the power of the Entropy Sphere by regulating the Gates of Delirium from a distance. He failed, but the Enigma Engine still exists somewhere in the caverns under the city.

Cautious delvers can learn about the effects and warning signs of the Pits of Insanity in the Delver's Guild Library (PT5: page 322) before they head down. In fact, both there and at the City Library (PT5: page 319) one can find a recently-written text by dwarven explorer Utgard Bronzehelm titled "The Pits of Insanity: Chaos Shows its True Nature." This work provides many details of the phenomenon, most of them accurate.

DM TIPS

If you want some of the locations shown on the map on page 415 to remain a secret from the PCs, don't give players the Dungeon cross-section map handout.



Symbol of Ghul (PT2: page 81)

Squirming Horde, PT2: page 81

Shape/Texture Changes

d%	Shape/Texture
01–15	Surface becomes smooth as glass
16–30	Surface becomes rough and jagged
31–35	Surface is spiky
36–45	Enlarges (×2d10 in size)
46–55	Shrinks (d% of original)
56–70	Warps
71–80	Grows appendage/extension/addition (d% of original size)
81–85	Liquifies
86–89	Shape changes entirely
90–00	Roll again twice

CHANGES TO CREATURES

Living creatures must make a Fortitude save after spending time within one hundred feet of a Pit of Insanity, as follows:

- After one hour.
- Another after twenty-four hours.
- Another after one month.
- One more for every full year.

Time need not be consecutive, but DMs should keep track of totals for each character. The Fortitude save is DC 20, +1 for every previous saving throw made against a Pit of Insanity.

Generally, these alterations can be reversed or repaired only by using a *limited wish*, *wish*, *miracle*, or, in some cases, *regeneration*. Physickers can deal with certain alterations physically (such as by amputating additional limbs), although the damage done to the creature may require a *heal* or *regenerate* spell for full recovery.

d%	Alteration
01–15	Skin changes color
16–25	Hair changes color
26–30	Skin changes texture
31–35	One or two limbs are twisted and useless
36–40	One or two limbs are enlarged (–2 Dexterity, +2 Strength)
41–50	Enlarges (increase one size)
51–60	Shrinks (decrease one size)
61–65	Grows one or two additional, useless limbs
66–70	Grows one or two additional, usable limbs
71–73	Loses one or more eyes
74–76	Gains one or more eyes
77–80	Portion of creature turns to inanimate matter (roll for material, page 417; suffers 10d6 points of damage)
81–85	Portion of creature liquifies, vaporizes, or alters into untenable shape (suffers 20d6 points of damage)
85–90	Creature polymorphs into an entirely different, random, creature
91–00	Roll again twice

SPELLCASTING NEAR A PIT OF INSANITY

Casting spells within one hundred feet of a Pit of Insanity is risky. To successfully cast a spell, the caster must attempt a caster level check (DC 20 + spell level). If this check fails, roll for a change to the effect. Some results have multiple entries—choose the first one that applies.

d% Change to the Effect

01–20	Spell target(s) or those within the area make extra Fortitude save against Pit of Insanity alteration (see above).
21–50	Area spells have a random area within range. Target spells with a range greater than Touch have random targets within range. Touch spells affect the caster (treat as Personal, below, if caster was the intended recipient). Personal spells have a random target within thirty feet, if any exists.
51–70	Damage-inflicting spells heal instead of harm. Effects become their opposites, if applicable (<i>shield</i> reduces AC by 4 for example). Effects are transformed, if possible (<i>stone to flesh</i> transforms things into material other than flesh, etc.). Spell has no effect.
71–85	Spell energy goes wild, becoming a random spell of the same level, keeping target the same if possible.
86–00	Spell energy surges uncontrollably, exploding in a fifty-foot spread centered on the caster and inflicting 12d6 points of force damage (Reflex save for half).

GHUL'S LABYRINTH

The key to understanding the Dungeon and why it is so extensive and interconnected is Ghul's Labyrinth.

When Ghul, the Skull-King, built Goth Gulgamel, he forced his servants and slaves to toil for years carving out a network of chambers and passages that spread from the Spire to the bay. He did this for three reasons.

1. To find a place through which he could enter the Banewarrens (he never did).
2. To create a way to assault Dwarvenhearth (this goal he achieved, although Dwarvenhearth was sealed before his forces could gain entry).
3. And most importantly, to create space for his Squirming Horde. Within the network of tunnels, halls, and rooms he housed and supplied his army. He also built vast laboratories

THE BANEWARRENS

For an expanded description of this area, see *The Banewarrens* adventure.

In the deep recesses of time, the champion of light Danar Rotansin gathered all the evil he could find and stored it away, locking it up tight so it would never again worry the world. He placed these evil “banes” below his tower, Mosul Pearl. He hid them in deep catacombs behind powerful magical seals, not to mention crafty traps and powerful guardians, in case anyone should attempt to break in.

The story of how one of these evil banes, *The Book of Inverted Darkness*, corrupted Danar and transformed him into Eslathagos Malkith, the Dread One, is well known. When this transformation took place, his Banewarrens changed as well.

Building the Warrens

The Banewarrens consists of a series of Outer Vaults that ring what is now the Spire—remember, these halls were built before the Spire existed. Within their perimeter lie the Inner Vaults. However, the very worst of the banes Danar placed in a chamber called Tremoc Korin, the Baneheart. The Baneheart lay directly beneath the tower of Mosul Pearl. In time, the earth itself rejected the evil within the Baneheart and thrust it away from itself in a major geological upheaval that created the Spire with the fortress at its top.

The good Danar used this opportunity to reconstruct Tremoc Korin and place the banes farther apart from each other. Today, the Baneheart occupies most of the interior of the Spire in a three thousand-foot shaft filled with balconies and adjoining individual vaults.

In an ingenious stroke of magical engineering, Danar built the Banewarrens in a compartmentalized fashion, so that even the breach of a section would not compromise the entire facility. He sealed each section individually using magical machines called the *warding generators* and separated by what are known as the *sealed doors*. At the time, only he could open any of these doors. Today, an artifact known as the *Banewarrens key*, made from the Dread One’s own hand, can open any of the *sealed doors*. The key currently lies in the vaults of House Vladaam, although the current members of that family do not recognize its significance.

After the Fall

After becoming the Dread One, the dark lord used his power to try to break free of the world (see “Praemal as a Prison Plane” in the “Cosmology and Religion” chapter of PT2). Despite all his might, he failed, although his attempts to reach other worlds did create an extradimensional space in the Spire called the Dread One’s Path. From this area he trolled other worlds to attract even more evil items. Among them was the *antithesis stone*, a bane that corrupted others, turning good into evil and light into darkness. He used it to transform many of his former friends and allies into malevolent forces.

Note: The Dread One’s Path is detailed in the “Jabel Shammar” chapter of PT9 (page 537), as well as in *The Banewarrens* adventure, Chapter 10.

Although creating the Banewarrens had been Danar’s obsession, others aided his efforts. These included a silver dragon named



Saggarintys, a planetar named Bastion, and a solar named Averon. Today, Saggarintys the Silver King lies imprisoned in the Banewarrens, while both Averon and Bastion were corrupted to darkness (now known as Dark Averon and the Malificite, respectively).

For more on the *antithesis stone* and Bastion—now called the Malificite—see *The Banewarrens* adventure, Chapter 10: The Dread One’s Path and the Banes Appendix; you can find stats for Saggarintys in *The Banewarrens* Chapter 8: The Inner Vaults. Dark Averon is described in *PT9: The Spire* (the “Jabel Shammar” chapter, page 531).

Explorers, Beware!

Exploring the Banewarrens is extremely dangerous and difficult. If it is ever unsealed, evil, ambitious characters may seek to enter and loot the vaults for items they can use. Heroic characters might enter with the hopes of resealing the Banewarrens. At the top of the Baneheart lies a chamber containing the *sealing rod*, an item that would allow them to do just that.

The Banewarrens contain such infamous items and artifacts as the *darkstar pendant*, the *diabolis configurator*, the *Black Grail*, the *Phylactery of Forsaken Souls*, and the *Sword of Lies*. Moreover, it holds magical diseases such as *cartagra*, the *affliction of souls*, and *necrophagon*, which the Plagueborn chaos cult would love to get their hands on. Lastly, it harbors terrible creatures, such as the last of the winter harridans and the thought stalker.

Although the members of Ghul's Squirring Horde have died, many of their descendants still lurk in the Dungeon below the city.

The Banewarrens, page 419

Shilukar the dark elf has claimed a section of tunnels and chambers that were once a part of Ghul's Labyrinth. Here, he has built his chaositech laboratory, and he keeps his creations within it. For his lair, see PT8: Adventures, page 612.

Sorn-Ulth orcs, PT9: page 492

In effect, Ghul's Labyrinth is the default dungeon beneath Ptolus. Its passages and chambers honeycomb the entire Dungeon area. When in doubt, it is safe to assume they were once a part of the Labyrinth.

In one lab, someone shattered a glass vat of magical chemicals, spilling the liquid over the stones of the floor and walls of the chamber. The arcane magic of the experiment turned each stone into a quasi-living thing and gave each a mouth that bites at any creature that draws near. Characters who pass through the chamber incur 2d6 +10 bite attacks for 1d6 points of damage each.

and breeding pits to create new monstrosities to add to their ranks.

Although Ghul is long dead and his armies destroyed or scattered, his Labyrinth remains. Some passages have collapsed, but most hold firm and offer an artificial honeycomb of open areas beneath the city. These catacombs connect to the natural caverns belowground in many places, as well as to Dwarvenhearth entrances and even the edges of the Banewarrens. Other underground construction created in more recent times—from crypts to cellars to the sewers—often connect to the Labyrinth.

This network of tunnels and rooms has a unique ecology all its own. While similar to the caverns around them, Labyrinth areas are inhabited mostly by creatures that can cope with doors: usually by opening them, but occasionally by destroying or otherwise bypassing them. Ghul's Labyrinth is also occupied by creatures born in those chambers (or their descendants)—monsters he cooked up in his magical laboratories and festering chemical pits. Lastly, crafty Sorn-Ulth orcs placed traps in portions of Ghul's Labyrinth and left them behind for others to discover. Some current inhabitants have learned to utilize them, either relying on them for defense of their lairs or learning to deactivate and/or reset them as needed.

This section contains information you need to design your own portions of the Labyrinth, as well as sample locales you can use immediately.

THE DOORS

Visitors to areas of Ghul's Labyrinth have noticed two very different and unusual types of doors, beyond the more normal wooden and iron-banded variety. Feel free to scatter them throughout areas of the Labyrinth that you develop on your own.

Bluesteel Doors

Occasionally, delvers report coming upon strange "bluesteel" doors, so named because they are made of steel with a distinct bluish tint. These doors, found only in Ghul's Labyrinth, are sealed and particularly sturdy; one cannot open them by normal magical means, such as a *knock* spell. They have no lock to pick. Instead, each door will open to a specific word. Sometimes, those who search can find the key word hidden in a nearby relief carved in the wall or scrawled upon a stone. Other times, they must discover it through separate investigation or divination.

Typical bluesteel doors are three inches thick with a hardness of 12, 120 hit points, and a break DC of 31. They protect important areas such as labs, storehouses, and the current or former private chambers of powerful commanders.

Glass and Bronze Doors

Rarer even than bluesteel, doors made of glass bound with bronze also appear throughout the Labyrinth. These doors are fragile (hardness 1, 10 hit points, break DC 12), but woe to those who destroy one. Ancient sorcerers laced them with dark magic that curses anyone who destroys such a door. The effect of the curse differs each time, but sample results might include a permanent *feblemind* effect; a -6 penalty on all attacks, saves, and checks; a permanent *insanity* effect; a permanent *fear* effect (with the object of the fear being every creature encountered); and so forth. Resisting the curse always requires a Will save (DC 24), and it can be removed only by a cleric of at least 13th level who casts a *remove curse* spell on sanctified ground.

These doors usually divide major sections of the Labyrinth, although such distinctions are now lost. Today, it's almost as common to find a broken glass and bronze door as an intact one.

THE LABS

Common throughout the Labyrinth, these laboratories contain strange arcana, pits of unknown admixtures, and fluctuating energy fields with all manner of unusual effects. And that's just for starters. Ghul and his servants experimented with all types of magic (although they focused on spells that transformed or created monsters for the Squirring Horde). They used some of these labs to craft magic items, a few of which may be stored here, still unused. In other labs they created and tested new spells, the details of which delvers can find here in handwritten notebooks.

Of course, many labs have been plundered or destroyed over the centuries. In some cases, however, this only makes things worse—magical effects have been loosed, chemicals spilled, or arcane machines damaged, with inadvertent and dangerous results to those who come too close.

STOREHOUSES

One odd quirk that makes the Labyrinth more hospitable than other parts of the Dungeon is that Ghul used magic to seal and preserve the vast storehouses he built to maintain his armies here. Thus, a wandering band of orcs or a pair of marauding chimeras might come upon a huge chamber full of still-fresh food. Not surprisingly, since resources are plentiful, such places become lairs and encourage breeding.

Not all storehouses hold food, however. Some contain gear such as rope, spikes, bags, clothing, backpacks, and so on. Others are armories, and a rare few hold magic items. These latter storehouses are always trapped and sealed, and a golem or similar permanent, low-maintenance guardian even monitors some of them.



LOCATIONS WITHIN THE LABYRINTH

The passages of Ghul's Labyrinth wind about for miles and occupy many layers beneath Ptolus. Within them over the years others have created significant locations of their own, utilizing the extant tunnels and rooms but fashioning additions as needed. Most of these "renovated" locales are now sealed off from the rest of the Labyrinth and accessible via their own entrances.

Listed below is just a sampling of the many underground locations that utilize Ghul's Labyrinth. For a guide to the format of these locale descriptions and the icons used here, please see "District Neighborhoods/Locations" in PT4's "City by the Spire" chapter (page 168).

Fortress of the Redeemed

🗺️ below the Guildsman District; see map, page 415 🏰

The Fortress of the Redeemed is the headquarters of the Brotherhood of Redemption. While it has a direct entrance on the surface through a small converted house in the Guildsman District, the fortress itself lies underground in a series of chambers and passages created by Ghul's servants long ago.

Today, the Fortress of the Redeemed is sealed off from the rest of Ghul's Labyrinth by thick brick walls. Large holding cells of all sizes comprise most of the Fortress of the Redeemed. These hold a variety of intelligent creatures—trolls, ogres, nagas, doppelgangers, and so on—captured and brought to the Brothers for redemption. The rest of the fortress consists of a small living area for the dozen or so Brothers and their support personnel, and the chambers used for redeeming creatures via magical and psychological processes. This is a dangerous and time-intensive task. To

the uninitiated, these rooms might be mistaken for torture chambers, although in fact the process never involves physical pain.

Halls of Cordaris

🗺️ below the North Market; see map, page 415 🏰

Many thousands of years ago, a human woman named Cordaris came upon a remarkable secret in the lands south of Ptolus, near the Pit of Mrathrach. She called her find "the Legacy" and built a tower to protect it. The nearby Ornu-Nom orc tribes believed the Legacy was a demon or curse and assailed the tower again and again. Eventually, they succeeded in destroying the tower, but not until those who carried on Cordaris' work—members of a group called the Order of the Legacy—spirited the Legacy away.

Eventually, around five hundred years ago, they came to Ptolus and tunneled down into a portion of Ghul's Labyrinth. Securing a large section below the Market, they sealed off three levels and modified what was already there to suit their needs. They called this complex the Halls of Cordaris after the Legacy's discoverer.

While the first two levels of Cordaris are fairly standard Dungeon areas, in the third level the order built an enormous pit. Rising up out of the pit is a winged angel of female form. Standing more than two hundred feet tall, this gargantuan statue is hollow and filled with chambers. Hidden away inside it lies the Legacy.

The leader of the Order of the Legacy is always called the Velator. He or she is assisted by another called the Reliquarian. Today, however, the order has fallen upon hard times. Membership has dropped to only about eight individuals. Velator Timerian (male human wizard5) is insane, believing he can tap the power of the Legacy directly with sonic-based effects. (To this end, he is building a huge magical pipe organ, as well as collecting sonic-based creatures like cloaklers and yeth hounds.) The order has abandoned much of the upper levels, although many traps and wards remain in place to keep out intruders.

Worse still, the orcs have finally tracked the order to Ptolus and, with the aid of tenuous allies such as the Sorn-Ulth orcs, a large band of Ornu-Nom orcs has sneaked into the city to plan a raid on Cordaris.

Prison of the Blessed Children

🗺️ below the Nobles' Quarter; see map, page 415 🏰

Beneath the Jeweled Cliffs lies a terrible place where Ghul trapped a multitude of unborn souls within bubblelike spheres of varying sizes in a long hall. He used some of these blessed children in terrible arcane experiments and drained others

Areas of Ghul's Labyrinth beneath Oldtown incorporate some sections of an ancient city that once stood where Ptolus stands today.

*Pit of Mrathrach, PT2: page 74
Ornu-Nom orcs, PT2: page 58*



A room in Ghul's Labyrinth that connects to many other areas below Ptolus features a mural depicting Ghul leading his monstrous troops into battle. This mural radiates magic (strong transmutation). It transports anyone who deliberately walks into it fifteen hundred feet directly above, to the Chamber of Cold in Goth Gulgamel (PT9, page 490); this matching chamber has a similar-looking mural. One can use the mural in that room to return to this one, so the transport effect is two-way.

Brotherhood of Redemption, PT3: page 107

Sorn-Ulth orcs, PT9: page 492

Blessed children, PT6: page 618



Aelian Fardream, *PT5*: page 354
Shadow Eyes, *PT5*: page 349

Skulks, *PT6*: page 630

The adventure *Beyond the Veil* by Monte Cook (*Atlas Games*, 2001) is a scenario concerning *Storamere* and his palace.

Whether the charges against the followers of Destor (*PT2*: page 69) were coincidences, exaggerations, or lies remains a point of contention to this day.

Banewarrens, page 419
Jabel Shammar, *PT9*: page 501

Throughout much of Ghul's Labyrinth, the Delver's Guild maintains waystations stocked with food and simple supplies accessible by its members of Guildsman level and above (see *PT3*: page 109).

of their energy to power magic items he created. To free the blessed children, one must destroy the bubbles that hold them.

The complex surrounding the prison hall is still guarded by traps and monsters held in stasis until “awakened” by the presence of intruders. Even those who reach the central hall find that each prison sphere has a separate means of destruction—and releases a different effect once destroyed. For example, a visitor might destroy one bubble by speaking a key phrase, but when it pops, it turns to poisonous mist. Another must be doused in holy water, but it inflicts a terrible curse upon anyone doing so. Still another can be burst by the touch of silver, but doing so not only frees the blessed child, it summons a barbed devil that attacks immediately.

Ravenstroke

🏰 below Rivergate; see map, page 415 🗺️

The elf wizard Aelian Fardream used a section of the Labyrinth as a laboratory to work on his cloning experiments. His complex there, known as Ravenstroke, remains magically warded and trapped to prevent intrusion. It has become the base of operations of a genderless clone of Aelian—a creature calling itself the Shadow Eyes. The Shadow Eyes, so named because it was “born” deep underground where for years its eyes knew only shadow, is a powerful wizard like its “sire,” but it harbors none of his emotions or morality.

Today Ravenstroke is occupied primarily by malevolent skulks that serve the Shadow Eyes. The complex has four levels and is in general more vertical than horizontal; it features many pits, shafts, and ledges surrounding deep pits.

Slave City

🏰 below Midtown (southeast); see map, page 415 🗺️

Centuries ago, two human sisters named Karanosin and Karalada, both sorcerers, built themselves a subterranean fortress. They called themselves the Silver Sisters and, among other exploits, fought great battles against the followers and priests of Father Claw, who were active in the Ptolus area in those days. (Like so many before them, they also sought entrance to the Banewarrens and even Jabel Shammar.) Eventually, the sisters passed on, leaving their underground citadel empty.

Only a few years ago, a nymph named Moondros escaped from her life of slavery under the yoke of a cruel human man. Wandering through unoccupied sections of Ghul's Labyrinth below the city, she found the fortress of the Silver Sisters and discovered that, among other things, it and all within it were protected by powerful spells that made them difficult to locate via divination. Realizing the opportunity it afforded, Moondros used her spells and magical abilities to help other

escaped slaves reach the fortress, which soon became known as the Slave City. Its location is well guarded, for both slavers and slave-owners would like to find the escapees. Today, Moondros allows others to help rescue slaves while she focuses on providing for the residents of the Slave City.

Ssethenus (male lizardfolk fighter5), a former slave himself, seeks to overthrow Moondros and take control of the Slave City. Eyvind (male human wizard5), a fugitive but not a former slave, plans to help Ssethenus and co-rule the place with him after they have *charmed* enough of the other slaves to foment a rebellion.

Not surprisingly, the (former) slaves of the Slave City belong to a number of different races: humans, elves, dwarves, lizardfolk, orcs, goblins, and more.

Storamere's Palace

🏰 below the Guildsman District; see map; page 415 🗺️

Deep below the city lies a gateway to a small section of the Ethereal Sea. Those passing through it find themselves on a bridge to an Ethereal Island. Storamere, a black dragon of great power, built a palace of solidified acid walls upon the island before he died long ago. His ghost still haunts the area around the gate, and within his ethereal palace he takes on a form similar to the one he had in life.

The entrance to Storamere's Palace lies beneath the city, but the place itself is on the Ethereal Sea.

Temple of Destor

🏰 below Midtown; see map, page 415 🗺️

The worship of Destor was made illegal in Ptolus about sixty years ago. At that time, devotees of the minor god fled underground and built a temple within Ghul's Labyrinth.

Destor is a god of misfortune. Those who revere him rely on his power to divert bad luck from themselves and onto others. After people living near Destorites had their homes burned down in freak accidents, choked on their food, and lost children under the hooves of rampaging horses, influential citizens managed to rid the town of his worshippers altogether.

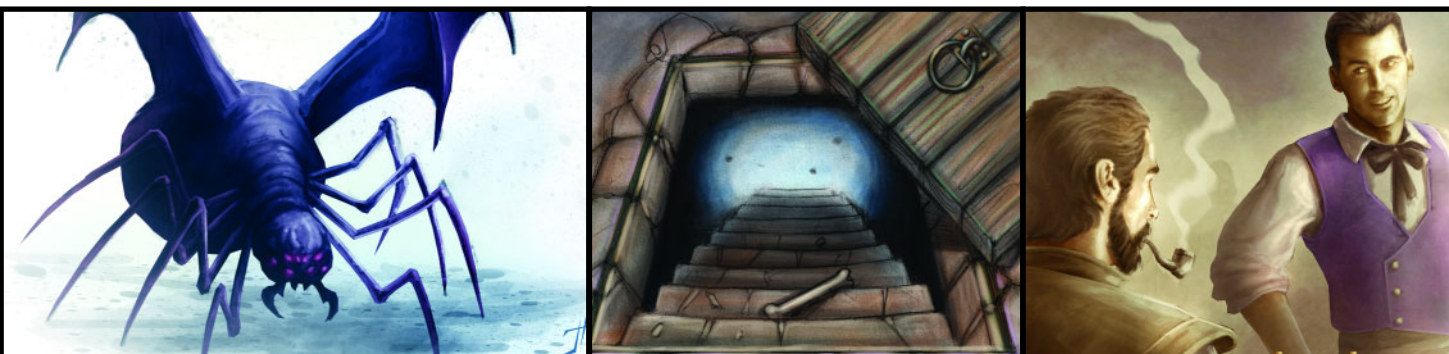
With the temple so difficult to reach, Destor lost virtually all of his faithful in the decades following the ban. Today, no one uses the temple at all, although Destor himself would like to see the place restored to the surface so his following may once again thrive.

Rumor has it that Destor himself actually lives in this temple, inside a tiny pyramidlike structure. Destor takes the form of a human man only six inches tall. For a god, his power is incredibly weak, but he is a god. Thus, he still possesses impressive might—if not impressive size. He spends almost all of his time asleep.



THE UNDERCITY

Sometimes the terminology a Ptolus native uses can confuse a newcomer. For example, everyone knows there are ancient subterranean passages beneath the city, and many refer to something called the “Undercity,” but these two concepts are not necessarily the same thing.



To a native, “Undercity” means the parts of Ptolus that happen to lie underground. In other words, the Undercity consists of locations below the city—like the Prison and the Undercity Market—that are relatively safe and “settled” by surface folk. It refers only to locations that are wholly underground; so, for example, the Longfingers Guild headquarters is a part of the Undercity, but *Mahdoth’s Asylum* is not.

THE NATURE OF THE UNDERCITY

The Undercity is almost like its own district—and if the Delver’s Guild gets its way, it will be one day (see sidebar, next page). For now, that idea seems a bit far-fetched, but the flourishing Undercity Market proves that at least some folks are willing to adapt to a subterranean lifestyle.

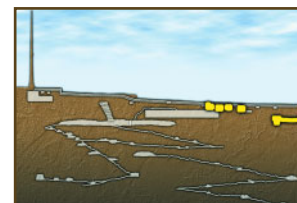
In many ways, Ptolusites look on the areas beneath the city as a wilderness. The Undercity comprises those portions of the wilderness that people have claimed and settled.

As opposed to other areas beneath Ptolus, the Undercity seems relatively clean. The key word, however, is “relatively.” Areas beneath the ground are still areas beneath the ground, and that means they are damp, grimy, cold, and dark. Most places down here are lit by torches in sconces or hanging lanterns. *Everburning torches* are common, too.

Staircases in certain public squares lead down to the Undercity, and some large buildings also have known access points. As time passes, more and more businesses and residents are moving to the Undercity to escape the high rents and crowded conditions of the surface. Many of these businesses cater to races such as dwarves and gnomes, who enjoy spending time underground. The gnomes of Fairbriar are also clearing out a residential area called Deepbriar beneath their Midtown neighborhood. The city has not established a subterranean Watchhouse, though, so policing these areas is up to the residents.

UNDERCITY MARKET

The Delver’s Guild established the Undercity Market only a few years ago. The master delvers saw it as a launching point for expeditions into the Dungeon. They found a likely underground chamber, cleared and cleaned the place, and sealed off unwanted passages. Of course, they ensured that some major pathways connecting to both the city sewers and Ghul’s Labyrinth were available to those headed off to explore or reach other underground sites. The Undercity Market consists of the *Great Hall*—a vast chamber used in a similar fashion to the open areas of the North



Locator map

Mahdoth’s Asylum, PT5: page 361

Fairbriar, PT4: page 199
Watchhouses, PT4: page 151

Ghul’s Labyrinth, page 418
Great Hall, page 424

The grand masters of the Delver's Guild envision a future Ptolus that includes as much territory below as above the surface. They dream of one day clearing and securing large sections of the subterranean regions of the city to create an official Undercity district.

*Delver's Square, PT4: page 198
Kagrisos, PT3: page 112
Abesh Runihan, PT3: page 112*

In its effort to impose a "salvage" tax on treasure that delvers find on their adventures, the Imperial government has recently installed a tax assayer's table in the Undercity Market. Delvers are instructed to register all of their finds and pay a 10 percent tax. See "Taxes" in the "Crime and the Law" chapter of PT6 (page 558).



For more details about the Delver's Guild, including membership information, see PT3: page 108.

On a weekly basis, Gorti sends out teams of Associate Guildsmen (junior members) to restock the waystations that dot Ghul's Labyrinth (see PT3: page 109).

Market—and a number of side chambers that serve as more permanent shops and similar locations.

The Undercity Market is interesting because the goods sold here are aimed almost exclusively at delvers and adventurers. Torches, rope, mining picks, weapons, alchemical items, and so on are the order of the day for shoppers.

The entrance to the Undercity Market is a wide staircase leading down from **Delver's Square** in Midtown. Originally, the entire area was the lair of **Kagrisos**, the Ghost-Lich, carved out of the earth by magic. The Great Hall was his personal chamber, which he had filled with undead guardians to protect himself and his various treasures. Kagrisos hated the living with every flicker of negative energy within him and set about to destroy the city above with a magical plague. He was stopped by the hero **Abesh Runihan**, a statue of whom stands guard over the entrance to the market in the square above.

Despite the lack of sunlight, Undercity Market shops stay open approximately the same hours as surface stores and marketplaces (from sunup to sundown). The following are some of the more permanent locations visitors will find in the Undercity Market.

For a guide to the format of these locale descriptions and the icons used here, please see "District Neighborhoods/Locations" in PT4's "City by the Spire" chapter (page 168).

DELVER'S GUILD OFFICE

☒☒ Undercity Market; see map, page 425
■ 3,550 gp

The Delver's Guild's main office, where members interact with guild representatives, is located just off the surface entrance to the Undercity Market.

Gorti Jurgen (female human expert4/rogue1) is the Delver's Guild's chief representative in the office. Gorti is a pleasant, attractive, middle-aged woman with short blond hair. She dresses smartly and always carries a pad of paper and an ink pen. Gorti greets every member and potential member, every situation and problem, with a smile and an indefatigable optimism. She and her staff handle new memberships, member questions and concerns, and other administrative details. Gorti answers directly to the Guildmaster Delver.

In addition to the offices of Gorti and her fifteen staff members, this location also features the guild's Gathering Hall. Members may spend as

much time in this open hall as they like, interacting with other members. Light refreshments are served all day long. The purpose of the hall is to allow delvers to connect with each other to work together on missions. While a few would-be delvers looking for a mission hang around here at any given time, the room is mostly used to post notices. These posted bills either announce the availability of a delver (or group of delvers) or advertise positions open for delvers to go on a specific mission (posted by a potential patron) or join a group preparing for one.

GREAT HALL VENDORS

☒☒ Undercity Market ☺☺ see map, page 425
■ 25,000 gp

Sometimes a retiring delver or the relatives of a slain adventurer will set up a table in the Undercity Market's Great Hall to sell used equipment, maps, and so forth. Sometimes such sales even

include minor magic items. Most sell for 75 percent of normal value—any less, and they could just sell them to a shop for half value; any more, and the buyer might as well purchase the gear new.

Likewise, merchants sometimes set up a temporary table or booth to sell some limited quantity of goods. This could be a vendor who comes to Ptolus only occasionally, or one that usually sells his wares elsewhere (such as the North Market).

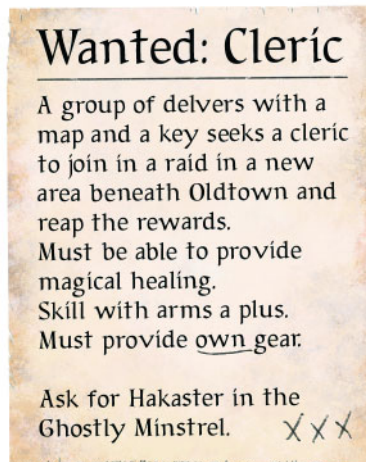
The following section describes the regular vendors found in the Great Hall.

Most set up nicely decorated tables and booths to attract customers. They have well-staked claims on their locations, so their customers always know where to find them. Most do not have signs or names for their businesses but simply use their own names.

Arcane Scribe

Neridoc Bittersong (male gnome wizard9) sits at a simple, scroll-covered table under a simple, hand-lettered sign that says "Arcane Scribe." He sells his wares all day and scribes more all night. At any given time, he has 3d4+4 arcane scrolls of spells level 1d6–1. He puts only one spell on a scroll. Given a day's notice, he can craft a customer an arcane scroll of a relatively common spell of level 0 to 5.

This thin, bespectacled gnome with angular features talks extremely fast and at great length. He has few friends and attempts to engage



customers or would-be customers in conversation just for some social contact. Unfortunately, he can talk on no subject other than arcane spells.

Derrence Springdart

Derrence is a halfling (male commoner2) who sells *everburning torches* at a heavily decorated booth. His wife, Mellintha, is a sorcerer who stays at home and creates the torches. The two live very comfortably on the sale of these simple but useful items. Derrence is pleasant but quiet. He has brown hair and always wears a long green coat, no matter the season or weather.

Iernis Poetaen

Iernis Poetaen (female elf commoner3) sells mapping equipment. Her wares include knotted strings of various lengths (the knots indicating a foot or six inches, depending), vellum, paper, quills, ink, charcoal sticks, sextants, slide rules, and other marking and measuring tools.

Item*	Price
Knotted string	1 cp per foot
Sextant	75 gp
Slide rule	25 gp
Yardstick	3 sp

* For other items, use the prices in Chapter 7: Equipment of the *Player's Handbook*.

Jinsa Hammerblight

Jinsa (female dwarf warrior4) sells firearms. She also buys and repairs them. Much of her stock is old but well maintained—mostly dragon pistols and dragon rifles, with a few stingers and double pistols. Jinsa is a stout Stonelost dwarf with golden hair worn in braids. She has no ties to the Shuul. In fact, she has been dealing in firearms since before that organization's arrival in Ptolus.

Nann Krakosh

Nann (female human commoner1) makes and sells iron rations. She also has created a hearty vegetable bread called longbread. A single small loaf will sustain a character for one day. It costs twice what normal iron rations cost at one-quarter the weight.

Sign of the Shovel

Two vendors sit under a large canvas banner painted with the image of a shovel. They sell digging equipment of all types. Kurnor Steelaxe (male dwarf commoner2) is a Stonelost dwarf with a dirty countenance. His partner is called Nowen the Horse, a human (male warrior4) of Nallich heritage. He has a thick blond beard and head of hair, stands almost seven feet tall, and weighs almost four hundred pounds. Nowen doesn't say much.



Pistols and rifles, PT6: page 560
The Shuul, PT3: page 131

Buying the gear of a retiring or dead adventurer can be a great way for a 1st-level character to get equipment cheap.

Many delvers refer to missions in the Dungeon as "raids."

UNDERCITY MARKET

Scouts, Guides, and Porters

Delver's Guild Office



Mirror Maze



Chamber of Longing



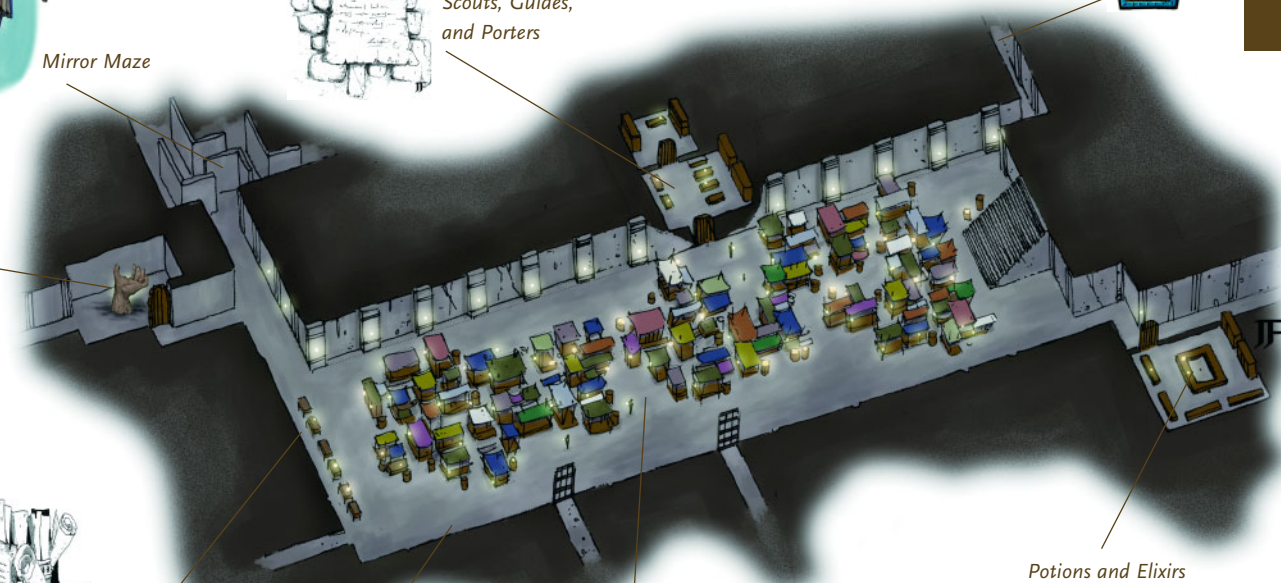
Scrolls for Sale

Wall of the Lost

Weapons for Sale



Potions and Elixirs





The fact that Quivor Nox of Potions and Elixirs is an old man but his elvish wife of fifty years, Tyonaeth Glittersprite, is still quite young by elven standards has, sadly, made the man bitter. The couple has run Potions and Elixirs for many years and has three adult half-elf children. Their shop's surface location (run by their children) is in Midtown some distance from Delver's Square.

Vatur the lizardman speaks very poor Common. He slurs his words together and usually forgets to use definite articles like "the" and "a." He never uses adjectives.

Singriosh Notorison

Singriosh Notorison's (female tiefling fighter5) fiendish heritage is difficult to mistake. Her eyes are bright yellow and her skin is dark, almost blue. She does her best to resist the urges of her bloodline, and those who know her agree that she can be trusted—more or less.

Singriosh sells all sorts of daggers, knives, punching daggers, and so forth. She also has a number of decorative sheaths, including those useful to characters wanting to hide such weapons (+2 bonus on checks made to hide a weapon on one's body). These concealed sheaths cost double the normal price.

Tal Ingersol

Tal (female human expert4) is an artisan with a workshop in the Guildsman District. She and her three apprentices make all types of leather goods and sell them here in the Undercity Market. Tal is a short woman with red hair and green eyes. She also takes orders here at her booth for special items.

Tirres

Tirres (male centaur expert7) is an arm weapon-smith with a workshop in the South Market. He has found, however, that he sells more here in the Undercity Market than out of his workshop. Tirres and his assistant, Nara Nayson (female human commoner1) bring all sorts of weaponry down into the Great Hall each day. Tirres also makes weapons to order. He has a special talent for crossbows—the ones he makes have a +20 foot bonus to range increment, for which he charges only 10 percent more than the standard price.

Ursaon's Used

Ursaon Brightfall (male half-elf rogue5) is a pawnbroker. He covers several tables with his wares, as well as three full chests underneath them. He sells a bizarre selection: some junk, some wondrous finds, and even a bit of magic now and again. He has a keen eye and never sells anything for less than full value. Stolen goods have a way of ending up in Ursaon's possession, but no one's ever been able to prove that he bought them knowing they were stolen (or that he stole them himself).

Vatur

There are not many lizardfolk merchants in Ptolus. In fact, Vatur (male lizardfolk expert4) may be the only one. Actually, Vatur is not a merchant but a craftsman who specializes in repairing damaged equipment of any sort. Vatur can fix weapons, leather goods (from boots to bags to armor), rope, and so on, as well as more complex things like climber's kits or delicate tools. He can repair only minor damage to armor, however.

Wall of the Lost

The wives, husbands, friends, and family members of missing delvers post notices here in the Great Hall containing descriptions of their loved ones and the general area of the Dungeon they were last known to be exploring. Some less scrupulous folk use the postings to try to figure out where they might find dead adventures to loot, but this undertaking is as dangerous as it is immoral.

POTIONS AND ELIXIRS

☒ Undercity Market ☺☺☺ see map, page 425
 🏠 57,800 gp

The tables and shelves of this well-stocked, well-lit shop are covered with vials of all shapes and sizes. The proprietors offer all standard potions (those listed in Chapter 7: Magic Items of the DMG) at market price, plus they carry holy water and some herbal mixtures as well.

Herbal Mixture	Price	Notes
Disease resistance	10 gp	Offers +1 bonus on Fortitude saves vs. disease for 24 hours
Hair removal	3 sp	—
Hair restorative	5 gp	Must use daily
Healing ointment/wound cleanser	10 gp	Natural healing amount increases 50% for one day
Skin dyes	1 gp	Offers +2 bonus on Disguise checks

Potions and Elixirs is operated by Tyonaeth Glittersprite (female elf sorcerer6) and Quivor Nox (male human wizard7). Tyonaeth appears young and beautiful, but her husband Quivor is an old man with a white beard. She has a raven familiar while he has a ferret.

Considering the value of their stock, the shop employs two guards. One, Larsh (male human fighter6), wears full plate and uses a dire flail. The other is a charmed troll named Dorg (male troll warrior4), who also wears plate armor and wields a greatsword sized for him.

SCOUTS, GUIDES, AND PORTERS

☒ Undercity Market ☺☺ see map, page 425
 🏠 720 gp

Travinor Rem (male human rogue16) runs this establishment, which offers hirelings trained to assist in exploration, particularly exploration of subterranean areas. Travinor stands over six feet tall, with broad shoulders, sparkling blue eyes, carefully styled black hair, and a clean-shaven square jaw.

Travinor is far more than he appears, however—this shopkeeper is a key figure in the criminal underworld. Just after the Delver's Guild created the Undercity Market, he saw opportunity and

created the Dark Market: a sinister shadow of the normal market, where customers conduct illegal transactions in secret. Scouts, Guides, and Porters contains a secret door (Search, DC 25, to find) that provides the only entrance into the Dark Market.

Travinor keeps four guards—three human and one half-orc (warriors7)—on hand at all times (in the guise of being “scouts” available for hire). To be sure, however, Travinor does indeed hire out real guides to adventurers to provide a believable cover for his operation.

URNST, ALCHEMIST

☒ Undercity Market ☺☺ see map, page 425

🏠 5,200 gp

Vladimir and Taltos Urnst claim to be distant cousins of the Commissar, and both of these older men speak with thick Prustan accents. Each brother has a thick white beard and spectacles, but Vladimir is enormously fat and Taltos is very thin. Neither appears to have seen the sun in years. Together they make all kinds of alchemical mixtures and items, including a few unique to their shop, as listed in the table below.

Alchemical Item	Price	Notes
Alchemical compass	450 gp	Always points north
Eye cusps	50 gp	+2 bonus on saves against blinding light effects
Food-freshening powder	1 gp	Works on 1 day's worth of food
Tracking powder	50 gp	+10 bonus on track-related Search and Survival checks
Trollbane powder	10 gp	Negates scent ability in a 100-square-foot area (1d6+4 minutes)
Water purifying tablet	1 gp	Works on 1 day's worth of water

BALACAZAR FIEND SLAVES

One commodity traded in the Dark Market is fiendish slaves bound to magical amulets that compel them to obey the owner. These amulets contain the essence of the fiend or some important fraction thereof. The Balacazar family forged its criminal empire by creating and selling these amulets and continues the practice. The fiends, forced to come into this world from Hell against their will, are immediately bound to the amulet, then secreted away in some secret chamber of the Balacazar estate until the amulet is sold. At that time, the new owners can call the fiends to them at will and give them whatever command they wish.

The price for a fiend slave amulet is the creature's CR squared, multiplied by 500 gp.

Obviously, if an amulet's owner ever allows it to fall into the hands of the fiend bound to it, the fiend can steal back its rightful essence and become free to act as it wishes—which usually starts with killing the amulet's owner in some horrible, painful fashion. This also happens if the amulet is destroyed. If the fiend is slain, the amulet becomes worthless.

CHAMBER OF LONGING

☒ near Undercity Market; see map, page 425

🏠 0 gp

Not far from the Undercity Market, this mysterious underground room has a giant stone statue of a claw near its center. The origin of the Chamber of Longing and even the meaning of its name are unknown, although it was probably created by Kagrivos the Ghost-Lich. Some claim it resembles a chamber beneath the temple of the Fifty-Three Gods of Chance; others call it a match with a statue in the sanctuary of the Ebon Hand temple. Regardless, the chamber is a frequent meeting place and landmark for delvers.

DARK MARKET

☒☒ near Undercity Market ☺

see map, page 425 🏠 90,000 gp

The Dark Market is a secret area near the Undercity Market devoted to the sale of poisons, slaves, drugs, and illegal magic (dominating, disintegrating, etc.), the hiring of banned services (mostly thieves and assassins, but also muscle), and other shady transactions. Customers who know the password enter through a secret door in a shop called Scouts, Guides, and Porters, run by Travinor Rem.

Like the Undercity Market, the Dark Market is basically a large open room with people selling wares from tables. Unlike the main market, however, this place has few regular merchants. Vendors come and go as needed or as circumstances warrant. Further, since some people sell their own services, visitors here will see more people simply milling about than elsewhere in the Undercity Market.

Due to the Dark Market's very nature, no one trusts anyone here. Merchandise is always closely inspected, as are payments. At any given time, the Dark Market might offer the following:

- A man selling various poisons from a booth filled with strange pots and containers.
- A woman selling shivvel and shivvel pipes while sitting on a pillow on the floor.



Dark Market, see below

Kagrivos, PT3: page 112
Temple of the Fifty-Three Gods of Chance: See Chapter 6 of The Night of Dissolution adventure
Ebon Hand temple, PT5: page 379.

Kevris Killraven (PT3: page 122) lives in the Undercity below Midtown.

Scouts, Guides, and Porters, page 426

To gain entrance to the Dark Market, you must give Travinor 50 gp and the name of someone the proprietor knows who will vouch for you (if you yourself are unknown to him; he knows all the major crime figures in the city, and most of the minor ones). You also must provide a password, which changes regularly but is always passed along to the heads of the city's various criminal organizations.

Shivvel, PT6: page 557



The statue in the Chamber of Longing has become a common meeting place for adventurers in the Undercity

Maleskari, PT2: page 69

*Dragon pistols and rifles,
PT6: page 560*

It is not at all unusual for vendors and clients alike to walk about the Dark Market in disguise or with their faces masked.

For more details on the Ennin, see "Pactlords of the Quaan" in PT3: Organizations (page 130).

- A male elf with a bundle of scrolls (all *charm person, suggestion, dominate person*) leaning against the wall.
- A priestess of Maleskari with two zombie bodyguards selling scrolls of *detect good, protection from good, desecrate, unholy blight, animate dead*, and worse.
- A Balacazar agent hawking fiend slaves (see sidebar on previous page).
- A tiefling selling quasits that have been formed into shot for **dragon pistols and rifles** (these are treated as *+1 unholy rounds*) and a pistol shaped from a hezrou that forms such rounds naturally and spits them out (treat it as a *+1 unholy rapid fire dragon pistol* that need never be reloaded).
- The ever-present slave market (see below).

SLAVE MARKET

A group of slavers calling themselves the Ennin have a secret base in an old warehouse on the Docks but maintain a slave market here. Malegoch Krill (male half-fiend sorcerer11) and Ritter Ratagan (male human fighter10) are the

leaders of the Ennin. Malegoch is an obese, midnight-blue-skinned creature with a wide face and a massive necklace of human skulls; he only rarely comes here. Ritter is an overweight but hardy combatant who wears a black hood when he is in the Dark Market. Ritter often works as the auctioneer, selling slaves on a small wooden stage.

Whether Ritter is here or not, his assarai slave-soldier Nastriss always is, watching over the "merchandise" and keeping others away. More than anyone else, Nastriss has become a constant presence in the Dark Market, almost as if he were the guardian of the place.

Nastriss

Male lizardfolk (Lawful Evil)

Fighter8 **CR 9**

HD 2d8+6 + 8d10+24 **hp** 99

Init +6 **Speed** 20 feet

AC 28, touch 11, flat-footed 27

BAB/Grapple +9/+14

Attack +16 melee (1d6+8, 15–20/×2, scimitar) or +12 ranged (1d8+6+1d6 cold, composite longbow)



Full Attack +16/+11 melee (1d6+8, 15–20/×2, scimitar) or +12/+7 ranged (1d8+6+1d6 cold, composite longbow)

SQ Hold breath

Fort +9, **Ref** +7, **Will** +2

Str 20, **Dex** 14, **Con** 16, **Int** 8, **Wis** 11, **Cha** 8

Crucial Skills: Balance +1, Jump +11, Spot +2.





Other Skills: Swim –1.

Crucial Feats: Cleave, Dodge, Point Blank Shot, Power Attack, Precise Shot.

Other Feats: Improved Critical (scimitar), Improved Initiative, Weapon Focus (scimitar), Weapon Specialization (scimitar).

Possessions: +1 full plate armor, +1 heavy steel shield, +1 scimitar, +1 composite longbow (Strength +5), masterwork arrows (20), +1 frost arrows (4), potions of bull's strength and bear's endurance, wyvern poison (5 doses), 9 gp.

LONGFINGERS GUILD HEADQUARTERS

  below Midtown; see map, page 431  
145,000 gp (including 119,000 gp in the vaults)

This sprawling underground complex is the heart of the Longfingers Guild of thieves. It's where the members train, where they meet, and where they store their loot. Many of them live here as well.

The headquarters is full of traps, in part to keep out intruders—but only in part. The other reason is to help train the membership. Sometimes guild leaders add new traps or move old ones just to keep the thieves on their toes. Members are continually being tested; the Longfingers Guild motto “a relaxed thief is a dead thief” holds true even in their headquarters and homes. Thieves are instructed all the time to break into each others' quarters or try to get into the guild's vaults.

Aging Guildmaster Thief Hayman Knapp has paid dearly to have the headquarters permanently ensorcelled to keep out *scrying* and other pesky divinations that might reveal its location or the location of a thief inside, laying low after a job. No divination spells can penetrate the complex's perimeter.

HEADQUARTERS LAYOUT

The areas described below correspond to those marked on the map on page 431. Unless otherwise described, all doors are made of sturdy wood reinforced with iron (hardness 5, 30 hp, break DC 23). Plaster covers the walls, and the whole area stays very neat—cleaning is a duty of the neophyte members.

1. Main Entrance

The entrance to the guild headquarters is in the sewers, near a sewer grate in front of a bookstore called Qualin's Books on Birch Street in

Midtown. However, all members are instructed never to use that entrance into the sewers—they're supposed to approach their base using other entrances. The bookshop owner watches the Qualin's entrance; the guild pays him to use a magical alarm that alerts the guards in Area 2 when someone enters the sewer via his grate.

Once in the sewers, one can find a secret door (Search, DC 28) that leads to the actual Longfingers entrance. Beyond it lie some abandoned chambers and passages, once part of Ghul's Labyrinth. One passage leads to the guild's main entry chamber. This room has been made to look like a dead end, but a Search check (DC 25) reveals three secret doors into the rest of the complex and the arrow slits in the walls here.

If the guild members know a foe is approaching, at least six of them go into the secret rooms adjoining the entry chamber and use the hidden arrow slits to attack intruders with surprise from cover.

2. Guards/Phony Lair (EL 7)

The rooms beyond the main entrance were created to look like the entirety of some bandits' lair, in the hopes of fooling anyone who makes it this far. They are furnished crudely with some phony loot heaped in piles here and there, food for the “bandits,” beds and personal gear in the east room, and even a fake map stashed under a bed suggesting the location of the Longfingers Guild headquarters being under the Clock Tower in Oldtown.

Secret Door: One can find the secret door in the southern wall only with a Search check (DC 28).

Guards: The guild hired the four human mercenaries here to defend the main entrance. Their barracks is Area 6. While here, they pose as “bandits.”

Guard Guard

Male and female humans (Neutral)

Warrior4 **CR** 3

HD 4d8+4 **hp** 29

Init +1 **Speed** 20 feet

AC 18, touch 11, flat-footed 17

BAB/Grapple +4/+7

Attack/Full Attack +8 melee (1d8+3, longsword) or +8 ranged (1d8+2+1d6 fire, light crossbow)

Fort +5, **Ref** +2, **Will** +1

Str 16, **Dex** 12, **Con** 12, **Int** 11, **Wis** 10, **Cha** 7

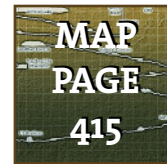
Crucial Skills: Listen +5, Spot +5.

Other Skills: Heal +3.

Crucial Feats: Point Blank Shot*.

Other Feats: Alertness, Weapon Focus (crossbow).

Possessions: Masterwork chainmail armor, masterwork heavy shield, masterwork longsword, masterwork light crossbow, masterwork bolts (10), +1 flaming bolts (5), potion of cure light wounds, 13 gp.



Ghul's Labyrinth, page 418

Longfingers Guild, PT3: page 128



Clock Tower, PT5: page 319

Hayman Knapp, PT3: page 128

Even though they're slightly better with their swords, the guild guards prefer to use their crossbows. If they can, they fire and move away in one round, then load and fire in the next. They always try to keep away from their opponents, but if cornered they use their swords.

Qualin's Books, PT4: page 221

The mercenaries hired to guard the guild headquarters know that if they were ever to reveal its location, they likely would find a dagger in their back or a dose of poison in a meal. This fear keeps them loyal.



Guild thieves have access to all the gear and weapons stored here.

They must, however, sign out anything they take. Anyone seen to be taking undue advantage of the equipment will be fined. Some of the experienced thieves try to convince the newer members that it's actually a test—you're supposed to steal as much gear as you can. This, of course, is a lie, but it frequently gets gullible new members in trouble.



The Longfingers Guild enjoys a long association with House Rau (PT3: page 93) and traditionally receives many commissions from them. In exchange, the guild offers the house a monthly percentage of its take.

* Since they are likely to fight only in close quarters, the guards' Point Blank Shot modifiers are figured into their stats.

3. Trap (EL 8)

In the hall leading out of the phony lair lies a pit trap. The thieves can set it so that any weight of more than ten pounds triggers it, or so that only weights of over four hundred pounds trigger it (if guild members want to catch multiple foes in it).

Spiked Pit Trap: CR 8; mechanical; location trigger; manual reset; Reflex save, DC 25, avoids; 70 feet deep (7d6, fall); pit spikes (attack +10 melee, 1d4 spikes per target for 1d4+5 each) multiple targets (all targets within a 10-foot-square area); Search DC 27; Disable Device DC 18.

4. Gear Storage

The door to this room off the hall from the main entrance is locked (Open Lock, DC 25). Inside is a supply of miscellaneous gear (chalk, mirrors, whistles, bags, backpacks, and so forth) plus the following equipment:

- 8 climber's kits
- 10 sets of thieves' tools
- 2 sets of masterwork thieves' tools
- 5 disguise kits
- 1 healer's kit
- 800 feet of silk rope
- 6 grappling hooks
- 120 crossbow bolts
- 50 masterwork crossbow bolts
- 200 sling bullets
- 50 masterwork sling bullets
- 20 suits of studded leather armor (10 each of size Medium and Small)
- 6 suits of masterwork studded leather armor (3 each of size Medium and Small)
- 10 short swords (5 each of size Medium and Small)
- 2 masterwork short swords (1 each of size Medium and Small)
- 12 light crossbows
- 6 masterwork light crossbows
- 20 slings
- 4 masterwork slings
- 20 tindertwigs
- 4 flasks of alchemist's fire
- 3 flasks of antitoxin
- 2 sunrods.

5. Common Area (EL Varies)

A long blue rug runs down the middle of an open area near the center of the complex, and miscellaneous tapestries of little worth or significance hang on the walls. A few chairs, divans, and end tables lightly furnish the large room. Typically one finds up to three guild members here, resting and perhaps reading.

Guild Members (0–3): 20 hp each; see Area 7, below (or 19 hp; see PT3: *Organizations*, page 128).

6. Barracks (EL 6)

The Longfingers Guild employs a handful of human mercenaries to guard its headquarters. When on duty, they stand watch in Areas 2, 12, and 22. When off duty, they usually remain in one of these two barracks rooms.

The rooms are furnished like typical billets, each with room enough for ten guards. The barracks are a disheveled mess, with clothes and gear everywhere, weapons lying about dangerously, and targets on the walls amid scrawled graffiti and lewd, crudely painted pictures.

Guild Guards (5): 29 hp each; see page 429.

7. Guild Member Quarters (EL 0, 4, or 12)

The door to these rooms near the northern and southern ends of the complex are locked, secured by the individual inhabitants (Open Lock, DC 20 +1d8).

The guild members who live in the headquarters each have their own rooms. Only about one in four of these is occupied at any given time. Usually the guild members are training or relaxing in other areas, practicing their trade, or conducting other business up in the city.

The members furnish their rooms according to their own taste—some are spare, some crammed full of stuff, some tidy, some a shambles. Most hold little in the way of valuables.

Guild Member

Male or female human (Neutral)

Rogue4 **CR** 4

HD 4d6+4 **hp** 20

Init +7 **Speed** 30 feet

AC 16, touch 13, flat-footed 16

BAB/Grapple +3/+4

Attack/Full Attack +7 melee (1d6+1, short sword) or +7 ranged (1d8+1, light crossbow)

SA Sneak attack +2d6

SQ Evasion, uncanny dodge, trap sense +1

Fort +2, **Ref** +7, **Will** +3

Str 12, **Dex** 17, **Con** 12, **Int** 13, **Wis** 15, **Cha** 13

Crucial Skills: Balance +8, Climb +7, Disable Device +6, Hide +9, Intimidate +5, Listen +7, Move Silently +10, Search +8, Tumble +10, Use Magic Device +7.

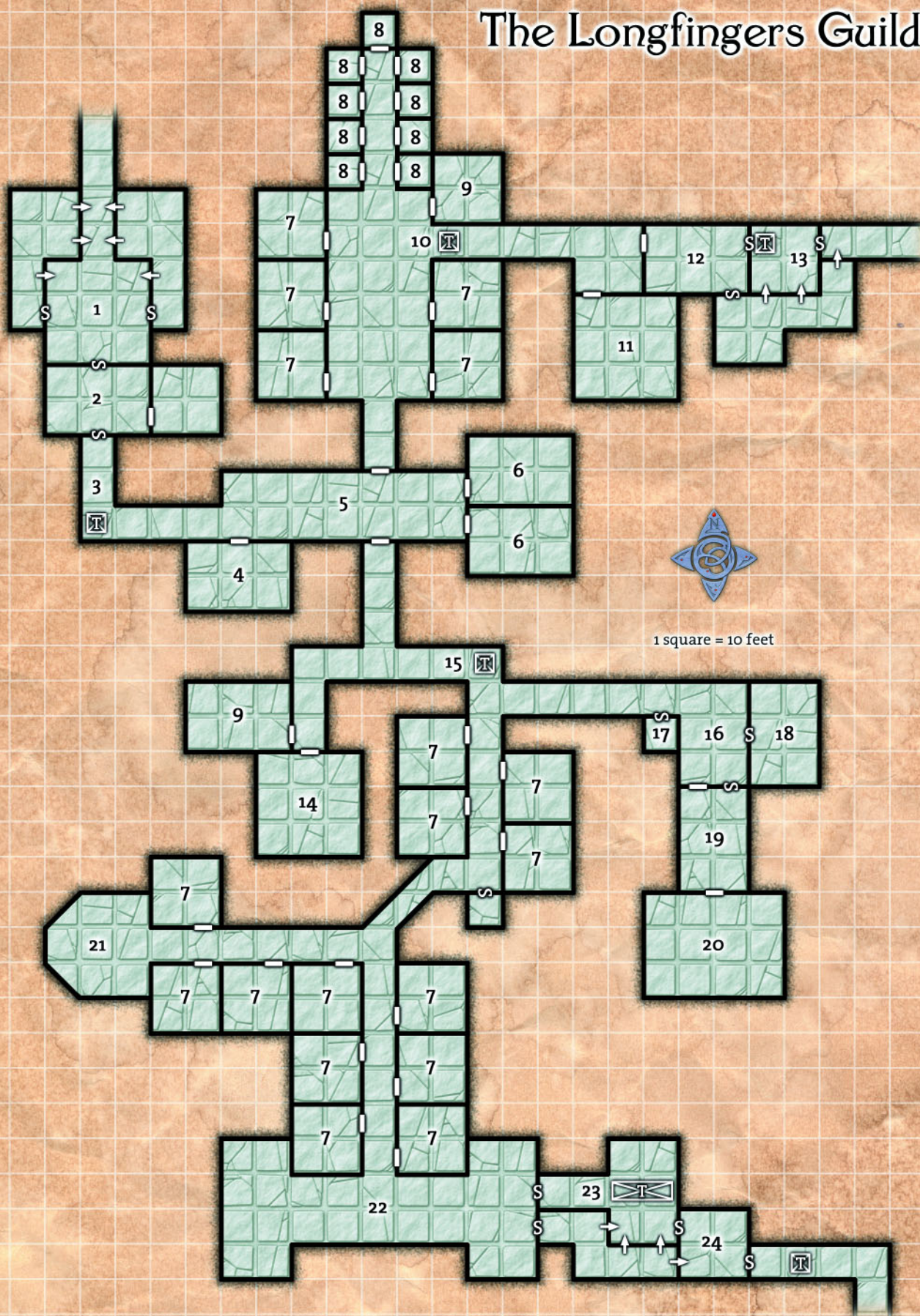
Other Skills: Disguise +7, Forgery +6, Open Lock +10, Sleight of Hand +8.

Crucial Feats: N/A

Other Feats: Improved Initiative, Stealthy, Weapon Finesse.

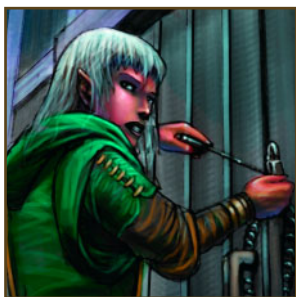
Possessions: Masterwork studded leather armor, masterwork short sword, dagger, masterwork light crossbow, +1 bolts (10), potions of cure light wounds and invisibility,

The Longfingers Guild



Anyone thinking about joining the Longfingers Guild first must find the guild headquarters. This task involves either a lot of exploration below the city or a good deal of networking above the city. Obviously, most members of the guild are rogues, but not all of them are.

Assess creature, PT6: page 639



Chelsean Featherhair has long black hair, which she dyes silver. She is extremely self-serving and does whatever she has to do to achieve her goals. She does not hesitate to use her sexuality as a tool on her spying and information-gathering missions. Chelsean usually likes to use the spell false life and, if in danger, the first spell she casts is invisibility, likely followed by shield. She would much rather stay in her guild-provided quarters and use scrying to gather information than engage in activities that might put her in real danger.

50 feet of silk rope, climber's kit, disguise kit, masterwork thieves' tools, 10 gp, 8 sp.

At any given time, at least two senior guild members are on hand in the headquarters. These 12th-level rogues have authority over all other members and command some respect. Their quarters are the same as other members', however.

Senior Guild Member

Male or female human (Neutral)
Rogue12 **CR** 12
HD 12d6 **hp** 47
Init +7 **Speed** 30 feet
AC 21, touch 16, flat-footed 21
BAB/Grapple +9/+9
Attack +13 melee (1d6+1, short sword) or +13 ranged (1d8+1, light crossbow)
Full Attack +13/+8 melee (1d6+1, short sword) or +13 ranged (1d8+1, light crossbow)
SA Sneak attack +6d6
SQ Evasion, improved uncanny dodge, trap sense +4, defensive roll
Fort +4, **Ref** +11, **Will** +6
Str 10, **Dex** 17, **Con** 11, **Int** 13, **Wis** 15, **Cha** 17
Crucial Skills: Balance +9, Climb +10, Disable Device +17, Hide +18, Intimidate +10, Move Silently +15, Search +16, Spot +5, Tumble +15.
Other Skills: Appraise +10, Bluff +6, Disguise +13, Forgery +8, Gather Information +10, Knowledge (local) +7, Open Lock +19, Use Rope +10.
Crucial Feats: Dodge, Mobility.
Other Feats: Improved Initiative, Skill Focus (Open Lock), Stealthy, Weapon Finesse.
Possessions: +2 studded leather armor, ring of protection +3, +1 short sword, daggers (3), +1 light crossbow; bolts (12), potions of cure moderate wounds, invisibility, and heroism; masterwork bolts (12), 50 feet of silk rope, climber's kit, disguise kit, masterwork thieves' tools, 140 gp.

An elf sorcerer/rogue named Chelsean Featherhair is kept on retainer here and uses one of these quarters as well. Rather than treating her as magical firepower, the guild uses her more as an information gatherer, a spy, and an envoy to interact with other organizations.

Chelsean Featherhair

Female Shoal elf (Neutral Evil)
Sorcerer8/**rogue**4 **CR** 12
HD 8d4 + 4d6 **hp** 44
Init +2 **Speed** 30 feet
AC 14, touch 12, flat-footed 14
BAB/Grapple +7/+5
Attack +10 melee (1d6-1, short sword) or +10 ranged (1d8, light crossbow)
Full Attack +10/+5 melee (1d6-1, short sword) or +10 ranged (1d8, light crossbow)
SA Sneak attack +2d6
SQ Evasion, uncanny dodge, trap sense +1, elven traits, low-light vision

Fort +3, **Ref** +8, **Will** +8
Str 7, **Dex** 15, **Con** 10, **Int** 11, **Wis** 12, **Cha** 16
Crucial Skills: Bluff +4, Concentration +8, Disable Device +8, Escape Artist +8, Hide +8, Listen +3, Move Silently +7, Search +5, Spot +3.
Other Skills: Diplomacy +9, Forgery +7, Knowledge (arcana) +4, Open Lock +14, Spellcraft +9.
Crucial Feats: Point Blank Shot.
Other Feats: Brew Potion, Magical Aptitude, Nimble Fingers, Weapon Finesse.
Spells Known: 6/7/7/6/3; save DC 13 + spell level.
 4th—scrying.
 3rd—dispel magic, fly.
 2nd—false life, invisibility, scare.
 1st—animate rope, charm person, magic missile, magic weapon, shield.
 ○—assess creature, dancing lights, detect magic, light, mage hand, prestidigitation, read magic, resistance.
Possessions: +1 short sword, masterwork light crossbow, bolts (12), bracers of armor +2, cloak of charisma +2, gloves of dexterity +2, wand of lightning bolt (CL 8th, 38 charges), 50 feet of silk rope, masterwork thieves' tools, 150 gp.

8. Neophyte Quarters (EL 0 or 2)

These small rooms at the far north end of the complex are used for members-in-training, called neophytes. The chambers are spartan and temporary. Neophytes typically only sleep there. Otherwise, they are either out in the city, cleaning the headquarters, hanging around the common area (Area 5), training in Area 12, or studying in Area 21.

Neophyte Guild Member

Male or female human (Neutral)
Rogue2 **CR** 2
HD 2d6+2 **hp** 10
Init +3 **Speed** 30 feet
AC 16, touch 13, flat-footed 13
BAB/Grapple +1/+1
Attack/Full Attack +2 melee (1d6, short sword) or +5 ranged (1d8, light crossbow)
SA +1d6 sneak attack
SQ Evasion
Fort +1, **Ref** +6, **Will** +1
Str 11, **Dex** 17, **Con** 12, **Int** 12, **Wis** 13, **Cha** 9
Crucial Skills: Bluff +4, Disable Device +5, Escape Artist +8, Hide +8, Listen +8, Move Silently +5, Sense Motive +6, Spot +8.
Other Skills: Appraise +6, Open Lock +8, Sleight of Hand +7.
Crucial Feats: N/A
Other Feats: Alertness, Deceitful.
Possessions: Masterwork studded leather armor, masterwork short sword, masterwork light crossbow, bolts (20), thieves' tools, 20 gp.

9. Storage

These rooms near the center and at the north end of the headquarters store mundane items the guild members need: foodstuffs, dry goods, blankets, extra furniture, and so forth.

10. Three-Stage Trap (EL 11)

In the middle of the western entrance to this corridor on the north end of the complex lies a pit trap five feet square. Once someone triggers it, a ten-foot-square section of the ceiling begins to drop, taking a full round to do so. Although it's easy enough to avoid, the solid ceiling block seals off the corridor and the pit. Anyone in the pit is trapped, and anyone who attempts to save them endangers himself. Once sealed, the pit fills with burnt othur fumes.

Pit Trap: CR 8; mechanical; location trigger; manual reset; Reflex save, DC 20, avoids; 100 feet deep (10d6, fall); Search DC 27; Disable Device DC 18.

Dropping Ceiling: CR 9; mechanical; time trigger (reacts to pit trap); manual reset; ceiling moves down (12d6, crush); multiple targets (all targets in a 10-foot-square area); never miss; onset delay (1 round); Search DC 20; Disable Device DC 16.

Burnt Othur Fumes Trap: CR 7; mechanical; time trigger (reacts to dropping ceiling); manual reset; gas; multiple targets (all targets in pit); never miss; poison (burnt othur fumes, Fortitude save, DC 18, resists, 1 Constitution drain/3d6 Constitution); Search DC 21; Disable Device DC 21.

11. Meeting Hall

Designed for meetings, classes, demonstrations, and other gatherings, this room near the north-east corner of the complex is alternately filled with chairs, chairs and tables, or nothing. More often than not, no one is here.

12. Training Room (EL Varies)

The ceiling of this room in the northeast corner of the headquarters is thirty feet high, which allows the thieves to practice climbing. In fact, different areas of the north wall are covered in different substances—plaster, oil, and so forth—to create different challenges. The room also has mannequins with tiny bells hanging all over them for pocket-picking practice. Next to the south wall is a table covered in locks and sample mechanisms that members can practice disabling.

A member usually can find one or two typical guild members and two or three neophytes here at any given time.

Guild Members (1–2): 20 hp each; see Area 7, page 430 (or 19 hp each; see PT3, page 128).

Neophyte Guild Members (2–3): 10 hp each; see page 432.

Secret Doors: Finding each of the secret doors in this room requires a Search check (DC 28).

Guards: There are always three guards (as in Area 2) stationed in the training room. However, they frequently spend their time in the adjoining secret chamber to the south, watching Area 13.

Guild Guards (3): 29 hp each; see page 429.

13. Secret Exit (EL 9)

The passage leading east out of the complex connects with a section of *Ghul's Labyrinth* not entirely explored. However, the senior guild members know a path through it that emerges into the cellar of a private home in Midtown. The owners of the house don't even know about the exit.

Secret Doors: Both doors require a Search check (DC 28) to find, as do the arrow slits. The doors are locked, and the locks are hidden (Search, DC 31) and quite devious (Open Lock, DC 30). Each door is stone (hardness 7, 90 hp, break DC 27).

The area in front of the western secret door is trapped with a wide, hidden pit.

Poisoned Spiked Pit: CR 9; mechanical; location trigger; manual reset; hidden lock bypass (Search DC 25; Open Lock DC 30); Reflex save, DC 20, avoids; 70 feet deep (7d6, fall); multiple targets (all targets within a 10-foot-square area); pit spikes (attack +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (giant wasp poison, Fortitude save, DC 14, resists, 1d6 Dexterity/1d6 Dexterity); Search DC 20; Disable Device DC 20.

14. Guildmaster's Quarters (EL 0 or 20)

The door to this large room near the center of the complex has a special combination lock (Open Lock, DC 28).

This is Guildmaster Thief Hayman Knapp's chamber. Its opulent furnishings include a sunken bath behind a folding screen, a huge canopy bed, a private dining area with a silver service set, and multiple wardrobes and chests filled with clothing (including many noble's outfits and a number of disguises). The room contains at least 3,000 gp worth of goods. If Hayman is here, it means he is relaxing or sleeping. As it is unlikely that he would be caught unawares if the headquarters has been infiltrated, he is more likely near the vaults (Areas 17 to 20), ready to defend them with the senior guild members and Chelsean.

15. Trap (EL 9)

At the corner of this passage lies a ten-foot-square pressure plate. When more than ten pounds is placed upon it, the plate suddenly thrusts up toward the ceiling with great force, then comes immediately back down again. As it returns down, the plate covers everyone within ten feet in a dark red powder. At the same time, the secret door sixty



Ghul's Labyrinth, page 418



Longfingers Guild symbol

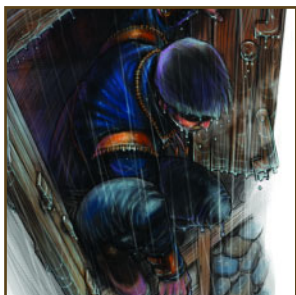
Hayman Knapp, PT3: page 128

Chelsean, page 432

DM TIPS

If you want the headquarters' location to remain a mystery to your PCs, don't give players the Dungeon cross-section map handout.

Temple of Teun, PT5: page 395



People say that Sobac Redwand (PT4: page 225) plans one day to infiltrate the Longfingers Guild headquarters—he knows the place fairly well, since he once was a member. According to the tale, he aims to steal the treasure from the guild’s vault. The truth is, Sobac has considered the idea but does not feel that the loot is worth the trouble. He does not know about the existence of the two secret vaults, however. If he did, he might very well change his mind.



House Nagel, PT3: page 93

Chelsean, page 432
The Sorn, PT3: page 137

feet to the south opens, releasing a hellwasp swarm. The wasps attack only those coated in powder, then return to their hive in the secret room beyond the door. (Neophyte guild members must feed the wasps, an extremely undesirable duty.)

Smashing Floor Trap: CR 7; mechanical; location trigger; automatic reset; Reflex save, DC 25, avoids; 10d6 damage; multiple targets (all targets within a 10-foot-square area); Search DC 27; Disable Device DC 18.

Hellwasp Release Trap: CR 8; mechanical; timed trigger (after floor resets); manual reset; multiple targets (all targets within 10 feet of first trap); Search DC 20; Disable Device DC 18.

Hellwasp Swarm: hp 93; see MM.

16. Guardians (EL Varies)

Near the vaults (Areas 17 to 20) Hayman Knapp keeps a pair of winter wolves as guardians and pets (they are intelligent, though, so he would never call them that to their faces). They attack anyone they do not recognize, unless accompanied by a senior member.

The wolves are a mated pair, and the female is about to have a litter. In this area they have straw mats to sleep on and a large bronze bowl where they are fed generously.

Winter Wolves (2): hp 50, 66; see MM.

Note that if the senior guild members are here to help defend the vaults, the Encounter Level goes from 7 to 15; if Chelsean is here with them, it rises to 16. Hayman’s presence makes it EL 21. It’s best to infiltrate when Hayman is not around.

17. Secret Vault

One can find the secret door into this small chamber only with a Search check (DC 31). The door is triple locked; each lock is hidden (Search, DC 31), quite devious (Open Lock, DC 30), and constructed so that an intruder must open them all at once, or they cannot be opened at all. The door is stone (hardness 7, 90 hp, break DC 27).

Only Hayman and a few other high-ranking guild members know this room exists. They use it to hold stolen goods of great value. Currently, it contains the crest of House Nagel, an ancient nonmagical relic of great significance to the house. It’s worth at least 50,000 gp—not that House Nagel has that kind of money.

18. Another Secret Vault

The secret door into this vault on the east side of the complex can be found only with a Search check (DC 30). The door is double locked; each lock is hidden (Search, DC 31) and quite devious (Open Lock, DC 30). The door is stone (hardness 7, 90 hp, break DC 27).

This secret vault safely stores items of magic, both stolen and those owned by the guild.

Currently, the vault contains a locked iron chest (Open Lock, DC 27) with a dozen *potions of cure moderate wounds*, a quiver with twenty +1 *crossbow bolts*, another quiver with ten +1 *flaming crossbow bolts*, and an *apparatus of the crab* stolen from the Temple of Teun.

19. Outer Vault

The iron door between Areas 16 and 19 is not only trapped, it’s false. If anyone attempts to open it or even touches it, a poisoned scythe swings out of it.

Poisoned Wall Scythe: CR 8; mechanical; touch trigger; manual reset; attack +16 melee (2d4+8 plus poison, scythe); poison (death-blade, Fortitude save, DC 20, resists, 1d6 Constitution/2d6 Constitution); Search DC 24; Disable Device DC 19.

One can locate a locked secret door leading into Area 19 with a Search check (DC 29). The door’s lock is hidden (Search, DC 31) and quite devious (Open Lock, DC 30). The door is stone (hardness 7, 90 hp, break DC 27).

The outer vault beyond contains large and valuable objects that the members have stolen—paintings, statues, and so forth. There is approximately 6,000 gp worth of large, heavy art objects here.

20. Main Vault

The door is triple locked; each lock is hidden (Search, DC 31), quite devious (Open Lock, DC 30), and constructed so that an intruder must open them all at once, or they cannot be opened at all. The door is iron (hardness 10, 60 hp, break DC 28). Each lock is also trapped with a poison needle.

Poison Needle Trap: CR 6; mechanical; touch trigger; manual reset; attack +17 melee (1 plus poison, needle); poison (purple worm poison, Fortitude save, DC 24, resists, 1d6 Strength/2d6 Strength); Search DC 22; Disable Device DC 17.

Various chests and coffers in the main vault hold the guild’s treasury, which amounts to 1,000 pp, 20,000 gp, 50,000 sp, and 20,000 gp worth of gems and jewelry. That’s the good news.

The bad news is that every fifth coin and every single piece of jewelry is enchanted. If the proper word (changed every month) is not spoken when the item is removed from the vault, the thief can be scried automatically by anyone who tries, simply by looking for “the thief of the Longfingers vault.” Chelsean or any hired sorcerer (such as one from the Sorn) could help the guild members get their revenge, as well as their money back. One can remove the effect with *remove curse* or *break enchantment* cast by someone of at least 15th level.

21. Classroom

This room on the west side of the complex appears to be a traditional classroom furnished with chairs and desks. The walls hold chalkboards as well as hanging blueprints and maps. Here the thieves learn the basics of casing a location, breaking into various places, and, most importantly, how to plan a job.

22. Training Room (EL Varies)

Thieves use this large room at the south end of the headquarters to train in fighting techniques. They practice both melee and ranged attacks using targets of various sizes against the western wall. Usually one or two typical guild members and two or three neophyte members train here at any given time.

Guild Members (1–2): 20 hp each; see Area 7, page 430 (or 19 hp each; see PT3, page 128).

Neophyte Guild Members (2–3): 10 hp each; see page 432.

Secret Doors: Both secret doors in the eastern wall of the training room require a Search check (DC 28) to find. The northern door is locked; the lock is hidden (Search, DC 31) and quite devious (Open Lock, DC 30). Each door is stone (hardness 7, 90 hp, break DC 27).

Guards and Thieves: Three guards (as in Area 2) are always stationed in the training room. However, they frequently spend their time in the secret room to the southeast, watching Area 23.

Guild Guards (3): 29 hp each; see page 429.

23. Crushing Trap

Beyond the northern secret door in the training room is a short hall leading into an open chamber. Anyone who steps on the rectangular area in the center of the room triggers a pressure plate in the floor. When activated, the trap closes and locks the secret door and drops a portcullis at the eastern end of the hall (hardness 10, 30 hit points, lift or bend DC 29). Then, the ceiling lowers, crushing anyone in the main room.

Crushing Ceiling Trap: CR 9; mechanical; location trigger; manual reset; ceiling moves down (12d6, crush); multiple targets (all targets in room); never miss; onset delay (1 round); Search DC 20; Disable Device DC 16.

Secret Door: The secret door on the eastern wall requires a Search check (DC 28) to find, as do the arrow slits in the southern wall; guards wait in the secret room beyond the arrow slits (see Area 22). The door is locked, and the lock is hidden (Search, DC 31) and quite devious (Open Lock, DC 30). The secret door is made of stone (hardness 7, 90 hp, break DC 27).

24. Another Secret Exit

A passage out of the southeast corner of the Longfingers Guild headquarters leads into a section of Ghul's Labyrinth not entirely explored. However, all members other than the neophytes know a path through it that leads into the sewers. It is hidden from the outside by a secret door (Search, DC 29).

Secret Doors: Both the secret door from the room with the crushing trap (Area 23) and the one leading out of the complex require a Search check (DC 28) to find. The doors are locked, and the locks are hidden (Search, DC 31) and quite devious (Open Lock, DC 30). Each door is stone (hardness 7, 90 hp, break DC 27).

Anyone who steps into the area marked on the map beyond the eastern secret door sets off a trap, which fires a barrage of poisoned darts from holes in the wall to the east. (If trespassers are heading toward the headquarters, the darts come at them from behind.)

Barrage of Poisoned Darts: CR 7; mechanical; location trigger; manual reset; attack +18 ranged (1d4+1 plus poison, dart); poison (greenblood oil, Fortitude save, DC 13, resists, 1 Constitution/1d2 Constitution); multiple targets (1d8 darts per target in the hallway); Search DC 25; Disable Device DC 25.

LONGFINGERS SCENARIOS

Using the Longfingers Guild Headquarters can be a tricky proposition. In theory, a group of player characters of around 8th level could handle a raid on the place (they would do well to have a skilled rogue with them), but encounters with the senior guild members would be dangerous and Hayman likely would wipe them out.

So missions into the headquarters should either take place when Hayman and probably Chelsean are absent or the missions should focus on subterfuge rather than force. Sneaking into and out of the thieves' guild is no easy task but, if accomplished, it would be quite the badge of honor!

Of course, the guild might be an ally of the PCs, rather than a foe. In that case, an adventure using the headquarters becomes very different (see "Defend the Headquarters," below).

Find the Thieves' Guild

A secretive patron commissions the player characters to find the Longfingers Guild headquarters for him. All he knows is that it lies beneath the city somewhere. A likely plan would involve the PCs locating a guild member in the city (a trick in itself) and follow him down into the sewers. If the thief catches on, however, he's likely to lead them astray or straight into a trap.



Ghul's Labyrinth, page 418

The Longfingers Guild need not necessarily be foes to the player characters. As long as the PCs are not particularly lawful, they might find that members of the guild make very useful allies—some of the party members might even like to join. Although most people say that the glory days of the guild are behind them, the Longfingers are still an excellent source of information and a great help if the PCs need to infiltrate someplace in the city. The headquarters itself is a very good place to hide out when needed as well.



House Nagel, PT3: page 93
Temple of Teun, PT5: page 395

Hayman Knapp, PT3: page 128
Kevris Killraven, PT3: page 121
The Sorn, PT3: page 137
The Shuul, PT3: page 131

From time to time, the Fallen of the Necropolis invite Prison Warden Odsen Rom to attend bloody combats in the Dark Reliquary arena (PT4: page 267).

Kagrisos, PT3: page 112
Jabel Shammar, PT9: page 501



The wizard Tasilicus Rhendron of the Pale Tower (PT5: page 331) believes there is far more to the Mirror Maze than it would appear. He thinks some significant magical aspect of the locale remains undiscovered.

The Commissar, PT4: page 149
Prince of the Church, PT5: page 294

Ghul's Labyrinth, page 418

Recover the Stolen Goods

At the behest of the previous owner, the player characters must recover the stolen crest of **House Nagel**, or the **Temple of Teun's apparatus of the crab**—or anything else you want to put in the guild's vaults. This is a standard dungeon-style raiding mission, albeit a difficult one.

Defend the Headquarters

Guildmaster Thief Hayman Knapp hires the player characters to help defend the headquarters from the forces of **Kevris Killraven**, who wants to put the guild out of business and take the site for her own. The PCs must work alongside the thieves and plan a defense that utilizes the place's traps. Killraven's forces include rogues, warriors, **Sorn** sorcerers, possibly a few **Shuul** mercenaries, and some monstrous creatures, such as ogres, a dark naga, and perhaps even a dragon.

MIRROR MAZE

📍 below Oldtown; see map, page 425 🏠 0 gp

This strange place was created magically by the ghost-lich **Kagrisos**, who patterned it after a chamber within **Jabel Shammar**. Rediscovered when the Empire was putting in its local sewer system, the Mirror Maze became one of the very first Undercity landmarks.

This maze is made entirely of mirrored steel, and any section of it renews itself in 1d4 rounds if damaged. On the far side of the maze are three major passageways of **Ghul's Labyrinth** that lead to many sites—some explored, others not. Sometimes delvers use the ability to navigate through the maze as a sort of rite of passage.

THE PRISON

📍 below the Guildsman District; see map, page 437 🏠 11,000 gp

Known as the Pit by common people (and especially criminals), the Prison lies far beneath the Guildsman's District. One can reach the Prison only by a boat leaving the Docks and entering through a cave in the Cliffs of Lost Wishes overlooking the bay. Once through the entrance, one must still traverse guarded subterranean waterways to get to the Prison itself.

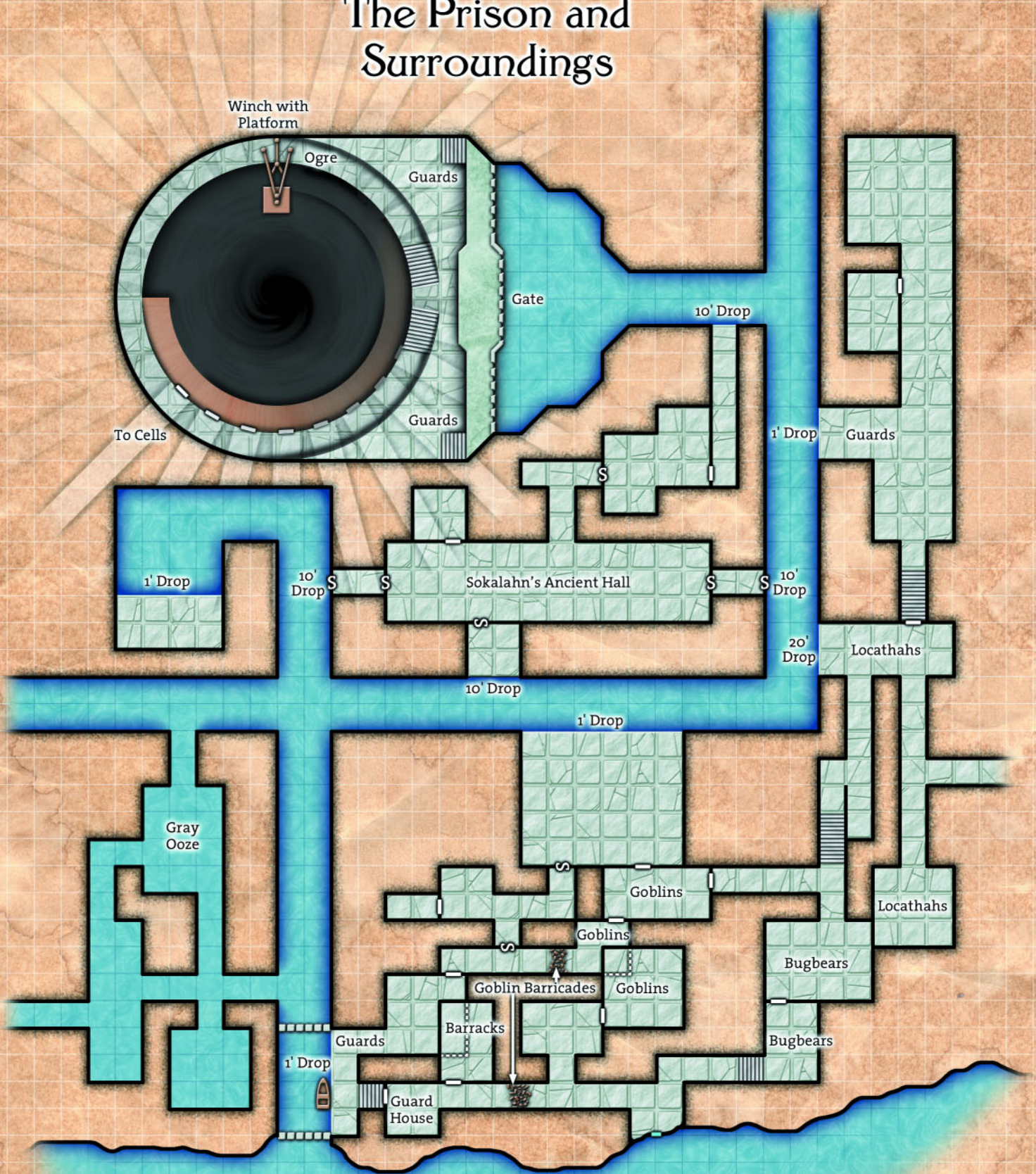
Warden Odsen Rom (male tiefling fighter11) is as corrupt and vile as anyone in Ptolus: sadistic, selfish, and intentionally cruel. Further, he maintains a long tradition of ransoming prisoners to their families or friends. With each prisoner's sentence comes a secret ransom on his head. No crime is so great that one cannot buy most convicts out of prison, although some have no ransom for political reasons—they have too much attention on them to let them out. Often, a share of the ransom goes to someone responsible for the prisoner's incarceration, which is why people sometimes have their enemies imprisoned rather than assassinated.

Of course, many prisoners were never sentenced by the courts. Both the **Commissar** and the **Prince of the Church** have the unwritten authority to incarcerate prisoners without any trial at all. A large bribe to the warden can get someone imprisoned here as well. Every once in a while, a noble house sends an enemy to “disappear” into the darkest recesses of the Prison, hopefully never to return.

No one knows that Warden Rom is a tiefling. He looks perfectly human, except that his eyes blink the wrong way (vertically). Unbeknownst to



The Prison and Surroundings



Cliffs of
Lost Wishes

1 square = 10 feet





The Prison's entrance from the sea can be sealed off with a massive portcullis. It has a garrison of fifteen guards.

Igor Urnst, PT4: page 149



Warden Rom is not above using fiends like this demon in his torture chambers.

Dark Reliquary, PT4: page 238
Goth Gulgamel, PT9: page 486

AROUND THE PRISON

The path through the Cliffs of Lost Wishes leading to the Prison is filled with side passages, most of which have never been explored fully. They head off into areas of Ghul's Labyrinth, specifically an area used long ago by a creature named Sokalahn. This half-demon wizard sought a way into the Banewarrens—specifically to find an artifact called the *Black Grail*. It was Sokalahn who damaged the Gates of Delirium of the Entropy Sphere (see PT9, page 499), which led to the formation of the Pits of Insanity (see page 416). Eventually, Sokalahn chose to become a lich, understanding that his quest and the research it required would take more than a normal lifetime. Decades later, he gave up and retreated into his well-protected lair filled with magical traps and guardians.

Long ago, Ghul's servants got around this area of the Labyrinth using artificial underground waterways that emptied into the Bay of Ptolus. Those same waterways wind through the area of the Prison and Sokalahn's lair. The region teems with the sort of life that thrives on dampness and the absence of the common races. This includes slimes and oozes, chokers, some underground-dwelling locathah, and others. Whole tribes of goblins are said to dwell in this region, led by bugbears and armed with a few discovered remnants of ancient chaositech. Such inhabitants avoid the actual Prison area, except for the mindless or stupid among them, who end up clashing with the guards. In fact, the goblins physically attempt to seal off passages that lead to the Prison (Odsen's staff doesn't mind that at all).

The underground rivers flowing to the bay originate in natural caverns, some inhabited by dark elves. Hearing the tales of Sokalahn (erroneously presumed dead), a group of these dark elves lust after a way into the Banewarrens themselves and soon plan to search the area for clues as to what methods of entry the ancient wizard tried. If the Prison staff catches word of dark elves in the area, they go on high alert. The warden might even try to recruit some delvers to come in and root them out.

Persistent explorers can find a way from the Prison up into the surface city through the cellars of the Darkbirth Madhouse in the Guildsman District, but this is known to absolutely no one alive today.

most, including the Church, he employs fiends in the torture halls deep in the Prison. Odsen reports directly to the Commissar, but Igor Urnst never comes down here, and the warden rarely goes to the surface.

PRISON GUARDS

Prison guards come in two varieties. First are the "low-duty" guards (male and female human warriors²). These are your standard swords-for-hire, not much different than a typical member of the City Watch. They guard the entrance from the sea from the local goblins, bugbears, and others, and patrol the paths around the actual Prison—either in boats on the underground waterways or along the walkways that crisscross the area (see map on the previous page).

These guards work in shifts, usually three days on and four days off. During time off, they return to the city by boat (a supply boat comes every day to the Prison). Technically, all the guards are employed by the city and under the command of the Commissar. However, they have their own badges that differ from those worn by the Watch or the Commissar's Men.

The "Prison-duty" guards are those who work in the Prison itself. These are an extremely rough lot, including humans (male or female fighters⁵) as well as a great many orcs, half-orcs, and

ogres—even a few trolls and a hill giant. The warden employs many of these guards directly, keeping their existence secret from his employer (although it's not certain the Commissar would care if he did know). One Prison-duty guard serves as the warden's bodyguard while he's at the Prison.

PRISON LAYOUT

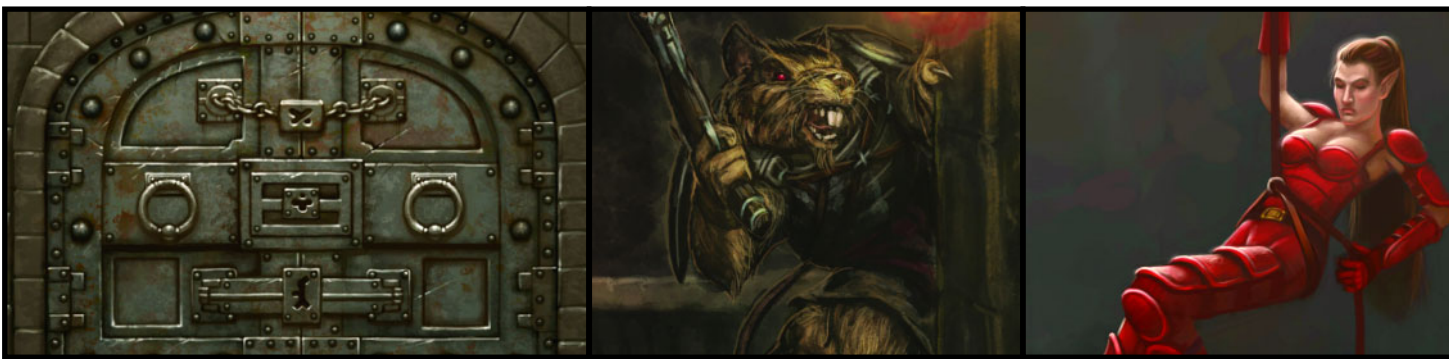
A curtain wall not unlike a castle wall surrounds the waterway approach to the Prison. Guards patrol this wall and man the gate within it. Beyond the wall lies the Prison itself: a deep shaft that plunges into ever-greater darkness. A wooden ramp spirals down the interior of the shaft, connecting passages that radiate out from the central hub like the spokes of a wheel. These passages lead to cells, guard quarters, storerooms, and other facilities. A winch-controlled lift offers a faster way up and down the shaft; an ogre provides the power to move the wooden platform up and down.

The bottom of the shaft is spoken of only in shaky whispers. Here, fiendish "interrogators" torment prisoners, usually for no other reason than their own (or Warden Rom's) delight. This nightmarish place is the equal of something one might expect to find beneath the Dark Reliquary or within Goth Gulgamel



THE SEWERS

Like most large imperial cities, Ptolus has an extensive and well-maintained sewer system, thanks to the advancements of the technological Prust and their Grailwarden dwarf allies. Most homes in Ptolus have running water and indoor plumbing, including privies that pump in water via hand pumps and drain it away into the city sewers.



The sewers are well designed and sturdily built, with carefully cut stones and arched supports to keep the tunnels from collapsing. The Empire, particularly at its height, was very proficient at such engineering and building.

THE NATURE OF THE SEWERS

The **largest sewer tunnels** measure about sixteen feet wide. A channel ten feet wide flows through the middle of the tunnel, with a three-foot ledge on either side that stays dry—in theory (in reality, even these walkways are under a foot or two of water after a heavy rain). The channel is ten feet deep. The ceilings in these main tunnels are about eight feet high, except where a sewer grate offers access to the surface, at which point the ceiling is about fifteen feet high. At some intersections, stone bridges about two feet wide arch a couple feet above the level of walkways, enabling one to get from one side to the other while still allowing the water and sewage to flow beneath.

A **middle-sized sewer tunnel** measures about ten feet wide. Here the central channel is six feet wide and six feet deep, with only two-foot-wide walkways. The current of the flowing water is sometimes stronger in these tunnels than in larger ones.

The **smallest sewer tunnels** are merely drainage conduits about two and a half feet in diameter.

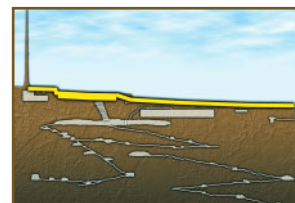
They typically hold only a trickle of water, except during a heavy rain. These are large enough for a human to crawl through very uncomfortably with some risk of getting stuck. A smaller creature (a halfling, a dire rat, or a **ratling**) risks no chance of getting stuck.

The sewers come out on the Cliffs of Lost Wishes by the Bay of Ptolus, along the steep ravine walls flanking the **King's River**, and in the **King's River Gorge**. In these exits, a main sewer tunnel protrudes about three feet out of the rock wall and ends in an iron grate, through which the sewage flows.

SEWAGE

More than anything, the sewers in Ptolus are used to drain rainwater from the streets, alleys, and buildings. The folk of Ptolus dump old cooking water, wash water, and garbage of all sorts into the sewers, including rotten food, spoiled ale, waste from manufactories, dyes from textile mills, alchemical waste, and dead animals. And, of course, the waste from privies and chamber pots all over the city goes into the sewers as well.

The fact that the sewers dump this unholy admixture into the King's River makes it abundantly clear why no one uses the river as a source of drinking water.



Locator map

Ratlings, PT6: page 626

King's River and King's River Gorge, PT4: page 160

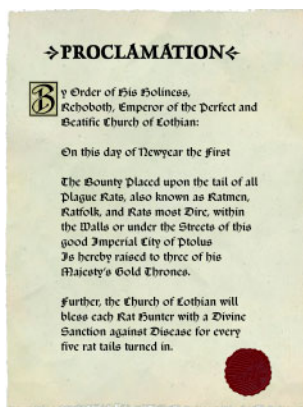
Around 450 IA, sewer workers were among the first to spread stories of the vast underground structures beneath Ptolus.

Sometimes ratmen string nets across the sewers to catch lost items or potentially useful discarded trash.

The government doesn't like delvers going down into the sewers and refuses to disclose any official maps of the system. The Delver's Guild (see PT3: page 108) has most of the sewer system fairly well mapped, however. (Of course, these maps do not necessarily show secret areas connected to the sewers but not a part of them.)

*Ghul's Labyrinth, page 418
Dwarvenhearth, page 460*

Ratmen, PT6: page 625



The Church of Lothian has recently issued a proclamation offering a bounty of 3 gp for the tail of any ratman or dire rat brought in. See the full text among the sheets in the Appendix of this book.

LAYOUT OF THE SEWERS

Every section of town has a sewer system beneath it—even the Necropolis. Almost three centuries ago, a forward-thinking commissar planned and built a gridlike sewer system for Ptolus that extended from the boundaries of the city (now Oldtown) all the way to the bay. This was a time when the Empire was heavy with gold and a willing work force, and the commissar dreamed that the city would one day fill the entire area.

And he was right.

However, Oldtown had a very rough sewer system of its own even before that time. When the new system was created, it used some of the older tunnels and abandoned others. Thus, Oldtown has a secondary set of tunnels beneath it, all smaller and far more poorly constructed than the more modern ones. Most of them go nowhere; they stand full of stagnant water and centuries of compost. Unused tunnels were sealed originally, but the workers didn't manage to find all the entrances and drains. To this day, some drains still lead from Oldtown buildings down into the old sewer rather than the new. And in places, the existence of the new tunnels has caused the older ones to collapse in on them, creating a mess of rubble, water, and poorly draining muck.

The sewers beneath the Nobles' Quarter and Rivergate all run into the King's River Gorge in two different systems independent from that of the rest of the city. From Oldtown, the drainage runs both into the gorge and down through almost vertical channels into the main Ptolus sewer lines.

The sewers of every other district form one interconnected system in a basic grid pattern. The main tunnels usually run about four hundred feet apart, with the medium tunnels more or less equi-

distant between them and the drainage conduits going where they need to go in a more haphazard network. Of course, there are always exceptions.

UNDERGROUND CONNECTIONS

Anyone with even a passing knowledge of Ptolus history would expect that, when the sewers were built, the workers likely would come upon all sorts of other subterranean passages—from Ghul's Labyrinth to Dwarvenhearth passages to natural caverns, old crypts, and more. Such an assumption would be correct. During the creation of the sewers, such areas were normally sealed off and the sewer tunnels detoured around them. The Church did what it could to suppress rumors about the extensiveness of the existing underground systems to discourage people from investigating dangerous areas.

After the sewers were finished, various creatures and people tunneled through sewer channel walls to get to these other areas or to create new subterranean features. Some criminals, for example, built hidden lairs in underground chambers accessed via secret doors off the sewer tunnels. Ratmen living in the sewers broke into adjacent areas to build their nests. Others just used the sewers as a means to get into otherwise inaccessible areas. In the last few years, delvers have begun smashing through sewer tunnel walls to find a way into Dwarvenhearth or to explore unknown areas of Ghul's Labyrinth.

USING THE SEWERS

In a way, the sewers of Ptolus serve the same role under the city as the streets do on the surface: They are a (somewhat) regular and (fairly) easily traversable means of getting to a desired location.

WATER FLOW

During dry periods, the water in the sewers moves very slowly. It is almost entirely waste water and raw sewage. The water in the central channel of a large or medium tunnel is two to four feet deep, and the drainage conduits are merely damp, punctuated by piles of garbage and organic waste. The sewers stink horribly during these dry times, both in the tunnels and on the surface near the grates.

During or after a rain, the sewers flow heavily with runoff and rainwater. Water rises to the top of the central channels, and the drainage conduits flow with six to twelve inches of water. After a particularly heavy rain (or after many days of rain), the sewer channels overflow, filling the entire tunnel with water—sometimes up to three feet over the top of the walkways. Conduits remain more than half full of rapidly rushing water.

Characters wading through running water in a sewer must make Balance checks (DC 15) or slip and fall in, at which point Swim checks are required. Characters crawling through a drainage conduit with rushing water must make a Strength check (DC 12) each round or be swept along with the water. Once a character is so swept, a Reflex save (DC 17) is required to stop his or her movement.

Clogs in the sewers are common, and one of the duties of the System Monitors (see page 442) is finding and clearing such blockages to prevent waste water from flowing back into the city, a dire occurrence which unfortunately happens from time to time.



Most of the subterranean areas beneath Ptolus lie deeper than the sewers, which go down twenty feet underground at most.

Delvers rarely attempt to enter the sewers beneath the Warrens. Never built to accommodate so dense a population, the sewers under this district have long since become plugged and frequently overflow.

Many Dungeon adventures below Ptolus start with a trip down through the sewers.

When in doubt about where to place an underground location, put the entrance off a sewer tunnel. But don't forget that the sewers themselves are home to all sorts of creatures and strangeness. The sewers beneath **Dweomer Street** in Oldtown, for example, are said to be filled with weird magical effects and mutated creatures, due to the runoff from magical experiments and alchemical workings.

Sewer entrances in the streets and alleys of Ptolus are covered with iron grates. Prying up one of these grates requires a Strength check (DC 22). (The same applies to removing the grates from a sewer tunnel exit point in the cliffs, gorge, or riverside.) Damaging the grates is a crime, however, so if the Watch catches anyone prying them up, they will arrest the would-be delvers.

RANDOM ENCOUNTERS

If desired, check for an encounter once per trip through the sewer system, or once per day, whichever is more often. DMs may wish to create special once-in-a-campaign encounters with surprising but appropriate creatures such as ghouls, an aboleth, skum, a sea hag, or something else. Various aquatic or semi-aquatic creatures could adapt to sewer life, including alligators, a chuul, or a water naga.

d%	Encounter
01–65	No encounter
66–69	1d4+1 System Monitor workers
70	1d4+1 System Monitor rat hunters
71–72	1d2 rat swarms
73–74	1d6 dire rats
75–76	Ratmen (1d4 ratlings)
77	Ratmen (1d8 ratlings + 1d2 ratlords)
78	Ratmen (1d4 ratlords)
79	Ratmen (1d4 ratlords + 1d2 ratbrutes)
80	Ratmen (1d3 ratbrutes)
81	1d8 bandits/criminals (rogues or warriors, 1d4 level)
82	1d3 wererats
83	Adventurers
84–85	Green slime
86–87	1d8 goblins
88	1d2 chokers
89	1d2 giant bombardier beetles
90–91	Grey ooze
92–93	Ochre jelly
94	Gibbering moucher
95–97	Otyugh
98	Gelatinous cube
99	Black pudding
00	Any random subterranean monster that arrives from a connection to a natural cavern or other area.

System Monitor, page 442

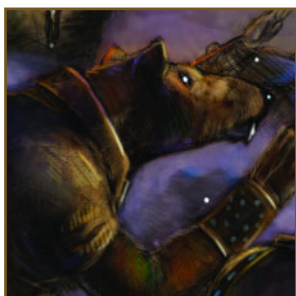
Dweomer Street, PT5: page 333

Ratmen (ratlings, ratlords, and ratbrutes), PT6: page 625

DM TIPS

The result on the random encounter table indicating “adventurers” could be anything the DM wishes, from evil delvers that will attack the PCs to good-aligned characters hunting ratmen for bounties or even well-known adventurers or friends the party has met above in the city. Since the sewers are such a common starting point for getting to so many different underground locations, the possibilities are nearly endless.

In the sewers, adventurers might chance upon small temples of the Plagueborn chaos cult. Such a temple may include a dozen members of varying race and stats at any given time. For more details on the cult itself, see “Cults of Chaos” in the “Cosmology and Religion” chapter of PT2 (page 71).



Some judges sentence criminals to a labor term spent clearing clogged sewers in lieu of imprisonment. For other punishments, see the “Crime and the Law” chapter in PT6.

Rat Hide Armor

This variant type of hide armor has an Armor Class bonus of +4 and an armor check penalty of -2. It also adds a +4 bonus to the wearer’s attempts to disguise himself as a ratman. Rat hide armor costs 80 gp.

Festering bomb, PT6: page 626

Dragon rifle, PT6: page 560

In addition to such foes as rat hunters and adventurers, the ratmen fear the approach of a marauding otyugh, a goblin raiding party, and various dangerous slimes or oozes.

SYSTEM MONITORS

A special group working for the city government to maintain the sewers has been given the somewhat lofty title of “System Monitors,” referring to the fact that they patrol and watch over the sewer system. First and foremost, the System Monitors watch for and clear clogged tunnels and repair collapsed or damaged areas. They are typically commoners or experts armed with an array of tools and poles, as well as weapons to defend themselves.

The “rat problem,” as they call it, has become such an issue, however, that a sub-group within the System Monitors has formed. They call themselves rat hunters.

RAT HUNTERS

Rat hunters are usually former mercenaries, hunters, or City Watch members who have chosen to work for the System Monitors. They supplement their income with bounties paid on ratman (and dire rat) tails. Currently, the bounty is set at 3 gp per tail.

Typical Rat Hunter

Male or female human (Neutral Good)
Fighter3/**rogue**1 **CR** 4
HD 3d10+3 + 1d6+1 **hp** 25
Init +2 **Speed** 20 feet
AC 17, touch 12, flat-footed 15
BAB/Grapple +3/+6
Attack +8 melee (1d8+4, battle axe) or +5 ranged (2d8, dragon rifle)
Full Attack +6 melee (1d8+4, battle axe) and +5 melee (1d6+1, short sword) or +5 ranged (2d8, dragon rifle)
SA +1d6 sneak attack
Fort +4, **Ref** +5, **Will** +1
Str 16, **Dex** 15, **Con** 13, **Int** 9, **Wis** 11, **Cha** 11
Crucial Skills: Climb +9, Hide +3, Intimidate +4, Jump +4, Listen +4, Move Silently +3, Spot +4.
Other Skills: Disguise +3.
Crucial Feats: Point Blank Shot.
Other Feats: Alertness, Exotic Weapon Proficiency (firearms), Two-Weapon Fighting, Weapon Focus (battle axe).
Possessions: +1 **rat hide armor**, **dragon rifle**, ammunition (20 rounds), +1 **battle axe**, masterwork short sword, **potion of invisibility**, **potions of remove disease** (2), antitoxin (2 flasks), tanglefoot bags (2), 13 gp.

A RATMAN NEST

☛ in the sewers (DM’s discretion) 1

One of the more common encounter areas within the sewers themselves is a ratman nest. The nest described below is a typical ratman lair, suitable for DMs to place wherever needed in the sewers. There may be literally dozens of such nests below Ptolus.

NEST LAYOUT

The areas below correspond to the map on the next page. Unless otherwise noted, the ceilings here are about eight feet high. Most of the place is filled with garbage and waste. In areas that lie under a sewer tunnel, as shown on the map, a number of leaks send streams and rivulets pouring down from above. Most of the water gathers in the cesspool (Area 7).

1. Lookouts (EL 3)

Four ratlings keep a lookout at this sewer tunnel intersection to watch for approaching enemies or intruders. They hide in the shadows and even in the water. The lookouts all can whistle a special signal to alert the sentry at the entrance (Area 2), who then scurries back into the nest. These rats avoid direct confrontation, but they might try to follow intruders into the nest to attack from the rear while their foes are already preoccupied.

Ratmen, Ratlings (4): hp 5, 6, 6, 7; see “Monsters” in PT6 (page 625).

2. Rubble-Filled Entrance (EL 1)

It appears that a portion of the sewer wall has collapsed. Behind it, a pile of rubble slopes down about ten feet over a distance of thirty feet. Characters descending or ascending this slope must make a Balance check (DC 12) or slip and fall prone.

Sentry: A single ratling waits here to listen for warnings from the lookouts in Area 1 and to look for intruders himself. In the event of danger, it runs to Area 3 to get help and alert the nest if it can.

Ratman, Ratling: hp 7; see “Monsters” in PT6 (page 625).

3. Guards (EL 4)

Six ratlings positioned in the area adjacent to the rubble-strewn entrance (Area 2) serve as guards at all times. They attack any intruders that come their way, screeching for help as soon as they do. If four of them die, the other two will run to Area 4. One of the guards has a **festering bomb**. All use Small centipede poison on their blades (see “Poison” in Chapter 8: Glossary of the DMG).

Ratmen, Ratlings (6): hp 4, 5, 6, 6, 7, 9; see “Monsters” in PT6 (page 625).

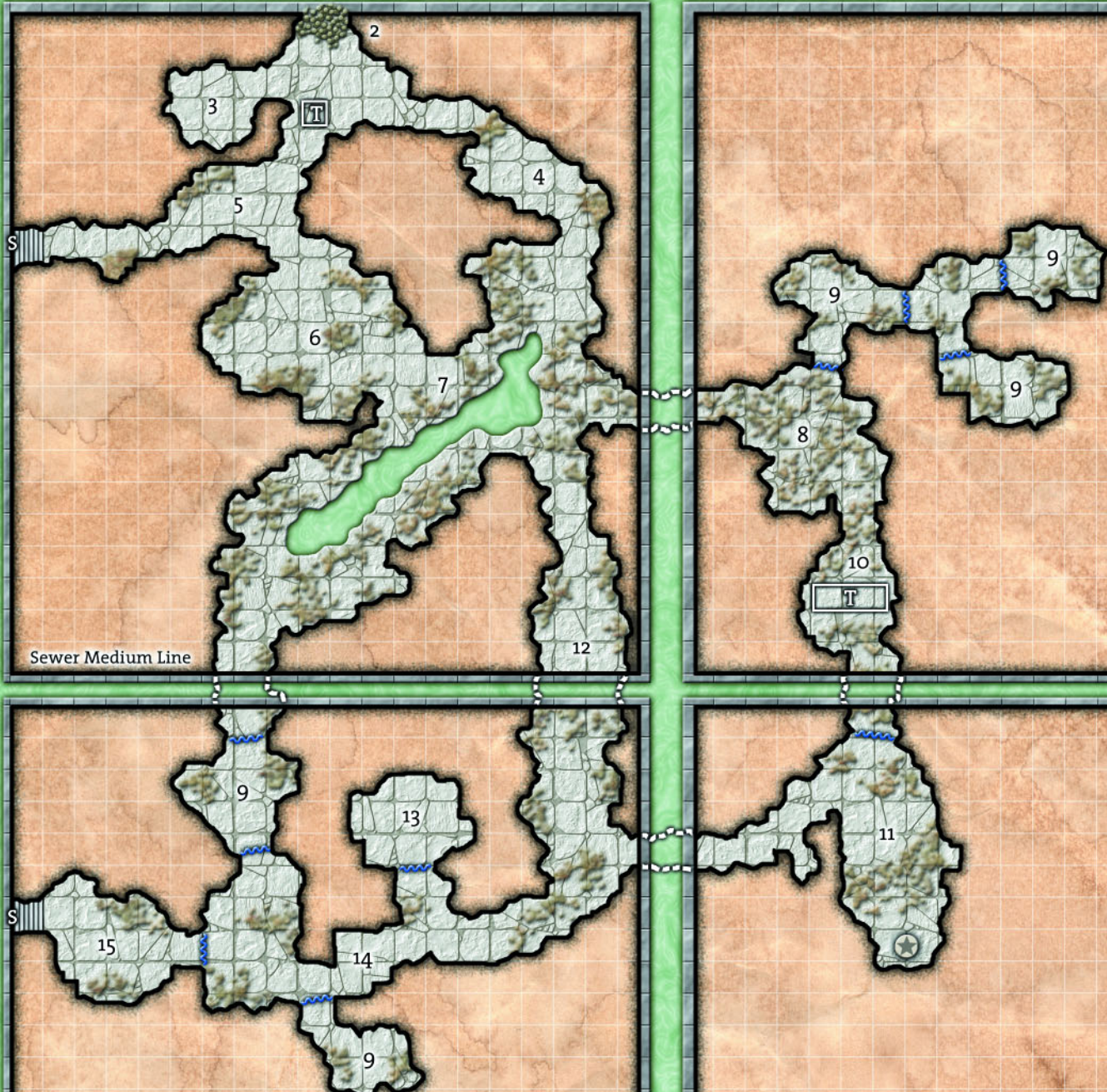
4. Rats! (EL 4)

Scattered Trash: The refuse and waste that fill this room southeast of the main entrance impose a -2 penalty on attacks, Dexterity- and Strength-related checks, and Reflex saves upon anyone who does not succeed at a Balance check (DC 10) each round in this room. Characters who fail the Balance check while attempting to move during a round fall prone.

Ratman Nest

Sewer Main Line

1



Sewer Medium Line

S



1 square = 10 feet

If the player characters come to this ratman nest and clear it out, killing or driving off every single creature that lives here, it's likely that within a month, the place once again will be swarming with the vermin.

Dragon pistol, PT6: page 560

By and large, ratmen don't have names. When they have to refer to each other, they simply describe the role they play in the nest, such as "leader" or "hunter." They also answer to situational descriptors, such as "you" and "his brother."



Six dire rats dig around in the garbage here. They obey the commands of any ratman and come if called by the guards in Area 3.

Dire Rats (6): hp 3, 4, 6, 7, 8, 9; see MM.

Treasure: Unbeknownst to the rats or ratmen, amid the trash here is a silver medallion with small diamonds set into it, worth 340 gp. A character can find it with a Search check (DC 20).

5. Tripwire Trap

The ratmen have rigged a crude trap in the passage beyond the entrance. It is set off by a tripwire hidden amid the trash (see the area marked on the map on the previous page). Tripping it causes two poisoned arrows to fire down the corridor from the south wall of this chamber.

Poisoned Arrow Trap: CR 3; mechanical; touch trigger; manual reset; lock bypass (Open Lock, DC 30); attack +12 ranged (1d8 plus poison, two arrows); poison (Large monstrous scorpion venom, Fortitude save, DC 14, resists, 1d4 Constitution/1d4 Constitution); Search DC 15; Disable Device DC 10.

Secret Door: Steps down the western passage lead up to a secret exit back into the sewer tunnels. The door is obvious from the nest side, but from the other side one can find it only with a Search check (DC 20).

6. Giant Dire Rat (EL 3)

The ratmen of this nest have been breeding a very large dire rat, which they believe to be semi-divine. Its lair lies just south of the room with the tripwire.

This massive dire rat is now the size of a pony. Its three handlers stay with it at all times and fight to the death defending the creature.

Giant Dire Rat

Medium animal (Neutral)

CR 2

HD 6d8+12 hp 40

Init +2 Speed 40 feet, climb 20 feet

AC 13, touch 12, flat-footed 11

BAB/Grapple +4/+6

Attack/Full Attack +7 melee (1d6+2 and disease, bite)

SA Disease (Fortitude DC 16; filth fever)

SQ Low-light vision, scent

Fort +7, Ref +7, Will +6

Str 14, Dex 15, Con 14, Int 1, Wis 12, Cha 4

Crucial Skills: Climb +10, Hide +7, Listen +4,

Move Silently +8, Spot +4.

Other Skills: Swim +10.

Crucial Feats: N/A

Other Feats: Ability Focus (disease), Alertness, Weapon Focus (bite).

Ratmen, Ratlings (3): hp 4, 6, 8; see "Monsters" in PT6 (page 625).

7. The Cesspool (EL 8)

The cesspool is one of the central areas in the ratmen's nest.

Low Ceiling: This, the largest chamber in the nest, has a low ceiling (four feet high), so any creatures larger than size Small suffer a –2 circumstance penalty on attack rolls and Reflex saves. Because the ratlords have spent a great deal of time here, they have adapted to the low ceiling and run on all fours; they suffer no height penalties.

Wet Trash: The sopping wet refuse and waste that fill this chamber impose a –2 penalty on attacks, Dexterity- and Strength-related checks, and Reflex saves upon anyone who does not succeed at a Balance check (DC 15) each round here. Characters who fail the Balance check while attempting to move during a round fall prone.

The Pool: Rivulets of sewer water run into the middle of the room, and a few leaks in the ceiling drip down into the befouled water as well. This has created a long, narrow, and smelly cesspool that overflows a three-foot depression in the chamber's floor. The ability to dive or duck into the pool, the overflow water, or the wet trash give the ratmen here effectively 3 points of fire resistance.

Lounging around the cesspool are eight ratlings and two ratlords. If attacked, the ratlords use their **dragon pistols**, keeping to the back, while the ratlings charge forward along with two rat swarms that obey the ratmen's commands.

If the characters slay more than half of the ratmen, the survivors flee to Areas 8 or 11. The rat swarms fight to the death.

Rat Swarm (2): hp 13 each; see MM.

Ratmen, Ratlings (8): hp 4, 5, 6, 6, 6, 7, 8, 10; see "Monsters" in PT6 (page 625).

Ratmen, Ratlords (2): hp 20 and 25; see "Monsters" in PT6 (page 625).

8. The Inner Nest (EL 8)

Through passages leading east from the cesspool lies a refuse-filled chamber where the ratmen keep their young.

The refuse and waste fill this room to a height of almost three feet. This imposes a –2 penalty on attacks, Dexterity- and Strength-related checks, and Reflex saves upon anyone in the room other than the rats or ratmen. Characters who fail the Balance check (DC 15) while attempting to move during a round fall prone.

Amid the heaps of refuse and raw sewage in this chamber dwell a number of ratlings and all the young. If attacked, they make a fighting withdrawal back to the shrine (Area 11).

Ratmen, Ratlings (9): 4, 5, 5, 6, 6, 7, 7, 9, 10; see "Monsters" in PT6 (page 625).

Ratmen, Young (12): hp 5 each; see MM (treat as dire rats).

9. Ratling Nest (EL 3)

Individual nests are located throughout the lair, separated from passageways by curtains.

The refuse that fills this room imposes a -2 penalty on attacks, Dexterity- and Strength-related checks, and Reflex saves upon anyone who fails a Balance check (DC 10) each round in this room. Characters who fail the Balance check while attempting to move during a round fall prone.

Four ratlings make their nest here in a chamber filled with garbage and waste. They are likely to flee if attacked, preferring to fight alongside more of their kind.

Ratmen, Ratlings (4): 5, 6, 6, 7; see “Monsters” in PT6 (page 625).

10. Trash-Covered Pit (EL 1)

A wide pit south of the inner nest (Area 8) is covered with a grate made of old planks spaced two or three feet apart, then covered in layers of trash. The net effect is that any creature entering the area who doesn't know about the pit must make a Reflex save (DC 20). Those who succeed leap back and completely avoid falling into the pit. Those who manage only a Difficulty Class of 10 do not fall into the pit but are caught between two planks. Caught characters lose their Dexterity bonus to Armor Class and must make a successful Strength check (DC 15) to free themselves. Those who fail a DC 10 save fall into the pit. It is twenty feet deep, which causes victims 2d6 points of falling damage.

The ratmen seem eager to take advantage of intruders trapped here. They can cross the pit safely, as they know where the planks are.

11. The Priestess and the Shrine (EL 4)

The shrine south of the trash-covered pit is devoted to the Rat God (a “proxy” of their real god, the **Galchutt** entity known as Abthoth). A crude statue rises above the rest of the trash. The seven-foot-tall structure is made of bits of paper, cloth, and other trash pasted together with sewage that has dried and hardened. The rats' priestess lives here.

Refuse and waste fill this room to a height of almost three feet. This imposes a -2 penalty on attacks, Dexterity- and Strength-related checks, and Reflex saves upon anyone in the room other than the rats or ratmen. Characters who fail a Balance check (DC 15) while attempting to move during a round fall prone.

Rat Priestess

Female ratlord, (Chaotic Evil)
Medium monstrous humanoid
Cleric2 (Abthoth) CR 4
HD 3d8+6 + 2d8+4 hp 32
Init +3 **Speed** 30 feet
AC 19, touch 12, flat-footed 17
BAB/Grapple +4/+5
Attack +6 melee (1d8+1, heavy mace)

Full Attack +6 melee (1d8+1, heavy mace) and +3 melee (1d4, bite)

SA Sneak attack +1d6, disease (Fortitude DC 12, filth fever)

SQ Darkvision 60 feet, fear of light, immune to disease

Fort +6, **Ref** +5, **Will** +8

Str 12, **Dex** 15, **Con** 14, **Int** 6, **Wis** 15, **Cha** 11

Languages: Common, Rattish.

Crucial Skills: Climb +5, Escape Artist +5, Hide +3, Listen +2, Move Silently +7, Spot +2.

Other Skills: Craft (pottery) +3, Swim +5.

Crucial Feats: N/A

Other Feats: Exotic Weapon Proficiency (firearms), Multiattack, Stealthy, Weapon Focus (heavy mace).

Domains: Chaos, Destruction.

Spells: 4/3+1; save DC 12 + spell level.

1st—*bless*, *divine favor*, *protection from law*, *shield of faith*.

0—*detect magic* (2), *guidance*, *resistance*.

Possessions: Masterwork heavy mace, masterwork studded leather armor, light wooden shield, *wand of cure moderate wounds* (15 charges), scroll of *animate dead*, pearl earring worth 75 gp, 13 gp.

Tactics: The priestess seems small for a ratlord. Her tactics involve stealthily burrowing through the refuse to reach wounded ratmen and heal them with her wand. She casts *bless* on her nestmates and then *divine favor* and *shield of faith* on herself, which adds a total bonus of +3 to her attack, a +2 bonus to damage, and a +2 bonus to her Armor Class (for a total of AC 22).

If no ratmen have retreated to this area, she likely moves out, preferring to fight foes in Areas 7 or 8—possibly with some animated undead on her side, thanks to her scroll.

Treasure: Beneath the statue lie three scroll tubes (Search, DC 18, to find them). One has a divine scroll of *summon monster III*, another contains 140 gp and 329 sp, and the third holds a map showing the secret areas beneath the **Temple of the Rat God** and a mysteriously scrawled note referring to “Abthoth, Source of All Uncleanliness, who slumbers deep below with the others.”

12. Empty Nest

This room in the central area of the nest south of the cesspool is empty except for trash.

The refuse and waste that fill this room impose a -2 penalty on attacks, Dexterity- and Strength-related checks, and Reflex saves upon anyone who fails a Balance check (DC 10). Characters must make the check in this room each round that they move or fall prone.

13. The Slave Warriors (EL 3)

Although relatively free of trash, the floor of this room in the southern portion of the nest is covered in an inch of stagnant water. It stinks of decay.



If the ratlings have a difficult time hitting their foes, they start to work in pairs, one using the aid another rules to give the other an attack bonus.

Galchutt, PT2: page 60

Temple of the Rat God, PT5: page 390



As lowly and cowardly as ratmen are, they still consider themselves superior to goblins. Frequently they capture goblins to use as slaves.



Ratmen become more problematic for the city in two instances. The first is when, for whatever reason, life becomes harder for the ratmen and food grows scarce. This situation forces them to become bolder and raid the surface. In the second instance, the ratmen become too numerous; their greater numbers give them a confidence to overcome their normal fear of the surface and those who live there. The latter situation is true at the moment and becomes more so every day.

*Temple of the Rat God,
PT5: page 390*

Dragon pistol, PT6: page 560

*The Forsaken, PT3: page 112
The Vai, PT3: page 139
Galchutt, PT2: page 60*

Goblin Slaves: The ratmen have taken eight goblins prisoner and made them into warrior slaves. The goblins have all contracted filth fever and suffered 1 point of Dexterity damage and 2 points of Constitution damage (subtract 1 from their Fortitude saves). They are all obviously sick, covered in sweat and tiny, oozing pox. They take no actions unless directed by their master (see Area 14). Without him, they just stay here in their lair.

If the nest comes under attack, the slavemaster (below) takes his warriors to Area 12 and waits for intruders. The goblins have only their weapons and armor—no treasure or other gear. They've smeared their weapons with their saliva and pus.

Goblins (8): hp 2, 3, 3, 4, 4, 4, 4, 5; see MM.

Anyone struck by one of these diseased creatures must make a Fortitude save (DC 12) or contract filth fever (see "Diseases" in Chapter 8: Glossary of the DMG).

14. The Slavemaster (EL 4)

Not far from the goblin lair (Area 13) sleeps their master, a hulking ratbrute. (Unless he is otherwise alerted, assume he's always asleep.) If the nest comes under attack, he takes his slave warriors (see above) to Area 12 and waits for intruders. He carries three pairs of manacles and a masterwork whip in addition to his normal weapons and gear.

Ratman, Ratbrute: hp 50; see "Monsters" in PT6 (page 625).

15. The Nest Master (EL 6)

Behind a tattered curtain hanging in the southwestern corner of the nest lie the quarters of the Nest Master and his bodyguard. Dangling from the ceiling by strings are dozens of bones and skulls at various heights. The room contains two nestlike beds of trash and shredded cloth and a huge locked chest.

Master and Servant: The Nest Master is an albino ratlord with a shaved head that shows a tattoo of a knife. This ratlord has an 18 Dexterity, which gives him an additional +3 Dexterity bonus to Armor Class (AC 20 total), as well as a +3 bonus on Reflex saving throws, Hide checks, Move Silently checks, and Escape Artist checks. He wields a masterwork **dragon pistol**, which adds a total of +4 on his attack rolls with it (for a total attack bonus of +8). He wears a gold amulet around his neck worth 200 gp. In a pouch, he has two *potions of cure light wounds*.

His constant companion is a ratbrute. A bag attached to his belt contains *potions of bull's strength*, *bear's endurance*, and *levitate*.

The Nest Master is always accompanied by a rat swarm that obeys his commands.

Ratman, Albino Ratlord (Nest Master): hp 33; see "Monsters" in PT6 (page 625) but AC 20, +8 attack with dragon pistol (1d12

damage), +7 Reflex saves, Hide +13, Move Silently +16, and Escape Artist +8.

Ratman, Ratbrute: hp 55; see "Monsters" in PT6 (page 625).

Rat Swarm: hp 13; see MM.

Tactics: These two go where the fighting is, so one is likely to encounter them in Areas 8 or 12, standing alongside other defenders. Due to the ratbrute's size, they won't fight in Area 7 but would go through that area. Both fight to the death—they know that retreat or surrender would cause their fellows to see them as weak and kill them in their sleep. If the situation demands it, the Nest Master will command the slavemaster (Area 14) to bring his slaves to this area or the adjoining chamber to the east to help him and his ratbrute bodyguard make a last stand.

Treasure: The ratmen keep the nest's hoard here in a massive locked chest (DC 20 to open). Inside, adventurers can find 4,822 cp, 2,349 sp, 745 gp, nine gems worth about 50 gp each, a gold idol of Lothian worth 275 gp, a silver ring with an opal worth 300 gp, and a *wand of shield* (21 charges) that none of them could use.

Secret Door: Steps lead up to a secret exit in the western wall. The door is obvious from the nest side, but can be found only from the other with a Search check (DC 20).

RATMAN SCENARIOS

You can use this ratman nest in many ways; three ideas are described below. Feel free to place it anywhere in the sewers that serves your campaign.

Rat Hunt: The player characters simply go after the bounty on rat tails. At 3 gp each, there's about 200 gp worth of rat tails in this nest alone (plus the other treasure).

Free the Prisoners: The ratmen in this nest have kidnapped three commoners, intending to sacrifice them to their horrid god. The prisoners are chained to the walls in Area 11. The priestess intends to sacrifice one of them herself and sell the other two to her allies in the **Temple of the Rat God**.

Alternatively, perhaps the player characters have just cleared out the Temple of the Rat God and discovered that some prisoners they freed from there originally came from a larger prisoner pool in this nest.

Hiding Out: The trail of some chaos cultists, **Forsaken** enemies, or even a **Vai** assassin on the run leads to this nest. The enemies the PCs are chasing have made an alliance with the rats, although the ratmen will not give their lives foolishly to defend these outsiders. This scenario is useful for establishing the unifying force for evil that grows beneath the city among such groups as the Forsaken, the chaos cultists, the Vai, and so on—all thanks ultimately to the **Galchutt**.



THE CAVERNS

Before Dwarvenhearth, before the Banewarrens, before the Spire itself rose from the ground, the area beneath what is now the city of Ptolus was honeycombed with natural caverns, created by the flowing water of extensive subterranean rivers toward the sea.



These caverns lie far deeper below the ground than **Ghul's Labyrinth**, the Undercity, and the sewers. Many creatures make the caverns their home, including dark elves, **rhodintor**, underground-dwelling locathahs, dwarves, and evil nagas of all types. And in the darkest levels of all, the **Galchutt** lie sleeping.

RUNNING THE CAVERNS

Running adventures in natural caverns can be tricky, because it's easy to think of them as being just like dungeons but with uneven walls. But *everything* about natural caves is uneven—the floor and the ceiling as well as the walls. Sometimes Balance checks (usually DC 15) are required in certain caves if characters are doing anything other than moving through slowly; the “floor” might be just a series of rounded boulders of varying heights or slabs of stone cast about at differing angles, often slick with dampness and slime.

The most straightforward way to get to the caverns is via the **Giant's Staircase**, though entrances also link up in many places throughout Ghul's Labyrinth. It's hard to know exactly where one type of Dungeon area stops and the caverns start—many delvers find themselves in the caverns accidentally after passing through a mysterious hole in a sewer tunnel wall or down a channel from the

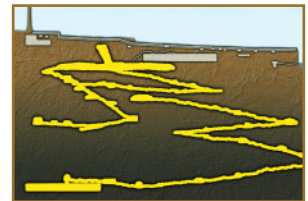
Labyrinth. Other adventurers might venture here purposely in response to specific adventure hooks tied to one of the cavern areas discussed later in this chapter.

This chapter details some of the more infamous locations in the caverns, starting with the ones closest to the surface and ending with the deepest, most remote locales. Unlike the locations you've read in earlier chapters, most of these caverns are not individual encounter areas but entirely new adventure locations for you to expand upon, according to the specifics of your campaign. For a guide to the format of the descriptions and the icons used in the sections that follow, please see “District Neighborhoods/Locations” in the “City by the Spire” chapter of PT4 (page 168).

RANDOM ENCOUNTERS

DMs should use the caverns deep below Ptolus as an opportunity to stage encounters with unintelligent, unorganized monsters simply prowling for a meal. In the caverns, you don't have to worry about whether the mantichore can open doors or deal with traps, because doors and traps are extremely rare.

Although the kinds of subterranean encounters you can have are nearly endless, use this list if you need to generate an encounter quickly:



Locator Map

Ghul's Labyrinth, page 418
Rhodintor, PT6: page 628
Galchutt, PT2: page 60

Giant's Staircase, page 448

A passage from the lower levels of the Temple of the Ebon Hand (PT5: page 379) leads into the natural caverns and provides access to the secret underground bases and temples of other chaos cults.

Very few troglodytes live in the area beneath Ptolus, so despite the fact that they are a common subterranean monster in the game, you won't find them on this encounter list.

*Umbral Lake, page 451
Serpent Caves, page 451
Grand Entrance to Dwarvenhearth, page 476*

Clock Tower, PT5: page 319

*Zaug, PT6: page 633
D'Stradi annihilator,
PT6: page 620*

At the very bottom of the Giant's Staircase lies a small ruined tower, standing watch at the entrance of the Eternity Cave. This tower, built by the dwarves, now stands empty.

d%	Encounter
01–50	No encounter
51–55	Slippery rocks near dangerous fall (Balance check, DC 15, or fall 1d3 × 10 feet)
56–57	Cave-in (see DMG)
58–60	2d6 dire bats
61–64	1d3 bat swarms
65–66	1d3 large monstrous spiders
67–68	1 grey ooze
69–70	1 ochre jelly
71	1d4 ogres
72	1d3 rust monsters
73	2d6 grimlocks
74	1d4+1 subterranean locathahs
75	1d2 cloaklers
76	1 delver
77	1d2 basilisks
78	1 behir
79	1 athach
80	1d4 ankhegs
81–82	1d4 trolls
83	1 medusa
84	1d3 manticores
85	1 gorgon
86	1 chimera
87–88	1d4 stone giants
89	1 black pudding
90–91	1d3 grey renders
92	1 zaug
93	1 D'Stradi annihilator
94–95	1d4+2 adventurers (levels 3d4, random race)
96–98	1d4+2 dwarves (warriors levels 3d4)
99–00	1d4+2 dark elves (warriors with 1 male wizard level 3d4 and 1 female cleric level 3d4+1)

GIANT'S STAIRCASE AND ETERNITY CAVE

Caverns below Oldtown; see map, page 449 **III**

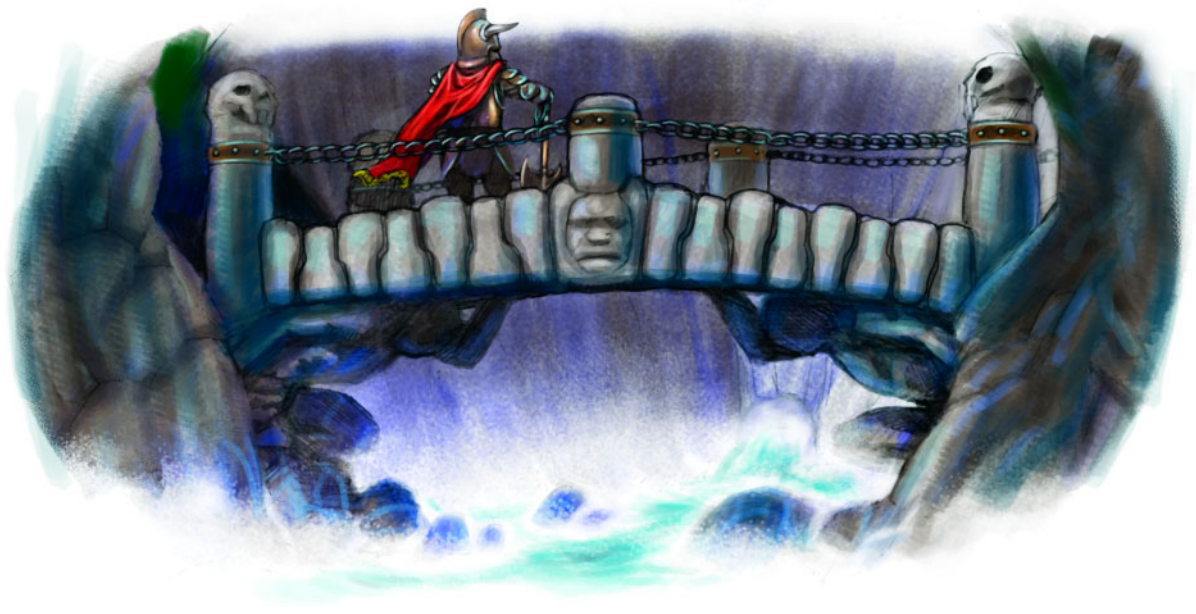
The Giant's Staircase is the name given to a huge cavern below Oldtown characterized by ever-descending terraces—huge “steps” that only a giant could take—that lead down to an even larger cavern. The dwarves call this mammoth cavern Erdek Ard, but everyone else knows it as the Eternity Cave.

The giant stairs themselves measure two hundred fifty feet wide and twelve hundred feet long. Below, the enormous Erdek Ard is over three thousand feet wide and almost a mile long; the mysterious **Umbral Lake** fills most of the southern half. Within the vast cavern stands the “city” of the Stonelost dwarves, Kaled Del. To the west, passages lead off to the mysterious **Serpent Caves** as well as down deep to the dark elf realms. To the northeast, tunnels connect to the **Grand Entrance of Dwarvenhearth**. Clearly, this area serves delvers as the gateway to the caverns.

Many different passages lead down to the Giant's Staircase, but the most common one links up with the cellars below the **Clock Tower** in Oldtown. This passage leads down through an area known as the Buried City, the ancient remains of a much older city (also called Ptolus), built here some ten thousand years ago.

KALED DEL

Within Eternity Cave, two massive natural columns rise almost two hundred feet to the cavern ceiling. The eastern one, Kaled Del, is honeycombed with chambers and passages crafted by the Stonelost dwarves. It serves as home for over four hundred. Within Kaled Del, the dwarves work



The Eternity Cave

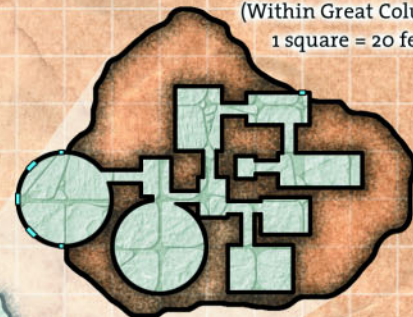


1 square = 150 feet

Giant's Staircase

Ruined Tower

Kaled Del
(Within Great Column)
1 square = 20 feet



Ard Chorend
(Dwarven Bridge)

To Dwarvenhearth

To Serpent Caves
and Other Caverns

Great Columns

Ard Jotac
(Dwarven Bridge)

Umbral Lake

Tridam Island

Tridam Island

Cave Entrance

1 square = 40 feet



Dwarvenhearth's fall, page 462

Although members of the two overclans usually get along on the surface, Grailwarden dwarves are not made to feel welcome in Kaled Del.

A dwarf named Yorrid Glitterfist represents Kaled Del as one of the Commissar's Twelve Commanders (PT4: page 148).

The Stonelost dwarf Kord the Culler spends his time procuring vital surface items for Kaled Del (PT4: page 197).

The Commissar, PT4: page 149

The Black Swan, PT4: page 201

CAVERNS GUIDE

Giant's Staircase/Eternity Cave
Umbral Lake, Kaled Del, and tunnels to the surface and Dwarvenhearth.

Serpent Caves
Mazelike caverns of the Children of Mrathrach: evil nagas of all kinds who worship Father Claw.

Locathah Cavern
Vast cave called Glaugsgulgus with shrine to the Sea Mother as well as to the God of the Open Sea and the Lord of Caverns.

Vaults of the Rhodintor
Great collections of chaositech items, both sleeping and meditating rhodintor.

Caverns of the Galchutt
Kastralathakasal, Throne of Darkness, and the Dreaming Stone.

Dark Elf Caverns
Ul-Drakkan and Ul-Sinistar fortresses, city of Nluguran, and Dreta Phantas.



tirelessly at forges and in workshops, mainly to keep their minds off of the legacy that they lost when **Dwarvenhearth fell to Ghul's forces**.

Originally, Kaled Del was built to act as a watchtower to keep vigil over one of the remaining relatively accessible entrances to the ancient dwarven city. That duty has become much more vital in the last few years, when explorers once again search for a way into Dwarvenhearth.

The folk of Kaled Del are not as self-sufficient as their fathers in Dwarvenhearth were. They rely on Ptolus, trading gems and forged items for food, wood, paper, cloth, and other goods.

Lord Terrik Clanstone (male dwarf fighter13) leads the dwarves of Kaled Del. In fact, most Stonelost dwarves recognize him as their lord; they do not use the word “king” since the diaspora from Dwarvenhearth. Lord Clanstone occasionally meets in the surface city with **Commissar Igor Urnst**.

Terrik's son, Soren, lives in Ptolus following a falling out with his father. Many dwarves call Soren the “wayward prince,” but never to his face. Soren is not a typical dwarf—he's more jovial, quicker to smile. And he's an individualist. Handsome by human standards, Soren keeps his beard and hair short. He enjoys a good joke and a good smoke. He spends his time in the city in the **Black Swan** or wandering about Oldtown, but avoiding Delver's Square and adventurers in general. He wants to be left alone, not recruited into some crazy quest; he avoids quests because he knows that if he learns of a worthy one, he's likely to undertake it. He will return to Kaled Del only under the most extreme circumstances. If he did, however, he would find himself treated like royalty, the prodigal son returned.

Soren Clanstone

Male Stonelost dwarf (Neutral Good)

Fighter **CR** 9

HD 9d10+18 **hp** 75

Init +5 **Speed** 20 feet

AC 21, touch 11, flat-footed 20

BAB/Grapple +9/+13

Attack +15 melee (1d12+9, 19–20/x3, greataxe) or +12 ranged (1d12+1+1d6 fire, dragon pistol)

Full Attack +15/+10 melee (1d12+9, 19–20/x3, greataxe) or +12 ranged (1d12+1+1d6 fire, dragon pistol)

SQ Darkvision 60 feet, dwarf traits

Fort +8, **Ref** +4, **Will** +3

Str 18, **Dex** 13, **Con** 15, **Int** 12, **Wis** 11, **Cha** 12

Languages: Common, Dwarvish, Gnomish.

Crucial Skills: Climb +8, Intimidate +8, Listen +2, Spot +2.

Other Skills: Craft (armorsmithing) +7, Craft (blacksmithing) +5, Craft (stonemasonry) +10, Craft (trapmaking) +3, Craft (weaponsmithing) +4, Diplomacy +4, Knowledge (dungeoneering) +5.

Crucial Feats: Dodge, Point Blank Shot.

Other Feats: Alertness, Exotic Weapon Proficiency (firearms), Improved Critical (greataxe), Improved Initiative, Weapon Focus (dragon pistol), Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: +2 full plate armor, +1 dark elf bane greataxe, masterwork dragon pistol, +1 silent ammunition (3 rounds), +1 flaming ammunition (10 rounds), potion of cure moderate wounds, climber's kit, pocketwatch, 50 feet of rope, hammer, iron spikes (4), 520 gp.

UMBRAL LAKE

A vast, dark lake occupies the southern half of the Eternity Cave. Its cold, still waters reach a depth of well over two hundred feet in places, and in those shadowy depths dwell creatures of terrifying form and might. A brood of aboleths and their skum slaves call the Umbral Lake's depths home. These are direct descendants of the aboleths first created in **Jabel Shammar**—some of them are old enough to remember their dread sires and the reign of **Eslathagos Malkith**. It is also the domain of a pair of dragon turtles, a few water naga, some chuuls, and a small tribe of subterranean locathahs.

In the middle of the lake is an island called Tridam. A stony peak rises from the center of the island, and within a cavern on the peak lies the

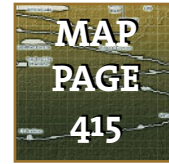
entrance to a stronghold created and controlled by the **Pactlords of the Quaan**. The entrance is guarded by a pair of iron golems with massive iron wings (fly speed 40, average maneuverability). It proves difficult to approach Tridam without warning those in the stronghold, as they have allies among both the aboleths and the locathahs. The Tridam Island base is the greatest stronghold of the Pactlords other than the Quaan itself.

SERPENT CAVES

Caverns; see map, below ■

Terrible legends of snakelike creatures of antiquity surround the area beneath Ptolus known as the Serpent Caves. The dwarves avoid these caverns at all costs, and dark elves do as well, if possible. Even people on the surface know the name “the Serpent Caves” describes a place inhabited by nightmarish terrors.

The legends are based on fact; occupying the Serpent Caves are dozens and dozens of nagas. They call themselves the Children of **Mrathrach**, after one of the ancient Vested of the Galchutt. Today, they revere the Serpentine Lord, a god known to others as **Father Claw**. Rather than picturing him as a massive black dragon, however, the Children of Mrathrach depict the Serpentine Lord as a massive black snake with the arms, legs, and faces of the humans he has devoured reaching out from inside his scaled flesh.



Pactlords of the Quaan, PT3: page 130 (and read more in Chapter 7 of The Banewarrens adventure).

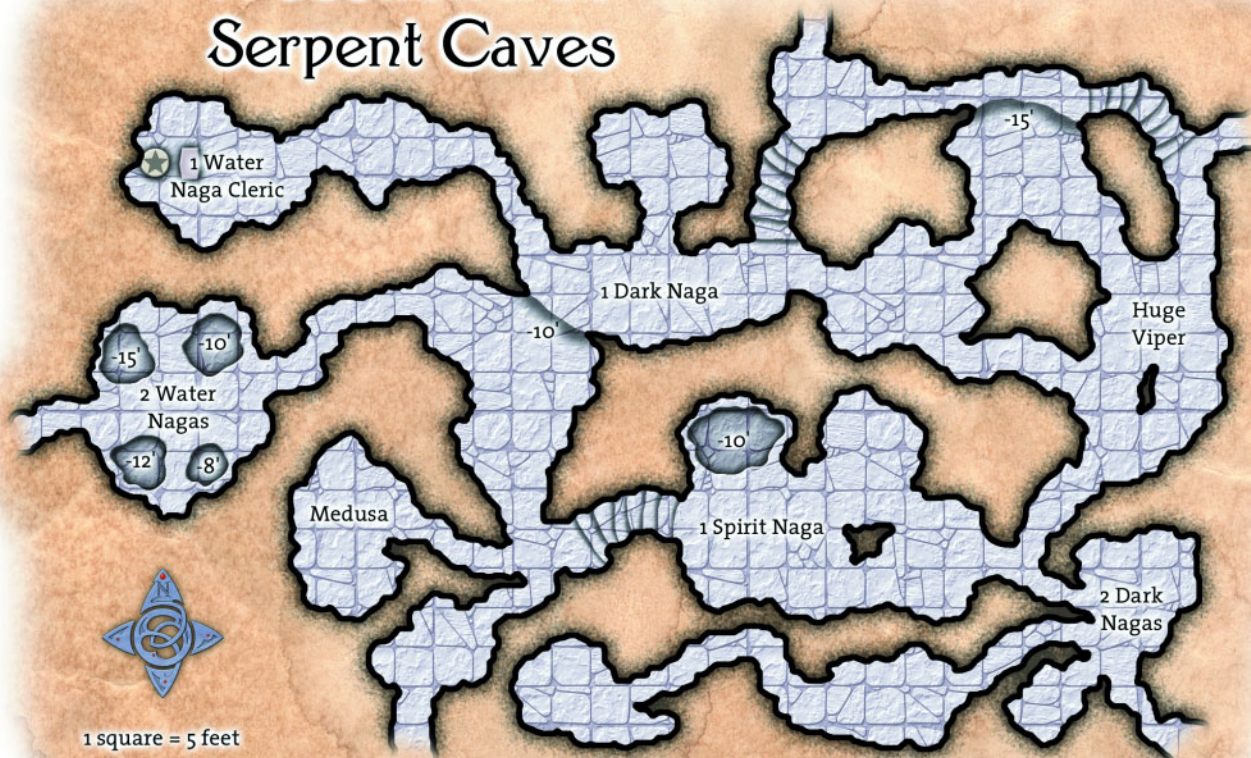
*Dragon pistol, PT6: page 560
Silent weapon ability, PT6: page 562*

The Eternity Cave is so large that much of the Umbral Lake does not actually lie beneath Ptolus at all, but deep under the open fields south of the city.

*Jabel Shammar, PT9: page 501
Eslathagos Malkith, PT2: page 75*

*Mrathrach, PT2: page 74
Father Claw, PT2: page 89*

A Section of the Serpent Caves



Occasionally, an onyx idol of the Serpentine Lord as depicted by the Children of Mrathrach turns up in a North Market bazaar. Locals believe these idols bring bad luck, curses, or even the attention of inhabitants of the dreaded Serpent Caves, so most vendors attempt to sell them to out-of-towners quickly and cheaply.

Dark elves, PT2: page 52

A passage from the lowest level of Mahdoth's Asylum in the South Market (PT5: page 361) connects directly to a series of natural caves that eventually lead to the Serpent Caves.

Kaled Del, page 448

Galchutt, PT2: page 60



*House Dallimothan,
PT2: page 89*

DM TIPS

As you expand on these caverns for use in your own Ptolus Campaign, remember to scatter Pits of Insanity throughout the areas, as described in the "What's Down There?" chapter (page 416).

Sages' Guild, PT5: page 332

CACHES OF CHAOSITECH

Throughout the natural caverns beneath Ptolus, the Galchutt and their servants secreted away stashes of chaosithech devices, tools, and even some inscriptions that detail their function and repair. Primarily, they hid the chaosithech away to use when they awakened as the Night of Dissolution approached. However, they also made secret caches that others could find and use as well. These contain 3d4 random items, usually with an overall value of 10d10 × 1,000 gp.

Since every use of chaosithech gives the Galchutt more power and tends to corrupt the users—even allow them to be controlled—the caches are actually not that well hidden. A Search check (DC 20) reveals a secret door in an otherwise natural-looking cave or tunnel wall. A *forbiddance* effect, created by a chaotic evil caster (Will save, DC 25) protects the small, hidden cave that stores the items. The difficulty in finding a cache lies in knowing where to look in the first place. Since dark elves and other subterranean races prowl about far more than surface dwellers, they have found the most chaosithech. (Read more about chaosithech in PT6: *DM's Companion*.)

Within the winding, mazelike network of the Serpent Caves, more than one hundred evil nagas of all types breed and sleep in dark pits filled with warm, befouled water. They leave only rarely to hunt—like many snakes, they do not need to eat often. Their lightless temples are filled with their hissed prayers, and their secret dens pulse with the quiet incantations of their unique manner of sorcery. Hundreds of normal snakes inhabit these caverns along with the various species of naga. The caverns also are home to such creatures as trolls and medusas.

Not only do the Children of Mrathrach prey upon the dwarves of **Kaled Del**, nearby dark elves, locathahs, and other creatures, they sometimes slip up into Ptolus and abduct humans to include in their horrid breeding practices. These nagas believe they must introduce new human blood into their gene pool now and again to strengthen their race.

Some chaos cultists mistakenly believe that the evil nagas, because of their ancient connection to Mrathrach, have a link to the **Galchutt**. This is not the case. The inhabitants of the Serpent Caves have no particular agenda beyond their own survival.

Scenario: The members of **House Dallimothan**, ever enemies of Father Claw—whom they call the Destroyer—hire the player characters to investigate the Serpent Caves to seek the truth behind the legends of his worshippers living there. The PCs must deal with the nagas, their many snakes, and other allies, including trolls and medusas.

LOCATHAH CAVERN

Caverns; see map page 415 ■■

A salt-water river runs through the locathah cavern from deep, undersea caves. This is unusual, as most underground rivers beneath Ptolus are freshwater and flow to the sea. The predatory and territorial sahuagin drove these locathahs from the surface many thousands of years ago. They eventually settled in this vast cavern (more than eight hundred feet long), which they call

About five hundred locathahs live here under the rule of King Slugashulg (male locathah cleric8/fighter6). They maintain a tenuous trade alliance with the **dark elves**, so it is not strange to see a few dark elf merchants in this cavern. In general, the locathahs are neither expansionist nor warlike. Instead, they seem content to dwell quietly in their city made of strange buildings of coral and shells brought from the sea. Between the odd edifices lie pools connected by subsurface channels, which the locathahs use to get around. Visitors to the cavern remark most often on its relative silence. The residents communicate as much by scent as by sound, and they value silence greatly.

The central hub of the city is a huge shrine to the goddess known only as the Sea Mother, although the locathahs dedicate other temples in Glaugsgulgus to Juranis, God of the Open Sea, and Unnom, Lord of Caverns. They are an extremely devout, religious folk; an outsider who defiles a shrine, even in a minor way, will find the entire city of locathahs falling upon him with murder in their piscine hearts. Otherwise, it is possible for careful, quiet surface dwellers to enter and wander the dark, wet paths of Glaugsgulgus.

Many of the locathahs of Glaugsgulgus are true neutral in alignment, although some are neutral evil.

Scenario: The deep-dwelling locathahs are keepers of great lore, particularly extremely ancient history. A member of the **Sages' Guild** hires the player characters to accompany (and guard) him as he travels to their cavern to confer with them about historical esoterica. Once there, assuming the group manages to use diplomacy and care to get in, some dark elf merchants (who are also spies, of course) believe that the PCs are actually envoys of some surface-world concern seeking to establish an alliance with the locathahs. They attempt to assassinate the player characters, or—failing that—frame them for a temple desecration.

VAULTS OF THE RHODINTOR

Caverns; see map page 415

Still deeper in the caverns we reach the Vaults of the Rhodintor. The only creations of beings bent solely on destruction, the **rhodintor** slept when their **Galchutt** masters did millennia ago. However, through elaborate design, these so-called earthbound demons have begun to awaken now, to prepare the way of the Lords of Chaos. The Vaults of the Rhodintor are sealed caverns where the demons have slept for so many centuries. They are also vast storehouses of **chaositech**—the greatest accumulation of the dread items in the world.

Today, hundreds of rhodintor still sleep their dreamless sleep, while only a few score are awake. A few have made their way up into the city or the regions directly below it, including those working with the lich **Aggah-Shan** on his Machine. The demons seem eager to spread chaositech and aid the various **chaos cults** by bringing them together and instructing those that don't yet understand that they actually serve the ancient **Natharl'nacna**.

Those who are awake but remain in the vault complex gather in circular chambers with the names of various Galchutt inscribed in blood-red runes on the floor. The demons meditate upon their masters and the day when they will be free of the prison world in which they dwell. The residents can open these well-sealed vaults easily from within. Chaositech-based traps accompany magical wards to keep out intruders or awaken additional rhodintor to deal with them.

For the rhodintor's description and stats, see the "Monsters" chapter in PT6.

CAVERNS OF THE GALCHUTT

The deepest portions of the Caverns of the Galchutt are the tomblike chambers where the Lords of Chaos have sealed themselves to await the time when they can finally get free of this world. These low caverns are inaccessible both physically and magically—the essences of the Galchutt inhabit deep places in the earth. But above these unreachable depths lies another set of caves connected to the Vaults of the Rhodintor. Within these upper complexes, some of the Galchutt's current and former servants still toil in ancient occupations, awaiting the terrible night when their masters awaken.

Despite what the Dungeon side-view map on page 415 might suggest, traveling physically to these upper caverns proves extremely difficult. Doors sealed by potent lore lie between the **zaug** stronghold of Kastralathakasal and the Vaults of the Rhodintor, and traveling even farther to the Throne of Darkness is not feasible without using teleportation.

KASTRALATHAKASAL

Caverns of the Galchutt; see map page 415

With the Galchutt asleep, the primary inhabitants of the caverns above their inert essences are **zaug** and members of the **Elder Brood**. The **zaug** here have long kept to themselves, with only a rare agent infiltrating the dark elves (using magical disguises) or coming to the surface. The vast millennia that the Galchutt have slept have allowed the **zaug** to create Kastralathakasal, a stronghold of alien metals and living, organic components.

Like the Galchutt who created them, **zaug** are older than the world itself. In fact, their kind has spread throughout many worlds. It is said that in the days of Ghul, they helped the Skull-King create the **Harrow elves** from the **Elder Elves of Theridae**. Some Harrow elves in Ptolus now hunt the **zaug**. They want to know where these creatures of chaos dwell, having scoured the world and narrowed down their targets' location to "somewhere below the Spire."

Most **zaug** long ago rebelled against their masters' goals of ultimate chaos and destruction. The greedy **zaug** of Kastralathakasal wish to master the world, not destroy it. In modern times, they content themselves with perfecting the art of spreading disease and filth to their own ends. They use captured slaves to breed cattlelike food sources and experimental fodder. They also use dark science to create more and more powerful servants.

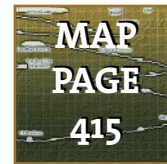
Those members of the **zaug** race that remain loyal to the Galchutt live apart from those of Kastralathakasal, usually in small, insular conclaves.

THRONE OF DARKNESS

Caverns of the Galchutt; see map page 415

The Throne of Darkness is a Galchutt stronghold buried deep below the surface, almost directly under the Spire. One can reach it via a torturous path from the **Serpent Caves**, but more easily via an artifact called the **Signet of Shallamoth Kindred**. This signet transports any who look upon it to a teleportation matrix called the **Tourbillion** inside the Throne of Darkness.

When the Galchutt were awake, the Throne of Darkness served as the seat of their power. **Shallamoth Kindred**, greatest of the Galchutt, sat in the throne in the center of this vast fortress. It is a place of ineffable evil, comparable to that of **Jabel Shammar** itself. However, the Galchutt never invested themselves in this place the way the Dread One invested himself in his stronghold. In fact, the Galchutt did what they could to mask their evil presence when they exiled themselves to their sleep. Thus, the evil here is more subtle—those corrupted by its dark taint might not know it for a long time afterward.



*Rhodintor, PT6: page 628
Galchutt, PT2: page 60
Chaositech, PT6: page 566*

Elder Brood, PT6: page 634

*Harrow elves, PT2: page 52
Elder Elves of Theridae,
PT2: page 80*

*Aggah-Shan, PT5: page 335
Chaos cults, PT2: page 71*

*Natharl'nacna is the word for
"Galchutt" in Elder Elvish.*

Below the Dark Reliquary far to the east of these caverns lies the Temple of the Galchutt (PT4: page 273). While his brethren slumber in their isolated cavern lairs, the creature known as Kihomenethoth has embedded his essence in the Temple of the Galchutt near his Wintersouled and demon servants.

*Serpent Caves, page 451
Signet of Shallamoth Kindred,
page 454*

Jabel Shammar, PT9: page 501

Zaug, PT6: page 633



Gorgoth-Lol, PT2: page 69
Vested of the Galchutt,
 PT2: page 60

Elder Brood, PT6: page 634

During their millennia of slumber, the Galchutt have dissolved their physical forms, merging their aspects with their subterranean surroundings. When their time comes to rise, they may regather their forms to themselves—or they may not, for their power transcends mere physical shells.



The Iron Mage, PT5: page 340
Jevicca Nor, PT3: page 117

Calista, PT4: page 256
Cask of frozen dreams,
 PT4: page 278

Dreta Phantas, page 457

Dwarvenhearth, page 460
Chaositech, PT6: page 566

Signet of Shallamoth Kindred

This strange device is normally four feet across and a foot thick, shaped like a three-pronged cross of dull blackness. It can shrink down to the size and weight of an amulet, but only upon the command of one who knows its name and can see it. That is tricky, because the signet emanates darkness in a twenty-foot radius, and anything that enters the darkness is transported to the Tourbillion.

Overwhelming conjuration [evil];
 CL 27th; Weight 750 lbs. or 1 lb.

Today, the Throne of Darkness fortress is inhabited by the ghosts and spectres of those who served Shallamoth Kindred so long ago. One also will find creatures spawned from the lingering essence of the Galchutt: chaos beasts, gibbering mouther, plams, doppelgangers, and various oozes, jellies, and puddings. Lastly, some of the **Elder Brood**—obaan and sscre—remain here as guardians.

From inside the Tourbillion chamber, one can teleport anywhere in the world—even into places shielded against teleportation. This teleportation matrix is activated by magical mirrors that are currently hidden in other areas of the Throne of Darkness for safekeeping. To use the transport, characters first must bring all the mirrors to the room. Then the travelers stand on a circle in the center of the chamber and envision their destination. It appears in all the mirrors and, with a flash, the travelers appear there.

Scenario: Agents hired by the **Iron Mage** have discovered the *Signet of Shallamoth Kindred* on an island in the Whitewind Sea and are transporting it, locked in an iron chest, back to the city by ship. **Jevicca Nor** knows that the Iron Mage is bringing something into the city, but not what. She hires the player characters to go to the Docks and discover what the Iron Mage is transporting. However, if the PCs get close enough to actually see the signet, it will transport them instantly to the Tourbillion. In order to get back, they must learn how the Tourbillion works, which involves exploring the ancient Throne of Darkness stronghold to find the mirrors needed to get back to the city. (For a related scenario, see “Delivery for the Iron Mage” on page 172 of PT4.)

THE DREAMING STONE (EL 22)

Caverns of the Galchutt; see map page 415 ■■■

In a vast cavern that connects to the Throne of Darkness, an ashen tower rises out of a silt-and-ash-laden lake more than two hundred feet across. This eighty-foot tower houses an enormous clear crystal that itself measures fifty feet high and ten feet across. A network of black iron supports holds the crystal within the open tower. The crystal is known as the Dreaming Stone. It once was one of the most important features within **Dreta Phantas**, the Dreaming City. Within the stone lies every dream still to be dreamed. Touching the stone draws one’s mind (but not one’s body) into it, where a character can attempt to access an answer regarding the future, following a successful Will save (DC 28). Failing this save requires a second Will saving throw (DC 30) to avoid becoming permanently insane (as if affected by an *insanity* spell).

When the dark elves stole the Elder Elven city of Dreta Phantas away from the surface world, they captured the Dreaming Stone as well. Their

mistress, **Gorgoth-Lol**, gave the stone to her fellow **Vested of the Galchutt**, Thoggidrum. She did this as a gesture of alliance to Thoggidrum, but also in the hopes that his natural penchant for destruction would eradicate it in time (it did not—the elven magic girding the stone was greater than she thought). Thoggidrum, a creature of decay and disintegration, placed his new prize within the ashen tower here in his cavern. However, he himself eventually fell victim to his own fetishes and began to disincorporate, particularly once the Galchutt went into hibernation. Only a portion of his essence still remains (see below).

The silty lake never gets deeper than three feet, so most creatures can simply walk through it to the tower. However, crossing the lake is like wading through thick soup. Here and there, fissures allow hot gases to bubble up from under the viscous water. These fissures fill the cavern with smoke and ash. In some places, the emerging gases carry a bit of magma; these deposits eventually form smoking cinder cones that rise up just above the water.

The cavern of Thoggidrum is inhabited by belkers and rasts that hungrily attack anything that enters in a frenzied swarm—they frequently must leave the cavern to find prey. At least a dozen of each type of creature inhabit the cavern at any time.

The tower itself is guarded by Oracthon, a great wyrm black dragon that constitutes the remaining essence of Thoggidrum. Rather than facing a normal acidic breath weapon, anyone in the area of Oracthon’s breath is affected by a *disintegrate* spell (Fortitude save, DC 36). The dragon spends his time sleeping atop the tower, although a large fight in the cavern or someone disturbing the Dreaming Stone will wake him.

One must use the Dreaming Stone to restore Dreta Phantas to its original place in the world (see page 458). It also would help **Calista** regain her memories, if used along with the *cask of frozen dreams*. Moving the stone requires extremely powerful magic, though, such as a *wish* or *miracle* cast from the tower just as the supports are destroyed.

Belkers (12): hp 38 each; see MM.

Rasts (12): hp 25 each; see MM.

Oracthon, Great Wyrm Black Dragon: 540 hp; see MM.

DARK ELF CAVERNS

Since the dwarves abandoned **Dwarvenhearth**, the dark elves have become the real masters of the caverns below Ptolus. Experienced adventurers learn to expect their traps, ambushes, and patrols throughout the natural underground regions. Of course, it isn’t specifically Ptolus that the dark elves are interested in. Many hope to gain entrance to the Banewarrens, while others want **chaositech**. Still others simply believe that living beneath Ptolus provides good opportunities to

strike against their enemies: the elves and, to a lesser extent, the Stonelost dwarves.

The dark elf community below Ptolus consists of two fortresses—Ul-Drakkan and Ul-Sinistar—that flank the large city of Nluguran in caverns above the stolen city of Dreta Phantas.

Typical Vrama Guard

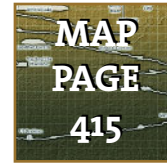
Female dark elf (Chaotic Evil)
Fighter2 **CR 4**
HD 2d10+2 **hp** 13
Init +3 **Speed** 30 feet
AC 19, touch 13, flat-footed 16
BAB/Grapple +2/+3
Attack/Full Attack +7 melee (1d6+1, short sword) or +6 ranged (1d4, hand crossbow)
SQ Spell-like abilities*, SR 13, dark elf traits, darkvision 120 feet
Fort +4, **Ref** +3, **Will** +0
Str 12, **Dex** 17, **Con** 12, **Int** 13, **Wis** 11, **Cha** 11
Languages: Dark Elvish, Elvish, Goblin, Undercommon.
Crucial Skills: Climb +7, Hide +3, Jump +5, Listen +2, Move Silently +3, Search +3, Spot +2.
Other Skills: Craft (weaponsmithing) +4, Handle Animal +1.
Crucial Feats: Point Blank Shot.
Other Feats: Weapon Finesse, Weapon Focus (short sword).
Spell-Like Abilities: Caster level 2nd. The save DCs are Charisma based.
 1/day—*clairvoyance/clairaudience, dancing lights, darkness, discern lies, dispel magic, faerie fire, suggestion.*
Possessions: +1 chain shirt, masterwork light steel shield, masterwork short sword, mas-

terwork hand crossbow, bolts (10), **sintrin poison** (5 doses), Vrama house pin, 13 gp.

* In addition to the abilities in the MM, females of House Vrama all can cast these spells once per day: *Clairvoyance/clairaudience, discern lies, dispel magic, and suggestion.* Such females have a +2 CR and +3 level adjustment.

Typical Vrama Soldier

Male dark elf (Chaotic Evil)
Fighter1 **CR 2**
HD 1d10+1 **hp** 6
Init +3 **Speed** 30 feet
AC 18, touch 13, flat-footed 15
BAB/Grapple +1/+2
Attack/Full Attack +6 melee (1d6+1, short sword) or +5 ranged (1d4, hand crossbow)
SQ Spell-like abilities, dark elf traits, darkvision 120 feet
Fort +3, **Ref** +3, **Will** +0
Str 12, **Dex** 17, **Con** 12, **Int** 10, **Wis** 11, **Cha** 10
Languages: Dark Elvish, Elvish, Undercommon.
Crucial Skills: Climb +4, Hide +3, Listen +2, Move Silently +3, Search +2, Spot +2.
Other Skills: Handle Animal +4.
Crucial Feats: N/A
Other Feats: Weapon Finesse, Weapon Focus (short sword).
Spell-Like Abilities: Caster level 1st. The save DCs are Charisma based.
 1/day—*dancing lights, darkness, faerie fire, SR 12*
Possessions: Masterwork chain shirt, masterwork light steel shield, masterwork hand crossbow, bolts (10), masterwork short sword, **sintrin poison** (5 doses), Vrama house pin, 10 gp.



Dark elves utilize *sintrin*, a poison (Fortitude save, DC 16) that causes unconsciousness for one minute. After that time, another save is required or the victim stays out for an hour. Each dark elf of House Vrama was raised imbibing small doses of *sintrin*, so they all enjoy a complete immunity to it.



JF

In caverns far below the Nobles' Quarter, one can find a colony of orcs, the descendants of Ghul's Sorn-Ulth and Toruk-Rul minions. For details, see page 492 in PT9.

The dark elf vampire Zachean (page 466) woke the rhodintor (page 453) when he wandered through the vaults looking for a secret path into Dwarvenhearth.



DARK ELF HOUSES

The dark elves of the various settlements in the caverns separate themselves into factional houses, each ruled by a single leader. Most dark elves pledge allegiance to one house or another. Occasionally an individual may switch allegiances, but a reputation for switching houses is a quick way to get killed for being untrustworthy (even for a dark elf). Most of the time, a dark elf is born into an allegiance with a house and never wavers from it. In an evil society, you need what allies you can manage, and the mutual protection network that dark elf houses provide is one good way to stay alive in this incredibly dangerous culture.

Dark elves wear pins with their house symbol, showing their allegiance. Although they are supposed to wear these pins openly, not all do. The following list names most of the key dark elf houses:

Vrama. Vrama is a powerful dark elf house that has risen quickly from a lowly position thanks to its current ruler, Alevolenz. Long centuries past, before the clan fell out of favor, Vrama was considered a great house, and its people were the chosen of Gorgoth-Lol. Even the name “vrama” means “true dark elf,” or more literally “true child of the Spider Queen.” Vrama’s symbol is a skull-shaped mushroom with a sword thrust into its top.

Yurganth. Yurganth is a rival of House Vrama. Although there is no open conflict between the two, all dark elves know that a sign of weakness by either house will bring a swift attack from the other. The symbol of House Yurganth is a skull with spider legs.

Leisarn. A house neutral to both Vrama and Yurganth, Leisarn concerns itself mostly with issues far from the regions below Ptolus. Their members are seen here only rarely, usually spying. Leisarn’s symbol is a curved knife against a spiderweb background.

Thess. This minor house owes fealty to House Vrama. The symbol of House Thess is a leering demon face on a background of reptilian scales.

The Dark Elvish word for a surface elf is *strikkesh*, usually spoken with vehement derision.

Night of Dissolution,
PT2: page 60

Read more on the dark elves
on page 57 (PT2) and page 466.

Dreta Phantas, page 457

Emerald Hill, PT4: page 199

The dark elves' word for themselves is *drakkath*. They would never call themselves "dark elves," as the name implies they are some variant form of "real elves."

Zaug, PT6: page 633

Kohoath the Betrayer,
PT3: page 139

Urthon Aedar, PT3: page 138

Lance of endless night,
PT9: page 512

The elven deity Phoeboul, God of Dreams (chaotic neutral) is the patron of Dreta Phantas, the Dreaming City. See PT2: page 70.

The adventure Queen of Lies by Monte Cook (Fiery Dragon Productions, 2002) takes place in the Dark Elf Caverns.

Alevolenz, see above

UL-DRAKKAN

Dark elf caverns; see map, below ■■

Ul-Drakkan, the Citadel of the Lizard, is the first of two major dark elf fortresses beneath Ptolus. Located within a large cavern, the fortress was built inside three natural stone columns or "towers," which are joined at middle levels by artificial bridges. Ballistas in the towers help defend the fortress, and nearby caverns hold barracks for bugbear troops as well as captured slaves. House Vrama controls Ul-Drakkan, home to about one hundred fifty residents. The ruler of the house, Alevolenz (female dark elf cleric12), lives here and has done much to restore her house from a sorry state to something that approaches its former glory. She wishes to unite the dark elf houses in a war against the surface elves and plans many direct attacks against important elven locations in Ptolus (specifically in **Emerald Hill**). With them, she hopes to draw retaliatory attacks that will galvanize the dark elves into unification under her. She also instructs her servants to recover any hidden caches of chaostech they find in the subterranean realms; they call these weapons *avalashax*, which means literally, "impossibles."

Alevolenz's secret is that she has a conjoined twin. She is able to hide it beneath her clothing, but the creature is intelligent—in fact, it is a 12th-level sorcerer. Raised by a secret cabal of *zaug* loyal to the Lords of Chaos, she works toward their

ends, although even she does not truly realize that her current plot plays into the Galchutt's hands. (A powerful union of dark elves, using chaostech, will help spread the chaos needed to bring upon the **Night of Dissolution**.) This same cabal of *zaug* has infiltrated Ul-Sinistar (see below).

UL-SINISTAR

Dark elf caverns; see map, page 457 ■■

Ul-Sinistar, the Citadel of the Spider, is the other major fortress in the dark elf caverns. It is controlled by House Yurganth and consists of two stone keeps joined by a stone bridge that spans a massive, unnatural lake of lava. Ul-Sinistar is joined by a tunnel to **Dreta Phantas**, the captured Dreaming City, and serves as a magical anchor to hold the city in place.

A dark elf named Raenashal (female dark elf cleric15) is the mistress of Ul-Sinistar and its two hundred residents. She commands a retinue of powerful, well-equipped servants and bodyguards, as well as a handful of demon servitors. Her circle of allies includes Shakkar (male dark elf fighter15), Vissuine (male dark elf evoker15), and Taliestha and Chorian (both female dark elf fighters11).

The dark elves have laid siege to Dreta Phantas for thousands of years but have been unable to pass through the magical wards to get to the city's heart. They have long since stopped attempting to gain entrance and simply hold the city captive.

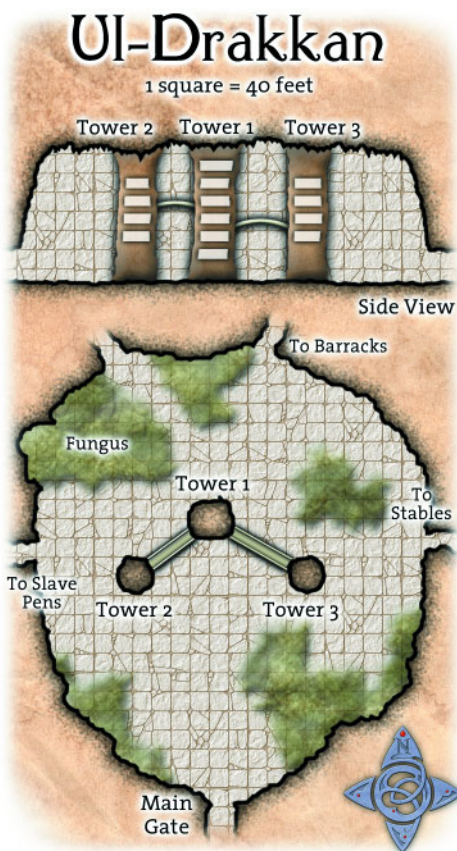
A *zaug* minion (male human sorcerer6) has infiltrated Ul-Sinistar in disguise and has risen high in the ranks, posing as a sorcerer named Starachele. He spearheads the attempts to conquer Dreta Phantas but, once inside, he plans to hand over the city to the *zaug* and to his ally, **Kohoath the Betrayer**, once one of the **Urthon Aedar**.

A cabal of male sorcerers led by a blue dragon named Uthlachiman the Elder is attempting to build a *lance of endless night* in Ul-Sinistar. Although pretending to aid in this endeavor, "Starachele" actually works to sabotage their efforts. While using this weapon to extinguish the sun would cause chaos and woe, even that unimaginably foul deed isn't big enough to free his Galchutt masters.

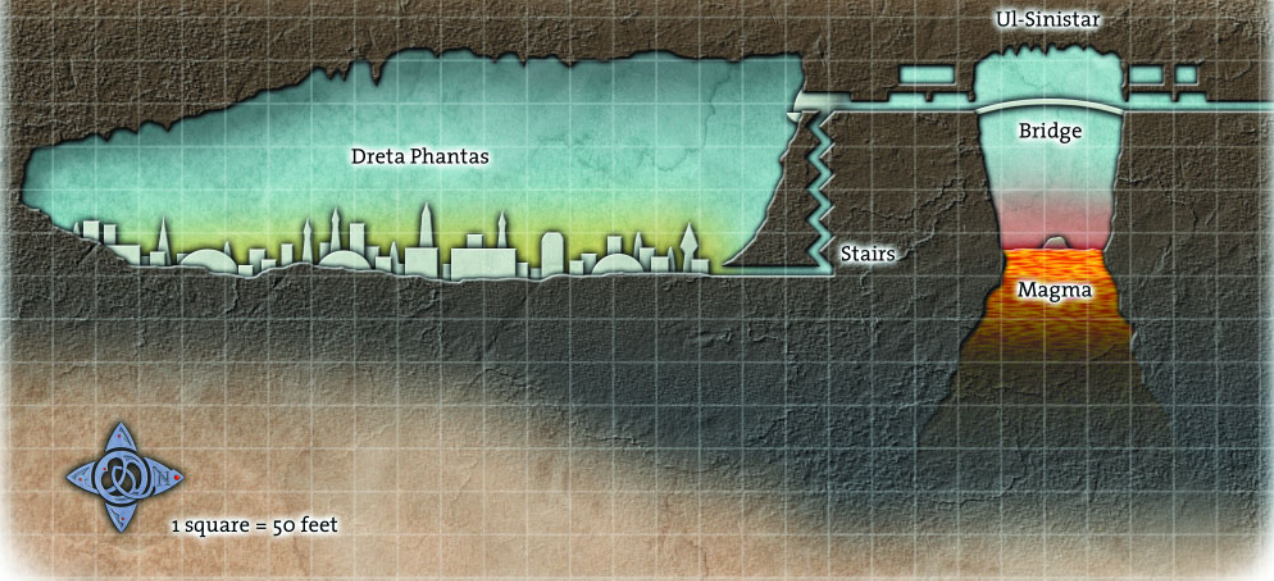
NLUGURAN

Dark elf caverns; see map, page 415 ■■

Nluguran, a dark elf city of three thousand inhabitants, lies sheltered between its two flanking fortresses. Although merely a town by surface standards, this is a very large community by underrealm standards. Erediana (female dark elf cleric6/sorcerer6/mystic theurge3) rules Nluguran and House Thess as well. She pretends to be fair to dark elves of all houses but actually remains completely under the sway of **Alevolenz** of House Vrama.



Ul-Sinistar and Dreta Phantas




To an outsider, Nluguran looks like a very small community in a large cave. This is only the entrance to the city, however. In reality, the settlement extends for hundreds of feet in every direction from this cave. Well-guarded tunnels connect edifices built into the cavern floor, walls, and ceiling with deeper chambers. From the native's perspective, the structures in the cave are not entire buildings, just the entrances to vast complexes of passages and rooms.

Nluguran is a maze of depravity and decadence. The degenerate and wanton dark elves who live here occupy their days and nights with debauchery and vice that would make some of the most wicked surface-dwellers turn their heads away in disgust. Because dark elf society encourages the recruitment of the most competent to roles as warriors, fighters, clerics, wizards, or sorcerers in important outposts, the dark elves in Nluguran are the ones left behind—commoners mostly, with a few rogues to prey upon them with abandon.

At the very heart of Nluguran lies the temple-palace of Ul-Rassadin, the home of the dark elf nobles and leaders. Here, every chamber is also a shrine dedicated to **Gorgoth-Lol** and minor deities. From a surface-dweller's point of view, the underground complex of Ul-Rassadin seems entirely separate from the other passages and rooms of Nluguran—or perhaps a surface-dweller would not be able to distinguish where Ul-Rassadin begins and ends at all.

DRETA PHANTAS

Dark elf caverns; see map, above 

Dreta Phantas was once the central city of the Elder Elves, their crowning achievement. In the language of the Elder Elves, Dreta Phantas means “the Dreaming City,” and it once existed along the Whitewind coast north of what is now the **Moonsilver Forest**. Back then, thousands of years ago, the region was called Theridae. In their most daring act of aggression against their surface kin, the dark elves stole the entire city using incredible magic provided by Gorgoth-Lol. It now rests below Ul-Sinistar in a cavern that measures twenty-six hundred feet from east to west and about eight hundred fifty feet from north to south.

When it was built, Dreta Phantas was home to approximately eight thousand Solarr and Lunas elves. The city's power relied on two mighty artifacts: the **Dreaming Stone** and the *cask of frozen dreams*. Both these objects must be returned to Dreta Phantas before it can return to its rightful place on the surface. And even then, it is bound to remain here until the fortress of Ul-Sinistar, which acts as a magical anchor, is entirely eradicated.

The leader of Dreta Phantas was known as the Dream King. This elf spent his entire adult life asleep, using mystical powers to visit and watch over his subjects while they themselves slept. He ruled from **Koth**, the dream tower, which was fabled to guard a path to the many worlds.

The city's central plaza harbors great mystical power. The Elder Elves built it to hold “the soul

Recently the elves of House Yurganth gained a Dwarven-hearth key (see page 464) and began exploring the ancient city under the leadership of the vampire Zachean (page 466).

Moonsilver Forest, PT2: page 42

Dreaming Stone, page 454
Cask of frozen dreams,
PT4: page 278

Gorgoth-Lol, PT2: page 69

The tower of Koth does not, in fact, give access to other words. However, it does enable dream communication with distant planes and realms. Ghul sought the dream tower of Koth for himself in 74 BE, but he failed to wrest Dreta Phantas from the dark elves' grasp.

Vallis moon, PT2: page 59
Seven Chains, PT2: page 62

Galchutt, PT2: page 60
Night of Dissolution,
PT2: page 60

Kohoath the Betrayer,
PT3: page 139

Ul-Sinistar, page 456

Urthon Aedar, PT3: page 138

Seven Jewels of Parnaith,
PT9: page 526

Dreaming Stone, page 454
Entropy Sphere, PT9: page 499

Lilith of the Dark Reliquary has servants scouring the world for the cask of frozen dreams, as she hopes to use it to unlock the memories of her prisoner, Calista. See PT4: page 256.

FROM MY CAMPAIGN TO YOURS

In the original Ptolus Campaign, after finding their way to Dreta Phantas via the Entropy Sphere and allying themselves with the Urthon Aedar, the PCs traveled to Ul-Sinistar to stop the creation of the lance of endless night. During the battle, they turned “Starachele,” the zaug agent in Ul-Sinistar, to stone and brought him to Dreta Phantas. Unfortunately, Kohoath the Betrayer was able to use the minion’s body as a beacon to finally create a teleport spell that would pierce the wards protecting the heart of the city. He then proceeded to launch an invasion that even the player characters could not stop.

of the world” (as described in “Cosmology and Religion” in PT2), believing the **Vallis moon** and the **Seven Chains** to be destroyed forever. They were incorrect about this fact—the vital moon and chains are *not* destroyed—but the **Galchutt** were fooled as well. Through Gorgoth-Lol, the Lords of Chaos attempted to get into Dreta Phantas and destroy the soul of the world, seeking to bring on the **Night of Dissolution** early. Even now, creatures loyal to the Galchutt (a cabal of zaug and the former Urthon Aedar, **Kohoath the Betrayer**) still seek a way into the imprisoned city, despite the dark elves’ complacency.

The Dream King remains asleep in Dreta Phantas, protected by the loyal **Urthon Aedar**. The Urthon Aedar use the inviolate heart of the

Dreaming City as their base of operations, both because it is so secluded and secure, and to repel every attempt to take the city. So far, the city’s natural wards still hold, even after millennia. It lies quietly in a large cavern adjoining **Ul-Sinistar**.

Likewise, the Dream King still wields the power to convey “sending dreams” to anyone. He may use this ability to send subtle clues to powerful heroes in the city above, slowly manipulating them to want to recover the *cask of frozen dreams* (held by the demon lord Savvan in a demon-sealed box in Av, one of the **Seven Jewels of Parnaith**) and the **Dreaming Stone** from Thoggidrum. Or, perhaps he simply calls them to find their way here via the **Entropy Sphere** in the Spire, so that they can aid him.



RESTORING DRETA PHANTAS

The greatest treasure ever made by elves, the Dreaming City of Dreta Phantas, lies in the hands of their mortal enemies, the dark elves. Perhaps the best use of Dreta Phantas in your game is to set the player characters upon the task of restoring the stolen city to the surface world once more. This quest involves many individual adventures within, above, and below Ptolus.

Dreams sent by the Dream King over a period of time make the player characters aware of Dreta Phantas and make them feel drawn to the place.

To get there, they learn they must find the Urthon Aedar and penetrate Goth Gulgamel to get to the area of the Spire that holds the ancient Entropy Sphere. Any Urthon Aedar can shape the energy of the sphere into a portal that leads directly into the center of the Dreaming City. (PCs who know of the Tourbillion’s transport function might choose that route instead; see page 453.)

Once inside the city, the PCs learn that the Urthon Aedar believe they guard the soul of the world. (This is not true, strictly speaking; the soul of the world still resides unbeknownst to everyone in the Vallis moon guarded by the Lords of the Seven Chains. However, if the Seven Chains ever were broken, the soul of the world would transfer to Dreta Phantas for safekeeping.)

The Galchutt want to destroy the Dreaming City and the soul of the world to finally be free.

Dreta Phantas and its treasure are not safe in the clutches of the dark elves, who one day will manage to penetrate the weakened city. To safeguard it, the PCs must restore Dreta Phantas to the surface of the world—and to do that, they need to reunite the Dreaming Stone and *cask of frozen dreams* in the heart of Dreta Phantas. They can find the Dreaming Stone in Thoggidrum’s cavern (page 454) and the cask in the hands of Savvan the demon lord in the Jewels of Parnaith. Once the cask and stone are reunited in Dreta Phantas, the Elder Elves will be able to magically return their city to the area around the north end of the Moonsilver Forest where it belongs.

The final step in helping to return the Dreaming City to the surface is to destroy the fortress of Ul-Sinistar and the magical anchor it harbors that keeps the elven city in place below ground.

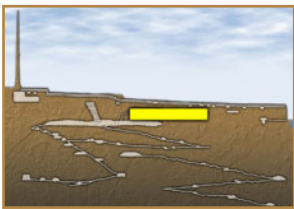
Once Dreta Phantas is returned to the surface, elves from all over the world respond to its return and step forward to join the Urthon Aedar in protecting it. These legions can keep it from once again falling into the clutches of their enemies and better protect it against the will of the Natharl’nacna.





DWARVENHEARTH

Dwarvenhearth is a vast underground city, once the home of ten thousand Stonemight dwarves. It covers an area larger than most of the districts in the surface city and contains multiple levels. The entire complex comprises many thousands of chambers and passages, ranging from small, twenty-foot-square storehouses to open plazas hundreds of feet wide to the gargantuan Cathedral Cavern, more than a thousand feet long.



Locator Map

Charad Titans, PT2: page 77

Day King, page 462
Night King, page 462

Dreta Phantas, page 457

The Dwarvish word for their own race is Haurdir, which translates to “the Stalwart Kings of Order.”

This chapter offers a short overview of Dwarvenhearth and its history, provides a general idea of its scope, and details a number of specific locations contained within it. This is, in effect, a guidebook for crafting Dwarvenhearth adventures.

HISTORY OF DWARVENHEARTH

Almost three thousand years ago, a confederation of dwarven clans settled in the area near the Spire, attracted by the region’s mineral wealth and the proximity of the sea and other resources. They began delving deep to mine the ores here and built a vast fortress-city at the heart of their mines. They called this city Dwarvenhearth and pledged to make it a bastion for all dwarven-kind—a center of dwarven culture, art, and craft. Although most of Dwarvenhearth was built within a dozen years of the dwarves’ arrival, it took nearly a century to finish. When complete, its grand halls and sweeping plazas had no equal. Most of the city lay underground, but portions extended up to the surface. (The connections to the surface no longer exist.)

Although Dwarvenhearth technically lay within the Elder Elven kingdom of Theridae, the dwarves did not recognize any authority of the elf kings and queens of that land. The elves, in turn, avoid-

ed the area of the Spire due to its “evil aura”—the legends they had of the **Charad Titans**, who found only darkness and corruption there.

The first pair of Dwarvenhearth kings—Derrick Stonefist, the **Day King**, and Hathol Hammersmith, the **Night King**—rose to power soon after the city’s builders put the finishing touches on their creation. Derrick and Hathol founded lineages that would rule Dwarvenhearth throughout most of its existence.

A GOLDEN AGE

Approximately five hundred years after the dwarves first arrived, dark elves came to the area. Although this event displeased the dwarves greatly, up to this point they had had no direct conflict with the subterranean elves. The dark elves had recently waged war against their surface brethren and stolen the elven city of **Dreta Phantas**. Unbeknownst to the dwarves at the time, the dark elves had placed Dreta Phantas far below Dwarvenhearth. After this war, the elves of Theridae left the area and humans began to arrive. Perhaps this was a coincidence, but the humans might have sensed that the elven diaspora left a vacuum they could fill. Unlike the elves, the humans took pains to establish friendly relations with the dwarves of Dwarvenhearth. After many

decades of leery distrust on the part of the dwarves, treaties enabled them to trade openly with the humans. However, the dwarves demanded that the humans not build within close proximity to Dwarvenhearth, to which their new allies agreed.

The following nine centuries were the golden times for Dwarvenhearth. The city and its people prospered, and gold, silver, mithral, and gemstones flowed in steady streams from the dwarven mines. Around 1,200 BE, evil spirits and undead led by the creatures known as the **Wintersouled** began to plague the dwarves occasionally, but they fended off these incursions, which thankfully were fairly rare.

BLACK GRAIL QUEST

The dark decline of Dwarvenhearth began six hundred years later with the arrival of an evil human/demon hybrid named **Sokalahn**. This wizard sought an artifact held within the **Banewarrens**: the *Black Grail*, an item dwarven legends spoke of as well. This artifact was forged along with the *White Grail* by ancient Grailwarden dwarves, who kept it safe in **Grail Keep** far to the east. But it was almost their undoing due to its powerful mind-control abilities and evil bent.

The dwarves had to decide what to do as the demon wizard built a subterranean fortress less than a mile from Dwarvenhearth. Unfortunately, the Day King of the time, Bared Stonefist, chose isolationism, watching but avoiding Sokalahn in the hopes that he would in turn ignore or avoid them.

Sokalahn's attempts to breach the sealed Banewarrens led him to shatter one of the **Gates of Delirium**. This act caused the vortex of power known as the **Entropy Sphere** to spin off pools of chaotic energy called **Pits of Insanity** throughout the underrealms. These eddies of warping power infested Dwarvenhearth, twisting small pockets of the city as well as the dwarves living there. Dwarves exposed and changed by the Pits of Insanity became known as the **Erebaccus**, or "the Unhinged."

After failing to obtain the coveted *Black Grail*, Sokalahn retreated into his lichdom and ceased to plague Dwarvenhearth any further.

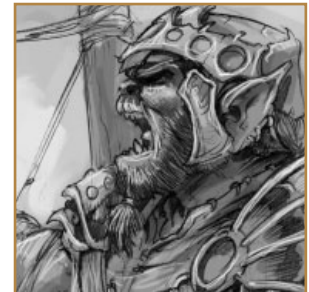
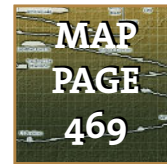
DARK ELF WARS

Just over a century and a half later, the dark elves' power had grown to the point where their agents began penetrating into dwarven territory. Such incursions led to open warfare between the dwarves of Dwarvenhearth and the dark elves. The war lasted for seven years, ending with the dwarven victory of Cabled Rock under General Barris Deeperstone. The victory carried with it a terrible toll, however, for many outlying subter-

anean Stonemight dwarf settlements and mines beyond Dwarvenhearth were sacked and ruined, and more than a thousand dwarves would never return to their homes.

About eighty years later, in 351 BE, the second of the great dark elf wars began. The dwarves had had little time to recover from the previous conflict, but the dark elves came back stronger than ever, as they utilized bugbear battle slaves extensively. This war lasted eight bitter years. During this time, all of Dwarvenhearth focused on the war effort and the annihilation of the dark elves. Mining stopped, and all miners found themselves conscripted into the Day King's or Night King's army.

During the early stages of this conflict, a dwarven spy organization called the Dorud Allum—originally created to keep their eyes on Sokalahn (who had by now disappeared)—noticed strange activity on the Spire. Someone was building a fortress halfway up its side. The Dorud Allum investigated and, after braving many terrible dangers, brought back to their lords word of the builder: a being called Ghul, the Half God, also known as the Skull-King, who claimed to be the resurrected son of **Eslathagos Malkith**. Ghul had created a new race of orcs to build his new fortress, which he named **Goth Gulgamel**. The dwarves judged that the war with the dark elves was too costly for them to do anything about



Dark elves sent in bugbear slaves to fight the Stonemight dwarves.

Wintersouled, PT6: page 632

Sokalahn, page 438

The Banewarrens, page 419
Grail Keep, PT2: page 42

The second dark elf war likely would have gone on longer and might have spelled disaster for the dwarves, but—unbeknownst to the Stonemight people—the dark elves themselves came under attack by zaug forces. Because the dark elves had to devote all their attention to defending their own cities against this new threat, they retreated from aggression against Dwarvenhearth.

Eslathagos Malkith, PT2: page 75
Goth Gulgamel, PT9: page 486

About eight thousand years ago, Eslathagos Malkith created a magical vortex of chaos within the Spire called the Entropy Sphere. The Dread One configured magical portals called the Gates of Delirium to regulate its power so that he could utilize it freely. (See PT9, page 499.)

Pits of Insanity, page 416
Erebaccus, page 468

Kaled Del, page 448

Cavern farms, page 463

The Gurhorond, a name which literally means “craftsmen of the stars,” was a small clan of dwarves that lived in Dwarvenhearth, specializing in jewelcraft.

Today, the last remnants of the clan can be found in the workshop called The Star Jewelers in the Guildsman District (PT4: page 191).

Network of passages: See Ghul’s Labyrinth, page 418

*Platinum Cestus, page 481
Morachon, PT2: page 69*

*Day King’s Palace, page 483
Night King’s Palace, page 482*



The guilt of the Stonelost dwarves for the abandonment of their sacred city remains strong even today. They consider themselves unworthy of Dwarvenhearth and await some event that might allow them to redeem themselves as a race. Most people of other races do not understand this severe self-recrimination and assure the Stonelost of their worthiness. The dwarves usually reply, “You have to be dwarf to understand.”

Ghul directly. Instead, they sealed off all portions of their city that extended to the surface.

THE GHULWAR

The second dark elf war ended in 343 BE. The dwarves claimed victory, for Dwarvenhearth itself remained intact and unlooted, its walls and gates still sealed. Just thirteen years later, though, the war-weary dwarves faced an even greater challenge. The newly marshaled armies of Ghul, set to invade all the surrounding lands, started with Dwarvenhearth. They advanced on the Stonemight city from the extensive underground network of passages and chambers that the Skull-King’s servants had made to serve as barracks, storehouses, and laboratories.

In the famous Battle of the Grand Gate, the dwarven defenders held off the first massive assault of orcs, goblins, ogres, trolls, monsters, and demons, thanks in great part to Kaval Stardelve, one of the last Day Kings, and probably one of the greatest. Using a mighty artifact called the *Platinum Cestus*, given to him by the Forge-God *Morachon*, King Stardelve felled the enemy in great numbers and sent the rest running in terror. The effort, however, cost King Stardelve his life.

With the Day King dead and Ghul’s army quickly regrouping, the dwarves knew they would not win the next battle. Rather than allow Ghul into Dwarvenhearth, their sacred home, the dwarves used their unmatched stonemasonry to seal the city. And rather than allow their own race to die off trapped within, they abandoned their beloved abode and scattered themselves across the surface world. And thus the Stonemight became Stonelost.

Centuries later, after the ultimate defeat of Ghul—thanks in no small part to the dwarven armies that fought alongside the humans and

elves—some of the Stonelost dwarves settled within the tower of *Kaled Del* to watch over Dwarvenhearth from afar. They still do not believe they are worthy to reenter their ancestral home, but they will fight to prevent others from committing such sacrilege.

DWARVENHEARTH AT ITS HEIGHT

Around 700 BE, almost ten thousand dwarves lived in Dwarvenhearth, making it the largest single dwarf community known to have existed. Its mines boasted an output of thousands of tons of valuable ores each year, and the *cavern farms* produced almost enough for the community to be entirely self-sufficient.

DAY KINGS AND NIGHT KINGS

The Stonemight dwarves of Dwarvenhearth kept a meticulous measure of time and carefully attended the passage of days and nights, despite the fact that within the confines of their city such concepts were purely academic. At any given time, the dwarves had two rulers, called the Day King and the Night King. These rulers each commanded a twelve-hour period of each day, but despite their separation, they were truly co-regents. They usually did not work against each other’s intents or seek to undo each other’s rulings.

The Day King and Night King each ruled from a separate palace in entirely different portions of the city—the *Day King’s Palace* was in the upper regions, while the *Night King’s Palace* lay in the deepest sections of the city. They only rarely saw each other face to face, although yearly meetings took place on the solstices at dusk.

Traditionally, the Day Kings were exuberant by dwarven standards. They wore gold, white, and even red, and the Palace of Day was filled with

DWARVENHEARTH CULTURE

For the more than one thousand years that Dwarvenhearth flourished, the dwarves who lived there developed their own unique culture, including facets that no longer exist among the Stonelost and seemingly never did among the Grailwarden dwarves. For example, the dwarves of Dwarvenhearth had the capacity for strong emotion typically not found among dwarves today. They possessed a greater love for song and food than others of their kind. They even had an affinity for magic—both divine and arcane—that is unequaled by modern dwarves. Sometimes these more fervent passions are attributed to the fact that the dwarves of Dwarvenhearth believed they truly lived within a sacred place.

Other traits of the Dwarvenhearth dwarves are worth noting as well. For example, boasts and exacting delineations of one’s talents and accomplishments were quite an important part of Dwarvenhearth life, particularly claims of the greatness of one’s family or clan. This wasn’t considered boorish or arrogant.

The dwarves equated recklessness and chaos with insanity, and insanity with evil.

Lastly, mental power was as respected as much as physical power—they lauded intellect as well as might.



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brightly lit halls splashed with banners depicting dwarven glories. The Day Kings were men of action and desire. Driven to excel, the Day Kings were popular among their subjects.

The Night Kings often were a dark and grim lot. Their attire and the décor of their palace were black, their demeanors dour. The Court of Night was always somber, quiet and, in the minds of many, an unnerving or at least depressing place. But such, it seemed, was the nature of the office. The Night Kings were given to deep melancholies and long periods of silent brooding. The tradition of a dreary Night King lasted throughout the history of Dwarvenhearth.

DWARF CLANS

The dwarves of Dwarvenhearth were divided into four major clans: boar, flame, silver thorn, and stoneblood. The clans were competitive but cooperative—and never hostile to each other. Although every clan had its own warriors, wizards, priests, merchants, crafters, and so on, they each specialized in different areas. Each clan was an extended family that included hundreds of individual families.

The members of the **Boar Clan** were known as the greatest warriors and strove to be the most stalwart and devoted of all Stonemight dwarves. They fashioned their helms to resemble boar's heads and carried a boar's head device on their shields and armor as well. Boar's head symbols

mark the entrances to Dwarvenhearth homes and other areas controlled by the Boar Clan. Clan members kept trained boars and dire boars in their dwellings. Some of the more prestigious warriors of this clan even rode dire boars into battle.

The **Flame Clan** were scholars and wizards who focused on rune magic. This was the smallest of the clans and produced few leaders. They used a stylized flame symbol worn on their armor and clothing, as well as to mark their homes, libraries, and studies. The Flame Clan created the skarls still found in Dwarvenhearth (see page 472).

The **Silver Thorn Clan** were priests, philosophers, artisans, and quite often, administrators and leaders. A silver blade, often curved, served as their symbol.

The **Stoneblood Clan** was the largest clan, even larger than the Boar Clan. These folk were crafters, merchants, and workers of all kinds. Their symbol was a stylized gemstone.

Mindforge Dwarves

The Mindforge was not a clan, but an organization within Dwarvenhearth. They were a group of dwarves according to whose philosophy, "The mind is the most precious metal of all. It must be tempered very carefully and worked very precisely." They valued not just knowledge but raw intelligence—the ability to solve problems, innovate, and produce new ideas. Others often

Cavern Farms

At its height, Dwarvenhearth produced most of its own food in fungi farms within natural caverns around the underground city. The dwarves also kept herds of subterranean creatures raised for meat, fur, and milk. These animals included, for instance, large subterranean lizards, cattle, and swine, as well as creatures such as giant fire beetles, gricks, and monstrous centipedes.

Throughout most of its history, Dwarvenhearth also had exits up to the surface from which dwarf foragers and hunters could provide various foodstuffs to supplement this otherwise entirely subterranean diet.

The cavern farms were not a part of Dwarvenhearth proper and thus were not sealed with the rest of the complex. Occasionally, explorers discover relics or other evidence of these farms in the now wild caves below Ptolus.



Kaled Menar, page 483

Rumor has it (Gather Information, DC 23) that Malkeen Balacazar (PT3, page 102) has recently obtained a Dwarvenhearth key and seeks to sell it to the highest bidder.

The Banewarrens, page 419

Dwarven Spellcasters

Despite the traditional stereotypes of dwarves who eschew magic, many wizards and clerics lived in Dwarvenhearth. These scholarly individuals credited their power to their knowledge and study as much as their skill or religious devotion. In fact, the Stonemight dwarves seemed to make little distinction between wizards and clerics, referring to both as delchordis, or “miracle workers.”

The dwarves had few sorcerers, rangers, and druids, and not many bards and paladins.

Cannon, PT6: page 561

USING THE MINDFORGE

The Mindforge dwarves exist so that you, the DM, can insert those strange but fun puzzle encounters that are hard to justify in a “realistic” campaign. The Mindforge guarded their own domain, as well as other areas, with traps and barriers that one could avoid or bypass only by means of complex puzzles. Some typical Mindforge puzzles include the following:

The Puzzle of Drumbeats: An explorer comes to a sealed door with a number of buttons on it. If he listens at the door, he hears a drum beating. If he listens closely, he notices a rhythmic pattern to the drumbeats. The beats and rests indicate which buttons he should press on the door to open it.

The Puzzle of the Rune-Names: The floor of a room is tiled in a pattern of square stones labeled with runes. Stepping onto some stones triggers poisoned darts to fly at anyone who enters the room. Other stones seem safe, however. The trick is to put the name for each rune in order of the length of the word, then step on the stones in the order of shortest to longest. Thus, “Ka” comes before “Dur,” which comes before “Soth,” and so on.

The Puzzle of the Pictures: A long hallway is trapped with a series of different hazards. Before each trap is a mural painted on the wall of the corridor, and within each mural lies a hidden image. Speaking the name of each hidden object—“axe,” “horse,” and so on—deactivates each trap.

called them “puzzle-dwarves,” because they always seemed preoccupied with puzzles.

The smartest of Dwarvenhearth joined the Mindforge to develop their mental faculties and exercise their talents. Most lived in the tower of **Kaled Menar**, found in the Cavern of Night.

ADVENTURING IN DWARVENHEARTH

As interesting as Dwarvenhearth was in the past, it’s more important to focus on its present. Finding a way into Dwarvenhearth is the goal of many—perhaps even most—of the delvers and adventurers of Ptolus, for the legends of the wealth within these halls have only grown since the time of the Stonelost diaspora.

GETTING IN

Delvers can get into Dwarvenhearth in one of three ways.

1. Finding a Key. Dwarvenhearth keys look like bronze gearwheels about four inches across with a single Dwarvish rune inscribed upon them. Most are held—closely—by various important Stonelost dwarves. At least one or two are lost. As many as two dozen are likely to exist.

2. Breaking Down a Door. Unlike, say, the **Banewarrens**, which are magically sealed and impossible to breach using conventional means, Dwarvenhearth’s seals use only a subtle application of earth-based magic, which has faded over time. Thus, simply breaking down a door leading into Dwarvenhearth is possible—possible, but difficult. Outer doors leading into Dwarvenhearth look like huge gearwheels that open by rolling aside on cannily built tracks. These doors are made of steel up to three feet thick, laced with mithral or adamantite, which gives them a hardness of 13 and sometimes more than 1,000

hit points. Each has as many as ten different locking mechanisms, requiring up to ten different Open Lock checks (DC 30); and if any one check fails, they all reset. The dwarven magic that remains makes the doors immune to spells of 4th level or less, so *knock* will not help. However *disintegrate* remains effective, as does *passwall*.

2. Tunneling in or Finding a Hole. Just as one might break down a Dwarvenhearth door, one could also tunnel through a wall. Dwarvenhearth stone has a hardness of 10 and 25 hit points per inch, thanks to the dwarves’ mastery of stonecraft. All outer walls are at least ten feet thick, so they have 3,000 hit points. Intrepid explorers also might find a hole already made by someone or something else. For example, a tunnel near the Gear Gate leads to a hole in the wall made by ankhegs.

DANGERS

Dwarvenhearth may have been sealed for many centuries, but to call it entirely abandoned would be incorrect. Inhabitants still remain within, as well as traps and other dangers.

Constructs

The dwarves of Dwarvenhearth loved constructs of all kinds. Adventurers exploring the subterranean city will encounter clay, stone, and iron golems, animated objects, and two new special kinds of golem: the cannon golem and the rune golem.

Cannon Golem: This metal construct has all the statistics of a shield guardian, except that it has no amulet tied to it. In addition, instead of a shield guardian’s particular special qualities (find master, guard, *shield other*, and *spell storing*), it has a **cannon** imbedded into one of its arms. The cannon is a self-loading firearm that

can be used every other round. It has a range increment of two hundred feet and inflicts 4d6 points of damage.

Rune Golem: This golem resembles a stone golem in all respects, except that it has a magical dwarvish rune of fire on one hand and a rune of cold on the other. Carved across the tops of its fingers, the runes are only completed when the golem clenches its hand into a fist. One of the golem's slam attacks inflicts an additional +2d6 points of fire damage, and the other +2d6 points of cold damage. The Challenge Rating of the golem increases by 1 from that of a normal stone golem.

The Daragin

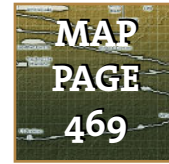
Every culture has its dark side, and in Dwarvenhearth they were known as the Daragin: evil dwarves. Most of the Daragin—a name meaning “the Forsworn,” because they had abandoned dwarven ways, dedication, and honor—fled Dwarvenhearth with the others. But some stayed

behind, not fully realizing that getting out of the sealed city would be as difficult as getting in. Ever since, these Daragin have lived in small bands within the empty city, their numbers dwindling with the passage of time. Like the mad **Erebaccus**, whom they hate, the Daragin live off the remnants of the city's former inhabitants, breaking into storehouses for supplies.

The most prominent remaining group of Daragin in Dwarvenhearth are known as the Naragul, “the Dancers,” a name that connotes chaos, recklessness, and insanity among dwarves (who are not, typically, likely to dance).

Daragin like setting traps and ambushes. Most of the time, they target the Erebaccus, but they're just as happy to attack a group of adventurers that has made its way in. Unlike the Erebaccus, though, many Daragin want to leave the city. Rather than attacking intruders, they may follow them and hope to find the way they got in.

Daragin culture, such as it is, centers around betrayal, depravity, and violence. Their leaders



Erebaccus, page 468

Just as most surface elves feel the need to attack dark elves on sight, most dwarves—particularly Stonelost dwarves—find it very hard to suffer the presence of a Daragin.

THE HOUNDS

The Daragin worship the demon gods, such as Demogorgon, Ochremeshk, and Orcus. They also revere a group of demonic entities known collectively as the Hounds. The Hounds came to this world at the behest of Demogorgon to slay as many beings as they could, for the soul of anyone who dies in the maw of a Hound goes to sustain the personal essence of the demon that created the Hound. The Hounds were great foes of the dwarves in ancient times, and great dwarven heroes slew many of them. A few still roam the world, seeking souls.

The Stonemight dwarves once captured a Hound called Starsochin and imprisoned her somewhere in Dwarvenhearth. The Daragin would love to find the prison and free her. (It lies beneath the Palace of the Night King; see page 482.)

Hounds resemble huge black dogs with six clawed legs and four glowing green eyes. Their abilities greatly resemble those of retrievers, except that they have standard demon qualities rather than construct qualities.

Hound

Huge outsider (chaotic, extraplanar, evil), (Chaotic Evil) CR 14
 HD 10d10+80 hp 135
 Init +1 Speed 50 feet
 AC 27, touch 9, flat-footed 26
 BAB/Grapple +10/+25
 Attack +18 melee (2d6+10, bite)
 Full Attack +18 melee (2d6+10, bite) and +16 melee (1d8+5, 4 claws)
 Space/Reach 15 feet/10 feet
 SA Eye rays (as a retriever—see MM), improved grab, find target
 SQ Fast healing 5, SR 25, DR 10/good and cold iron, immune to electricity and poison, resistance to acid 10, cold 10, fire 10, telepathy
 Fort +15, Ref +8, Will +9
 Str 30, Dex 13, Con 26, Int 12, Wis 15, Cha 15
 Crucial Skills: Hide +14, Intimidate +15, Jump +23, Listen +17, Move Silently +14, Search +14, Sense Motive +15, Spot +17.
 Other Skills: Survival +15.
 Crucial Feats: Power Attack, Track.
 Other Feats: Alertness, Multiattack.



A dwarf player character probably will not wish to enter Dwarvenhearth without an extremely good reason, as doing so is tantamount to sacrilege against everything dwarves hold holy. That said, if a group of adventurers is determined to go, their dwarf friend might consider it better to accompany them rather than let them go in unescorted, so as to limit the amount of damage they inflict within the sacred walls.

The Daragin are not duergar (see MM). Duergar are not a part of a standard Ptolus campaign, although a DM can add them if he wishes.

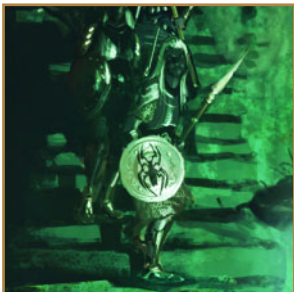
Double pistol, PT6: page 560

A dwarf who finds out there are dark elves within Dwarvenhearth suddenly has very good reason to enter its sacred halls—to drive out the damnable elves and prevent any more from ever reentering.

House Yurganth, page 455
Vaults of the Rhodintor, page 453

The Forsaken, PT3: page 112
Covenant of Blood,
PT3: page 101
Doraedian Mythlord,
PT4: page 208

Tomb of King Stardelve,
page 478
Platinum Cestus, page 481



Dark elf soldiers, page 455

are not necessarily the strongest, but the sneakiest. However, oddly enough, the Daragin follow a code that prohibits them killing each other. They fight, but not to the death. One Daragin does not kill another to defeat him—instead, he humiliates him.

Typical Daragin

Male or female dwarf (Neutral Evil)

Rogue4/Fighter CR 5

HD 4d6+8 + 1d10+2 **hp** 35

Init +1 **Speed** 20 feet

AC 17, touch 11, flat-footed 17

BAB/Grapple +4/+6

Attack/Full Attack +8 melee, (1d8+2, battleaxe) or +6 ranged (1d10, heavy crossbow)

SA Sneak attack +2d6

SQ Evasion, trap sense +1, uncanny dodge, dwarf traits, darkvision 60 feet

Fort +7, **Ref** +7, **Will** +6

Str 15, **Dex** 13, **Con** 14, **Int** 12, **Wis** 12, **Cha** 8

Crucial Skills: Climb +8, Disable Device +9, Hide +6, Jump +6, Move Silently +7, Spot +3, Tumble +6, Use Magic Device +6.

Other Skills: Craft (armorsmithing) +3, Craft (blacksmithing) +3, Craft (stonemasonry) +3, Craft (trapmaking) +3, Craft (weapon-smithing) +3, Open Lock +8, Perform (dance) +5, Sleight of Hand +7.

Crucial Feats: Dodge.

Other Feats: Iron Will, Weapon Focus (battleaxe).

Possessions: +1 chain shirt, masterwork light steel shield, masterwork battleaxe, masterwork heavy crossbow, bolts (20), cloak of resistance +2, potions of invisibility (2), potion of spider climb, masterwork thieves' tools, climber's kit, 44 gp.

Daragin Champion

Male or female dwarf (Chaotic Evil)

Rogue6/Fighter/Shadowdancer3 CR 10

HD 6d6+12 + 1d10+2 + 3d8+6 **hp** 66

Init +4 **Speed** 30 feet

AC 19, touch 14, flat-footed 19

BAB/Grapple +7/+8

Attack +12 melee (1d6+2, short sword) or +12 ranged (1d10+1, double pistol)

Full Attack +12/+7 melee (1d6+2, short sword) or +12/+7 ranged (1d10+1, double pistol)

SA Sneak attack +3d6, shadow illusion 1/day

SQ Hide in plain sight, evasion, trap sense +2, improved uncanny dodge

Fort +7, **Ref** +12, **Will** +6

Str 13, **Dex** 18, **Con** 15, **Int** 9, **Wis** 16, **Cha** 10

Crucial Skills: Climb +13, Hide +17, Jump +6, Listen +10, Move Silently +16, Search +6, Tumble +17.

Other Skills: Craft (armorsmithing) +1, Craft (blacksmithing) +1, Craft (stonemasonry) +1, Craft (trapmaking) +1, Craft (weapon-smithing) +1, Open Lock +15, Perform (dance) +7.

Crucial Feats: Combat Reflexes, Dodge, Mobility.

Other Feats: Exotic Weapon Proficiency (firearms), Weapon Finesse.

Possessions: +2 studded leather armor, +1 short sword, +1 double pistol, ammunition (20 rounds), boots of striding and springing, brooch of shielding, potions of invisibility, cure moderate wounds, and heroism; masterwork thieves' tools, climber's kit, diamond ring worth 600 gp, 178 gp.

Shadow Companion: 19 hp, see MM and "Summon Shadow" under "Shadowdancer" in Chapter 6: Characters of the DMG.

Dark Elves

Only very recently did the elves of House Yurganth gain a Dwarvenhearth key and enter the ancient city. The vampire Zachean leads the dark elves exploring Dwarvenhearth. Zachean, who spent most of his unlife attempting to gain entrance into the ancient dwarven city, is infamous for having woken the rhodintor in the vaults beyond the Serpent Caves, believing the vaults offered a secret passage into Dwarvenhearth (they didn't).

Zachean has forged an alliance with the Forsaken in the city above but is a rival and enemy of the Covenant of Blood. He and elven leader Doraedian Mythlord are bitter enemies. In fact, Doraedian slew Zachean many decades ago, but dark elf sorcery brought him back as a vampire. Zachean was very old when he died—he fought in the second war his kind waged against the dwarves.

The dark elf vampire seeks the Tomb of King Stardelve so he can obtain the Platinum Cestus artifact. With it, he hopes to take control of the entire city, enabling dark elf forces to occupy it; he would rule as the new Night King (with no Day King).

On his current mission, Zachean leads the following retainers:

- Fifteen typical dark elf soldiers.
- A priestess of Gorgoth-Lol named Erixala (female dark elf cleric10).
- A ranger named Assart (male dark elf ranger9), whose favored enemies are dwarves and elves. Assart specializes in using poison, as well as two crossbows at once.

The dark elves in Dwarvenhearth also have made arrangements with a deep-dwelling band of stone giants to help them in their endeavor. Mainly, the stone giants serve as a rear guard, making sure that no one else entering the city reaches the dark elves while they explore.

Zachean

Male dark elf vampire (Chaotic Evil)

Sorcerer 10 CR 13

HD 10d12 **hp** 65

Init +9 **Speed** 30 feet

AC 25, touch 15, flat-footed 20

BAB/Grapple +5/+7

Attack/Full Attack +7 melee (1d6+2 + energy drain, slam) or +11 ranged (1d4+1 + poison, hand crossbow)

SA Blood drain, children of the night, dominate (Will DC 22), create spawn, energy drain

SQ Alternate form, DR 10/silver and magic, SR 21, fast healing 5, gaseous form, resistance to cold 10, electricity 10, *spider climb* at will, +6 turn resistance, dark elf traits, darkvision 120 feet, spell-like abilities, undead traits, vampire weaknesses.

Fort +3, **Ref** +10, **Will** +12

Str 15, **Dex** 20, **Con** —, **Int** 14, **Wis** 16, **Cha** 21

Crucial Skills: Bluff +24, Concentration +8, Hide +13, Listen +15, Move Silently +13, Search +12, Sense Motive +12, Spot +15.

Other Skills: Diplomacy +7, Intimidate +7, Knowledge (arcana) +13, Knowledge (geography) +7, Knowledge (history) +6, Sleight of Hand +7, Spellcraft +3.

Crucial Feats: Combat Reflexes, Dodge, Empower Spell, Maximize Spell.

Other Feats: Ability Focus (dominate), Alertness, Improved Initiative, Iron Will, Lightning Reflexes.

Spells Known: 6/8/7/7/6/4; save DC 15 + spell level.

5th—*summon monster V*.

4th—*scrying*, *stoneskin*.

3rd—*arcane sight*, *hold person*, *lightning bolt*.

2nd—*cat's grace*, *knock*, *locate object*, *web*.

1st—*magic missile*, *shield*, *shocking grasp*, *sleep*, *ventriloquism*.

0—*acid splash*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *mage hand*, *ray of frost*, *read magic*.

Possessions: *bracers of armor* +4, masterwork hand crossbow, +1 bolts (12), **sintrin poison** (12 doses), silver House Yurganthe pin worth 50 gp, 25 pp.

Tactics: Zachean avoids combat at all costs and is likely to use his gaseous form ability to escape melee. He prefers to use his minions, his dominate ability, and his spells against threats (usually in that order). He likes to cast *summon monster V* at least once before entering a dangerous area. *Shield* and *cat's grace* are quick upon his lips as well (together they raise his Armor Class by +6 to AC 31).

Dwarven Traps

The traps of Dwarvenhearth are legendary and certainly count as a persistent danger to anyone exploring the ancient city. Most of the traps are keyed to entrances into the city and secondary entrances into various areas of importance—meeting halls, libraries, storehouses, courts,



In addition to his immediate retinue, Zachean has placed a male dark elf (fighter4/wizard5) as a liaison with a small band of stone giants in the caverns just outside of Dwarvenhearth. Zachean will use these stone giant allies as reserves, should he come under threat.

Dark elves utilize sintrin, a poison (Fortitude save, DC 16) that causes unconsciousness for one minute, after which time another save is required; a victim who fails it stays out for an hour.

vaults, and so forth. Still, sometimes the dwarves placed traps where an intruder would least expect them. Many were created in the city's later days, when the idea of evacuation had become a real prospect to the inhabitants. Thus, some were traps left behind not to ward important places, but simply to harass and confound those who might enter the city after the dwarves left.

The traps of the Dwarvenhearth are notoriously difficult to find and disable; the CRs are adjusted accordingly. Areas frequented by wizards or clerics often have magical, rune-based traps (such as *glyphs of warding* or *symbols*), but these are the exceptions—most traps here are mechanical. Almost all of them have a hidden lock bypass, but these cannot be located before the trap itself.

Here are some example traps you can use:

Pit Trap: CR 3; mechanical; location trigger; automatic reset; hidden lock bypass (Search DC 25, Open Lock DC 30); Reflex save, DC 20, avoids; 30 feet deep (3d6, fall); multiple targets (first target in each of two adjacent squares); Search DC 24; Disable Device DC 24.

Wall Scythe Trap: CR 5; mechanical; location trigger; automatic reset; hidden lock bypass (Search DC 25, Open Lock DC 30); attack +20 melee (2d4+8/×4, scythe); Search DC 29; Disable Device DC 24.

Alchemist's Fire Pit: CR 6; mechanical; location trigger; repair reset; hidden lock bypass



Erebaccus are never clerics, as they have all forgotten the importance of their dwarven gods.

Erebaccus typically wear rags and clothing that's been partially shredded by their own ravings.

Their hair and beards are unkempt and wild or—unthinkably—completely shaved off.

Dragon pistol, PT6: page 560

Pits of Insanity, page 416

Daragin, page 465
The Soulless, page 471

The Banewarrens, page 419
Sokalahn, page 461



(Search DC 25, Open Lock DC 30); Reflex save, DC 20, avoids; 20-foot-deep pit with glass bottom filled with alchemist's fire (2d6, fall; 1d6 glass cuts; 3d6 fire [and 3d3 fire a round later]) also releases alchemist's fire reservoirs above the pit that drop on all targets adjacent to the pit, inflicting 1d6 fire, 1d3 a round later; multiple targets (first target in each of two adjacent squares); Search DC 24; Disable Device DC 24.

Wyvern Arrow Trap: CR 7; mechanical; proximity trigger; automatic reset; hidden lock bypass (Search DC 25, Open Lock DC 30); attack +14 ranged (1d8 plus poison, arrow); poison (wyvern poison, Fortitude save, DC 17, resists, 2d6 Constitution/2d6 Constitution); Search DC 29; Disable Device DC 24.

Dropping Ceiling: CR 10; mechanical; location trigger; repair reset; hidden lock bypass (Search DC 25, Open Lock DC 30); ceiling moves down (12d6, crush); multiple targets (all targets in a 10-foot-square room); never miss; onset delay (1 round); Search DC 29; Disable Device DC 24.

The Erebaccus

The Erebaccus are also known as “the Unhinged.” The sad truth is, not every dwarf left Dwarvenhearth. Some stayed behind on purpose, and some (such as criminals) were left behind, either accidentally or intentionally. Most of those who found themselves trapped within the sealed city went mad. Others were mad already due to encounters with **Pits of Insanity**. These insane dwarven remnants and their descendants survive by pillaging Dwarvenhearth storehouses, moving about the subterranean city in small nomadic bands. Among themselves, they feud and make war, but they hate others—like the **Daragin** and the **Soulless**—even more. They attack any creatures they see, screaming in battle with wild abandon.

Most Erebaccus do not speak Common.

Typical Erebaccus

Male or female dwarf (Chaotic Neutral)
Barbarian 4 **CR** 4
HD 4d12+12 **hp** 40
Init +2 **Speed** 30 feet
AC 14, flat-footed 12, touch 14
BAB/Grapple +4/+6
Attack/Full Attack +7 melee (1d10+4, dwarven waraxe) or +7 ranged (1d6+2, javelin)
SA Rage 2/day
SQ Uncanny dodge, trap sense +1, darkvision 60 feet, dwarf traits
Fort +7, **Ref** +3, **Will** +2
Str 15, **Dex** 14, **Con** 16, **Int** 13, **Wis** 8, **Cha** 8
Languages: Dwarvish, Undercommon
Crucial Skills: Climb +9, Hide +4, Intimidate +6, Jump +8, Listen +1, Move Silently +4.
Other Skills: Craft (armorsmithing) +3, Craft (stonemasonry) +3, Craft (trapmaking) +3, Craft (weaponsmithing) +3, Survival +6.
Crucial Feats: Run.

Other Feats: Iron Will.

Possessions: Leather armor, +1 *dwarven waraxe*, masterwork javelins (3), *potions of cure moderate wounds* and *bull's strength*, 31 gp.

Erebaccus Leader

Male or female dwarf (Chaotic Neutral)

Sorcerer 5 **CR** 5
HD 5d4+15 **hp** 29
Init +1 **Speed** 20 feet
AC 11, touch 11, flat-footed 10
BAB/Grapple +2/+2
Attack/Full Attack +2 melee (1d8, heavy mace) or +3 ranged (1d12, dragon pistol)
SQ Darkvision 60 feet, dwarf traits
Fort +4, **Ref** +2, **Will** +7
Str 11, **Dex** 13, **Con** 16, **Int** 13, **Wis** 12, **Cha** 13
Languages: Common, Dwarvish, Terran.
Crucial Skills: Bluff +8, Concentration +10.
Other Skills: Craft (armorsmithing) +3, Craft (blacksmithing) +3, Craft (stonemasonry) +3, Craft (trapmaking) +3, Craft (weaponsmithing) +3, Knowledge (arcana) +8, Knowledge (history) +3.

Crucial Feats: N/A.

Other Feats: Exotic Weapon Proficiency (firearms), Iron Will.

Spells Known: 6/7/4; save DC 11 + spell level.
2nd—*Mel's acid arrow*, *mirror image*.

1st—*color spray*, *hold portal*, *mage armor*, *silent image*.

0—*dancing lights*, *flare*, *ghost sound*, *light*, *resistance*, *touch of fatigue*.

Possessions: Heavy mace, **dragon pistol**, ammunition (12 rounds), *wand of burning hands* (CL 5th, 38 charges), *potion of cat's grace*, gold necklace (120 gp), 34 gp.

Hiistiches

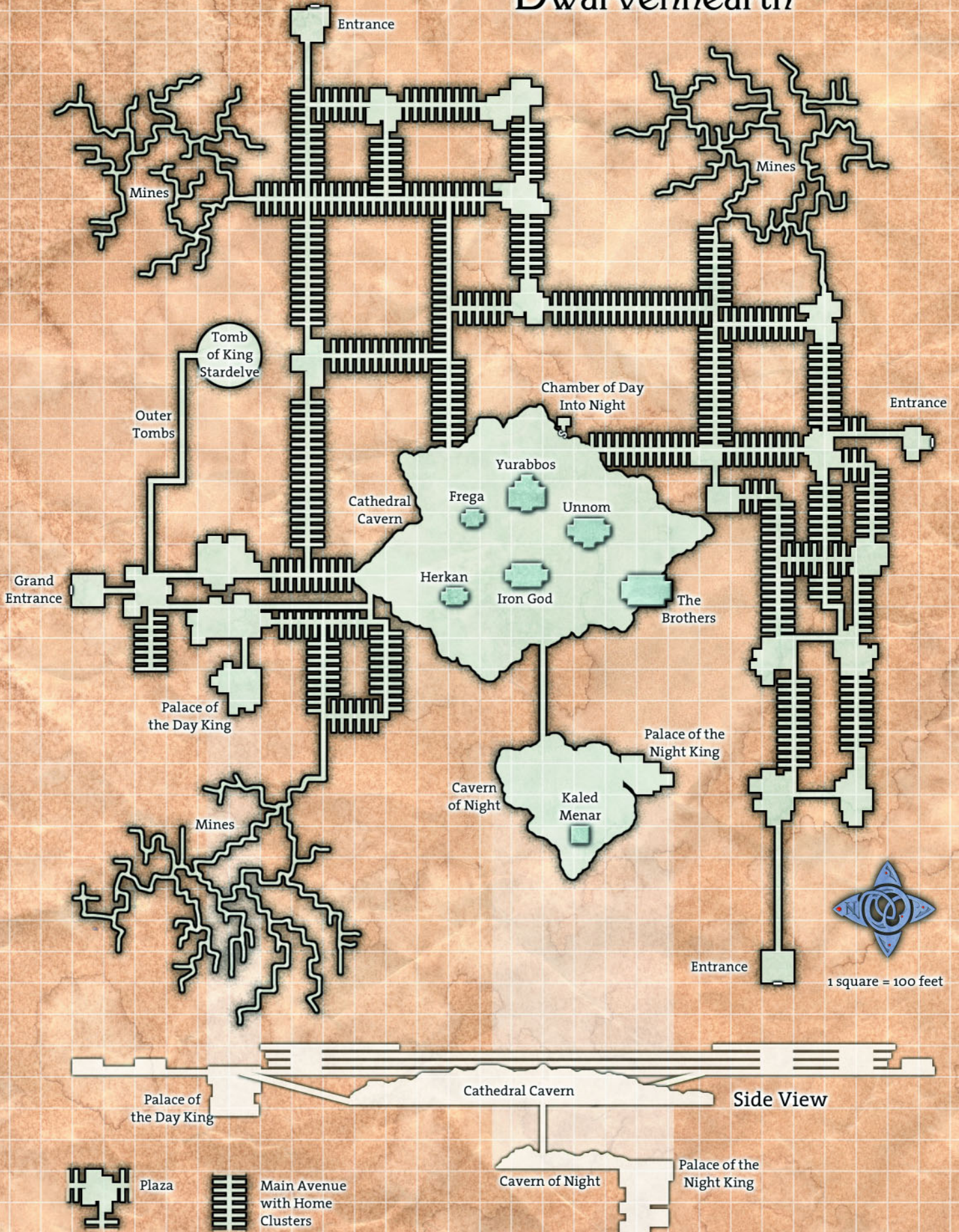
Known as “fear bugs” among the Erebaccus and Daragin, hiistiches are terrible swarms of insect creatures. They once were one of the banes trapped in the **Banewarrens**, but **Sokalahn** loosed them in his attempts to obtain the *Black Grail*. They now are found throughout Dwarvenhearth, preying mainly on the Erebaccus and Daragin, but also on other inhabitants or intruders, rare though they are.

Hiistiches feed on fear. They attack creatures but rarely to kill—only to cause fear and revulsion, which sustains them. Thus, the damage they inflict normally is nonlethal (at no penalty to attack rolls), though they can inflict normal damage if desired.

A hiistich encounter can come in three forms. The first is a **simple cloudlike swarm** of green-and-black insects. Use the statistics of a hellwasp swarm for this encounter. The goal of such a swarm is to reduce its victims to 0 Wisdom, which in this case represents a state of perpetual terror, ended only when the victims finally starve to death.

Hiistich (Hellwasp) Swarm: 93 hp; see MM, but poison deals Wisdom rather than Dexterity damage. A fear effect cast upon the swarm heals it 10 hit points per spell level (or equivalent).

Dwarvenhearth



Bastions, page 473

Rumor speaks of hidden tunnels within Dwarvenhearth that swarm with hiistiches but lead into unsealed portions of the Banewarrens.

Like so many of the evils in the world, the hiistiches' existence can be traced back to the Galchutt. In the early days of the world, these horrors were spawned from spilled Galchutt blood during the wars that the Lords of Chaos fought among themselves.



The second type of hiistich encounter, much rarer, is when a **swarm takes on the form** of a Large or Huge aberration, animal, dragon, giant, magical beast, or monstrous humanoid (but not one that is incorporeal or gaseous). The hive mind of such a swarm has taken on a real, singular identity, so the individual hiistiches all act in concert. The swarm still looks like a mass of horrid insects, but it has the general shape and size of the mimicked creature.

In most respects, the swarm “polymorphs” into the creature it mimics. It uses the mimicked creature’s size, Armor Class, attack and damage scores, movement, physical ability scores (Strength, Constitution, and Dexterity), and any extraordinary special attacks, but not extraordinary special qualities, nor supernatural and spell-like abilities. When the swarm loses half its hit points, it reverts to a standard swarm form.

The third and rarest type of hiistich encounter involves a hive that has managed to attack and reduce a creature to 0 Wisdom. Rather than allowing it to waste away and die, **the swarm nurtures the victim** by forcing it to consume hiistiches. This act, requiring torturous months, eventually makes the creature into a slave of the swarm, known as a *ptan pa*. The creature’s Wisdom returns to it over time, and the hiistiches cease attacking and poisoning it. No longer is the swarm a source of nourishment; the enslaved creature must serve the hiistiches’ needs—attack their enemies, defend the swarm, scout for victims, and so forth.

The hiistiches also use their *ptan pa* as a breeding ground, implanting slave bodies with hundreds of eggs that hatch into larvae. *Ptan pa* look like normal specimens of their kind, but their visages are permanently contorted into grimaces of horror. Their bodies swarm with crawling insects and larva and display festering boils (actually egg deposits). *Ptan pa* act like automatons but retain all their normal abilities.

Pits of Insanity

These areas of wild, chaotic energy warp and twist the orderly structure of Dwarvenhearth. For more information about the Pits of Insanity, see the “What’s Down There?” chapter of this book (page 416).

Servants of the Axe

The Servants of the Axe were fanatical dwarves, some of whom still exist as undead creatures. They all remain under the thrall of a powerful, mind-controlling artifact: an intelligent axe called *Thundersong*, whose control extends even past death. It is aware of everything its servants experience.

The axe lies within a secret room beneath the barracks found near a **bastion** in the southern portion of the city. With so little going on in Dwarvenhearth, *Thundersong* has few interests or goals. Once its servants encounter others from outside the city, however, it will wish to know where they are from—it may even want to go there. This may require that its servants, with the axe in hand, follow intruders out, or it may entail the servants capturing and interrogating outlanders. The axe also may attempt to lure the intruders to it, then trick them into taking it with them when they leave.

All Servants of the Axe have +3 natural armor and +20 bonus hit points. They enjoy Weapon Focus (dwarven waraxe) and Weapon Specialization (dwarven waraxe) for free. If they wield an axe, it is considered keen in their hands. Like all undead, they have no Constitution score. They have standard undead qualities but keep their former attack bonus, skills, saves, and feats.

Servant of the Axe

Male or female dwarf (undead),
(Chaotic Neutral)

Fighter4 **CR** 6
HD 4d12+20 **hp** 48
Init +1 **Speed** 20 feet

AC 22, touch 11, flat-footed 21
BAB/Grapple +4/+8
Attack/Full Attack +10 melee (1d10+9,
19–20/x3, dwarven waraxe)

SQ Undead traits

Fort +4, **Ref** +2, **Will** +1

Str 19, **Dex** 13, **Con** —, **Int** 13, **Wis** 10, **Cha** 13
Crucial Skills: Climb +4, Intimidate +3, Listen
+2, Spot +4.

Other Skills: Craft (armorsmithing) +3, Craft
(blacksmithing) +3, Craft (stonemasonry)
+3, Craft (trapmaking) +3, Craft (weaponsmithing) +3, Handle Animal +6.

Crucial Feats: Cleave, Combat Reflexes, Dodge,
Improved Sunder, Power Attack.

Other Feats: Weapon Focus (dwarven waraxe),
Weapon Specialization (dwarven waraxe).

Possessions: Masterwork full plate armor,
+1 *dwarven waraxe*.

Thundersong: This +3 *keen greataxe* appears finely made but fairly unremarkable. It is intelligent, with Intelligence 18, Wisdom 13, and Charisma 22. It is chaotic neutral and has the powers of speech, telepathy, blindsense, and hearing. Its Ego score is 22. It can *dominate* any dwarf who touches it (DC 20); if a *dominated* dwarf dies, it has a 25 percent chance of being reanimated as a Servant of the Axe. *Thundersong* is selfish, controlling, and egotistical. Although it enjoys controlling dwarves, it hates all other races.



The Soulless

Most dwarves fled Dwarvenhearth during the **Ghulwar**, but it was clear that some guardians needed to remain behind. While the Stonemight dwarves had fashioned constructs of all kinds, the constructs were too few in number to put up any significant resistance to a powerful and persistent invading force. Thus, the dwarves chose another, far more drastic option. Using powerful rune magic and a terrible ritual dedicated to **Yurabbos**, Goddess of Supreme Devotion, some dwarven volunteers imprisoned their own souls within runes, so their bodies and minds would remain to guard the city's most important locations. Their fierce dedication keeps them going without food, sleep, emotion, and virtually without life.

However, DMs should be careful to note that the Soulless are not undead. They cannot be turned or affected by things that normally affect undead. However they share the undead's immunity to mind-affecting magic and effects, poison, sleep, paralysis, stunning, disease, and death effects. They do not age and do not breathe. Negative and positive energy affects them as it does all living things. The Challenge Rating of a Soulless defender is +1 higher than that of a normal dwarf.

Without their spirits, these guardians seem almost like automatons, but they are not mind-

less: They are soulless. They are smart enough to repair and maintain traps, barriers, weapons and armor, and so on. They cannot make complex decisions, however, and they cannot be reasoned with. Their only focus is to guard and to lay down their quasi-lives to defend Dwarvenhearth; they attack *any* intruder, even dwarves. They turn to dust when slain, the tide of years long avoided finally catching up with them.

A *raise dead* or similar spell restores the dwarf's soul to his or her body, but unless *true resurrection* is used, the body ages and disintegrates 1d6+1 rounds after the soul is restored.

Typical Soulless Guardian

Male or female dwarf (Lawful Neutral)

Warriors **CR** 5
HD 5d8+5 **hp** 30
Init +1 **Speed** 20 feet
AC 19, touch 11, flat-footed 18
BAB/Grapple +5/+7
Attack/Full Attack +9 melee (1d8+3, battleaxe) or +7 ranged (1d10, heavy crossbow)
Fort +5, **Ref** +2, **Will** +1
Str 14, **Dex** 12, **Con** 13, **Int** 10, **Wis** 10, **Cha** 8
Crucial Skills: Climb -2, Listen +2, Spot +4.
Other Skills: Craft (armorsmithing) +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Craft (trapmaking) +3, Craft (weapon-smithing) +2.
Crucial Feats: Point Blank Shot.

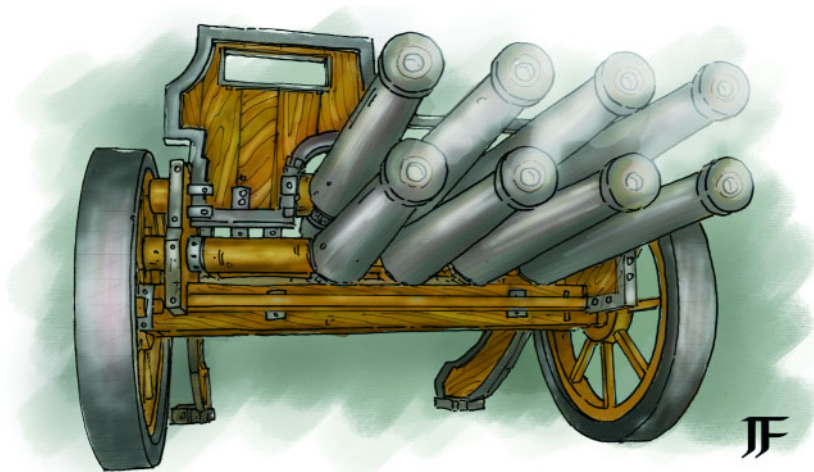
The Ghulwar, PT2: page 81

The Soulless were created in the Chamber of Day Into Night off the Cathedral Cavern (see page 482). The runes there each hold the soul of one guardian.

Yurabbos, Goddess of Supreme Devotion, PT2: page 70

DM TIPS

The very existence of the Soulless is the ultimate example of unswerving dwarven fidelity and the lengths to which dwarves will go in order to accomplish what they feel is right. In encounters with the Soulless, don't forget that they have immunities like undead, they never show fear, and they never tire. One cannot hope to reason with them.



Aethel stones, PT2: page 45

The still-functioning plumbing of Dwarvenhearth brings fresh water into every home and every plaza and takes away waste.

Technology: See PT6: DM's Companion (page 559).

It's worth stressing that despite Dwarvenhearth's age and the length of its abandonment, the place remains in extremely good condition. The walls do not show cracks. The engineering has not failed. It may occur to visitors that, should they ever feel themselves worthy again, the Stonelost dwarves could move back into their ancestral city and easily make it as though they had never left—except, of course, for the damage done by the Erebccus and the Daragin, and the sad fact that the Soulless would all have to be slain.

Other Feats: Weapon Focus (battleaxe).

Possessions: Masterwork breastplate, +1 heavy steel shield, +1 battleaxe, masterwork heavy crossbow, bolts (20), silver bracers worth 100 gp each.

TREASURES

For all its wards and dangers, Dwarvenhearth retains its strong allure for delvers, because within these halls lie fabulous treasures of all kinds.

Firearms and Technology

Although not as known for science as their Grailwarden cousins, the Stonemight dwarves were no strangers to firearms and other technology. Dwarvenhearth is filled with clocks and clockwork mechanisms, firearms and cannons, and the occasional steam-powered engine. Some of the more exotic firearms mentioned in PT6's **Technology** chapter—the hydra rifle, the chimera rifle, and the hellbreath gun, for instance—are found in Dwarvenhearth more commonly than in Ptolus. Because they were fashioned by dwarves, almost all of these devices still function. Those interested in such things will find Dwarvenhearth to be a treasure trove.

Jewelry and Objects of Art

Anyone who thinks that dwarves are not artistic does not understand the race at all. These artisans produced some of the most beautiful jewelry and other art objects ever seen. Dwarven treasures of this type are always carved from stone, shaped from metal, or both. This includes beautiful mithral armors, clothing of gold or silver threads, statues and sculptures of onyx, alabaster, malachite, gold, silver, or other materials, gem-encrusted weapons, golden-framed mirrors, jeweled lamps, bronze-bound books, gold belt buckles, elaborate silver and ebony necklaces, gold and emerald rings, and more.

Masterwork Items

Much of the dwarves' handiwork was of masterwork quality. Weapons, armor, and even tools and mundane items were made with techniques that would amaze any modern crafter.

Mithral, Adamantine, and Other Minerals

Items made from rare metals and minerals are common in Dwarvenhearth—so are storehouses with deposits of stored unrefined ore. At its height, this city was so mineral-rich, the dwarves intentionally used **aethel stones** to absorb light and heat, creating what are known as *glowstones* and *warmstones*, respectively.

Skarls and Other Magic

The *delchordis* ("miracle workers") of Dwarvenhearth created unique magic items called skarls. Skarls resembled brass knuckles with a small metal shield over the wearer's fist. The shield bore a single Dwarvish rune. Skarls function in all ways like wands.

Of course, delvers can find other types of magic here as well—particularly weapons and armor, but also books, scrolls, potions, and various miscellaneous items. Wands and staves are quite rare.

GENERAL LOCATIONS

Many areas within Dwarvenhearth strongly resemble each other, as the Stonemight dwarves built edifices with similar functions according to identical plans. Such locations—defensible bastions, community plazas, typical houses, mines, forges, storehouses, and workshops—are described here in general terms.

Being long-lived themselves, dwarf engineers build their structures to last—especially in Dwarvenhearth. They believed their home was a holy site, given to them by their gods, so they crafted every last wall join, frieze, and door with reverence and extreme care, not to mention a skill that surpasses anything that other races could hope to attain. Over the centuries, these structures have remained in remarkably good shape: a testament to dwarven construction principles and practices.

Unless otherwise described, doors are made of four-inch-thick stone (hardness 10, 100 hp, break DC 30) and are locked (Open Lock, DC 25). Unlike the doors that lead out of Dwarvenhearth, they have no special resistance to magic.

For a guide to the format of these locale descriptions and the icons used here, please see "District Neighborhoods/Locations" in the "City by the Spire" chapter of PT4 (page 168).

BASTIONS

☞ see map, below III

Located throughout Dwarvenhearth, bastions occupy positions built to be defensible. The entire city was designed so that, should invaders break through the outer barriers, the residents always retained ever-shrinking perimeters that they could defend. Dwarven culture assumed that every adult would fight to defend the city, so the builders made sure they had well-designed places to defend.

Layout

Each bastion stands within a chamber at least thirty feet high and at least one hundred feet across. The bastion's walls measure six feet thick (hardness 10, 1,800 hp) and are very smooth (Climb, DC 20).

1. Ditch and Bridge

A chasm twenty feet deep and wide bisects the chamber in front of the bastion. The ditch's walls are smooth stone (Climb, DC 20), just like the walls of the bastion itself. In fact, the bastion's walls rise up directly from the bottom of the chasm—there is no “lip” on the bastion's outer wall upon which invaders could position planks or any kind of makeshift bridge. An iron drawbridge can lower in front of the gate (Area 2) to span the ditch.

2. Gate

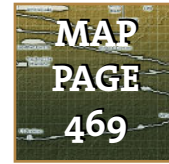
The gate is a single door made of iron measuring one foot thick (hardness 10, 360 hp, break DC 32). The drawbridge, when up, serves as an additional barrier of iron (hardness 10, 90 hp, break DC 28).

3. Gatehouse

Positioned over the gate, the gatehouse offers both embrasures for making ranged attacks and murder holes for dropping attacks directly onto anyone immediately in front of the gate. This room hosts a large vat positioned over a firepit for heating oil to drop.

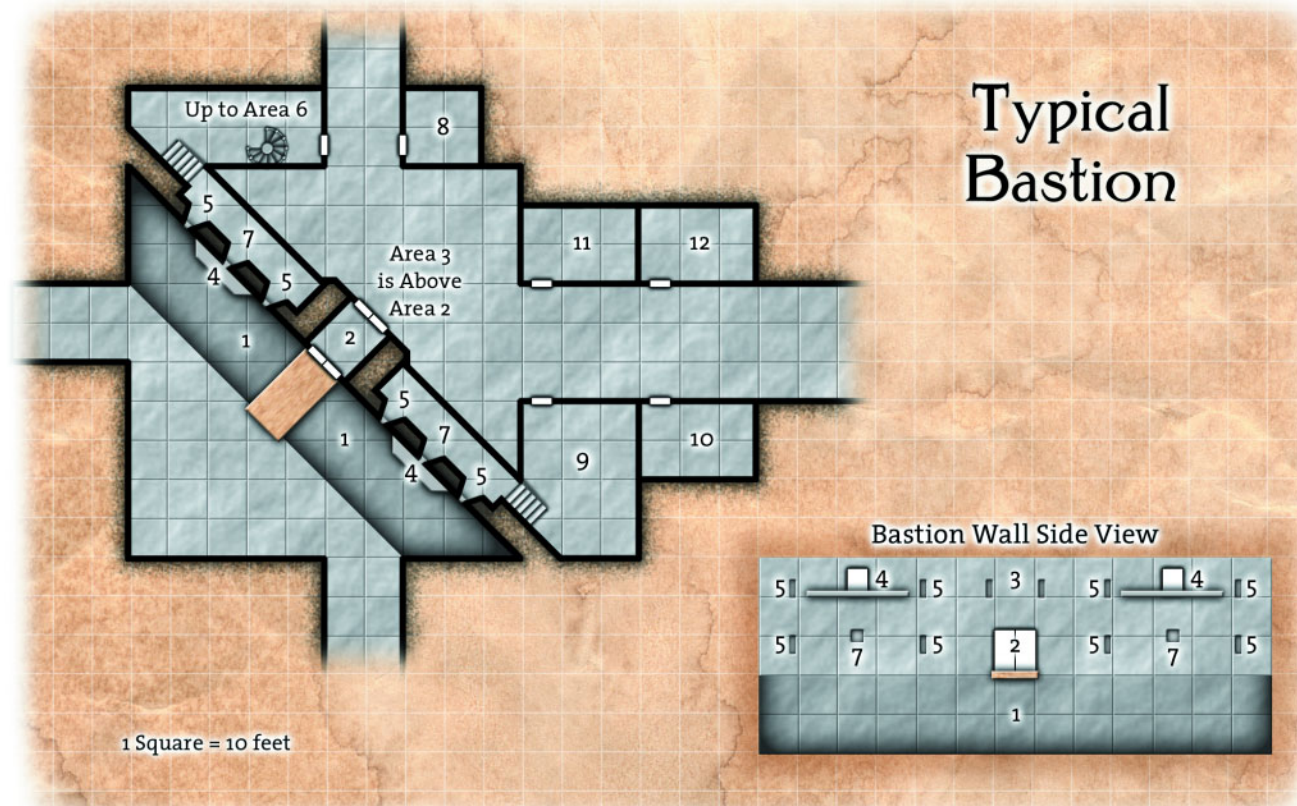
4. Crenellated Mezzanines (EL 4)

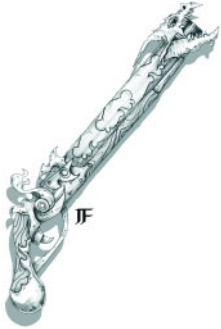
This area is open so defenders can attack those assaulting the bastion. The mezzanine stands twenty feet above the level of the floor and hangs forty feet above the bottom of the ditch. It resembles the top of a defensive wall in a standard fortress, even though the wall here goes all the way to the ceiling. Those standing on the mezzanine have cover from anywhere in the bastion's chamber. The iron door leading back into the bastion has a special lever on the inward side that not only locks the door (Open Lock, DC 30) but sets a trap-door trap in the five-foot square in front of it on the mezzanine side; the trap door sends anyone standing on this square down into the chasm below.



DM TIPS

The mood of Dwarvenhearth is somber and at times even dour. This entire place is a testament to the greatness that can be attained and yet lost. The loss of Dwarvenhearth comes not only from the evil actions of Ghul but also from the impossibly high standards the dwarven residents set for themselves so long ago. Dwarvenhearth is a place of vanished glories, regrets, and sorrows.





Dragon rifles, PT6: page 560

The Soulless, page 471

Bombs, PT6: page 561

Cannons, PT6: page 561

Sometimes explorers in Dwarvenhearth come upon a bastion that has clearly been damaged. This is usually from an attack by Erebccus or Daragin. It's likely that in such a bastion, the armory (Area 12) will be empty and there will be no defenders. These are the exception, however, rather than the rule.

Trap Door: CR 4; mechanical; location trigger; automatic reset; Reflex save, DC 20, avoids; 40-foot fall (4d6 damage); Search DC 27; Disable Device DC 24.

5. Embrasures

These narrow openings located throughout the bastion's walls allow defenders to fire ranged weapons at oncoming attackers. A light crossbow and a quiver of crossbow bolts may hang on a peg nearby.

6. Upper Chamber

The use of the upper chamber shows how different fighting underground can be from above-ground battles. Above but *outside of* each bastion lies a chamber accessible only from within the bastion. This low-ceilinged room looks down on the attackers before the wall and has murder holes in the floor for dropping bombs, oil, and alchemist's fire, or for making ranged attacks. Each murder hole measures three feet across and is covered with both an iron door and a hinged iron grate.

This room also holds four large cauldrons positioned over firepits for heating oil to drop, as well as a wooden barrel full of caltrops and a locked iron cabinet (Open Lock, DC 28) that holds five **powder bombs** and three **smoke bombs**.

7. Cannons

These two emplacements hold small **cannons**. The cannons fire from wide loops that can be sealed with iron doors.

8. Magazine

This chamber across a bailey from the bastion's main wall stores the powder kegs needed for the cannons as well as the defenders' firearms and ammunition. There is enough powder and shot here for two hundred rounds from a firearm and fifty uses of the cannons.

9. Barracks

The barracks for the defenders adjoins the bastion's main wall. It contains space enough to quarter twenty soldiers.

10. Commander's Quarters/Office

Next to the barracks (Area 9), one can find the quarters for the commander of the bastion. This room also served as his or her office.

11. Storehouse

Across the bailey lies a simple storehouse of clothing, food, gear, and other necessities for the defenders. As it is not sealed, most of the contents have rotted or spoiled by now.

12. Armory

The room adjacent to the storehouse is locked (Open Lock, DC 30). This chamber stores arms and armor of all kinds. Typically, such an armory might contain the following:

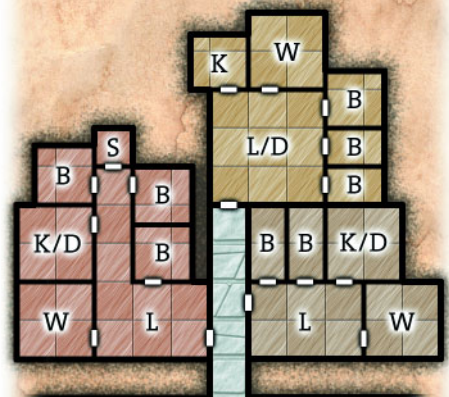
- 12 glaives
- 12 battleaxes and 2 masterwork battleaxes
- 4 greataxes and 1 masterwork greataxe
- 12 heavy crossbows and 2 masterwork heavy crossbows
- 120 crossbow bolts
- 6 **dragon rifles**
- 8 suits of dwarf-sized chainmail armor
- 6 large steel shields and 2 masterwork large steel shields
- 2 masterwork breastplates

Bastions Today (EL 12)

Today, **Soulless** guards use these defensive points to watch for and defend against all intruders (as well as Erebccus and other "native" foes). Erebccus and Daragin avoid these bastions as places of certain doom.

If manned (and most still are), a bastion contains ten Soulless guards standing watch. Typically, as soon as intruders enter the chamber to approach the wall, four of them crew and fire the cannons, then use light crossbows from the embrasures. Two take to the upper chamber and attack from above, using the powder bombs (one of them has the key

Typical Home Cluster



B = Bedroom
 D = Dining Area
 K = Kitchen
 L = Main Living Chamber
 S = Storage
 W = Workshop
 1 square = 10 feet

to the iron cabinet). Two man the gatehouse and two the mezzanine.

Soulless Guardians (10): 30 hp each, see page 471.

FORGES/WORKSHOPS

map N/A

Not surprisingly, adventurers can find forges and workshops throughout Dwarvenhearth. Often located near a **storehouse** containing tools and raw materials, these areas can be very large, comprising a dozen different forges, kilns, and other individual work areas.

Forges and workshops are rarely inhabited and almost never guarded. The ghost, wraith, or spectre of an artisan who worked here is the most likely—albeit rare—encounter. If a rust monster or xorn ever gained entry to Dwarvenhearth, one likely would find it here.

HOUSES

see map, page 474

Dwarvenhearth is full of homes. Most are located just off twenty-foot-wide “avenues” tunneled through the earth. The dwarves built their homes in clusters of three connected by a ten-foot-wide passage leading to the avenue. Most residential areas have two or even three levels. This means that, on the Dwarvenhearth map (page 469), each major passage actually represents two or even three passages (stacked vertically), each with its own branches that hold subterranean homes.

A typical home provided living quarters for two to four dwarves. This usually meant a married couple and one or two children, or one child and/or an aging uncle or grandmother. Most homes are simple but elegant—while not spacious or ornate, the craft in every pilaster, every cornice, every stone lintel, every coronet, every ornament, is impeccable and retains perfect form even centuries after its construction.

Most homes remain sealed (locked front door; Open Lock, DC 25). Looters will find valuables worth between 100 gp and 400 gp within, including very simple jewelry, decorated vases, mirrors, pots, and so forth. About one in four homes contains a masterwork weapon as well—usually a battleaxe, greataxe, warhammer, dwarven waraxe, or heavy crossbow with ammunition.

Although typical homes are virtually never guarded, looters should beware wandering oozes or slimes that might have gained entry into a home looking while seeking organic substances to consume. Delvers also should watch out for vengeful wraiths, spectres, or ghosts of the dwarves who once lived here and dislike the idea of intruders in their homes.

MINES

map N/A

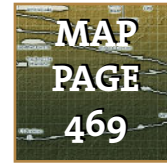
Winding passages, some unstable after all this time, make up the mines that stretch out from the edges of Dwarvenhearth. Many of them still harbor valuable veins of silver and gold or valuable minerals. Ore cart tracks run through many mine passages, and the ore carts are still there as well. Winch-driven lifts move up and down shafts to provide access to lower and higher levels—the mines are very much three-dimensional networks of tunnels and chambers. The mines are never trapped, but occasionally isolated areas become unstable and can produce a cave-in if disturbed (see “Cave-Ins and Collapses” in Chapter 3: Adventures of the DMG).

Oozes and various subterranean burrowing creatures like ankhegs make their homes in the mines, or simply use them to get around underground.

PLAZAS

see map, below

Numerous plazas and gallerias can be found throughout Dwarvenhearth, usually at central points amid clusters of homes. A multitude of chambers extend off each plaza. These rooms were once shops and businesses that sold all manner of goods and services. Dealers of nonperishable items still may be stocked with various goods, some useful and some not (delvers might find rope, spikes, tools and so forth, but just as many shops sold ceramic mugs and dishes, clothing, and furniture).



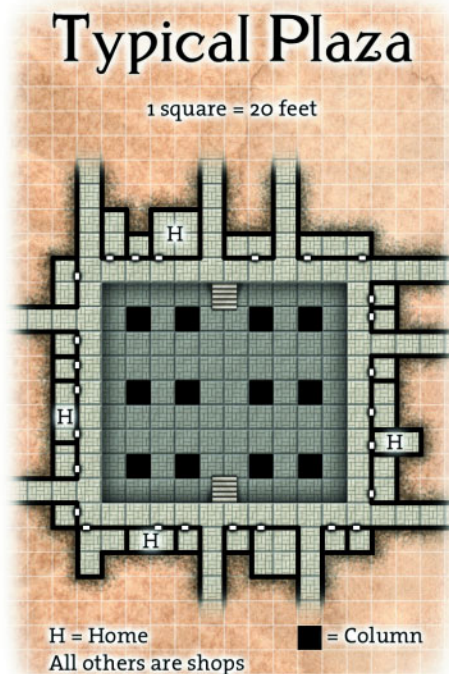
Storehouses, page 476

Some Dwarvenhearth homes are atypical. These usually belonged to very wealthy or prestigious dwarves. Such homes are sealed with multiple locked doors and sometimes warded with traps or guards (such as constructs or Soulless). They also contain great wealth.



*“Every home a palace, every dwarf a king.”
—Stonelost saying about Dwarvenhearth*

Sometimes in a dwarven home, workshop, or plaza, explorers might find a craftily hidden secret door (Search, DC 25–30). These typically lead to small vaults used to store personal treasures. The vast majority are undiscovered and unplundered and contain between 1,000 and 5,000 gp worth of various treasures.



Dwarvenhearth minted its own coins, which look distinctive in that they are rectangular and bear the images of hammers, anvils, and axes. Of course, spending Dwarvenhearth coins in Ptolus is likely to cause some attention and will rile the Stonelost dwarves.

*Erebaccus, page 468
Warmstone, page 472*



The Soulless, page 471

Daragin, page 465



Ghul, PT2: page 81

Each plaza's ceiling measures sixty to seventy feet high. They always have two levels—a main floor and a wide gallery that runs about the perimeter offering another level of shops, chambers and passages leading off the gallery. The main level contains thick rectangular columns supporting the rock ceiling.

Many shops off the plazas have been looted by the Erebaccus or Daragin (see below). In fact, a plaza is the most likely place to encounter a group of these deviant dwarves. It also might offer the lairs of creatures that have managed to gain entry into Dwarvenhearth, such as monstrous spiders or centipedes, oozes, or burrowing monsters like ankhegs, bulettes, or delvers.

Erebaccus Encounter (EL 9–10)

A group of **Erebaccus** is likely to be five to eight individuals plus a leader. Having just looted a small shop for tools, weapons, or food, the group sits around a *warmstone*. At any given time, two Erebaccus stand watch. The group launches an immediate and furious attack against anyone it sees. However, the leader, a female sorcerer who speaks a little Common, might want to parley if the intruders offer a magical item in tribute, or information about magic that can be found within Dwarvenhearth.

The members of this particular group are very young. They all believe the former residents of Dwarvenhearth died in a terrible apocalypse. They also have a difficult time conceptualizing that the world is larger than the bounds of their subterranean city.

In addition to personal equipment, this group of looters carries about 1,000 gp worth of various masterwork or treasure items.

Daragin Encounter (EL 12)

A wandering group of **Daragin** comprises four to six individuals with a male champion. In addition to his normal equipment, the champion has a special one-use iron flask magically containing a D'Stradi dancer. This group has just found the flask and is returning to its leaders with the find (the dwarves imprisoned the demon within the flask long ago and stored it in a vault, then forgot about it). The Daragin are on the move and don't want anyone or anything getting in their way but, if pressed, they won't hesitate to release the demon.

D'Stradi Dancer: 55 hp; see "Monsters" in PT6 (page 620).

STOREHOUSES

☞ map N/A ☞

A Dwarvenhearth storehouse typically has a locked (Open Lock, DC 30) iron door (hardness 10, 120 hp, break DC 30). About half of these contain foodstuffs—grain, vegetables, salted meats, spices, fresh water, ale, beer, and so forth. Each type of food is kept in sealed stone bins. About one-third of the storehouses contains tools, gear (rope, pulleys, picks, lanterns, etc.), and raw materials, such as planks of wood, ores, and so on. Still others hold mundane items, from clothing to furniture. The rest—only about 10 percent—are armories with weapons and armor. Each armory contains at least 1d10 masterwork weapons, shields, or armor.

Dwarvenhearth stonework is so perfect that a sealed storehouse remains airtight even after the passage of centuries. Those containing food and other perishables preserve their contents so well that they virtually have not aged. When someone opens the door to a sealed dwarven storehouse, a faint hiss sounds as the airtight seal is broken.

A sealed storehouse never has inhabitants, but all manner of scavengers might live within the ones that have already been opened: Erebaccus, oozes, dire rats, monstrous vermin, and so forth.

A few Dwarvenhearth storehouses are guarded by constructs or **Soulless**; in such cases, the contents are likely to be quite valuable.

SPECIFIC LOCATIONS

The next section presents a few sample specific locations within Dwarvenhearth: the Grand Entrance, Outer Tombs, the Tomb of King Stardelve, Cathedral Cavern, Cavern of Night, and the Palace of the Day King. DMs should use these offerings as a guideline for creating other locations in the dwarven city and to supplement Dwarvenhearth adventures.

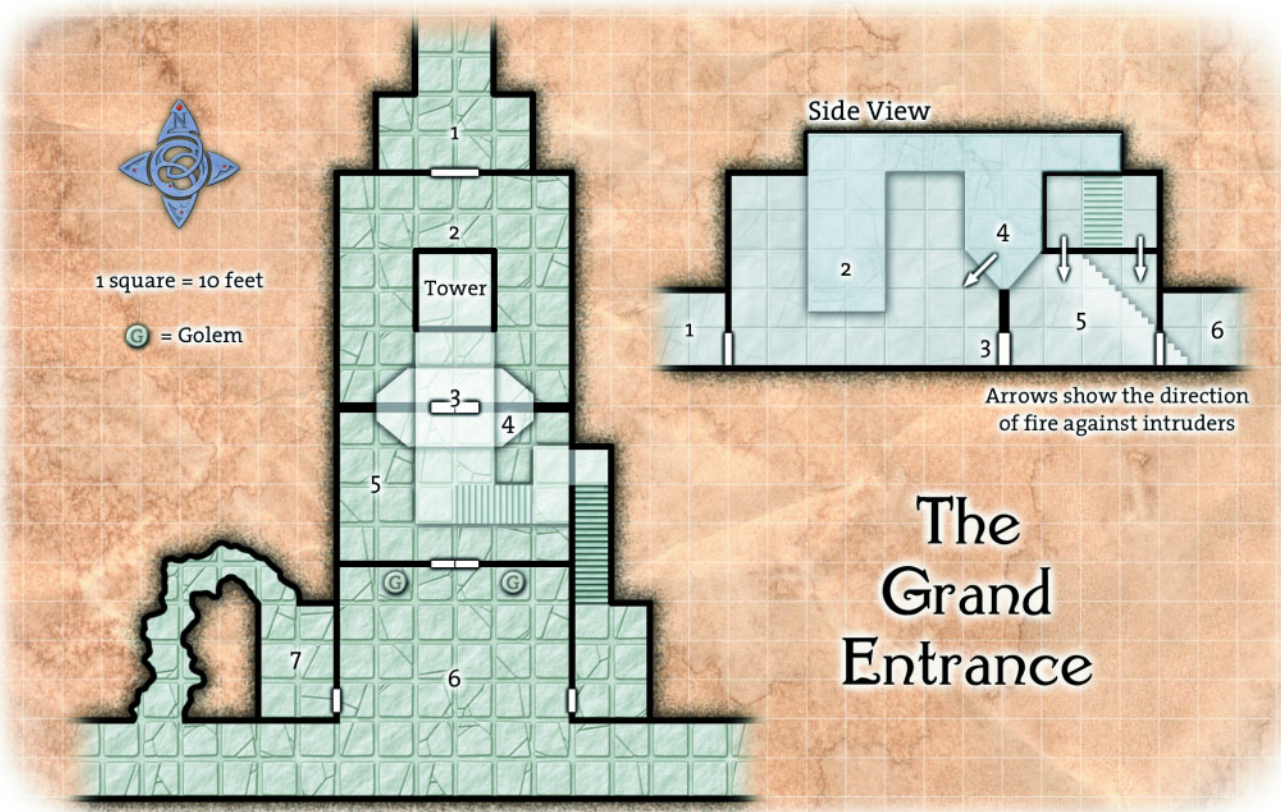
For a guide to the format of these locale descriptions and the icons used here, please see "District Neighborhoods/Locations" in the "City by the Spire" chapter of PT4 (page 168).

GRAND ENTRANCE

☞ see map, page 477 ☞

At the north end of the city of Dwarvenhearth lies the Grand Entrance: the main entry to the settlement once the dwarves permanently closed off all direct passages to the surface upon discovering **Ghul**.





The Grand Entrance

1. Gear Gate

This massive door leading into Dwarvenhearth looks like a huge gearwheel that opens by rolling aside on cannily built tracks. It is made of steel three feet thick and laced with adamantine, giving it a hardness of 13, and 1,200 hit points. The gate has ten different locking mechanisms and requires ten different Open Lock checks (DC 30) to open it, assuming a Dwarvenhearth key is not available. If any one check fails, they all reset. Dwarven magic makes the Gear Gate immune to spells of 4th level or less, so *knock* does not help open it.

2. Inverted Tower

When the Gear Gate opens, the Inverted Tower is the first thing a visitor sees. The ceiling in the chamber rises fifty feet. Accessed from above, the tower projects down from the ceiling like a stalactite—the lowest level hangs suspended fifteen feet off the ground. From within its three levels connected by ladders, defenders could fire crossbows and **dragon rifles** through loops at any spot within the chamber beyond the gate. If invaders gained access to the tower, the defenders can release the entire Inverted Tower from the ceiling with a single lever, not only denying the attackers access to the corridor above but sending hundreds of tons of stone crashing down onto them (inflicting 15d6 points of damage to anyone in the chamber; Reflex save,

DC 22, for half—no save allowed for anyone actually in the tower).

3. Inner Gate

A massive iron bar seals two iron gates just south of the Inverted Tower. The Inner Gate has a hardness of 10, 360 hit points, and a break DC of 30.

4. Gatehouse

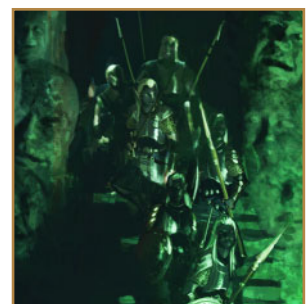
Positioned above the Inner Gate, the gatehouse is accessed from above by a corridor that leads to the chamber above the Slaughterhouse (Area 5). From the gatehouse, defenders can fire down upon anyone coming through the Gear Gate (Area 1) with cover behind arrow loops. They also can use a mechanized lever system here to release the iron bar sealing the Inner Gate.

5. The “Slaughterhouse”

The Stonemight dwarves called this area between the Inner Gate and the Second Gate the “Slaughterhouse” because dwarves with crossbows and dragon rifles could fire at intruders from embrasures in the two-story chambers on either side, and dwarves above the room could rain down more attacks, as well as alchemical bombs from above.

Even the floor can fill with traps. Once activated, hidden pressure plates throughout the room trigger the release of iron pikes that thrust up at an angle from holes in the floor to stab anyone moving across the floor. Those running or double

The Grand Entrance lies near the Eternity Cave (see page 448), below the South Market.



Dark elves were the perennial enemies of the residents of Dwarvenhearth, although ultimately it was Ghul who caused them to abandon their beloved home.

Dragon rifles, PT6: page 560

DM TIPS

Remember that stone worked by dwarves in Dwarvenhearth has a hardness of 10 rather than 8.



Zachean, page 466

Dwarvenhearth holds many other dwarven crypts, some even more elaborate and well protected than King Stardelve's.

moving through the room take additional damage as they impale themselves.

6. Second Gate (EL 14)

The stone valves of the Second Gate are sealed with a massive iron bar. They have a hardness of 10, 360 hit points, and a break DC of 30. On the inner side of the gates, two rune golems in the form of massive dwarven warriors attack anyone passing through the gate without a dwarf escort.

Rune Golems (2): hp 110 each; see MM (as stone golem), but one slam inflicts an extra +2d6 points of fire damage, and the other +2d6 points of cold damage; see page 465.

7. Guardhouse (EL 9)

Adjoining the chamber behind the Second Gate are the quarters of the guards who defended the Grand Entrance. These most elite and honored of soldiers enjoyed fairly opulent quarters. Today, however, the area is inhabited by a pair of bulettes that burrowed into Dwarvenhearth a month or so ago and have been wandering its halls ever since.

The bulettes uncharacteristically have gathered together all the shiny-looking treasure from the entire entrance complex—various silver mirrors, gold candlesticks, jewelry, coins, and ingots worth a total of 2,900 gp, as well as a masterwork greataxe and three flasks of alchemist's fire.

Bullettes (2): hp 85 and 90; see MM.

OUTER TOMBS

see map, page 469

Many tombs and crypts fill this dwarven necropolis east of the Grand Entrance. Treasure seekers will find to their delight that the dwarves entombed their dead with some of their own riches. However, they sealed the Outer Tombs well—and trapped them, to boot.

Dark elves led by Zachean looking for the Tomb of King Stardelve (see below) may have made it as far as the Outer Tombs by the time PC explorers reach this area.

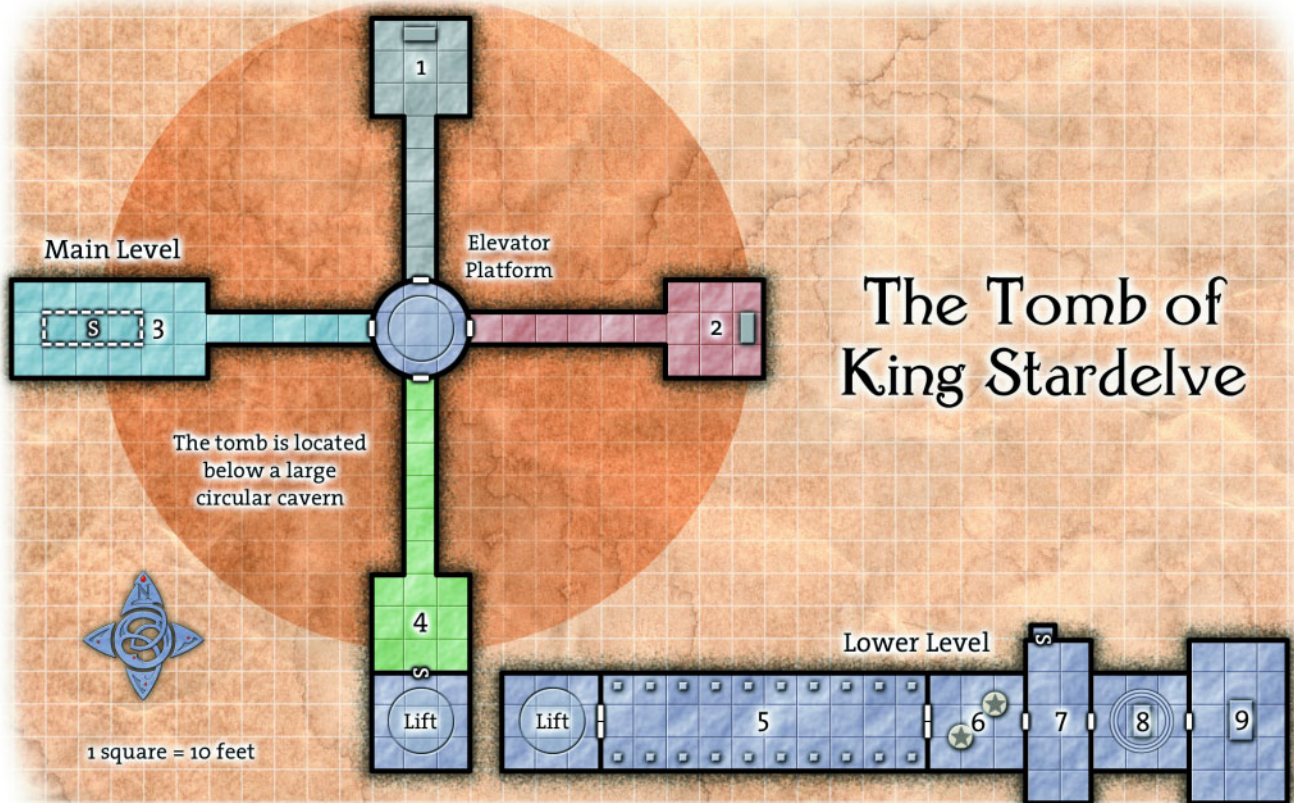
TOMB OF KING STARDELVE

see map, below

Placed upon a massive stone dais within a circular chamber almost two hundred feet across, the tomb appears to be a freestanding rotunda twenty feet in diameter covered in Dwarvish runes and flanked by two massive statues of dwarf warriors holding warhammers in both hands. Actually, the rotunda is empty; it serves instead as an elevator down into the real tomb. If someone triggers the secret switch (Search, DC 28) the entire structure sinks down into a shaft four hundred feet deep.

1. First False Tomb (EL 8)

The door leading north from the elevator closes and seals 2 rounds after someone opens it, unless



The Tomb of King Stardelve

somehow prevented. The door is heavy and made of stone (hardness 10, 90 hit points, break DC 27). At the end of a long hallway paved in black and white marble squares, a chamber holds a massive sarcophagus with a dwarf laid in relief upon the lid.

The sarcophagus is a trap. Opening or even touching it triggers the chamber and hallway to fill with poison gas. The room is otherwise empty.

Poison Gas Trap: CR 8; mechanical; location trigger; repair reset; gas; multiple targets (all targets in the chamber and hall); never miss; poison (burnt othur fumes; Fortitude save, DC 18, resists, 1 Constitution drain/3d6 Constitution); Search DC 27; Disable Device DC 27.

2. Second False Tomb (EL 9)

The door leading east from the elevator closes and seals 2 rounds after someone opens it, unless somehow prevented. The door is heavy and made of stone (hardness 10, 90 hit points, break DC 27). At the end of a long hallway paved in red granite slabs veined with green, a chamber holds a massive sarcophagus devoid of marking or ornamentation.

The entire room is a trap. If anyone so much as steps into the chamber, the sarcophagus sinks down into the floor, whirling poisoned blades come down from the ceiling in the hallway, and the walls close in within the chamber, crushing those inside—or forcing them into the blades.

Compacting Room: CR 7; mechanical; proximity trigger; automatic reset; walls move together (12d6, crush); multiple targets (all targets in room); never miss; onset delay (2 rounds); Search DC 27; Disable Device DC 27.

Whirling Poisoned Blades: CR 7; mechanical; proximity trigger; automatic reset; attack +10 melee (1d4+4/19–20 plus poison, dagger); poison (purple worm poison; Fortitude save, DC 24, resists, 1d6 Strength/2d6 Strength); multiple targets (anyone in the hall); Search DC 27; Disable Device DC 25.

3. Third False Tomb (EL 10)

The door leading west from the elevator closes and seals 2 rounds after someone opens it, unless somehow prevented. The door is heavy and made of stone (hardness 10, 90 hit points, break DC 27). The long hallway beyond is paved in small blue and white stones laid in a mosaic of Dwarvish runes relating the praises of King Stardelve. At the end of the hall, a chamber stands empty.

A large locked secret door in the middle of the floor of the chamber (Search, DC 28, to find; Open Lock, DC 29, to open) slides open to reveal a recessed area ten feet wide, thirty feet long, and ten feet deep. The only object in this recessed area

is a sarcophagus covered in Dwarvish runes telling of King Stardelve's great deeds.

This sarcophagus is indeed false, and the act of opening it (or even trying) triggers a spell that summons three dire bears into the room above, even as the secret door slides shut and locks again (one cannot open the lock from within). The dire bears attack anyone they see; they last until they are slain or until they slay all intruders.

Dire Bears (3): 105 hp each; see MM.

4. Entrance to the Real Tomb (EL 12)

A long hallway paved in green marble leads south from the elevator. Its walls are etched with banderoles covered in Dwarvish runes that praise King Stardelve. At the end of the hall lies an empty square chamber. The back wall of this room holds a secret door (Search, DC 27, to find) trapped with a *glyph of warding*.

Glyph of Warding (Blast) Trap: CR 6; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 16th-level cleric, 8d8 sonic; Reflex save, DC 14, half damage); multiple targets (all targets within 5 feet); Search DC 28; Disable Device DC 28.

Beyond the secret door lies another square chamber and what appears to be a deep pit, twenty feet across. Runes surround the pit, and a massive stone falcon stands upon either side of it, their outstretched wings meeting over it. From the point where the wings of the two falcons touch, a pulley dangles a heavy iron chain down into the pit (illustrated on the next page).

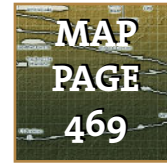
If anyone so much as approaches this pit, two dwarf spectres come up out of it and attack immediately, followed by two more the following round. These spectres have +4 turn resistance here in addition to their normal turn resistance and are treated as having double their normal Hit Dice (in this case, 14 HD) for purposes of turning.

Spectres (4): hp 45 each; see MM.

The Pit: The pit is two hundred feet deep. The chain and pulley connect to a lift which can be raised or lowered via mechanisms hidden within one of the falcons (Search, DC 20, to find). The pit goes down to an empty square chamber just outside one end of the Great Hall of Morachon (Area 5).

5. Great Hall of Morachon

Square granite columns run down both sides of this long hallway, which is girded by a pair of iron doors on either end. Each door bears the hammer symbol of Morachon, god of the forge. Each column displays the relief of an anvil. The doors are affixed with mechanisms that allow



A Stonelost dwarf with any kind of scruples could likely conceive of no greater sacrilege than raiding the tomb of the heroic King Stardelve. Even the Grailwarden dwarves (symbol above) know of this historic monarch's great valor and treat his memory with supreme respect.

King Stardelve wasn't just a hero in the fight against the Skull-King. He was a wise and benevolent ruler. Although his reign was unfortunately short by dwarven standards, he will always be remembered as one of the greatest of his people's kings. To the Stonelost dwarves' great dismay, King Stardelve never married or sired children. Although some dwarves living today claim a blood relation to this mighty king, it is at best a very distant relation.





DM TIPS

Roll for initiative when the player characters encounter the false Stardelve crypt (Area 8) as if it were a normal encounter, but have the skeleton go last.

The gorgons in Area 6 are not random monsters but creatures sacred to Mocharum, God of the Dwarves. At the height of Dwarvenhearth, trained gorgons guarded the Palace of the Day King and the Cathedral Cavern (page 481). A Knowledge (religion) check (DC 22) will suggest to a character that the statues are not of bulls but of gorgons, a traditional holy guardian. This information may provide the character with a useful clue to help survive that chamber.

only one pair to be open at a given time (a Disable Device check, DC 27, can disable this safeguard).

If characters disable the mechanisms, another Search check (DC 25) reveals a hidden switch in the mechanisms that detaches the doors altogether. If someone uses a detached door (weighing 2,500 lbs.) to strike one of the columns—hammer striking anvil—a voice booms out in Dwarvish: “Receive the blessing of Morachon.” At the same time, a secret panel opens in the column, revealing a niche containing a vial. The vial has one of four potions within it: *cure serious wounds*, *heroism*, *shield of faith* +4, or *oil of greater magic weapon* +4.

There are twenty columns, and five potions of each type.

6. Guardians (EL 11)

Through the doors at the east end of the Great Hall of Morachon near the middle of a large room stand two stone statues of bulls, each ten feet long. Their horn tips hold torch sconces with *everburning torches* in them.

Each of the statues transforms into a gorgon when someone comes within thirty feet. They attack immediately. In addition to their normal abilities, each of them can—as a free action—blast a *flame arrow* out of one of its horns each round, as if cast by a 10th-level caster. If slain, the gorgons collapse into stone fragments, as if they were statues all along.

Gorgons (2): hp 100 and 120; see MM.

7. Grave Goods

Past the guardian chamber lies an opulent hall with golden chandeliers. Painted frescoes covering the walls depict King Stardelve’s battle with the forces of Ghul. Urns, crates, baskets, and boxes fill the room, many old and rotted. These all used to contain kingly possessions—scented oils, rare spices, food, silks, and so forth. None of it has value any longer.

Treasure: In addition to the three chandeliers (worth 800 gp each), however, there is a secret door in the wall low to the floor, measuring only three feet square (Search DC 30, to find). Behind it lies a golden chest (worth 1,000 gp) containing 10,000 gp worth of jewelry and gold ingots.

8. Final Trap (EL 8)

The doors into this room are locked (Open Lock, DC 25). These bronze-coated stone doors all bear the runic words: “Here lies King Stardelve, Greatest of the Day Kings.”

Inside, a square chamber holds a massive sarcophagus on a wide dais. A dwarf skeleton standing atop the sarcophagus wears silken robes and a golden crown. He gestures with a jeweled scepter as if it were a magical rod. King Stardelve? No. It’s one last trap.

The whole sarcophagus and dais are rigged so that if any force strikes them, whether it is an area spell, a missed attack, a climbing or leaping

PC, or a skeleton standing atop them collapsing after its destruction, they explode with great force. The sarcophagus and dais are made of painted wood, are filled with gunpowder, and are laced with sorcery. The explosion fills this chamber and twenty feet into the adjoining chamber(s) if the doors are open. It inflicts 12d6 points of fire damage (Reflex save, DC 22, for half damage).

The crown and scepter are phony.
Skeleton, Dwarf Commoner: hp 6; see MM.

9. The Real Tomb

The doors into this room are locked (Open Lock, DC 30), and the seams have been filled with lead; this latter safeguard requires at least a half-hour to remove or a Strength check (DC 29) to break open, assuming the doors are unlocked. The bronze-coated stone doors are etched with the rune of King Stardelve.

King Stardelve was a great and powerful king who possessed an artifact called the *Platinum Cestus*, a magical gauntlet that granted its wearer great power (see sidebar, below). His followers buried it with him, then sealed the tomb.

King Stardelve's body—dead, not undead—lies within a bronzewood coffin inside the sarcophagus in the middle of this tomb. The true sarcophagus is plain except for Stardelve's rune.

The corpse wears +3 *chainmail*, a *ring of greater fire resistance*, a gold ring with three rubies (worth 3,500 gp), and a gold crown set with emeralds (worth 5,400 gp). The king also wears the *Platinum Cestus*.

CATHEDRAL CAVERN

📍 see map, page 469 📍

The largest natural caverns that the dwarves incorporated into their city, the Cathedral Cavern was thought to be the most sacred portion of this settlement. The dwarves built temples to all their gods within this chamber.

The cave is so large that, rather than working the entire floor smooth, the dwarves merely cut paths through it. These roads wind their way through tall stalagmites, huge stony formations, and massive boulders. The **Daragin** roam the cavern, looking for loot. Swarms of **hiistiches** frequent the place as well.

Explorers can find temples to the following gods here (clockwise from the northmost temple):

Herkan, Goddess of the Stones (EL 11)

This tall, imposing structure appears as a sort of ziggurat. Entering this temple today triggers glyphs that summon Large earth elementals to attack intruders. Amid other things, a stash of **aethel stones** and **marlite** lies within the temple's reliquary.

Earth Elementals, Large (8): hp 68 each; see MM.

Frega, Goat Goddess

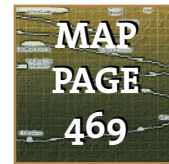
This minor temple stands empty today; only the idols and painted images of goat-headed dwarves remain.

Yurabbos, Goddess of Supreme Devotion

This largish temple seems rather nondescript. Hidden within it (Search, DC 20), one can find an ancient scroll detailing the process for creating a **Soulless** and directions to find the **Chamber of Day Into Night**.

Unnom, Lord of Caverns (EL 13)

Although it looks like a normal dwarven structure on the outside, the interior of the temple resembles a set of natural caverns, complete with stalagmites, dripping limestone, and bats. The ghost of the last of this temple's priestesses, Frana Amberfist (female dwarf cleric11), angrily haunts this place, seeking forevermore to complete one last rite dedicated to her god.



Daragin, page 465
Hiistiches, page 468

Herkan (CG: Good, Earth, Healing) is a chaotic dwarf goddess! See PT2: page 69.

Aethel stones, PT2: page 45
Marlite, PT2: page 46



Frega (LG: Animal, Good, Law) watches over all animals, but particularly goats and boars. See PT2: page 69.

Yurabbos (LN: Law, Strength) represents unswerving loyalty. See PT2: page 70.

The Soulless, page 471
Chamber of Day Into Night, page 482

Worshippers of Unnom, Lord of Caverns (N: Earth, Protection), believe that their god created the caverns here to be found and used by the dwarves. See PT2: page 70.

"So? A bunch of long empty halls and echoing chambers. What fun is that?"
—Inexperienced halfling adventurer Seanus Illithan

PLATINUM CESTUS

This powerful artifact draws upon the wearer's personal power—the greater the wearer, the greater the artifact's might. The single platinum gauntlet shimmers with energy. It increases the wearer's Strength and Charisma scores by a +1 luck bonus for every five levels the wearer possesses, rounding down.

Further, the *Cestus* allows use of a number of spells, each requiring the artifact to expend one charge per spell level. The *Cestus* carries one charge per level of the wearer, renewed daily. The available spells are: *disintegrate*, *divine favor*, *flesh to stone*, *heal*, *levitate*, *move earth*, *regenerate*, *shield*, *stone to flesh*, *transmute rock to mud*, *transmute mud to rock*, *truestrike*, and *wall of stone*.

The wearer also can draw upon a *wish*, but doing so drains 1d6 points of Constitution with each use (use Charisma if the wearer has no Constitution score).

King Stardelve died using the *Cestus*, calling upon one too many *wishes* in his valiant battle against Ghul (see page 462).

War altars such as this one were used in the Stonemight dwarves' first and only battle against Ghul: the Battle of the Grand Gate. Delvers might find one in their explorations of Cathedral Cavern.

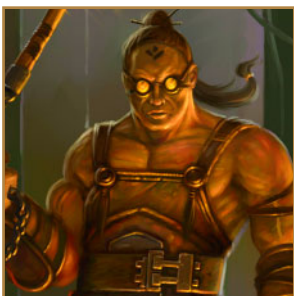
The Soulless, page 471

Mocharum (LG: Civilization, Good, Law) remains popular among all dwarf overclans. See PT2: page 69.

Morachon (LN: Earth, Fire, Law) is the patron of smiths and other dwarven craftsmen (see PT2: page 69).

The Iron God (LN: Earth, Fire, Technology) is mainly a Prustan and Grailwarden deity. His image is never displayed (see PT2: page 69).

Servants of the Axe, page 470



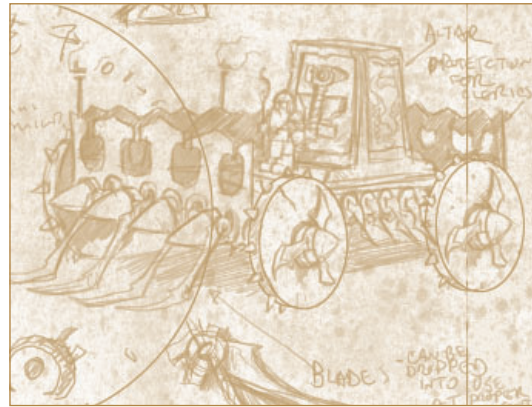
An avatar of the Iron God named the Wandering Smith sometimes can be found in the South Market (PT5: page 367).

WAR ALTAR

This huge stone altar with gold inlay is mounted atop a wheeled platform twelve feet long and eight feet wide. It is ensorcelled to move under its own power and designed to carry clerics into battle to support the warriors. The highest-level divine spellcaster atop the altar commands it as a standard action, although once it begins moving in a given direction at a given speed, no one needs to command it again except to change direction or velocity.

It can move at a speed of twenty feet. The vehicle has AC 20, 200 hit points, and a hardness of 10. The platform has a *hallow* spell cast upon it. Anyone on the altar enjoys three-quarters cover and the benefits of a continual *bless* spell.

Moderate evocation; CL 12th; Craft Wondrous Item, *animate objects, bless, hallow*, Knowledge (engineering) 5 ranks; Price 80,000 gp; Weight 6,000 lbs.



The Brothers (EL 12)

The dwarves dedicated this, the largest of the Cathedral Cavern's temples, to Mocharum, God of the Dwarves, and his brother Morachon, God of the Forge.

A dozen *Soulless* guard this temple. A hidden chamber (Search, DC 27) within it holds the *war altar* (see sidebar, above). The central chamber is a functioning forge with a Huge fire elemental trapped within it.

Soulless Guardians (12): 30 hp each; see page 471.

Fire Elemental, Huge: hp 136; see MM.

The Iron God (EL 11)

This temple has been desecrated and gutted. The *Servants of the Axe* now control it; the magical axe *Thundersong* uses it as a base of operations for its *dominated* slaves. Seven of the warriors are here at any given time.

Servants of the Axe (7): 48 hp each; see page 470.

CHAMBER OF DAY INTO NIGHT

see map, page 469

This chamber just east of the Cathedral Cavern lies beyond a secret passage (Search, DC 30, to find). All the walls in this sixty-foot-long, forty-foot-wide room are covered with ceramic plates six inches across, each bearing a rune. These magical runes each hold the spirit of one *Soulless* guardian. This is the place where the *Soulless* dwarves were created.

A complex device in the middle of the room surrounds a flat stone slab upon which a volunteer was placed. The slab is engraved with the symbol of the deity Yurabbos: a hand clutching

a gemstone. A character who makes a successful Knowledge (arcana) check (DC 23) can determine how to make the machine work. It requires a willing, living humanoid (even a nondwarf can be suitable) and a blank ceramic plate upon which to etch a rune to store the target's soul. At the end of the three-hour process, the humanoid has become a *Soulless* able only to protect Dwarvenhearth.

CAVERN OF NIGHT

see map, page 469

Second largest of the natural caverns incorporated into Dwarvenhearth, the Cavern of Night west of the Cathedral Cavern takes its name from the unusual mineral deposits near the ceiling of the cave—a mass of dark stone punctuated with white crystalline formations. If anyone brings light into the cavern, the crystals twinkle like stars in the night sky.

The cavern measures over four hundred feet long, with a ceiling more than one hundred feet above the floor. All surfaces here are worked to be relatively smooth.

The Cavern of Night has various chambers, two of which are described below.

Palace of the Night King

Infamous for its long, shadow-filled hallways, gothic arches, and baroque ornamentation, the Palace of the Night King hardly seems to fit most stereotypes regarding traditional dwarven architecture.



The palace itself has hundreds of rooms spread out over six levels. Beneath the fortress lies an extensive dungeon, which served as the primary Dwarvenhearth prison in its day.

Today the Court of Night and the dungeons beneath are haunted with shadows of the dead, as well as wraiths, spectres, and ghosts. Soulless guardians and baroque-styled stone golems also attempt to prevent intruders from gaining entrance.

Kaled Menar

Within the Cavern of Night stands the tower of Kaled Menar, home of the **Mindforge** dwarves. Even gaining entrance to this tower requires solving a puzzle lock. The tower stands seventy feet tall and has six levels, as well as two levels below the tower.

PALACE OF THE DAY KING

 see map, page 469 

This large complex northeast of the Cavern of Night was the home of the Day Kings. It boasts hundreds of rooms, including some rather impressive columned great halls, on five levels. In its heyday, the palace had dozens of servants and staff and a large court of nobles and wealthy courtiers, many of whom lived right in the palace. It has its own selection of sealed **storehouses** and armories, as well as vast courtyards, an arena, an opera house, and more.

The vaults beneath and within the Palace of Day contain some of the city's greatest treasures. These vaults are made of steel and mithral and protected by traps, **Soulless** guardians, constructs, and triggered summonings that call upon spirit nagas, guardinals, and earth elementals to attack intruders.

Over the years, both the **Daragin** and the **Erebaccus** have made many attempts to enter and loot the palace. Each time the effort met with defeat.

DWARVENHEARTH SCENARIOS

First and foremost Dwarvenhearth awaits explorers. It is the very epitome of dungeon delves for the sake of gaining treasure, lost lore, and experience. However, there are other things beyond the need for discovery or outright greed that can send player characters to Dwarvenhearth.

SECRET OF THE DWARVES

The PCs seek an important secret of the Stonemight dwarves. Perhaps it is as simple as some bit of stonework lore or a technological development of old. The only place to gain such a secret is Dwarvenhearth, and so they must mount an

expedition to the subterranean city. Of course, the first portion of such an adventure involves acquiring a key or other means of entry, which might be a huge undertaking in itself. It may force the adventurers, for example, to enter into a business deal with **Malkeen Balacazar**, who has a key. Malkeen, in turn, will want the player characters to perform some favor for him—nothing too terrible, though, or they won't be likely to agree. But even doing something good for someone so evil seems distasteful.

STOP THE DARK ELVES

Zachean the dark elf vampire seeks the Tomb of King Stardelve to obtain the *Platinum Cestus*. If he succeeds in his unholy quest, it will give the dark elves a major victory. During an encounter with the **Forsaken** in the surface city, the player characters learn that Zachean entered Dwarvenhearth and realize he must be stopped. To do so, they must enter the dwarf city themselves and find him and his men.

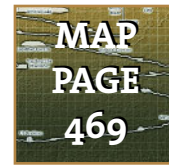
Of course, along the way the PCs may learn of *sunstrike*, the dark elf bane sword in Kaled Menar—a useful weapon in their endeavor, to say the least.

DWARVENHEARTH FREE-FOR-ALL

A number of Dwarvenhearth keys are discovered. Some are auctioned off to delvers, others are kept closely guarded. More and more outlanders enter Dwarvenhearth—far more dark elves than just Zachean and his team, plus surface elves interested in stopping them (perhaps sponsored by **Doraedian Mythlord**), various teams of delvers, and, of course, Stonelost dwarves seeking to keep all them out.

In this scenario (or mini-campaign), Dwarvenhearth becomes a busy place full of explorers, each racing to find new, unplundered areas. Each force battles the Soulless, the Erebaccus, and the Daragin, as well as the other inhabitants (constructs, miscellaneous monsters, and so forth). It becomes an open battleground for elves and dark elves—ironic that they struggle amidst the remains of a dwarven community.

Of course, the incursions become a serious bit of contention between the dwarves and the other races. Yorid Glitterfist, dwarf representative of **Kaled Del** to the **Twelve Commanders**, demands that the **Commissar** and **Delver's Guild** help keep out the offensive intruders. Dwarvenhearth becomes the object of a political battle as well as a physical one.



Malkeen Balacazar, PT3: page 102

Mindforge, page 463

Zachean, page 466

The Forsaken, PT3: page 112

Various scrolls and other references within Dwarvenhearth suggest that a +3 keen dark elf bane longsword called sunstrike was entrusted to the Mindforge after the last dark elf war and still lies within Kaled Menar.

Storehouses, page 476

The Soulless, page 471

Daragin, page 465

Erebaccus, page 468

Doraedian Mythlord,

PT4: page 208



Kaled Del, page 448

Twelve Commanders,

PT4: page 148

The Commissar, PT4: page 149

Delver's Guild, PT3: page 108

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TEMPLE DISTRICT

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BAY OF PTOLUS

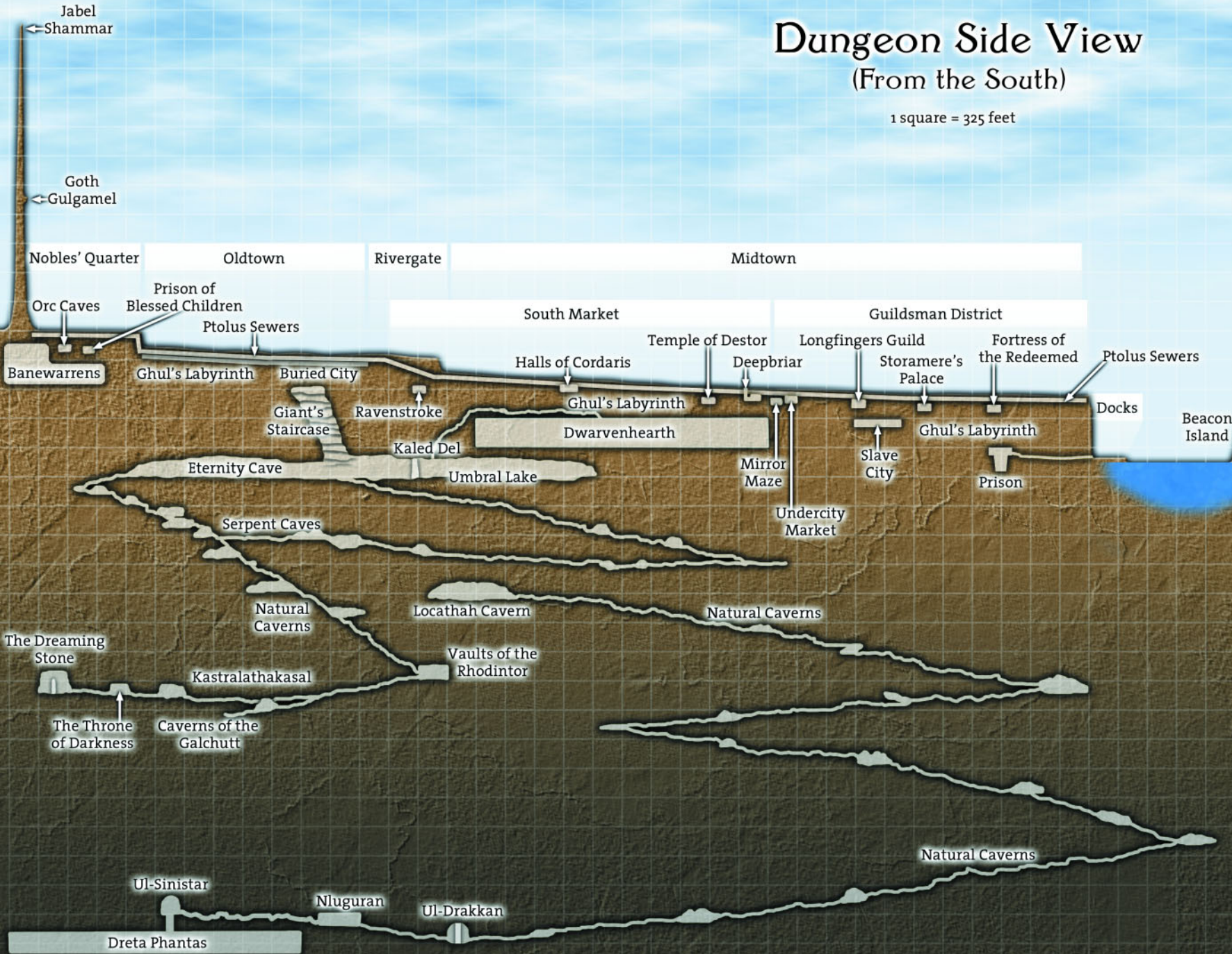


TRACON ISLAND

WATER ELLA

Dungeon Side View (From the South)

1 square = 325 feet



⇒ PROCLAMATION ⇐

By Order of His Holiness,
Rehoboth, Emperor of the Perfect and
Beatific Church of Lothian:

On this day of Newyear the first

The Bounty Placed upon the tail of all
Plague Rats, also known as Ratmen,
Ratfolk, and Rats most Dire, within
the Walls or under the Streets of this
good Imperial City of Ptolus
Is hereby raised to three of his
Majesty's Gold Thrones.

Further, the Church of Lothian will
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five rat tails turned in.



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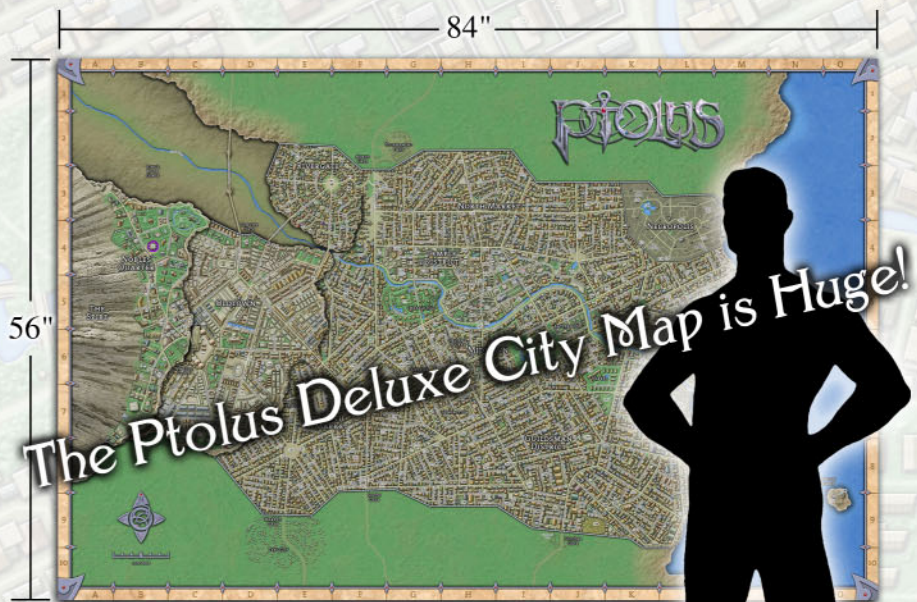
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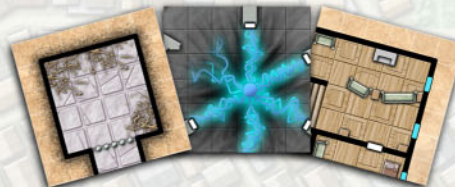
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