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Dungeon Crawl Classics #2

The Lost Vault of Tsathzar Rho

by Michael Mearls
AN ADVENTURE FOR FIRST LEVEL CHARACTERS



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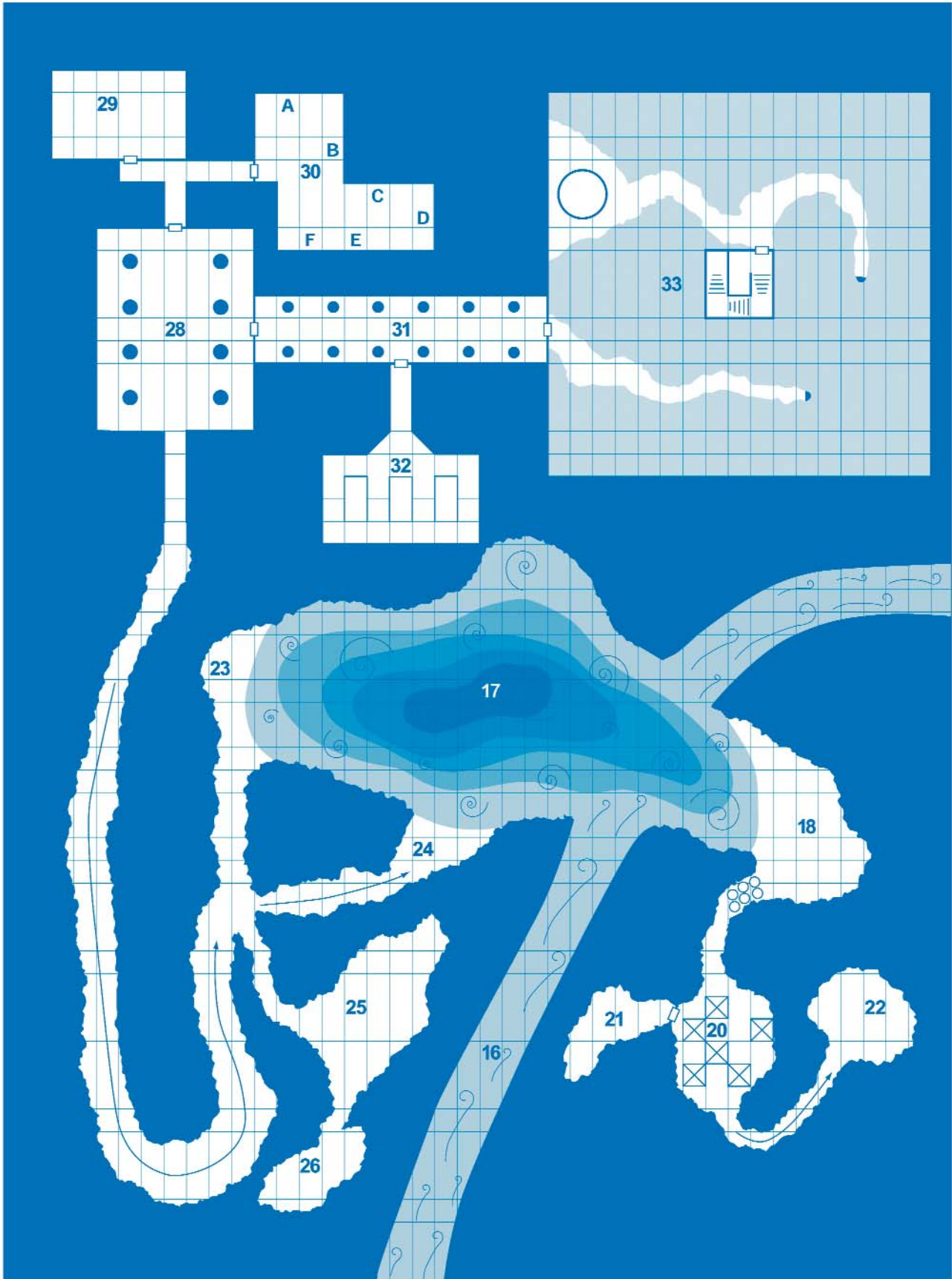
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Introduction

Welcome to a land of endless adventure, where strong steel, steady nerves, or a magical spell is all that is necessary for a humble peasant to become a mighty hero. This module is written in the spirit of the golden age of role-playing games, when wonder, excitement, and plain old fun were always just around the corner. It presents a three-level dungeon that takes beginning characters all the way up to 3rd level. Wits, courage, and a small amount of luck are all that stand between victory and defeat. Though this module focuses on combat, it is by no means a mindless series of battles. Cunning players will find encounters that reward ingenuity, planning, and good tactics. Those who rush forward without thought will soon find themselves generating a new character.

Background

In the ancient days of the world, Tsathzar Rho was an ambitious sorcerer of considerable power. He forged gates between worlds, bent demons to his will, and cultivated magical abilities the likes of which the world has not since seen. Yet, as the saying goes, power corrupts, and absolute power corrupts absolutely. Tsathzar Rho mastered magics of the ninth circle, enslaved the demon-generals of the murkiest abyss, and shattered the Silver Gate of the Eighth World, yet still he desired more. While his successes grew his power, so too did they cultivate his arrogance. In time, he sought out power and magic beyond the reckoning of men, gods, and even the demons that whimpered at the mere mention of his name. He sent prayers and supplications to the Outer Gods, the Old Ones, the Lords of Infinite Emptiness, and other mighty beings that existed outside of planes. In his hubris, Tsathzar Rho believed he had the skill and cunning to bind such unspeakable horrors. Delving into texts judged ancient even in his distant epoch, he called forth the Keeper of the Gate and demanded that the Outer Ones appear before him.

In doing so, he sealed his fate for all eternity.

The Outer Gods did indeed answer Tsathzar Rho's call, but they came neither to hear his appeals nor to witness his magic. Their very nature warped and twisted the fabric of reality, causing a tremendous explosion that disintegrated Tsathzar Rho's tower and turned the region around it into an ashen waste. The local men and elves breathed a sigh of relief and continued with their lives, thankful that the tower's ominous presence had been expunged from the horizon.

However, such an intrusion into the mortal realms could not pass without leaving a permanent stain on the fabric of reality. Tsathzar Rho and his vaults were not destroyed. Rather, they were drawn into the Outer Gods' realm and forever altered to those dread beings' needs. Before Tsathzar Rho had drawn their notice, they had never before cast their baleful glance upon the world. Now, the time has come for the Outer Gods to

announce their presence and demand faithful prayers from the creatures of the world. The fabric of the planes has realigned, allowing Tsathzar Rho's demesne to appear once again. Tsathzar Rho now sleeps within, preparing to enter the world as the Outer Gods' prophet and high priest. As his spirit gains power, the world shall fall under the Outer Gods' domain.

Yet not all hope is lost. The Outer Gods know little of the mortal realm. By happenstance or fate, their plans have spiraled beyond their control. Tsathzar Rho's vault materialized within a mountain that long ago arose from the land. The sorcerer's spirit lacks strength and stands upon the edge of oblivion. Only one portion of the Outer Gods' plan of conquest has worked properly. The black chrysalis at the tower's center exerted a reality-warping field of energy that transformed creatures into evil servants of Tsathzar Rho's new form. A tribe of kobolds that lives within the caves where the vault materialized, along with the vermin and creatures that also dwell there, have been physically and psychically altered to defend the chrysalis and worship it as a god. When Tsathzar Rho is born, he shall find a small cadre of fanatics waiting to assist him.

Into this situation step the characters. The sudden change in the alignment and demeanor of the creatures in the cave has not gone unnoticed. A brutish ogre who lived there has begun to raid neighboring villages and waylay travelers. Previously, the ogre relied on extortion and intimidation to rob merchants and dominate the kobolds. The change has driven the creature mad, transforming it into a psychotic marauder. The characters are asked to track down this creature and slay it. In doing so, they discover that something is amiss. Further investigations lead them to the caves now altered by the coming of the Outer Gods' prophet.

The caves consist of three levels. The first level, the outer caves, is inhabited by insects, rats, and other vermin that have been turned into evil, predatory creatures by the Outer Gods' influence. They attack intruders and

fight to the death. The second level consists of the kobold tribe's caves. For years, these creatures subsisted on lizards and rats they hunted in the deep caves. Once a year, they supplemented their diet with a raid into the countryside, seizing a traveler or small band of merchants to add to their larder. Now, they are a bloodthirsty cult dedicated to the Outer Gods. They harbor dreams of conquest and epic blood sacrifices to appease their overlords. Tsathzar Rho's vault is the final dungeon level, its remaining chambers and galleries having displaced the earth. Within its halls are the kobold's leaders and the current avatar of Tsathzar Rho, first prophet of the Outer Gods.

Starting the Adventure

The Lost Vault of Tsathzar Rho is easily inserted into any campaign. Simply place it near any frontier town or village. As outlined above, the local villagers ask the PCs to defeat a marauding ogre. The region around the village is normally peaceful. The locals know of the cave where the ogre, kobolds, dire rats, and other creatures live, but never before have they caused any trouble for the men and elves of the area. As they begin the adventure, the players should have a sense that the creatures within the caves are normally peaceful. The physical changes the creatures have undergone and their extreme aggression should spark their curiosity. Otherwise, the characters may simply defeat the ogre, carry its corpse to town as proof of their deed, and continue on their way.

Presentation

Each encounter area within this dungeon is presented with three headers.

Appearance: A brief description of the area, including any rules that apply to action that takes place within it, treasure hidden in the area, and other elements.

Inhabitants: This section lists the EL for creatures encountered in the area and gives their possessions and physical descriptions.

Development: This section discusses tactics, likely actions, and other events that are likely to occur in the encounter area based on the characters' actions.

Think of the appearance head as setting the stage for the action, the inhabitants section giving information on the actors present for the scene, and the development portion giving you ideas and outlines for how the action develops.



Level One: The Caves

The first dungeon level is a series of natural caverns clustered around a subterranean river. The rock in this area is universally damp and slick. The floors are studded with stalagmites, and the air is thick with humidity. The following rules apply in all situations within this level.

Any character who attempts to run must make a Balance check (DC 15) or slip and fall on the wet stones and slick rock of the cave floor. Roll a d10 and treat the result as a percentage to determine how far the character moves before falling prone. On a 10, the character moves his full distance before slipping. Characters who fall take no damage.

The walls are as slick as the floor, causing a –2 circumstance penalty to all Climb checks.

The caverns and passages are cramped and cluttered with stalactites and stalagmites. Outside of room 1, characters who fight with Large weapons suffer a –2 circumstance penalty to hit.

Water drips from the ceiling, forming puddles and keeping the caverns damp. The incessant noise of water dropping into puddles echoes through the entire level, causing a –2 circumstance penalty to all Listen checks.

Development: Losses amongst the monsters on this level, including the kobolds, are not replaced. The kobold champion who commands this level, Slazzik Balefire, is a pariah amongst the leaders of his clan and was given this assignment to prove himself worthy of serving in the Outer Gods' legions. He fears that any reports of failure to his superiors can result in his execution and replacement. Thus, he prevents any word of the characters' actions from reaching the second or third dungeon level.

The kobolds attempt to focus their defense on area 7. If the characters defeat several bands of the creatures then retreat, they station up to a dozen warriors near the cavern hole and rotate guards to keep a constant watch. If for some reason the kobolds cannot hold area 7, they make their stand in the guardroom at area 12. In this case, they set their rats loose and use them as a screen near the river at area 8. If the guards in room 12 here the sounds of combat as the characters battle the rats, they rush down to join the fray.

Otherwise, adjudicate the kobold's plans and actions as you see fit. Keep in mind that the kobold's leader does not want to alert his superiors of any trouble, but his underlings are under no such compulsion. If the characters slay Slazzik Balefire, any surviving kobolds flee down the river to the second dungeon level.

Room 1 – The Ogre's Cave

Appearance: Logbrag the ogre has dwelled here for many years, as evidenced by the piles of garbage, old bones, and scattered items found here. The floor is thick with debris, a full six inches deep of bones, dirt, and loose rocks along the edges of the room. A crude fire pit is dug in the chamber's center, while a thick pile of blankets and furs covers the floor. An iron spike driven into a crack in the wall serves as a hook for a lantern.

Hidden beneath the furs is a *+1 large wooden shield*. Logbrag uses it to support his back. Two sacks tossed into a corner hold Logbrag's treasure and a week's worth of rancid meat and hard, moldy cheese. The ogre's treasure consists of 300 gp in silver, gold, and copper.

Inhabitants (EL 2): Logbrag the ogre's appearance has been changed by the Outer Gods' influence. His skin has turned jet black, while his eyes glow green. Rancid, oozing pustules cover his back, and in a few places along the wall dried puss and blood mark where he attempted to itch himself on the rock.

Development: Logbrag has proven difficult for the kobolds to control. Though the Outer Gods' warping influence should have made him pliable and obedient, it instead twisted his mind and turned him into a psychopath. As the characters approach, his delusions cause him to believe they are the emissaries of the gods sent to escort him to the afterlife. He speaks in halting Common of the changes to his body, the kobolds from the caves, and strange dreams he has been having lately. After a minute or two of conversation, he hefts his club with a resigned sigh and attacks, shrieking that the gods will not have his soul without a fight.

Room 2 – The Great Cavern

Appearance: This wide, vaulted chamber opens almost 60 feet above the characters. Stalactites and stalagmites dot the chamber, almost turning it into a series of smaller rooms. A small pool of water in the center of the room is shallow but broad. The water within it is warm but potable. The walls and rock formations here are particularly wet. They glisten by the light of the characters' torches or lantern.

A hole in the northern section of the ceiling leads to a passage to the deeper underearth. As the hole is over 60 feet from the floor, the characters may have trouble spotting it by torchlight or with darkvision. A

severed length of rope directly beneath the hole in a small puddle of water is the only clue of its presence. Water drips down from the hole, splashing down into the puddle. If the characters try to use a grappling hook to reach the hole, they must make an attack against AC 15 to lodge the hook in place. The hole opens to a passage with a rough, upward slope with plenty of places for a hook to catch.

Inhabitants (EL 2): Four stirges dwell amongst the stalactites here. Normally, they roost in here by day and hunt in the area outside the cave by night. The creatures were called here by the malign influence that infuses this area and they never attack any of the creatures under its control. Most of the time, they cling to the ceiling with their claws and sleep until they grow hungry enough to seek a meal.

The stirges have undergone a strange, subtle change to their bodies. They appear thin and emaciated, but as soon as they draw blood from an opponent they expand, stretch, and swell. Blood oozes from their skin, and if slain they pop like water balloons.

Development: As soon as the characters enter the chamber, the stirges prepare to attack. Remember that with most light sources the characters cannot see the stirges until they dive downward. Unless a character specifically states he is inspecting the ceiling, the stirges charge from their roosting spots and attack with surprise. Otherwise, the characters must make Spot checks opposed by the stirges' Hide skill.

Room 3 – The Beetle Cavern

Appearance: This corridor heading into this place from the north opens 10 feet above the cavern's floor. If for some reason the characters run into this chamber (such as if fleeing the stirges from area 2) they must make Spot checks (DC 20) or fall into the chamber, taking damage as normal.

This area is the southern end of a cavern similar to area 2. It is composed of light green rock and is choked with stalactites and stalagmites. Puddles dot the floor, reflecting light from torches and lanterns. Owing to the puddles and a rough, uneven floor, all creatures with less than four legs must move at half their normal speed or make a Balance check (DC 15) to avoid falling prone. Use a d10 as described above under the general rules for this level to determine where in his movement a character falls.

Inhabitants (EL 1): Three giant fire beetles occupy this area. Their bodies have been subtly changed

by the Outer Gods' influence. The fiery, glowing gems set into their bodies have changed to resemble tiny, human skulls. Their internal organs have slowly metamorphosed. In time, they will become voracious predators capable of devouring stone, metal, and other materials. For now, they simply emit a horrendous stench if chopped open in battle. This stink causes no effects beyond its unpleasant odor.

Development: The giant fire beetles have been drawn here from the deeper cavern regions by the call of the Outer Gods. They are unable to join their comrades in service due to the 10-foot cliff between the cavern and southern passage. Angry and agitated, they swarm through the room and chitter wildly, attacking anyone who enters here with a vicious abandon. If the characters use missile weapons against them, they flee to the north.

Room 4 – Parts Unknown

Appearance: This large cavern connects this complex to distant areas of the underearth. The floor is thick with dust, and the air is stale and musty. The floor slopes downward to the east, leading to three narrow passages that run several hundred feet before opening to caverns within the subterranean realms. You may expand on these regions as you wish, perhaps connecting them to a distant realm of underworld oceans and degenerate, decadent walled cities of the underdark.

Inhabitants (EL 1): Three more giant fire beetles dwell here. They have undergone the same changes as the beetles in area 3, though they have been here longer and are slowly starving to death. They spend their time lurking in the cavern's eastern areas, tucked behind rock formations.

Development: The beetles lurk in the eastern portions of this chamber, one to the northeast and two to the southeast. They have been here for a week and have found little food, forcing them to conserve their energy as much as possible. When they hear the characters approaching, they immediately attack. One beetle strikes from the north, while the other two arrive a round later. The beetles surge towards lightly armored characters. Driven half-mad by hunger and the Outer Gods' baneful influence, they fight to the death.

If the characters drove the three beetles from area 3 to this cavern, they take cover behind rock formations. After their fellows here attack, they rush forward from a third direction to flank and defeat the characters. Note that all six beetles fighting together count as EL 2.



Room 5 – Dark Corridor

Appearance: This narrow passage is choked with stalactites and other rock formations. Its ceiling stretches up to 20 feet in height, while its floor is covered in small holes, stalagmites, and puddles. The characters must move at half-speed or risk tripping and falling as described above under the dungeon level's general rules.

Inhabitants: A darkmantle lurks on the ceiling here, patiently waiting for prey to wander beneath it. Though under the domination of the power awakened in this place, it has undergone few physical changes. The kobolds allow it to remain here to guard the treasure cache they unearthed in area 6. They plan to transplant the creature to area 1 soon after Lobgrab dies or they are forced to kill him.

Development: The darkmantle waits for a character to pass beneath it. It then uses its *darkness* ability before dropping down to grab a character. The creature is clever enough to target unarmored foes or those who do not carry large weapons. In the area of darkness, this area becomes particularly dangerous. Anytime a character within the effect's area moves, he must make a Balance check (DC 20) or fall down. Characters unable to see the floor trip over rock formations and stumble about.

Room 6 – Treasure Cache

Appearance: This wide, low cavern has barely enough space for a Medium-size character to crawl through. As the passage leading to this area runs

northward, it becomes increasingly cramped and low. By the time it reaches area 6, the roof rises barely 2 feet above the floor. The characters must crawl through this area to fully explore it. Set in the middle of the eastern wall is a wooden treasure chest, tucked into a small hollow carved into the floor. Only the chest's top half is visible above the floor. The ceiling here is just tall enough to allow the chest to open.

Inhabitants: The chest holds this chamber's only occupants, four animated wooden figures left here to guard the treasure by the bandits who used this cavern as a base of operations many years ago. The chest is locked (DC 15 to open), though it shows some signs of recent disturbance. The kobolds discovered this place and attempt to open it, as indicated by the scratches on the lock and the kobold-sized handprints in the dust covering the chest.

If the characters open the chest, they discover that it has been left guarded. The four animated objects, crude, humanoid dolls fashioned from wood, climb out of the chest to attack.

Within the chest are 500 gp in coins, six gems worth 100 gp each, and three arcane scrolls: *shield*, *knock*, and *spectral hand*. In addition there are two 50-foot coils of rope and a pair of grappling hooks the bandits used to enter their hideout beyond the portal in the ceiling of area 2.

Development: When the dolls attack, they use their small size to their advantage in the cramped confines of this area. Medium-size characters count as fighting prone, while Small ones suffer a –2 penalty to all attacks. Large weapons cannot possibly be used here, while Medium-size ones deal only half damage as they are extremely awkward to handle. The wooden dolls swarm around a single target, hoping to batter their victim to unconsciousness before choosing their next target. If the characters leave this area, the dolls clamber back into their chest and close it behind them. They emerge to fight once again if the chest is reopened.

Room 7 – Ceiling Passage

Appearance: Formed by a slow trickle of water that runs from the river to the north, down this area, and into the cavern below, this passage slopes 30 degrees upwards and connects the caves with the kobold lair. The floor here is rough and grooved in many places by the water. Refer to area 2 for notes on how the characters can enter this area.

The passage is wide but low, reaching a little over 4 feet in height as it slopes upward to the north. The footing here is treacherous, particularly as a fall can

cause a character to slide down the passage and fall 60 feet down into area 2.

Medium-size characters suffer half the standard penalties for being prone. They are at –2 to hit and opponents gain a +2 bonus to hit them. Anyone who attempts to move at more than half his normal rate must make a Balance check (DC 15) or fall prone and slide 2d6 feet down the passage. Consult the general rules given for this dungeon level to determine at which point in his movement a character falls. Obviously, a character who slides past the corridor's southern edge plummets 60 feet down to area 2.

Inhabitants (EL 1): A squad of five kobolds keeps watch here, two crossbowmen and three footmen. They stand at the top of the slope, in the widened area of the passage just as it turns to the northwest. The kobolds have patches of rough, red scales growing on their bodies. Their canine teeth are slightly longer than normal, while their finger nails are longer, thicker, and sharper than normal. Any character who makes an Intelligence check (DC 10) can tell that the kobolds do not quite match the stories they have heard of them.

Each kobold carries a small gold pendant crudely shaped in the form of a three-fingered hand. Each of these items is worth 10 gp for the gold they are crafted from. In addition, the leader of this patrol carries a masterwork throwing axe. He uses this weapon before charging into battle.

Development: At the first sign of intruders, the kobolds spring into action. The footmen march 10 feet down the passage and form a line while the crossbowmen fire over their heads. Due to the passage's slope, the crossbowmen suffer only half the normal penalty for firing into melee. The group's leader throws his axe and the two other footmen use their javelins as they advance.

Room 8 – River Crossing

Appearance: As the characters approach this area, they can hear the rustling echoes of moving water. The stream here flows to the east, cutting 10 feet into the rock. Luckily for the characters, several rock formations dangle from the ceiling down to the river, while in some spots the water is as little as 3 feet deep. At each of the dots marked on the map, a character can use the stalactites and streambed to safely make his way across the water. At each rock along the way, a character must make a Balance check (DC 10). On a failed check, the character falls into the water. The stream moves quickly, forcing any character in it to make a Strength check (DC 10) or be swept 2d6 feet to the east.

As each character makes his way across the water, he has a chance to notice the gleam of gold at the river's bottom (Spot DC 15). The skeleton of a bandit, a member of the gang that once used these caves as a hideout, is wedged against the rocks at the stream's bed. Tucked into the skeleton's arms is a rusted, iron box containing 200 gp and a small gem worth 200 more gp.

Inhabitants (EL 2): Two monstrous rock centipedes lurk above the water. Their many legs end in small suckers, allowing them to climb sheer surfaces and scuttle along the ceiling. As servants of the Outer Gods, their bodies have been subtly altered. The carapace at each of their gray segments is marked with the red mark of an open, three-fingered hand. As newly minted servants of the Outer Gods, they do not attack the kobolds or other creatures aligned with them. Note that this encounter is considered EL 2 even though the monsters on their own are EL 1. If for some reason the characters fight other monsters in this area, increase the battle's EL by 1.

Development: As the characters attempt to cross the river, the centipedes swarm down to attack. The creatures coil around the stalactites that characters use to make their way across the water, biting at the heroes' arms and hands. If the centipedes achieve surprise, any characters hit during the creatures' partial actions must make a Fortitude save (DC 10) or lose their grip and fall into the water due to the sudden pain of the centipede's attack. Furthermore, any character who falls victim to the centipedes' Dexterity-damaging venom must immediately make another Balance check (DC 10) to keep their balance. The poison ruins a character's coordination by making his extremities go numb, possibly causing him to lose his grip on the rock. Obviously, characters who stand on solid ground need not make this check.

Room 9 – The Rat Trap

Appearance: This passage bears little to distinguish it from the rest of this cave complex. The walls here are slick and damp, while the floor is broken by small holes, stalagmites, and loose rocks. The kobolds have set a trap here to catch any rats that may escape from their pen north of here. A tripwire is set across the passage at the dotted line on the map. When triggered, it drops a net from the ceiling down on to its victims below. Furthermore, an old tin pot set within the net clatters to the floor, drawing the attention of the kobolds to the north.

Net Trap: CR 2; +10 melee (treat as net attack); Search (DC 20); Disable Device (DC 20). Note: Treat this trap as an attack with a net made against

the character who triggers the net and anyone within 10 feet of him.

Inhabitants: None, though the kobolds from area 10 may enter this area if the characters trigger the trap.

Development: If the characters spring the net trap, the sound draws the kobolds from area 10. Those five creatures advance at a run, hoping to pounce upon anyone caught in the net. The two crossbowmen drop into a crouch, fire their bolts, and then draw daggers to deal with anyone in the net. The three footmen link shields and attempt to surge past the net to deal with any adventurers who were not caught within it. If sorely pressed, the kobolds attempt to use a captured PC as leverage to win their safety. Of course, if the characters allow the kobolds to go free they head to area 12 and warn their fellow guards. The surviving kobolds on this level rally together to exterminate the PCs.

Room 10 – Rat Keeper’s Chamber

Appearance: This wide area is set up as a crude workshop. A set of crude switches crafted from bone and driftwood are piled in the northwest corner, while a small sack filled with hunks of cheese, meat, and other moldering pieces of food lies next to them. Two more sacks filled with rat droppings are piled in the southwestern corner. The kobolds use dire rats as guards, pets, and the occasional meal. They keep wild rats they capture in a pen to the north and use this room to train them, rewarding obedient rats with chunks of food and beating unruly ones with a crude switch.

From this room, a character can spy a gate crafted from wood and bone lashed across the passageway to the north. A simple latch wedges the gate between the cave walls. From beyond, the squeaks and scratches of the kobolds’ dire rats can be heard.

Inhabitants (EL 1): Five kobolds, three footmen and two crossbowmen, stand watch over here, tending to the rats and ensuring that none escape from their holding area. These kobolds bear similar disfigurements as those from area 7. Patches of red scales cover their bodies, their teeth are overly long and sharp, and their fingernails have developed into small claws. Each kobold wears a crude, golden pendant shaped into an open, three-fingered hand. The pendants are worth 10 gp each.

Development: If the characters spring the trap in area 9, the kobolds spring forward to attack them there. See the development header under area 9 for details. Otherwise, the kobolds argue amongst

themselves while playing a crude dice game. They rely on the trap to alert them of intruders and pay more attention to the rats to the north than the passage to the south. Because of their inattention, the kobolds suffer a –2 competence penalty to Listen and Spot checks.

If the characters attack, the kobolds panic and attempt to unleash the rats in area 11. All five of them scramble for the crude gate built from driftwood and human bones that closes off the rat den to the north. If the characters try to parlay or intimidate the kobolds, they use a similar plan. While three or four kobolds speak to the characters, one tries to slip unnoticed to the north. Once the rats are free, the kobolds leap to attack. If the characters fight the kobolds and rats together, this counts as an EL 2 battle.

Room 11 – Rat Den

Appearance: A 4-foot tall gate of bone and wood separates this cave from area 10. It is lashed to stalactites and stalagmites and can be easily untied with a dagger or a Use Rope check (DC 10). This room stinks of feces and rotting meat. Rat droppings, bones, and other offal are scattered on the floor here. Four dire rats scamper about this cave, nipping at each other, clawing at the gate that closes off this area, and gnawing on bones.

Inhabitants (EL 1): The four dire rats here are currently being trained for use as guards and beasts of war. The kobolds captured them after Tsathzar Rho’s vault appeared within the caverns. Thus, they have not yet shown any signs of the Outer Gods’ influence.

Development: The rats hiss at any non-kobolds that approach the gate, baring their fangs and preparing to attack. If the characters enter this room, the rats swarm at them in hunger. They fight to the death, but if a clear path opens to the passageway heading south, they bolt from the cave. Award the characters experience points for defeating these creatures if they simply leave them penned up and ignore them.

Room 12 – Guard Chamber

Appearance: A sharply sloped passage leads up to this cavern. The floor here is flat and smooth, unlike most of this dungeon level. Roughly 10 feet up the slope to this room, the characters can see the dim glow of a fire. Within this chamber, the kobolds have gouged a small fire pit into the rock. They burn mushroom stalks, the occasional bit of driftwood or debris plucked from the river, and wood harvested from the area outside the caves.

Inhabitants (EL 1): A troop of five kobolds keeps watch here, guarding their outer warrens against intruders. The five of them each have golden pendants identical to those found on the kobolds in areas 7 and 10. They cluster about the fire, warming their hands and chattering in their language.

Development: The kobolds have no reason to suspect danger from the south. Unless a kobold arrives here to warn them of an attack or they hear the sounds of combat from the chamber to the south, they suffer a –2 competence penalty to all Listen and Spot checks. The kobolds are too absorbed in the flames and their conversation to watch the passage.

In battle, the kobolds attempt to push their enemies into the fire pit if three or more of them can grapple a single target. With a successful combined Strength check opposed by their target's Strength check, the kobolds can push their foe 5 feet in any direction. Any character or kobold tossed into the pit suffers 1d6 points of damage per round in addition to being set on fire. The pit is 4 feet deep. Small characters must make a Climb check (DC 10) as a standard action to pull themselves out of the fire, while larger PCs can use a move-equivalent action to escape it.

Room 13 – Barracks

Appearance: This cavern holds more than a dozen crude pallets scattered about the floor. Each is little more than a lump of old furs, skins, and moth-eaten blankets tucked into a pile. The kobolds of this level sleep here when they are not on guard duty or tending to the rats in area 11. The southern section of this room holds an impromptu armory. A dozen javelins, three crude short swords, a suit of scale-mail armor, and two large wooden shields are kept in neat piles. The armor and weapons are rusted and dull, but all are in serviceable condition.

Inhabitants: None, though you may optionally have a group of eight kobolds sleeping here if you wish to give the characters a chance to earn some more experience points before heading to the second level. This option is best for parties with more than five members. In this case, the kobolds keep their weapons and armor near their bedding. Thus, this combat counts as EL 1 even though eight kobolds normally count as EL 2. The creatures begin the encounter without weapons, armor, or shields.

Development: If sorely pressed, the kobolds may attempt to hide in here. Any kobolds that cannot flee out of the caves or down the river to level two pile the blankets and furs together and hide beneath them.

Room 14 – Commander's Chambers

Appearance: The slope leading up to this room is littered with loose stones, particularly near its base. The kobolds who stand guard above pass the time while their master meditates by skipping rocks down the slope. The room above is the most comfortable cave in this area. Its floor is smooth and the area is largely free of stalagmites and stalactites. The chamber itself is richly appointed by kobold standards. Slazzik Balefire, the commander of this area, dwells here with his personal guards. Old, moth-eaten tapestries stained with water and blood hang from the walls, trophies from caravans raided long ago. A wide, low stone set into the middle of the southwestern wall serves as a crude desk. A single black candle set in a golden holder (worth 400 gp) sits in the middle of the desk, while a leather-bound book containing black, flowing script in an unknown tongue lies open. Four pallets consisting of furs and blankets are piled along the western wall, while a noticeably larger pallet is kept at the eastern wall. Tucked next to the large pallet are a dozen black candles.

If the characters manage to sneak into this cave without alerting the kobolds or draw them out and defeat them elsewhere, they find two large, round rocks positioned next to the entrance.

The book is beyond the ability of the characters to decipher with anything short of magic. It contains details of the bygone era of Tsathzar Rho and describes its flora, fauna, and geography. While this information is of little value to the characters, a sage in mid-sized or larger city would gladly pay 1000 gp to add this tome to his collection.

Inhabitants (EL 3): Slazzik Balefire is a sorcerer and leader of the kobolds assigned to watch this area. He is short even by kobold standards, standing a full six inches lower than his comrades. He wears tattered, bright yellow robes stained with food, water, dirt, and mud. As a result of the Outer Gods' influence, his right eye has grown to twice its old size and become clouded over with cataracts. His skin is covered with crimson scales, while a single, small horn has begun to grow from his forehead. The five kobold footmen who serve as his bodyguards show the same symptoms and changes as the other kobolds found in this area: red scales, claws, and small fangs. In addition to the standard equipment, each footman carries a flask of oil distilled from creatures the kobolds hunt in the underrealms. This oil functions exactly as lantern oil. All of the kobolds wear golden pendants shaped as an open, three-fingered hand. These are worth 10 gp each.



Development: Slazzik spends much of his time praying and meditating before his candle and running his hands over the book on his desk. He stole these items from the vault and believes that by offering prayers to them he can win the new gods' favor and advance within his clan. He is abused for his slight build and feared for his magical abilities, and the other sorcerers and skilled warriors in his clan have long sought to keep him from gaining any standing in the tribe. Only his potentially useful magical abilities have kept his tormentors from murdering him.

While Slazzik prays, his bodyguards skip stones down the passage to the north. Thus, they stand a good chance of noticing any characters who advance upon this cave. Upon spotting intruders, they shout to Slazzik and move to block the entrance. In battle, Slazzik prefers to rely on his *wand of magic missile* to defeat the characters from behind the safety of his warriors. If the kobolds have time, three of them roll the large rocks near the entrance down towards the characters. The kobolds can roll one boulder per round. Any characters standing in the hallway leading to this chamber and at least 10 feet from the entrance must make a Reflex save (DC 15) or take 1d8 points of damage and be knocked prone. On a successful save, a character takes half damage and stays on his feet.

If the kobolds knock over the characters at the head of the party, they rush forward to hack them down. If the kobolds have a chance, they throw their oil flasks at the characters. On a successful ranged touch attack, the flask shatters and covers the target in oil. Slazzik stays back near the cave's entrance, first casting *shield* to protect himself then relying on his wand. Once his guards fall, he casts *burning hands* to injure as many of the characters as possible. If Slazzik casts this spell on a character covered in oil, the victim may make a Reflex save (DC 15) to avoid catching on fire. On a failed save, he immediately takes 1d6 damage. Each round thereafter, he must make another save or take 1d6 fire damage. When the victim succeeds at this save, the fire has gone out. He no longer suffers damage. If the character does nothing for a full

round but bat at the flames and roll on the floor, he automatically succeeds at his save and does not take fire damage for that round.

Slazzik and the kobolds fight to the death. The kobolds do not take prisoners, nor do they expect their enemies to do so either.

Room 15 – River Docks

Appearance: A sharp, downward slope leads from the entrance to this cave down to the subterranean stream that runs through here. The footing here is treacherous, as it is in many portions of these caves. Characters who move at more than half their normal speed must make Balance checks (DC 15) or slide down into the stream. The stream moves quickly, forcing any character in it to make a Strength check (DC 10) or be swept 2d6 feet to the east towards dungeon level two.

Situated at the eastern end of this room is a crude set of docks fashioned from giant mushroom stalks. The dock extends 8 feet into the water. Tied to the dock are two rafts built from giant mushroom stalks tied together with rope. Two long, wooden poles are set on each raft. The rafts are large enough to hold up to six Medium-size creatures. A Small creature counts as half a Medium-size one for purposes of using the raft.

The river runs east of here and slightly downward to a large cavern. With a successful Wilderness Lore check (DC 10) a character can determine by the flow of air and the echoes in this area that a large, open space lies to the east. If the characters use the rafts, they can pole their way to the second dungeon level.

Inhabitants: None.

Development: Navigating down the river is rather easy. The characters move 30 feet per round with the current can steer themselves using the wooden poles. Moving upstream is much trickier. Each round, up to three characters working together may make a combined Strength check (DC 15) to move the raft 15 feet westward.

Level Two: The Outer Vaults

The second dungeon level consists of two distinct areas. The first portion is a small series of natural caves clustered around a small, subterranean pond. Beyond these caves lies the outer portion of the lost vault of Tsathzar Rho. The rules given for the natural caves of the first level apply to encounter areas 16 to 26. These include the rules for falling while running, penalties to Climb checks, penalties while fighting with a Large weapon, and the penalty to Listen checks. The natural caves covered by these areas are as wet and choked with stalactites and stalagmites as the first level.

Encounter areas 27 and beyond are set within the haunted halls of the lost vault of Tsathzar Rho. Exposed to the otherworldly material of the Outer Gods, these chambers resonate with an eldritch, unholy power that slowly wears on the spirit and energy of living creatures that venture into them. While the Outer Gods' servants are immune to the effects caused by these strange energies, the following rules apply to the characters, their henchmen, and any animal followers they have while in the area encompassed by encounters 27 and higher.

Each hour, the characters must make Will saves (DC 10) or suffer a –1 morale penalty to attacks and skill checks. The lingering spirits of the Outer Gods whisper in their ears, distracting them and filling them with dread. This is a fear-based effect.

The vault is constructed from a strange, black substance. It is cool to the touch and reacts much like granite to weapon strikes, tapping, and other efforts to inspect it. Shadows cast along the wall seem to move of their own accord, as if the characters' light source has shifted position. The shadows bunch around living creatures, covering them in darkness. This strange effect grants all creatures, including the characters, a +1 circumstance bonus to Hide checks. However, when a character gains this bonus the shadows seem to clutch and grab at him. Every time a character uses this bonus, there is a 25% chance he must make a Will save (DC 10) or shout out in pain as the shadows suddenly grab at his throat. This attack causes no physical damage and is in truth a hallucination caused by the vault's alien environment.

In addition to that specific hallucination, the vault creates a variety of phantom noises, eidolons, and other distractions that can confuse and frighten the characters. This aspect of the vaults requires some work on your part but can serve to make this adventure truly unique. While the characters are in the vault, ask them to make Will saves between every two or three encounters. On a failed save, a character experiences some

mild hallucination. Examples include:

- A character sees a monster walking amongst the party members.
- Blood appears to seep from the pores of his hands and drip to the floor.
- A small shimmering, flying demon buzzes around the party. It stares intently at a character and appears to cast some sort of spell upon him.
- The floor ahead appears to be an illusion. The hallucinating character sees it as a spectral layer of stone covering a deep pit.

If a player has been obsessed with or worried about the physical changes affecting the creatures in the dungeon, his character hallucinates that he has begun to change. His skin feels itchy, and if he scratches it he sees his skin tear away to reveal an insect carapace or lizard scales beneath it.

When using these hallucinations, write their descriptions on index cards and hand them to the players whose characters are affected by them. To make things even harder on the players, make their Will saves to resist these effects in secret. That way, the players cannot gauge their actions based on their knowledge of their saving throws. If they know that whoever rolled low is seeing things, it's much easier for them to conclude that the visions are false. Some players can ignore that for the good of the game, but things are much more fun and interesting if they do not have to worry about it.

If the entire party fails a saving throw to resist the hallucinations, have some fun with the players. Create completely hallucinatory halls, chambers, monsters, and battles. After a half-hour or so of action, suddenly snap back to the spot where the characters missed their saves. Any "damage" they took is gone, but spells, arrows, and other consumables used are gone. Refuse to explain what happened, but give the characters some evidence of their actions. For example, arrows may be lodged into the walls, scorch marks are burned into the floor from *burning hands* and other spells, and so on. Each hallucination lasts for 2d6 minutes. At the end of this duration, the afflicted character returns to normal.

Development: This region of the dungeon is in a state of turmoil. The kobolds who live here had previously fled from a life of slavery at the hands of a realm of derro, leaving their young and most of their females behind. (The females that joined the escape are tougher than the average kobold. They live and fight as males.) Alerted to the lost vault's magical energies, the derro dispatched a small band of explorers to investi-



gate it. Though the kobolds' first impulse was to slaughter these visitors, the Outer Gods recognized the value of an alliance and compelled their servants to accept the derro. Furthermore, the strange energies of the vault have awakened a group of previously dormant undead creatures. These monsters have resisted the Outer Gods' domination and now prey on the kobolds.

When the characters arrive on the level, the kobolds are tense and ready for a fight. Their leaders have disappeared into the vault's inner chambers along with members of the derro exploration team. The doors to the inner chambers closed, sealing them in while the Outer Gods work a series of transformations that will sculpt some of them into powerful beings and drain the life from the rest to awaken and empower Tsathzar Rho. Full details on this ritual and its ramifications are given in the description of dungeon level three. With this development, the kobolds are leaderless and confused. Though the Outer Gods command them, they do not micromanage the creatures and make no effort to coordinate their efforts against the characters. Thus, the kobolds tend to remain in their assigned areas and are slow to react to the characters' invasion of their area.

Kobold, derro, and undead losses are not replaced. These caves and the vault that now occupies the kobold dwelling areas are the full extent of the kobolds' holdings. Due to the Outer Gods' influence, the kobolds do not completely flee this area if defeated in battle. They prefer to run to level one and regroup, hoping to rally any survivors in that area for a counterattack. The derro

flee down the river to the east to report back to their masters, while the undead always fight to the death.

Room 16 – The River

Appearance: The river runs strong and fast through this area, carrying the characters and their raft down a wide, 10-foot tall passage. The passage is smoothly carved and glistens with moisture in the characters' lantern or torchlight.

Inhabitants (EL 3): A large monstrous spider haunts this area. A predator subjugated by the Outer Gods and set to watch this passage, it lurks on the ceiling and attempts to snatch intruders with its web as they pass. The spider has only been subtly changed by its exposure to the Outer Gods. The symbol of a three fingered, open palmed hand has appeared on its abdomen. Based on the spider's tactical advantage in this encounter, the EL for this battle is increased by 1.

Development: As the characters' raft moves past the point marked with this encounter's number on the map, they collide with a large web stretched across the passage. If a PC is carried along by the river, such as if he fell into the water, he floats beneath this web. Otherwise, all characters who are 5 feet or taller are caught in the web. Refer to the spider's stat block for information on its web.

As the characters approach the spider, allow them to make Spot checks against its Hide skill to notice it. If they see the spider, allow them to immediately make Spot checks to see the web with a +4 competence bonus. Otherwise, they make check to see the web as normal. If the characters are all caught in the web, there is a chance their raft continues down the passage, carried by the current. Each character caught in the web who carried a pole to guide the raft may make a Strength check (DC 15) to lodge the pole in place and stop the raft even though they are caught in the web. The raft moves 2d6 feet per round. Of course, characters who are caught in the web cannot help maneuver the raft. Thus, it is possible that the party members who remain on the raft are carried away by it.

Room 17 – The Pool

Appearance: As the characters travel down the river to this area, their raft comes to a sudden halt as it is deposited into this large pool of calm water. The pool here is roughly 10 feet deep at all points. The ceiling here rises to over 20 feet in height, forming a vaulted, rock dome over the water. To the north, the river continues into the deeper realms of the earth, though the current is not quite so strong here as it is upstream. The eastern and western

ends of this cave open into small grottoes, both of which rise sharply from the water.

The western grotto features a dock built exactly like the one in area 15. Two rafts constructed from giant mushroom stalks are moored to it with thick lengths of rope.

A small cave opens 10 feet above the water level just to the west of the southern entrance to this cave. A band of kobolds stands guard over the pool, ready to repel any creatures or intruders who enter it. The kobolds are described below.

The stream continues to the north from here, though the region to which it leads is beyond the scope of this module. A great underground kingdom of derro, their kobold slaves, and seemingly endless forests of gigantic mushrooms await explorers. If you wish to close off this area to the characters, a recent cave-in has left the passage too crowded with debris to allow travel though the water still flows between the fallen rocks.

Inhabitants (EL 2): Five kobold crossbowmen keep watch on this cave from area 23. They immediately fire upon characters riding a raft or swimming in the water. They have the same physical changes as the kobolds in level one and all wear golden pendants fashioned in the likeness of a three-fingered hand.

In addition to the kobolds, three skeletons lurk at the bottom of the pool. A group of undead creatures controls the caves to the east of this area. Several times in the past few days they have attempted to attack and seize kobold guards. These skeletons' armor keeps them at the bottom of the pool.

Development: As soon as the characters enter this room, the kobolds fire upon any visible targets. The creatures are skittish owing to the recent undead attacks. They prefer to keep the enemy at a distance and focus on targets who approach the grotto at area 22 (which could grant attackers access to their firing position) or the closest opponent in their line of sight. If the characters guide their raft within 10 feet of the kobolds' position, the creatures attempt to sink the craft with large rocks. They have four stones that three kobolds working together can pick up and throw up to 10 feet. Treat this as a ranged touch attack against the raft's AC of 8. On a hit, each character aboard the raft must make a Balance check (DC 10) or fall into the water.

The skeletons lurk at the bottom of the pool. Their heavy armor and weapons allow them to walk along its floor. If a creature falls into the water, the skeletons move to attack. The skeletons attempt to grap-

ple and drown unarmed opponents. Otherwise, they rely on their weapons.

Room 18 – Forsaken Grotto

Appearance: This large cave is cluttered with debris. The remains of a dock crafted from wooden beams poke above the water, while an overturned, rotted rowboat rests along the far wall. The passage heading south from this place is choked with rocks and debris from a cave-in, though a small crawl-space has been cleared through it.

Once, this cave and the areas south of it served as the hideout for a gang of bandits. They raided surface settlements and traded captives to the derro who dwell in the great subterranean realms that lie along the river running north and east of this place. The bandits made the mistake of attempting to doublecross their derro trade partners. The dwarves, eager for revenge, attacked the bandits and drove them into the caves to the south. Rather than press the fight, the derro collapsed the passage and left the bandits to their fate. The thieves turned to cannibalism to survive for a time and returned as undead creatures after their deaths. For years, they remained dormant. The energies of Tsathzar Rho's vault has awakened these creatures.

Room 19 – Choked Passage

Appearance: This passage is filled with dirt and rocks. A crawlspace allows a Medium-size or Small character to move through the debris at one-quarter his normal rate. The air here is dusty, the space cramped, and the atmosphere oppressive, as if some malign presence watches the characters. Characters who travel through the crawlspace count as prone, cannot fight with weapons of Medium-size or greater, and must proceed in a single file through the tunnel.

Inhabitants (EL 2): A single ghoul waits in this area, poised to attack anyone who enters the crawlspace. This undead creature looks like a severely emaciated human male wearing tattered leggings. Its teeth and nails have been filed to sharp edges. Note that the EL for this encounter is increased by 1 to account for the ghoul's tactical advantage.

Development: The ghoul waits at the end of the collapsed area. When it hears anyone enter the crawlspace, it enters the crude tunnel to attack. The ghoul suffers the penalties as noted above, though it may fight with its claws and bite. The creature howls in rage and hunger as it attacks, as it has gone many years without a meal. It attempts to drag paralyzed victims to the south and out of the crawlspace in order to feast upon them.

Room 20 – The Forsaken Barrow

Appearance: A chill breeze blows down the northern passage as the characters approach this haunted place. Six human skeletons are neatly arranged on the floor here, each reassembled and all six deposited in graves carved eight feet deep into the rock of this chamber. The graves are marked with X's on the dungeon map. The graves have all been recently dug up, as evidenced by the rocks and dirt piled along the walls of the cave and beside the graves. A gaunt, emaciated ghoul leans over the head of one of the graves, caressing and licking the skull and bone of the skeleton within and quietly chattering to itself.

To the west, a wooden door is set into a portal carved into the wall. The door is obviously old and battered, and the doorway around it was crudely carved into the rock many years ago.

Inhabitants (EL 1): A single ghoul dwells here, as described above. The creature was one of the bandits who lived here and was forced to resort to cannibalism. The skeletons are the remains of the bandits that were slaughtered and eaten many decades ago.

Development: When the ghoul spots the characters, it immediately shrieks in rage and attacks. Desperately hungry, it drools and moans as it fights. The thing can speak Common and talks to the characters as it fights, relishing the prospect of devouring their flesh. Its cries and noise attracts creatures from areas 21 and 22. The characters can prevent this if they slay the ghoul quickly and quietly, though as soon as the ghoul takes an action it howls in rage.

Assuming the characters do not prevent the ghoul from sounding an alarm, the remaining undead in this area mass for an attack. Remember that fleeing may not be a good option for the characters as they must crawl through the rubble at area 19.

1d6 rounds after the ghoul shrieks, the ghast from area 21 opens the door and attacks. It leaps upon the characters in a berserker's fury. 1d4 rounds after the ghast attacks a pack of three skeletons arrives in the chamber from the southern passage.

During the battle, the undead attempt to use bull rush attacks to send characters tumbling into the graves. Treat this as a 10-foot fall for purposes of damage. If a ghoul or ghast succeeds in grappling a character, it may attempt to push the PC into an adjacent grave with a successful opposed Strength check. This check is a standard action that cannot be attempted until after the creature has grabbed

hold of a character and pinned him.

The graves are not quite large enough to fill a square on the map. A character or monster can stand in the same space as a grave without falling in but he suffers a –1 penalty to AC and must make a Reflex save (DC 10) or fall into the pit if he suffers 10 or more points of damage in a single round. The pit makes dodging difficult, while a powerful blow can knock a character off balance and force him into the pit.

The unholy energies in this place cause corpses to animate as skeletons and zombies. 1d4 days after the characters defeat the monsters here, the skeletons animate if they have not been smashed or otherwise disassembled.

Room 21 – Unholy Ground

Appearance: A palpable wave of frigid air emanates from this chamber as the characters open its door. This room is the root of the blight upon this region of the caves. The rock here is a deep, blood red, a transformation caused by the unspeakable acts of cannibalism and depravity committed here. Lanterns, torches, and other natural sources of light cast a feeble glow here, cutting in half the radius of illumination they provide.

A large rock has been rolled to the southwestern corner of this chamber. If it is moved (Strength DC 15) it reveals a hollowed out space where a large sack and a longsword are stored. These items are the last remaining portions of the bandits' treasure cache. The sack holds 50 gems each worth 20 gp. A dwarf or a character with Knowledge (underearth or similar area) can recognize these gems as derro gem coins with a successful Intelligence or Knowledge skill check (DC 10). The longsword is kept in a battered, rotting leather scabbard. The blade itself is in excellent condition. It is a +1 *longsword* crafted from an unidentifiable black metal. Its pommel is an elaborate sculpture of a black dragon. The wyrm's tail extends from the pommel's lower end, while its head extends above the hand guard.

Inhabitants (EL 3): A ghast, the one-time leader of the bandits who dwelled here, lies in a dormant state here. The ghast wears a tattered, shredded robe crafted from silk. At one time, this garment was finely crafted and worth hundreds of gold pieces. Now bloodied and torn, it is utterly worthless. In life, the ghast was a half-elf woman. Her long, flowing hair has turned gray but still remains in place. Like the ghouls, she is emaciated and gaunt much like a starving person on the verge of death.

Development: Upon hearing the cries from the ghoul in area 20, the ghast takes 1d6 rounds to awaken and attack. If the characters somehow defeat the ghoul before it can cry out or sneak into this room, the ghast lies curled in the corner. When the characters enter this room, the ghast animates in 1d6 rounds. Once combat is joined, the three skeletons in area 22 arrive to join in the fight in 1d4 rounds.

Room 22 – Legion of the Dead

Appearance: This round chamber has a tall, vaulted ceiling. It has been cleared of stalactites and stalagmites with picks and hammers, leaving it much more open than other caves in this area. A crude weapons rack has been carved from the stone in the center of the eastern wall. Several longswords and battleaxes, a large wooden shield, and two suits of studded leather armor hang from it. Three skeletons, each arrayed with armor, shields, and weapons, stand at attention in the center of the cave. A large pile of rusted weapons, splintered armor, and broken shields lies across from the weapons rack.

The weapons and armor on the rack are all in good condition. One of the suits of armor is masterwork studded leather, while one battleaxe is a masterwork weapon.

Inhabitants (EL 1): The three skeletons here are under the control of the ghast in area 21. They are animated by the malevolent arcane energies that were created by the grim, cannibalistic feast that claimed them. The surge in foul magic caused by the appearance of Tsathzar Rho's vault has strengthened this bond and reawakened the dead.

Development: The skeletons attack any living creature that enters their line of sight. When the ghast enters combat, they immediately move forward to enter the fray. It takes them 1d4 rounds to animate and move to areas 20 and 21 if the characters battle the ghast there.

Room 23 – Landing Grotto

Appearance: A single dock built from the stalks of giant mushrooms juts into the water from this rocky shore. Two mushroom-stalk rafts are moored to the dock, while a third has been dragged to shore. A small pile of wood and mushroom poles are stacked next to the beached raft. The floor and walls here are slick with wet moss.

Development: If the characters land here while fighting the kobolds in area 24, those creatures rush from their firing position to this area to repel their attack. One kobold from that group runs to area 25

to warn the kobolds there. Those footmen move forward with cover fire supplied from the crossbowmen from area 24.

Room 24 – Sniper Nest

Appearance: This shallow, low chamber opens 10 feet above the water level in area 17. The kobolds use this cave as their main watch post. Three crude stools crafted from mushroom caps are set along the lip of the cave overlooking the water, while two spare light crossbows and 100 bolts are kept neatly arranged at the eastern end of this room.

Inhabitants (EL 1): Five kobold crossbowmen keep watch here, ready to fire on any characters or monsters that wander into area 17. If the party somehow sneaks into this cave complex, such as by swimming underwater through area 17, the kobolds watch the water and pay little mind to the passageway to the west. They suffer a –2 competence penalty to Listen and Spot checks as they talk amongst themselves while casually scanning the water for signs of intruders.

Development: The tactics these kobolds use to deal with intruders are detailed under the development header for areas 17 and 23. If attacked in this chamber, the kobolds desperately avoid melee combat. They leap into the water in area 17 to escape their attackers, though they attempt to launch at least one volley of crossbow fire before fleeing. Once in the water, the kobolds swim to area 23 and either attempt to make their way to area 27 to link up with their comrades or use the rafts to flee to the first level. The kobolds take the latter course of action if the party appears powerful or kills more than half their number.

Room 25 – Guardroom

Appearance: This large cave once served as the barracks for the entire tribe of kobolds in this area when they first arrived in this caves from the deeper regions of the underrealms. Many crude pallets composed of old furs and tattered blankets are piled throughout this chamber. A large fire pit has been dug into the cave floor in the northeast corner, while food and water in crude pots are clustered at the north wall.

Secreted beneath a small pile of rocks (Search DC 15 to uncover) is a small cache of treasure. In a small hole beneath the pile are 10 gems worth 60 gp each. The kobolds stole these items in the course of their escape and planned to use them to buy safe passage through the underrealms.

Inhabitants (EL 2): Ten kobold footmen currently live here. All of them show the same alterations that

mark the other kobolds in this cave complex. While nominally assigned to this place to help repel any attackers, they are more concerned with the derro explorers who now billet in area 26 to the south. While the Outer Gods have mandated cooperation between the kobolds and their one time oppressors, the tribe is wary of allowing the derro to gain too much power over them.

Each kobold wears a golden pendant in the shape of a the Outer Gods' symbol, a three-fingered hand. These pendants are worth 10 gp each.

Development: The kobolds rush forward to attack any who enter this room. They charge forward in a single wave, hoping to overcome the characters through the weight of their numbers. The kobolds make no effort to warn the derro to the south of the characters, and the dwarves would not join in the battle even if asked. However, if the battle in this area is loud and involved, the derro in area 26 prepare a defense to repel the characters. See that area for information.

Room 26 – Derro Chamber

Appearance: Once the lair of the kobold chieftain, this cave now plays host to the tribe's grudging guests, two derro explorers from the underground realm that once kept the kobolds as slaves. An old, rotted carpet hangs over the entrance to this room. A few simple tapestries crafted from spider webbing cover the walls, helping to give it a more comfortable feel. Matted webbing also covers the floor, while two beds crafted from stones and covered in furs and blankets are set in the southeast corner. At the eastern wall is a small fire pit that provides warmth and illumination for the cave.

Inhabitants (EL 2): Two derro currently dwell here, using the beds as their own and keeping a careful watch on the kobolds to the north. They arrived here along with several other scouts sent in search of a great magical disturbance sensed by a cabal of derro spellcasters. While the rest of the expedition entered the inner vault, these two remained out here to keep an eye on the kobolds.

Both derro are short, gray-skinned dwarves with thick, white hair and large, almost bulging eyes. They wear black armor, black cloaks, and keep their weapons by their hands at all times.

One derro carries a large diamond worth 200 gp and 30 gp in coins. The second one carries a buckler with gold and silver runes inlaid on its inner and outer facing. This item is worth 300 gp.

Development: The derro spend their time in quiet conversation. One always stands guard while the

other sleeps, ensuring that they are not caught unaware by the kobolds. The derro rely on their poisoned crossbow bolts to weaken the party's warriors. They then move into melee to finish them off before charging any wizards or rogues. If the derro hear sounds of fighting to the north, they take cover behind one of the beds and ready an action to shoot the next creature that enters the room. Thus, once the party enters this place the derro immediately gain an attack before rolling initiative unless the characters are hidden or invisible.

Room 27 – Winding Passage

Appearance: This narrow passage through the rock slopes sharply upward as it runs to the west and north. The rock here slowly changes color to a deep black as the characters proceed along its length. This area was partially transformed by the appearance of Tsathzar Rho's vault.

Inhabitants (EL 2): A squad of 12 kobolds stands watch over this place. Six of them are equipped as footmen and the rest are crossbowmen. They are stationed at the end of the hall, at the top of its upward slope. These kobolds each wear golden pendants shaped into a three-fingered hand worth 10 gp each. Their close exposure to the vault has caused greater changes to their bodies. Their skin has been replaced with dark red scales, their fangs extend from their upper gums down below their jaws, and sharp spines grow from their scalps. In battle, their mouths froth and they chant in a low, droning voice.

Development: These kobolds are the first of the elite guards assigned to watch over the vault itself. The footmen form a line and advance on attackers, linking their shields and advancing down the slope to gain the advantage of higher ground. The kobold crossbowmen remain in place, shooting over their fellows' heads and peppering the characters with crossbow fire.

Room 28 – The Outer Fane

Appearance: At this point, the characters have entered the first chamber of the lost vaults. The dungeon changes from unfinished, natural stone to a finely crafted series of chambers built from black rock. The strange energies of this place twist and warp the characters' perceptions. Refer to the general commentary on this dungeon level for more information.

This chamber serves as a minor temple for the kobolds. Its flat, smooth floor and ceiling reflect light cast upon them. The walls are covered in frescoes that depict a bald human male in blue robes calling



bolts of lightning down upon a castle, binding a scorpion demon into a pentagram, blotting out the sun with a monstrous, black hand he controls in the sky, and sundering the temple of some unknown god with a bolt of red magic.

Eight pillars arranged in two rows of four each run from floor to ceiling. Each pillar is crafted to resemble a human in robes holding the ceiling with his outstretched hands. The figures wear holy symbols or display them on their robes. Each symbol corresponds to a deity of good or neutrality.

The doors to the north and east are built of smooth black rock. They open inward at a touch and glide on silent hinges.

Inhabitants (EL 2): Two minor devils, lemures called from the outer planes, watch over this place. They lurk within hollow spaces carved into the northernmost pillars. When anyone approaches within five feet of either pillar, the devils flow out of their hiding places as a thick liquid, assume their normal forms, and attack. They fight to the death and pursue their opponents relentlessly. These creatures resemble humanoids crafted from thick, soupy material. Non-magical weapons pass through them, doing little to no damage. They attack by pressing their claws to their foe's face and attempting to suffocate him with their gooey limbs.

Development: Aside from the two lemures' attack, little of note occurs here. The kobolds found in areas 24, 25, and 27 sometimes congregate here to worship the Outer Gods, mistaking the figures in the frescoes for their new deities.

Room 29 – Chamber of Pain

Appearance: This place once served as Tsathzar Rho's torture chamber. The kobolds, being evil creatures, quickly seized upon it and now work to put it back into operation.

This place contains a rack standing in the middle of the chamber, an iron maiden along its western wall, several pairs of manacles set into the north wall, and a long, wooden table bearing a wide variety of blades, thumbscrews, hammers, and other smaller torture devices on the eastern wall. The rack is currently set to accommodate a dwarf-size victim, while a parchment scroll carries a freshly scribed treatise written in Draconic that discusses the best methods for inflicting agony on derro.

The tools on the wooden table are antiques worth 400 gp to a collector or sage. In total, they weigh 30 lbs. and must be transported in a small chest or sack.

Inhabitants (EL 2): A dozen kobolds currently work here, oiling the blades, adjusting the rack, and

sharpening the spikes in the iron maiden. Each has the same mutations as described for the kobolds in area 27, and all carry golden pendants of the Outer Gods' symbol worth 10 gp.

Development: The kobolds desperately wish to put their lovingly maintained toys into action. They strike to subdue and grapple characters in order to drag them into the iron maiden or the rack. Treat this as a combined grapple attempt. Once the kobolds have pinned a victim, they may attempt opposed Strength checks each round to drag him 2d6 feet towards a torture device. A character thrown into the iron maiden must make a Reflex save to escape (DC 10) or suffer 4d6 points of damage. A character dragged to the rack must succeed at a Strength or Escape Artist check (DC 20) or be chained in place. The kobolds leave such a victim on the rack until the battle is over.

Room 30 – The Chamber of Portals

Appearance: This plain, L-shaped chamber crafted from black rock is dotted with what appears to be picture frames covered with thick, burgundy curtains crafted from velvet. In fact, each of these frames is a small portal to an alien plane of existence. The portals are labeled A through F on the map and are described below. Opening a portal is a move-equivalent action to grab the curtain and pull it aside. These portals are one way conveyances. They allow energy to flow into the room but characters and monsters cannot travel through them. When Tsathzar Rho occupied the vault, he used this chamber to gather arcane energy and conduct magical experiments.

A large pile of dirt stands in the northeast corner of this chamber's eastern wing, while chalk marks written on the floor before each portal contain notes as to their effects and uses scrawled in Draconic. The kobolds have explored this room and determined its uses.

A – Plane of Air: A constant wind seems to swirl near this gate, blowing a cool, refreshing breeze. If this gate is opened, a powerful blast of wind erupts from it. Any creatures standing in front of the gate and 40 feet or closer are subject to a *gust of wind* as cast by a 7th-level wizard each round they remain directly in front of this gate.

B – Plane of Fire: The floor before this gate is singed and blackened, while the air is intensely hot. Opening this gate causes a bolt of flame to erupt across the chamber, extending 20 feet in a line 5 feet wide from the gate. This bolt deals 2d6 damage, half damage on a successful Reflex save (DC 15). This gate must be closed and opened again to

create a second fire bolt.

C – Plane of Water: A large puddle rests on the floor in front of this gate, and water drops down from the curtains that cover it. Opening this gate causes a torrent of water to pour into the room. Any character standing immediately before the gate must make a Reflex save (DC 15) or be knocked prone. The water flows for 4d6 minutes before stopping. It runs in a stream from this chamber, through the hallway to area 28, and from there down the sloping passage at area 27. The water reaches a little more than an inch deep. Any character who runs in this area must make a Balance check as if he attempted to run in the cavern areas of this dungeon. See the notes on level one for details.

D – Plane of Earth: The area around this gate is covered in a fine layer of dust and sand. When opened, the gate spills forth an avalanche of dirt and sand. Any creature that stands in the area 15 feet in front of this gate must make a Reflex save (DC 15) or be trapped in the landslide and suffer 1d6 points of damage. Trapped creatures may take no action other than attempt to escape. Each round, these creatures must make Escape Artist or Strength checks (DC 15) to wriggle free. These checks count as full-round actions. They lose their Dexterity and Dodge bonuses to AC but gain a +4 cover bonus to AC from the dirt and small rocks. A trapped creature may attempt to cast a spell but must succeed at a Concentration check (DC 20) to successfully use it.

E – Demiplane: Tsathzar Rho used this pocket dimension to store the items and tools he used as part of his experiments in this chamber. This gate opens to a 10-foot by 10-foot room that contains a large wooden treasure chest and a small table set with tools. The tools include beakers, knives, mortar, pestle, and other items used in magical research. In total, they weigh 40 lbs. and are worth 800 gp. The chest is locked (Open Locks DC 18) and contains four *potions of healing*, a diamond worth 400 gp kept in a small, silk bag, a *cloak of resistance* +1, and a *necklace of fireballs* (type I). The normally greedy kobolds have left these treasure alone for fear of drawing the Outer Gods' ire.

F – Unfinished Portal: Tsathzar Rho never completed this portal. Opening it reveals nothing more than a bare, rock wall.

Inhabitants (EL 3): Twelve kobolds (four footmen, four elite guards, and four crossbowmen) work in here. They test the portals and seek to use them to harness the energy of the planes or perhaps create some sort of weapon. They partially open a gate, allow its effect to come through, then mark notes on

the floor with a crude piece of chalky rock. They have the same mutations as the kobolds in area 27 and each bear a golden pendant if the Outer Gods' symbol worth 10 gp.

Development: The kobolds in this room have, much to their chagrin, learned the perils of using the gates. They currently experiment with gate A, hoping to somehow catch the wind in a bag and use it against their foes. Obviously, their efforts thus far have been in vain. When the characters enter the room, the kobolds seek to use the gates against them. They run to a gate, lure the characters near, then use it against them. In game terms, the kobolds hold their actions until one of their number moves to a gate. They then move out of the effect's way while their ally opens the gate. A kobold who opens the gate stands beside it and leaps away as he pulls the gate open. It remains open only for one round, but the kobold gains a +4 competence bonus on his saving throw to resist the gate's effect. If pressed, the kobolds fall back to the earth gate in an effort to use it to trap the PCs.

Room 31 – The Great Hall

Appearance: This long, wide corridor is lined with statues that serve as pillars in a manner similar to those found in area 28. Each statue is a distinct figure. One is a bearded human in robes, while another is an elf woman in leather armor wearing a longsword at her belt. Each statue is the petrified remains of a warrior or wizard who fought against Tsathzar Rho. He assembled them here, using magic to turn them to stone and enlarge them to serve as pillars, as a monument to his conquests.

Aside from the statues, this room is unoccupied.

Room 32 – The Library

Appearance: This room is dominated by three wide, stone bookcases filled with ancient tomes of arcane knowledge. The books are neatly arranged on the shelves, though several small stacks of tomes are set aside each bookcase. A kobold wizard, Serrek Tarn, has systematically searched through these books in hopes of finding new spells.

For each hour spent in this chamber, the characters may make a Search check (DC 20) to find a book that contains a randomly determined spell of 1st or 2nd level. Up to 10 spells may be found in this manner. The rest of the tomes here are written in an ancient tongue and cover a wide range of topics, from philosophy to mathematics. While old, most of these books offer little insight into the topics they cover. They merely present primitive or long outmoded ways of thinking. However, a character with



a Knowledge skill relating to an academic area, such as mathematics, chemistry, or history, may make a skill check (DC 20) to uncover tomes worth a total of 500 gp to a sage.

Inhabitants (EL 3): The kobold wizard Serrek Tarn and six kobold footmen can be found here. Serrek searches through the books while the footmen stand guard and assist him in his endeavors. The kobold warriors have the same mutations as their comrades in area 27. They each carry golden pendants worth 10 gp. Serrek Tarn's eyes are covered with thick, scaly skin. In their place, a third eye has grown on his forehead. This eye is yellow with a black pupil and yellow iris.

Development: While the footmen rush forward to attack, Serrek Tarn moves to the back of the room and attempts to avoid melee while using his spells to support the warriors. He uses *cause fear* against a fighter or similar warrior, following up with *magic missile* and *summon monster I* against any spellcasters in the party. He uses *flare* against any archers that can threaten him. If sorely pressed, he casts *spider climb* from his scroll to flee the library and head out of the complex.

Room 33 – The Gardens

Appearance: At one time, this great chamber served as Tsathzar Rho's personal gardens. Magical stones embedded in the ceiling cast sunlight down upon the shrubs, small trees, and ferns that grew here. A fountain bubbled amidst a small pool of water, and even birds and rodents lived

amongst the plants. Now, this place is a charnel house. The plants are all brown and dead, drained of life when the vault was carried away to the Outer Gods' realm. The thick, loamy soil is now gray and gritty, more like dust than anything capable of supporting life. A narrow, cobblestone path winds through the garden area. This path provides the only clear route through the brambles, though as the map shows at one point it becomes choked with thorns and vines.

The plants in this chamber were once wildly overgrown. In death they now serve as a daunting obstacle to those who would travel across this chamber, forming a thick barrier of tough, woody brambles with long, thorny vines. The plants reach halfway up the 20-foot tall ceiling, forming a dense barrier of branches, brambles, and gnarled roots. Characters who stray from the path move at half their normal speed, cannot run, and run the risk of being cut and torn by thorns and brambles. Each round a character moves through the plant material, he suffers one attack at -5 against his AC that deals 1d4 damage. The brambles pose a threat to lightly armed or clumsy characters but have little chance of harming anyone else. The dead plants are thick and provide one-quarter cover for every 5-foot area they fill. For example, a character with two squares of plants between him and the archer shooting at him gains one-half cover.

Small characters who weight less than 80 lbs. can climb atop the thick brambles and move across them at normal speed with a successful Balance check (DC 5). Larger or heavier characters fall through the brambles.

A small pool in the northwest area of this chamber is filled with black, brackish water. Aside from its salty, unpleasant taste, this pool harbors no secrets and poses no threat to the drinker's health.

A small, square structure crafted from black rock stands at the center of this chamber. A small, L-shaped room opens to a set of stairs that proceed down to the third dungeon level.

Inhabitants (EL 2 and 3): A group of kobolds patrols the outer garden of this region while a mutated kobold warrior, a kobold dragonkin, guards the inner chamber's stairway. The kobold guards are a group of 12 crossbowmen. These kobolds have longer, thinner arms than normal and their feet have transformed into clawed talons, much like a

bird's. Their forked tongues dart out from their mouths, while their ears are longer and thinner than normal, somewhat like a rabbit's. Their extensive mutations have garnered them this honored post as guardians of the inner fane. In addition to their standard equipment, each carries a golden pendant of the Outer Gods worth 10 gp.

The mutated kobold dragonkin has undergone extensive physical changes. His head rests on a serpentine neck that coils up to one foot away from his body. A short, sinuous tail extends from his back, while his skin has fully transformed into a thick, scaly hide. This creature is much more powerfully built than the average kobold, and the Outer Gods' warping magic has given him the ability to breath a cone of searing cold at his enemies. This horrid beast represents the new form the kobolds are slowly gaining.

Development: The squad of 12 kobold crossbowmen patrols the brambles. They walk atop them, as their small size and low weight allows them to move across the brambles without falling through them. The kobolds keep watch on the main door and move to ambush the characters as they make their way down the path. The kobolds unleash a volley of bolts then move across the brambles beyond the party's sight, giving them time to reload and move in for a second strike. If possible, the kobolds coordinate their strikes. Four dart in, fire, then flee, while another group of four moves to fire as the characters give chase.

Remember that the brambles provide cover and thus block line of sight. While the characters are trying to move through them, they cannot see more than three squares in front of them. These same rules for cover also apply to the kobolds. Thus, the creatures take care to avoid approaching the party unless they are ready to attack.

The kobold dragonkin was assigned to guard duty due to the slow destruction of his mind brought on by his changes. He stands at the first landing on the stairs, watching the door to his chamber intently. As soon as a non-kobold enters the area, he unleashes his breath weapon and charges forward to attack with his axe. The simple brute fights to the death. He makes no noise as he fights, as he vocal cords were warped and destroyed in the course of his changes. A character with the Heal skill may determine (DC 15) that the creature was once a kobold.

Level Three: The Inner Vaults of Tsathzar Rho

The final dungeon level encompasses the vaults of Tsathzar Rho, that dread prophet's temple to the Outer Gods, and the dwelling place of the derro and kobolds that have been subverted to the Outer Gods' worship. The rules for hallucinations and the general guidelines given in the overview of dungeon level two apply here as well. Use the hallucinations to draw the players off their guard and confuse them as to the true threat they face. As you will see, the final showdown with Tsathzar Rho uses the hallucinations as a pretense to create a dangerous riddle the players must solve before they can defeat the Outer Gods' prophet and destroy the threat he poses to the world.

In contrast to the tension in the level above, this place is a quiet, relaxed realm of peace and amity. The Outer Gods have enforced peace between the kobolds and derro after the two groups came to blows. Some of them have been sequestered to their resting chambers, while others have been fed into a ghastly machine that now works to grant Tsathzar Rho a physical form he may use to spread the Outer Gods' gospel across the world. When this machine's work is completed, it can recreate the energy pulse that warped the kobolds and later ensnared the derro. Soon, the entire region will be under the Outer Gods' thumb and primed to launch a crusade of conquest across the world.

Development: This region is the final area of the Outer Gods' toehold into the material world. Any losses sustained by monsters here are not replaced. Creatures forced to flee head to the second level where they attempt to rally any survivors there to repel the intruders. Luckily for the characters, the Outer Gods' iron will does not extend to that area. Any derro forced to flee are ambushed and slain if kobolds remain on the second level. Award the characters XP for defeating derro killed in that manner as normal.

The first time the PCs sleep after entering this area, they receive a vision from their gods warning them of the danger posed by this place. The dream shows a swarming horde of creatures that howl in pain as they transform into horrid, half-dragon creatures. The horde bursts from the lost vault and spreads like a plague of locusts, devouring all in their path. This dream continues until the characters defeat Tsathzar Rho. At that time, the characters receive a personal vision from their deities (or a powerful minion of the gods) who congratulate them on defeating the Outer Gods' plan. After receiving the first vision, the PCs gain the gods' blessing on their quest. When they enter battle on this level, they automatically gain the benefits of a bless spell. The gods cannot directly intervene in this matter, as doing so may strain reality to the point the Outer Gods can

personally enter the world, and thus must keep their aid to a minimum.

Room 34 – Breeding Chambers of the New Flesh

Appearance: As the door to this chamber opens, the characters are hit by a warm, wet breeze. The atmosphere here is at nearly tropical levels of heat and humidity. This room is a gigantic garden, with tall, palm-tree like plants reaching up to the 40-foot tall ceiling. Each tree trunk has a single, man-size seedpod growing from it. Close inspection reveals that something stirs within each pod. This chamber is the breeding ground for Tsathzar Rho's army of conquest. Blinded by their newly instilled fanaticism, the kobolds and derro sealed many of their allies, pets, and captives into these pods. These unfortunates have begun the long, painful process of transforming into an elite core of draconic beasts. The characters can easily slice open the pods and slaughter the abominations within, as none are within a month of full gestation. When opened, the pod spills forth a pool of thick, white fluid in which the half-formed beast writhes in agony. These creatures are utterly helpless and may be slain with a coup de grace action.

Award the characters experience for defeating a CR 3 creature if they spend the time needed to destroy all these creatures, roughly 2 hours.

Room 35 – The Temple of the Outer Gods

Appearance: This room opens to a scene torn from the depths of hell. A large altar sits at the center of this room, flanked by two tall candle stands. The altar is built from the still living remains of kobolds and derro who refused to yield to the Outer Gods' dominating power. Their limbs have been removed and their torsos sewn together to form a crude table. The candle stands are built from still-living kobolds whose bones were liquefied by the Outer Gods' power then reformed and arranged to force their bodies into a pose suitable to hold candles during services. The kobolds' faces and jaws are set to hold one candle, while their arms extend straight up from their torsos to each clutch a candle. Their legs are half as long as normal, as their lower leg bones form two additional limbs extending from their lower torsos to form four stable legs for the stand.

The walls are covered with the still-living skin and organs of other creatures captured and warped by the Outer Gods' servants. Organs pulse, veins throb, and when the characters move close to the



walls the skin and body parts move slightly as if reaching out towards them.

Kept in the southeast corner of this place are the temple's mundane supplies, a wooden box filled with 100 small, black candles, flint and steel, and three small, leather-bound tomes containing indecipherable writing. These tomes are worth 150 gp each to a sage or similar expert.

Inhabitants (EL 3): The current high priestess of the Outer Gods, Lerrza Mahk, tends to the altar and temple at all times. She was once a kobold, and though she retains her race's basic characteristics her body is much changed. Her skin, eyes, and scales are absolutely white, leaving her looking like little more than a moving, pale blotch wearing armor. A second face has sprouted from the back of her head. This face speaks to her, teaching her the ways of the Outer Gods and instructing her in their worship. In battle, the face chants maledictions on her foes in low, hushed tones.

Development: As the characters enter the room, Lerrza is in a deep meditation. If the PCs enter the room openly, the altar and candle holders innately sense they are enemies of the Outer Gods. These items hop towards the characters at 10 feet per round, babbling in a chorus of Undercommon, Common, and Draconic for release from their agony. The altar has AC 6 and can take 20 hit points of damage before finally dying, while the candle holders are AC 10 and have 8 hit points. These

items block movement, with the altar having a facing of 10 by 5 feet and the holders each filling a single 5 by 5 feet space. Roll initiative for them and move them to stand adjacent to the nearest character. Blinded by their agony, these poor creatures may inadvertently provide cover for Lerrza Mahk.

Lerrza fights to the death to defend her temple. She uses *hold person*, *cause fear*, and *sound burst* to destroy the characters. If these spells fail to overwhelm them, she uses her defensive spells (*protection from good*, *shield of faith*) before wading into melee.

The characters gain experience for defeating a CR 1 creature for killing the altar and the living candle-holders.

Room 36 – Chamber of Lesser Contemplation

Appearance: The door to this chamber is locked (DC 10 to open). A horrid stench rolls from this room as the characters open the door. Two derro dwell here, though both have long ago descended into madness as a result of the Outer Gods' influence. The floor is covered in feces and other waste matter, while the gaunt, crazed dwarves gibber and squawk at each other. The shattered wreckage of a wooden table and three chairs are scattered about the room.

Inhabitants (EL 2): The two unfortunate derro were directly exposed to the horrid energies of the Outer Gods, sundering their minds and turning them into raving lunatics. The high priestess, Lerrza Mahk, drags them into the temple for services. Their ravings and babble are regarded as sacred hymns by the kobolds. The derro wear the weapons and armor they carried when they first arrived here. A steel collar fitted with a long chain is set around each of their necks, to make it easier to drag them from this chamber to the temple when they are needed.

Development: The two derro attack the characters in a rage, using their crossbows until pressed into melee. If a character falls in combat, the derro leap upon his prone form, taking attacks of opportunity if necessary, and bite at him in their madness and hunger. Treat these as unarmed strikes.

Room 37 – Storage Chamber

Appearance: This room is stacked high with boxes, crates, and barrels. These containers once held food, drink, and other supplies for Tsathzar Rho and his followers. With the vault's disappearance into the realm of the Outer Gods, the material stored here degenerated into raw, protoplasmic goop. If any of these containers are opened, a strange, red-

dish sludge mixed with ears, bones, and other internal organs seeps out. The warping energy of the Outer Gods turned the meat and vegetables within the boxes into different organic forms.

Room 38 – Chamber of Greater Contemplation

Appearance: This neatly appointed room is carpeted with a thick, soft velvet rug. Squatting at the rug's center is a large kobold warped into a draconic creature. Its head is much larger than normal, and its forked tongue sneaks from its mouth to flick at the open, weeping sores that cover its body. A golden mirror (worth 300 gp) hangs on the eastern wall, while a small wooden table holds a golden plate, fork, and spoon (worth 200 gp total). A fresh kobold heart sits on the plate.

Inhabitants (EL 2): A single kobold dragonkin dwells here. It is the first of Tsathzar Rho's new army to survive the complete transformation process. As the Outer Gods' pride and joy, it is kept here in comfort and doted over by the high priestess Lerrza Mahk.

Development: The dragonkin eagerly joins the fray. It is convinced that it is the chosen champion of the Outer Gods and thus cannot contemplate defeat in battle. It confidently strides forward and fights to the death, using its breath weapon to soften up its foes before drawing its axe and charging.

Room 39 – Chamber of the Guardians

Appearance: This stone chamber is set with eight plain pillars that run from floor to ceiling. They are roughly crafted, looking almost as if they were hewn from the ground and placed in this chamber without any finishing work. The room smells heavily of ozone, and with a successful Spot check (DC 15) the characters can note faint, green energy fields that divide the room into eight sections.

The map shows the location of each field of power and numbers each section of the room from 1 to 8. When a character crosses any of these lines, roll 1d8. The result matches the section of the room the character immediately teleports into. The character appears at the center of the specific section he is moved into.

Inhabitants (EL 2): Ten kobold elite guards stand watch over this area. The long hours they spent here have attuned them to the room's teleportation effect. When they pass through the energy fields, they may choose which area they appear in or may ignore the fields' effects.

These kobolds have pure white, scaly skin. Great horns rise from their skulls, and long fur sprouts

from their faces. At first glance, they look more like small goat humanoids than kobolds.

Development: The kobolds cluster at the north end of the room, hoping to force the characters into the teleporters to divide them into small groups. They then leap through the energy fields to attack lightly armed and armored members of the party. The kobolds fight to the death to defend the Outer Gods' fane.

Room 40 – The Chamber of Blood Tides

Appearance: This strange, otherworldly chamber is the product of the bizarre energies produced by the inner fane of the Outer Gods to the west. The floor is covered with blood one-foot deep. Opening the door to this place does not cause the blood to flow away because of the strange gravitational forces at work here. A rolling field of reverse gravity sweeps through the room, making it appear as if an endless wave of blood that reaches up the ceiling continually rolls through the room. In combat, this wall blocks line of sight. When the characters enter the room, roll a d10 to determine where in the room the wave stands. It moves 10 feet each round from the north to south. It forms a barrier 5 feet wide that extends all the way across the room from east to west. When it reaches the southern end of the room, it disappears for one round then reappears at the northern end of the room.

The space the wave occupies is under the influence of a reverse gravity effect. Any character standing in that area falls 10 feet to the ceiling, taking damage as normal. A character can move across the reverse gravity area safely with a Jump check (DC 10) to leap through it. On a failed check, the character loses his balance, falls up towards the ceiling, then falls back down to the floor on the other side of the wave. He takes damage as if he fell 10 feet.

Inhabitants (EL 4): The kobold war chieftain, Baraz Mahk, guards this place along with three kobold elite guards. Baraz Mahk is the pinnacle of the Outer Gods' program to create a race of powerful, draconic monsters. He has transformed into a powerfully built humanoid with the head of a white dragon, long, clawed arms, and bird-like feet. Two small, stumpy wings grow from his back. The kobold elite guards are well on their way to gaining traits similar to their leader. Their skin is covered with thick, white scales, and all have long fangs and sharp claws.

Development: Baraz Mahk and his soldiers fight to the death. They use their familiarity with the blood wave to their advantage, moving forward behind it to close the distance to spellcasters and archers.



The kobolds all gain a +4 bonus to their Jump checks to move through the wave safely, as they have practiced extensively with it.

The rows of this chamber are numbered 1 to 9 on the map to make it easier for you to track the wave's location during the fight. To handle the wave, roll for its initiative and move the wave on that count.

Room 41 – The Final Enemy

Special: This place is the inner chamber of the Outer Gods, a small fragment of the whirling chaos that composes their strange plane of existence. Running this encounter requires a small amount of preparation and relies on setting the characters up with the hallucinations they may have experienced during their quest to destroy Tsathzar Rho. When the characters first enter this room, make a Will save (DC 15) for each in secret. Those who fail have their minds drawn into a vision of this room as it exists in the Outer Gods' realm. These characters can fight Tsathzar Rho and interact with his lair. Those characters who succeed at their saving throws pull free of this influence. They see the room's true form on the material plane. However, they may have to willingly throw themselves into the hallucination to defeat Tsathzar Rho.

This encounter relies on the characters' previous experiences with hallucinations. Treat this

encounter in the same manner as you did other phantasms they dealt with. Use index cards to communicate with the players whose characters can see Tsathzar Rho and describe to them the villain's actions and attacks against them. Do not drop hints of the true nature of the "hallucination" to the unaffected characters. The players should use roleplaying and trust in one another to defeat Tsathzar Rho. Characters who made their saving throw and cannot perceive the Outer Gods' realm are immune to all attacks from Tsathzar Rho, cannot see any effects of his actions, such as wounds or spells, and perceive the room as normal. They can see the afflicted characters' actions.

To embrace the hallucination, a character must treat the sights and creatures seen by the affected characters as real. For example, a wizard could try to cast *magic missile* at Tsathzar Rho, even though he cannot see him, while a cleric could cast healing spells on characters who claim to have been wounded. At that point, the characters may willingly take in the hellish sight of the Outer Gods' realm.

True Appearance: This chamber is a large, plain stone room that once served as Tsathzar Rho's summoning chamber. A plain, black altar rests in the middle of the room, while a wooden cabinet is set along the western wall. The wooden cabinet is locked (DC 20) and contains many items Tsathzar

Rho used to aid his summoning attempts. A glass vial contains 100 gp worth of silver dust, a second contains 400 gp of gold dust, a third holds 800 gp of diamond dust, and a fourth holds 800 gp of mithral dust. A small, wooden box holds a *ring of jumping* and four potions: *vision*, *intelligence*, *darkvision*, and *blur*. The rough outline of a pentagram drawn in blood is marked on the floor around the altar.

Outer Gods' Realm: The chamber opens on to a hellish scene. Black, basalt rock extends to a featureless horizon. A single, pale star glints in the sky, providing a dim radiance. Standing 20 feet before the characters is a writhing globe of flesh and body parts. Mouths appear on the globe, moaning and howling in pain. After a few moments, a sickening rending noise comes from the globe as Tsathzar Rho erupts from it. As he steps to the ground, the globe detonates, spraying the area (and the characters) with a layer of blood, guts, and slime.

Inhabitants (EL 5): Tsathzar Rho has changed into a horrid demon creature. He has green, scaled skin, a bird-like head suspended on an overly long, slender neck that coils beneath his head, awkward, bent

legs, and two long, taloned hands that seem to undulate as he holds them off the ground. His body's form is still liquid. It churns and shudders as he moves. At times, his internal organs float above his skin before being reabsorbed by his body. Weapon blows seem to pass through him, though sometimes a strike catches on a bone or organ.

Note that while Tsathzar Rho is CR 4, the encounter is EL 5 due to the environmental factors that aid Tsathzar Rho.

Development: The organs spread in the explosion are all still alive and seek to aid Tsathzar Rho. Intestines grab at the characters' legs, cutting their movement rate in half. Teeth and limbs claw at them. Each round, the characters must make Reflex saves (DC 10) or suffer 1d4 damage. Once per round, a tentacle composed of human bones and tendons strikes a single character at +4 to hit, dealing 1d6 damage. The first time this tentacle attacks, the target character must make a Spot check (DC 15) or lose his Dexterity bonus to AC as the tentacle springs behind him and attacks.

Wrapping Up

With Tsathzar Rho destroyed, the vision of the Outer Gods' realm shudders, warps, and suddenly snaps out of existence. The characters find themselves in area 41 as it exists in the material plane. With the Outer Gods' plot foiled and their connection to the material plane severed, the creatures they have warped explode in a bloody shower of bones and organs as the magic that altered them fades away.

With the characters triumphant, the Outer Gods may seek vengeance against them. While they cannot directly attack the characters, they may seek others like Tsathzar Rho who are willing to do anything to gain power. The characters may find mysterious cultists who attempt to assassinate them and their allies, while demons and devils called from the outer planes harass and assault them. Though the Outer Gods have been defeated in this battle, the war may have only just begun.

Creature Stat Blocks

The following stat blocks are summarize the statistics for creatures from each of the dungeon levels. Before play begins, photocopy or write down these game statistics for easy reference. Each level's monsters are listed together, even if a creature appears on more than one level. They are arranged in alphabetical order within each level by the names by which they are called in the module's text.

Creatures of the First Level

Animated Dolls (Animated Objects, Tiny): CR 1/2; Tiny Construct; HD 1/2d10; hp 2; Init +2; Spd 40 ft.; AC 14 (+2 size, +2 Dex); Atk +1 melee (1d3-1, slam); Reach 0 ft.; SQ Hardness 5; AL Neutral; SV Fort +0, Ref

+2, Will -5; Str 8, Dex 14, Con -, Int -, Wis 1, Cha 1.

Hardness (Ex): Due to the materials from which they were built, Tiny Animated Objects subtract 5 points from damage inflicted upon them.

Darkmantle: CR 1; Small Magical Beast; HD 1d10+1; hp 6; Init +4; Spd 20 ft., fly 30 ft. (poor); AC 17 (+1 size, +6 natural); Atk +5 melee (1d4+4, slam); SA Darkness, improved grab, constrict 1d4+4; SQ Blindsight; AL Neutral evil; SV Fort +3, Ref +2, Will +0; Str 16, Dex 10, Con 13, Int 2, Wis 10, Cha 10.

Skills: Hide +11, Listen +5; **Feats:** Improved Initiative.

Darkness (Su): Once per day a darkmantle can cause darkness as the spell cast by a 5th-level sorcerer.

Improved Grab (Ex): To use this ability, the darkman-

tle must hit with its slam attack. If it gets a hold, it can constrict.

Constrict (Ex): A darkmantle deals 1d4+4 damage with a successful grapple check.

Blindsight: A darkmantle can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allows it to ascertain objects and creatures within 90 feet. A silence spell negates this and effectively blinds the darkmantle.

Skills: A darkmantle receives a +4 racial bonus to Listen checks. *This bonus is lost if its blindsight is negated. The creature’s variable coloration gives it a +4 racial bonus to Hide checks.

Giant Fire Beetles: CR 1/3; Small Vermin; HD 1d8; hp 4; Init +0; Spd 30 ft.; AC 16 (+1 size, +5 natural); Atk +1 melee (2d4, bite); SQ Vermin; AL Neutral evil; SV Fort +2, Ref +0, Will +0; Str 10, Dex 11, Con 11, Int -, Wis 10, Cha 7.

Skills: Climb +4, Listen +3, Spot +3.

Vermin: Immune to mind-influencing effects.

Kobold Crossbowman: CR 1/6; Small Humanoid (Reptilian); HD 1/2d8; hp 2; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 Dex, +1 natural, +2 leather armor); Atk -1 melee (1d6-2, short sword) or +3 ranged (1d8, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL Lawful evil; SV Fort +0, Ref +1, Will +2; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills: Craft (trapmaking) +2, Hide +8, Move Silently +4, Search +2; **Feats:** Weapon Focus (light crossbow).

Light Sensitivity (Ex): Kobolds suffer a -1 penalty to attack rolls in bright sunlight or when in the area of a daylight spell or similar effect.

Possessions: Light crossbow, 20 bolts, short sword, leather armor.

Kobold Footmen: CR 1/6; Small Humanoid (Reptilian); HD 1/2d8; hp 2; Init +1; Spd 20 ft. (30 ft. base); AC 19 (+1 size, +1 Dex, +1 natural, +4 scalemail, +2 shield); Atk -1 melee (1d6-2, short sword) or +2 ranged (1d6-2, javelin); SQ Darkvision 60 ft., light sensitivity; AL Lawful evil; SV Fort +0, Ref +1, Will +2; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills: Craft (trapmaking) +2, Hide +8, Move Silently +4, Search +2; **Feats:** Combat Reflexes.

Light Sensitivity (Ex): Kobolds suffer a -1 penalty to attack rolls in bright sunlight or when in the area of a daylight spell or similar effect.

Possessions: Short sword, javelin, large wooden shield, scalemail armor.

Monstrous Rock Centipedes, Medium-Size: CR 1/2; Medium-size Vermin; HD 1d8; hp 4; Init +2; Spd 40 ft., climb 20 ft.; AC 14 (+2 Dex, +2 natural); Atk +2 melee (1d6-1 and poison, bite); Face 5 ft. by 5 ft.; SA Poison (DC 13, 1d3 Dex/1d3 Dex); SQ Vermin; AL Neutral evil; SV Fort +2, Ref +2, Will +0; Str 9, Dex 15, Con 10, Int



-, Wis 10, Cha 2.

Skills: Climb +8, Hide +8, Spot +8. **Feats:** Weapon Finesse (bite).

Vermin: Immune to mind-influencing effects.

Ogre: CR 2; Large Giant; HD 4d8+8; hp 26; Init -1; Spd 30 ft.; AC 16 (-1 size, -1 Dex, +5 natural, +3 hide armor); Atk +8 melee (2d6+7, huge greatclub); Reach 10 ft.; AL Chaotic evil; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills: Climb +4, Listen +2, Spot +2. **Feats:** Weapon Focus (greatclub).

Possessions: Greatclub, hide armor.

Slaazik Balefire, male kobold Sor2: CR 2; Small Humanoid (Reptilian); HD 2d4+4; hp 11; Init +8; Spd 30 ft.; AC 15 (+4 Dex, +1 natural); Atk +0 melee (1d4-1, dagger) or +5 ranged (1d8, light crossbow); SA Spells; SQ Darkvision 60 ft., light sensitivity; AL Lawful evil; SV Fort +2, Ref +5, Will +3; Str 8, Dex 18, Con 14, Int 10, Wis 11, Cha 17.

Skills: Concentration +7, Craft (trapmaking) +2, Search +2, Spellcraft +5; **Feats:** Improved Initiative.

Spells (6/5, save DC 13 + spell level): 0 – *daze, flare, ghost sound, mage hand, resistance*; 1st – *burning hands, shield*.

Special: Toad familiar.

Light Sensitivity (Ex): Kobolds suffer a -1 penalty to attack rolls in bright sunlight or when in the area of a daylight spell or similar effect.

Possessions: *Bracers of armor* +1, *pearl of power* (1st level), *wand of magic missile* (34 charges, caster level 1), dagger, light crossbow, 10 bolts.

Stirges: CR 1/2; Tiny Beast; HD 1d10; hp 5; Init +4; Spd 10 ft., fly 40 ft. (average); AC 16 (+2 size, +4 Dex); Atk +6 melee (1d3-4, touch); SA Attach, blood drain; AL Neutral evil; SV Fort +2, Ref +6, Will +1; Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6.

Skills: Hide +14. *Feats:* Weapon Finesse (touch).

Attach (Ex): If a stirge hits with a touch attack, it uses its eight pincers to latch onto the opponent's body. An attached stirge has an AC of 12.

Blood Drain (Ex): A stirge drains blood, dealing 1d4 points of temporary Constitution damage each round it remains attached. Once it has drained 4 points of Constitution, it detaches and flies off to digest the meal.

Creatures of the Second Level

Derro: CR 1; Medium-Size Humanoid (Dwarf); HD 1d8+1; hp 5; Init +0; Spd 15 ft. (scalemail), base 20 ft.; AC 17 (+2 Dex, +4 armor, +1 shield); Atk +1 melee (1d6, short sword) or +3 ranged (1d8 and poison, light crossbow); SA Dwarf traits; SQ Dwarf traits, darkvision 30 ft., SR 18, sunlight vulnerability; AL Lawful evil; SV Fort +3, Ref +2, Will +0; Str 10, Dex 14, Con 13, Int 10, Wis 10, Cha 6.

Skills: Appraise +2, Craft (metalworking) +2, Listen +2, Spot +2. *Feats:* Blind-Fight, Point Blank Shot.

Dwarven Traits (Ex): Dwarves benefit from a number of racial traits.

- +1 racial bonus to attack rolls against orcs and goblinoids.
- +2 racial bonus to Will saves against spells and spell-like abilities.
- +2 racial bonus to Fortitude saves against all poisons.
- +4 dodge bonus against giants, through special defensive training.
- Stonecunning.

Sunlight Vulnerability (Ex): Derro take 1 point of temporary Constitution damage for every hour they are exposed to sunlight, dying when their Constitution reaches 0. Lost Constitution points are recovered at the rate of 1 per day out of the sun.

Possessions: Light crossbow, short sword, spiked buckler, poison (3 doses, Fort DC 14, 2d6 Str/2d6 Str), scalemail.

Ghast: CR 3; Medium-Size Undead; HD 4d12; hp 26; Init +2; Spd 30 ft.; AC 16 (+2 Dex, +4 natural); Atk +4 melee (1d8+1 and paralysis, bite) and +2/+2 melee (1d4 and paralysis, claws); SA Stench, paralysis, create spawn; SQ Undead, +2 turn resistance; AL Chaotic evil; SV Fort +1, Ref +3, Will +6; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16.

Skills: Climb +6, Escape Artist +8, Hide +8, Intuit Direction +3, Jump +6, Listen +8, Move Silently +7, Search +6, Spot +8. *Feats:* Multiattack, Weapon Finesse (bite).

Stench (Ex): The stink of death and corruption surrounding these creatures is sickening. Those within 10 feet must succeed at a Fortitude save (DC 15) or be wracked with nausea, suffering a -2 circumstance penalty to all attacks, saves, and skill checks for 1d6+4 minutes.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed at a Fortitude save (DC 15) or be paralyzed for 1d6+4 minutes. Even elves are vulnerable to this paralysis.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Ghoul: CR 1; Medium-Size Undead; HD 2d12; hp 13; Init +2; Spd 30 ft.; AC 14 (+2 Dex, +2 natural); Atk +3 melee (1d6+1 and paralysis, bite) and +0/+0 melee (1d3 and paralysis, claws); SA Paralysis, create spawn; SQ Undead, +2 turn resistance; AL Chaotic evil; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 16.

Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed at a Fortitude save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune to this paralysis.

Create Spawn (Su): In most cases, ghouls devour those they kill. From time to time, however, the bodies of their humanoid victims lie where they fell, to rise as ghouls themselves in 1d4 days. Casting protection from evil on a body before the end of that time averts the transformation.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Kobold Crossbowman: CR 1/6; Small Humanoid (Reptilian); HD 1/2d8; hp 2; Init +1; Spd 30 ft.; AC 15 (+1 size, +1 Dex, +1 natural, +2 leather armor); Atk -1 melee (1d6-2, short sword) or +3 ranged (1d8, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL Lawful evil; SV Fort +0, Ref +1, Will +2; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills: Craft (trapmaking) +2, Hide +8, Move Silently +4, Search +2. *Feats:* Weapon Focus (light crossbow).

Light Sensitivity (Ex): Kobolds suffer a -1 penalty to attack rolls in bright sunlight or when in the area of a daylight spell or similar effect.

Possessions: Light crossbow, 10 bolts, short sword, leather armor.

Kobold Dragonkin: CR 2; Small Humanoid (Reptilian); HD 1d10+1; hp 6; Init +1; Spd 20 ft. (chainmail); base 30 ft.; AC 22 (+1 size, +1 Dex, +5 natural, +5 chainmail);

Atk +3 melee (1d8+2, battleaxe); SA Breath weapon; SQ Darkvision 60 ft., light sensitivity; AL Lawful evil; SV Fort +1, Ref +1, Will +2; Str 14, Dex 13, Con 13, Int 12, Wis 10, Cha 12.

Skills: Craft (trapmaking) +2, Hide +8, Move Silently +8, Search +6. *Feats:* Dodge.

Breath Weapon (Su): The kobold dragonkin can breathe a 20 ft. cone of cold that deals 3d6 damage. A successful Reflex save (DC 16) halves this damage.

Half-Dragon Qualities: Immune to sleep and paralysis effects. Immune to cold damage.

Light Sensitivity (Ex): Kobolds suffer a –1 penalty to attack rolls in bright sunlight or when in the area of a daylight spell or similar effect.

Possessions: Battleaxe, chainmail.

Kobold Elite Guard: CR 1/6; Small Humanoid (Reptilian); HD 1/2d8; hp 2; Init +1; Spd 20 ft. (chainmail); base 30 ft.; AC 18 (+1 size, +1 Dex, +1 natural, +5 chainmail); Atk +0 melee (1d8-2, light flail) or +3 ranged (1d10, heavy crossbow); SQ Darkvision 60 ft., light sensitivity; AL Lawful evil; SV Fort +0, Ref +1, Will +2; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills: Craft (trapmaking) +2, Hide +8, Move Silently +4, Search +2. *Feats:* Weapon Focus (light flail).

Light Sensitivity (Ex): Kobolds suffer a –1 penalty to attack rolls in bright sunlight or when in the area of a daylight spell or similar effect.

Possessions: Light flail, heavy crossbow, 10 bolts, chainmail.

Kobold Footmen: CR 1/6; Small Humanoid (Reptilian); HD 1/2d8; hp 2; Init +1; Spd 20 ft. (scalemail); base 30 ft.; AC 19 (+1 size, +1 Dex, +1 natural, +4 scalemail, +2 shield); Atk -1 melee (1d6-2, short sword) or +2 ranged (1d6-2, javelin); SQ Darkvision 60 ft., light sensitivity; AL Lawful evil; SV Fort +0, Ref +1, Will +2; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills: Craft (trapmaking) +2, Hide +8, Move Silently +4, Search +2. *Feats:* Combat Reflexes.

Light Sensitivity (Ex): Kobolds suffer a –1 penalty to attack rolls in bright sunlight or when in the area of a daylight spell or similar effect.

Possessions: Short sword, javelin, large wooden shield, scalemail armor.

Large Monstrous Spider: CR 2; Large Vermin; HD 4d8+4; hp 22; Init +3; Spd 30 ft., climb 20 ft.; AC 14 (-1 size, +3 Dex, +2 natural); Atk +4 melee (1d8+3 and poison, bite); Face 10 ft. by 10 ft.; Reach 5 ft.; SA Poison, web; SQ Vermin; AL Neutral evil; SV Fort +5, Ref +4, Will +1; Str 15, Dex 17, Con 12, Int -, Wis 10, Cha 2.

Skills: Climb +14, Hide +6, Jump +2, Spot +7.

Poison (Ex): The spider's poison requires a Fortitude save (DC 16) to resist and causes 1d6 temporary Strength damage as both its initial and secondary effect.

Web (Ex): Both types of monstrous spiders often wait

in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size.

Web-spinning spiders can cast a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size smaller than the spider. The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful Escape Artist check (DC 26) or burst it with a Strength check (DC 32). Approaching creatures must succeed at a Spot check (DC 20) to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the 12 hit points, and sheet webs have damage reduction 5/fire. A monstrous spider can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

Vermin: Immune to mind-influencing effects.

Lemure: CR 1; Medium-Size Outsider (Evil, Lawful); HD 2d8; hp 9; Init +0; Spd 20 ft.; AC 13 (+3 natural); Atk +2/+2 melee (1d3, claws); SQ Damage reduction 5/silver, SR 5, baatezu qualities, mindless; AL Lawful evil; SV Fort +3, Ref +3, Will +3; Str 10, Dex 10, Con 10, Int -, Wis 11, Cha 5.

Immunities (Ex): Baatezu are immune to fire and poison.

Resistances (Ex): Baatezu have cold and acid resistance 20.

See in Darkness (Su): All devils can see perfectly in darkness of any kind, even that created by deeper darkness spells.

Mindless (Ex): Lemures are immune to all mind-influencing effects.

Serrek Tarn, male kobold Wiz2: CR 2; Small Humanoid (Reptilian); HD 2d4+4; hp 11; Init +8; Spd 30 ft.; AC 13 (+2 Dex, +1 natural); Atk +0 melee (1d4-1, dagger) or +3 ranged (1d8, light crossbow); SA Spells; SQ Darkvision 60 ft., light sensitivity; AL Lawful evil; SV Fort +2, Ref +3, Will +3; Str 8, Dex 14, Con 14, Int 14, Wis 11, Cha 10.

Skills: Alchemy +7, Concentration +7, Craft (trapmaking) +4, Knowledge (arcana) +7, Search +4, Spellcraft +7. *Feats:* Improved Initiative, Scribe Scroll.

Spells (4/3): 0 – *Flare, mage hand, ray of frost, resistance*; 1st – *cause fear, magic missile, summon monster I*.

Spellbook: 0 – all; 1st – *cause fear, expeditious retreat, mage armor, magic missile, shocking grasp, spider climb, summon monster I*.

Special: Bat familiar.

Light Sensitivity (Ex): Kobolds suffer a –1 penalty to

attack rolls in bright sunlight or when in the area of a daylight spell or similar effect.

Possessions: Light crossbow, 10 bolts, dagger, *wand of burning hands* (41 charges), 3 *potions of healing*, *potion of haste*, scroll of *mage armor*, scroll of *spider climb*.

Skeleton, Medium-Size: CR 1/3; Medium-Size Undead; HD 1d12; hp 6; Init +5; Spd 30 ft.; AC 20 (+1 Dex, +2 natural, +5 armor, +2 shield); Atk +0 melee (1d8, claws); SQ Undead, immunities; AL Neutral; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con -, Int -, Wis 10, Cha 11.

Feats: Improved Initiative.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities (Ex): Skeletons have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.

Possessions: Longsword, large wooden shield, chain-mail.

Creatures of the Third Level

Baraz Mahk, male half-dragon/kobold Bbn2: CR 4; Small Humanoid (Reptilian); HD 2d12+2; hp 28; Init +1; Spd 40 ft. (chainmail shirt); AC 22 (+1 size, +1 Dex, +5 natural, +5 +1 chainmail shirt); Atk +7 melee (1d8+3, masterwork battleaxe); SA Breath weapon; SQ Darkvision 60 ft., light sensitivity, rage, fast movement, uncanny dodge (Dex bonus to AC); AL Chaotic evil; SV Fort +4, Ref +1, Will +0; Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 12.

Skills: Climb +7, Hide +4, Intimidate +6, Jump +7, Listen +5, Move Silently +4. *Feats:* Weapon Focus (battleaxe).

Breath Weapon (Su): The kobold dragonkin can breathe a 20 ft. cone of cold that deals 3d6 damage. A successful Reflex save (DC 16) halves this damage.

Half-Dragon Qualities: Immune to sleep and paralysis effects. Immune to cold damage.

Light Sensitivity (Ex): Kobolds suffer a -1 penalty to attack rolls in bright sunlight or when in the area of a daylight spell or similar effect.

Possessions: Masterwork battleaxe, +1 chainmail shirt, *potion of cure light wounds*.

Derro: CR 1; Medium-Size Humanoid (Dwarf); HD 1d8+1; hp 5; Init +0; Spd 15 ft. (scalemail), base 20 ft.; AC 17 (+2 Dex, +4 armor, +1 shield); Atk +1 melee (1d6, short sword) or +3 ranged (1d8 and poison, light crossbow); SA Dwarf traits; SQ Dwarf traits, darkvision 30 ft., SR 18, sunlight vulnerability; AL Lawful evil; SV Fort +3, Ref +2, Will +0; Str 10, Dex 14, Con 13, Int 10, Wis 10, Cha 6.

Skills: Appraise +2, Craft (metalworking) +2, Listen



+2, Spot +2. *Feats:* Blind-Fight, Point Blank Shot.

Dwarven Traits (Ex): Dwarves benefit from a number of racial traits.

- +1 racial bonus to attack rolls against orcs and goblinoids.
- +2 racial bonus to Will saves against spells and spell-like abilities.
- +2 racial bonus to Fortitude saves against all poisons.
- +4 dodge bonus against giants, through special defensive training.
- Stonecunning.

Sunlight Vulnerability (Ex): Derro take 1 point of temporary Constitution damage for every hour they are exposed to sunlight, dying when their Constitution reaches 0. Lost Constitution points are recovered at the rate of 1 per day out of the sun.

Possessions: Light crossbow, short sword, spiked buckler, poison (3 doses, Fort DC 14, 2d6 Str/2d6 Str), scalemail.

Kobold Dragonkin: CR 2; Small Humanoid (Reptilian); HD 1d10+1; hp 6; Init +1; Spd 20 ft. (chainmail); base 30 ft.; AC 22 (+1 size, +1 Dex, +5 natural, +5 chainmail); Atk +3 melee (1d8+2, battleaxe); SA Breath weapon; SQ Darkvision 60 ft., light sensitivity; AL Lawful evil; SV Fort +1, Ref +1, Will +2; Str 14, Dex 13, Con 13, Int 12, Wis 10, Cha 12.

Skills: Craft (trapmaking) +2, Hide +8, Move Silently +8, Search +6. *Feats:* Dodge.

Breath Weapon (Su): The kobold dragonkin can breathe a 20 ft. cone of cold that deals 3d6 damage. A successful Reflex save (DC 16) halves this damage.

Half-Dragon Qualities: Immune to sleep and paralysis effects. Immune to cold damage.



Light Sensitivity (Ex): Kobolds suffer a –1 penalty to attack rolls in bright sunlight or when in the area of a daylight spell or similar effect.

Possessions: Battleaxe, chainmail.

Kobold Elite Guard: CR 1/6; Small Humanoid (Reptilian); HD 1/2d8; hp 2; Init +1; Spd 20 ft. (chainmail); base 30 ft.; AC 18 (+1 size, +1 Dex, +1 natural, +5 chainmail); Atk +0 melee (1d8-2, light flail) or +3 ranged (1d10, heavy crossbow); SQ Darkvision 60 ft., light sensitivity; AL Lawful evil; SV Fort +0, Ref +1, Will +2; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills: Craft (trapmaking) +2, Hide +8, Move Silently +4, Search +2. *Feats:* Weapon Focus (light flail).

Light Sensitivity (Ex): Kobolds suffer a –1 penalty to attack rolls in bright sunlight or when in the area of a daylight spell or similar effect.

Possessions: Light flail, heavy crossbow, 10 bolts, chainmail.

Lerrza Mahk, female kobold Clr3: CR 3; Small Humanoid (Reptilian); HD 3d8+6; hp 23; Init +2; Spd 20 ft. (chainmail); base 30 ft.; AC 19 (+1 size, +2 Dex, +1 natural, +5 chainmail); Atk +4 melee (1d8+2, masterwork heavy mace), +6 ranged (1d8, masterwork light crossbow); SA Breath weapon, spells; SQ Darkvision 60 ft., light sensitivity, domain abilities; AL Lawful evil; SV Fort +3, Ref +2, Will +3; Str 10, Dex 14, Con 14, Int 12, Wis 16, Cha 12.

Skills: Concentration +7, Heal +8, Knowledge (religion) +6. *Feats:* Combat Casting.

Domains: Destruction, Evil.

Spells (4/3+1/2+1): 0 – *Cure minor wounds, detect magic, guidance, resistance*; 1st – *bane, command,*

entropic shield, protection from evil, shield of faith; 2nd – *hold person, shatter, sound burst*.

Light Sensitivity (Ex): Kobolds suffer a –1 penalty to attack rolls in bright sunlight or when in the area of a daylight spell or similar effect.

Possessions: Masterwork heavy mace, masterwork light crossbow, chainmail, scroll of magic stone, scroll of hold person, scroll of deeper darkness.

Tsathzar Rho, unholy abomination: CR 4; Medium-Size Abomination; HD 6d8+30; hp 57; Init +2; Spd 30 ft.; AC 17 (+2 Dex, +5 natural); Atk +6/+6 melee (1d6+2, claw) and +4 melee (1d8+2, bite); Face 5 ft. by 5 ft.; Reach 5 ft.; SA Aspect of madness, scything claw; SQ Spell resistance 12, DR 5/+1, cold immunity, darkvision 60 ft.; AL Lawful evil; SV Fort +7, Ref +4, Will +6; Str 15, Dex 14, Con 20, Int 14, Wis 13, Cha 19.

Skills: Climb +9, Hide +9, Jump +9, Knowledge (arcana) +10, Spellcraft +10, Spot +9. *Feats:* Expertise, Improved Disarm, Multiattack.

Aspect of Madness (Su): Tsathzar Rho is a being composed of unholy energies crafted into a mind shattering form. When a creature with fewer than 6 HD views him, it must make a Will save (DC 15) or be affected as if by the spell *confusion* for 1d8 rounds. Tsathzar Rho's opponents need only attempt this save once per encounter.

Scything Claw (Ex): In his current form, Tsathzar Rho can lash out with his limbs to slice into a distant foe with his claws. He has 10-foot reach with his claw attacks. When using his claws in this manner, he may immediately attack an opponent adjacent to his target if his claw attack hits. His claws rip through one foe and slice into another.

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EN World Player's Journal: This quarterly role playing magazine features all-original content provided by both fans and professional publishers. No news, no reviews, no excerpts: it's 100% usable gaming material. Features retro cover design and top-notch articles. Available quarterly; issue #2 comes out in June.

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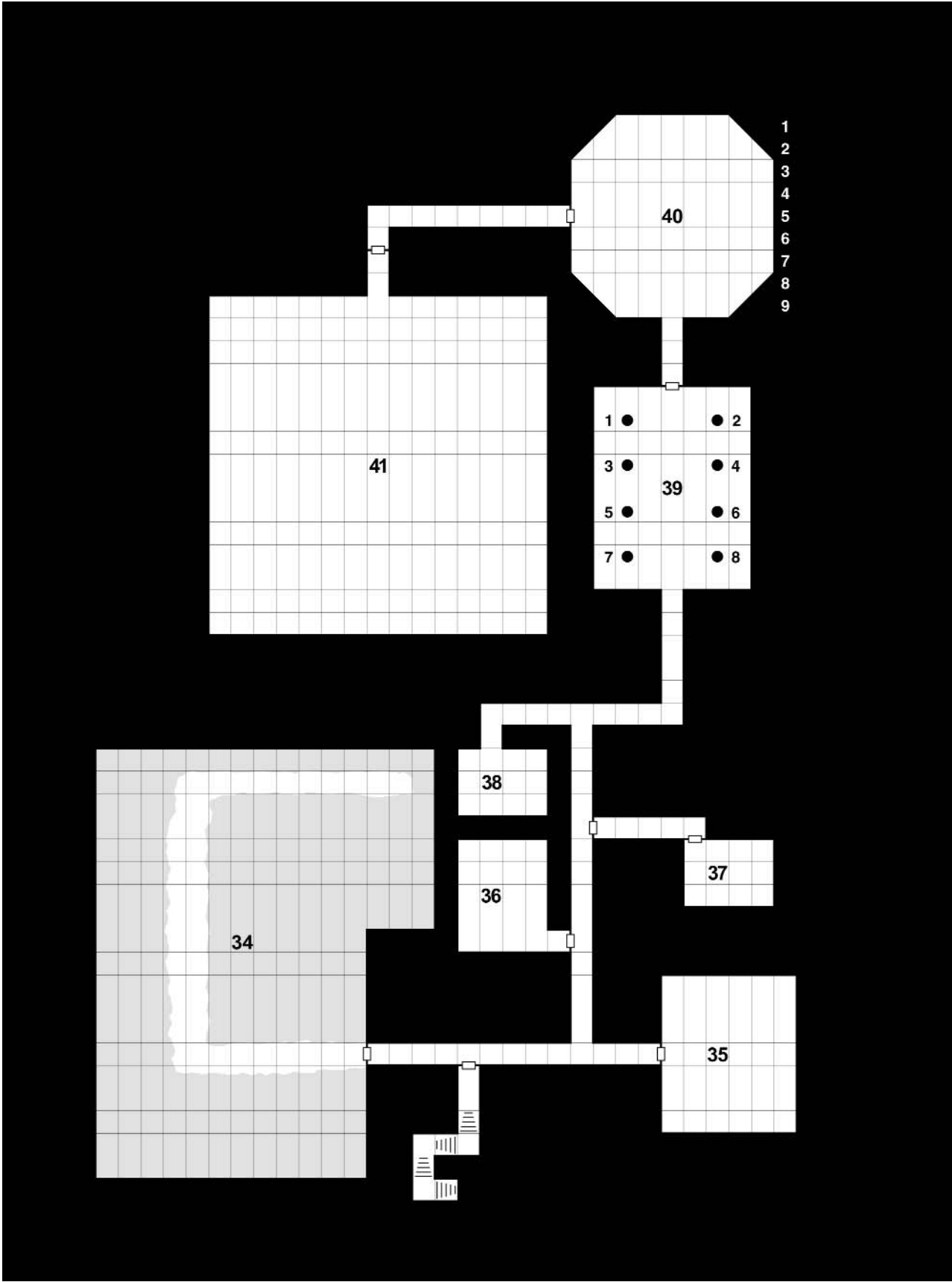
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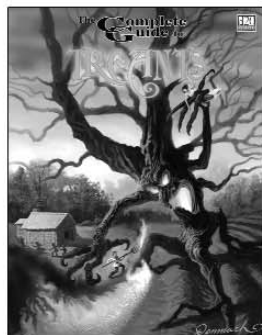
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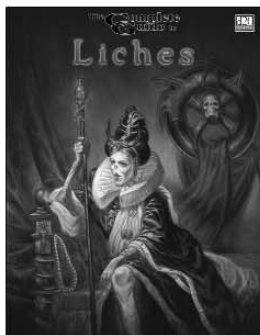


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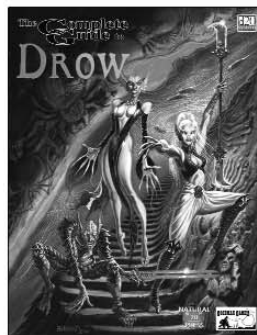
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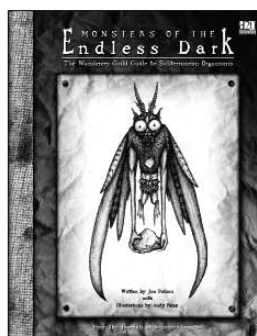
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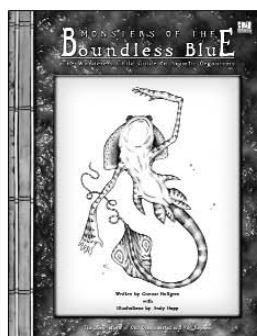
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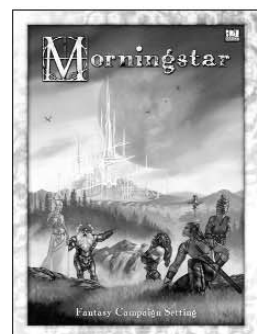
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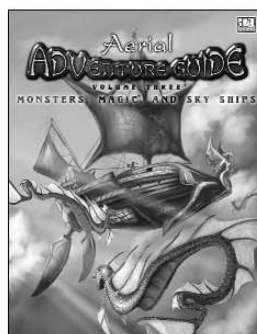
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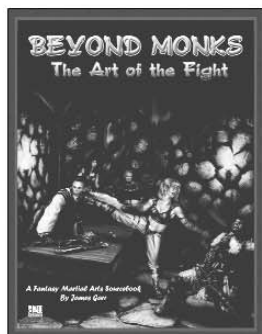
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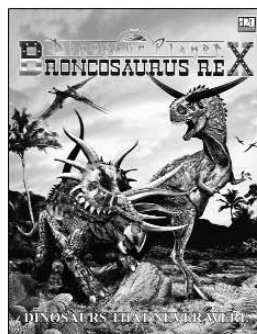
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