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Dungeon Crawl Classics #42

The Secret of the Stonearm

by Luke Johnson

AN ADVENTURE FOR CHARACTER LEVELS 2-3



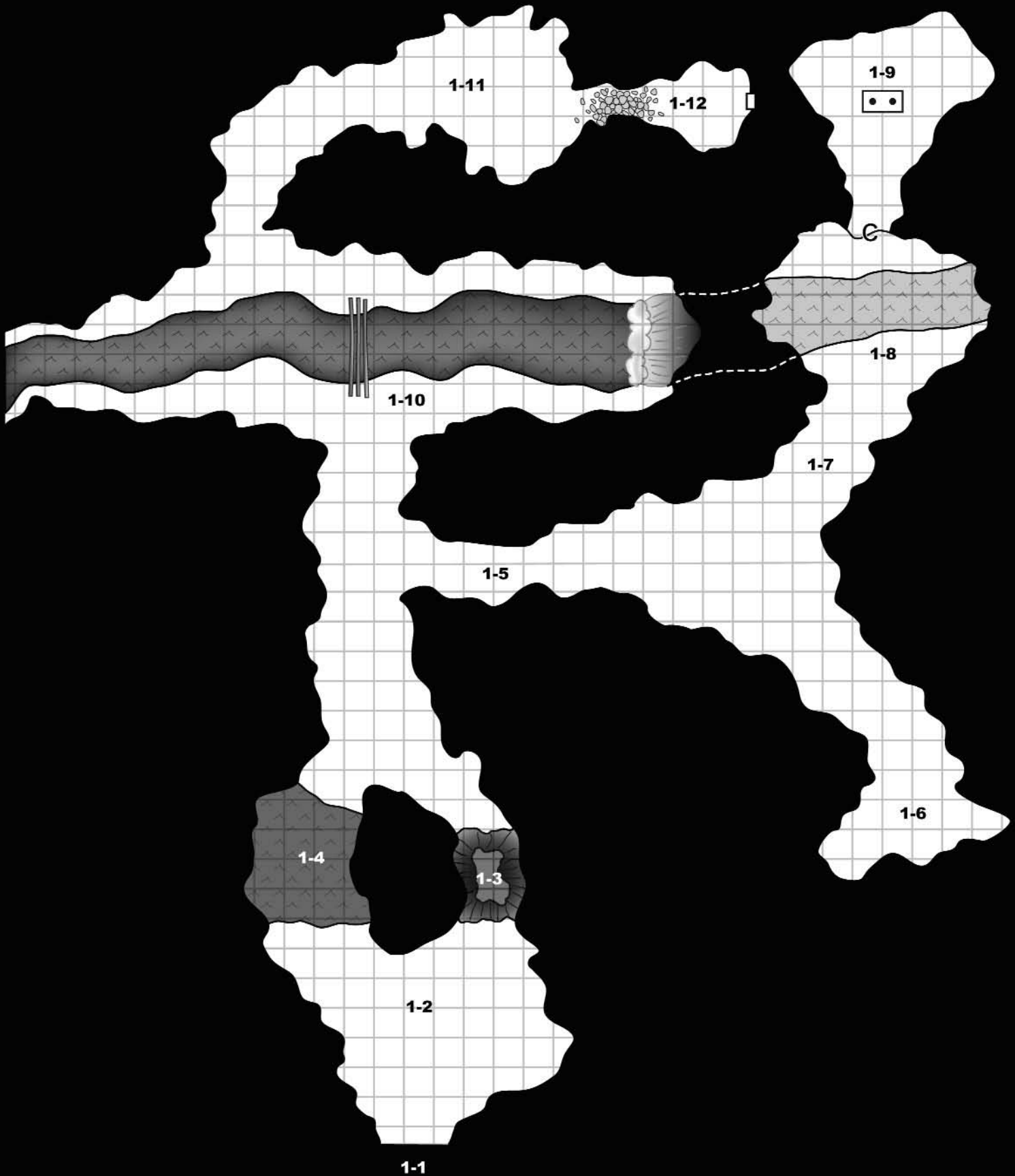
Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics adventures don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you remember, and the secret doors you know are there somewhere.

A merchant's beautiful daughter is missing, and only the heroes can save her! The search leads to a band of assassin-thugs called the Stonehands, whose magically enhanced stone hands give them great powers. To rescue the merchant's daughter, the heroes must best teeming jungles, deadly cults, a demigod's tomb, and a wizard with ancient magic at his fingertips!

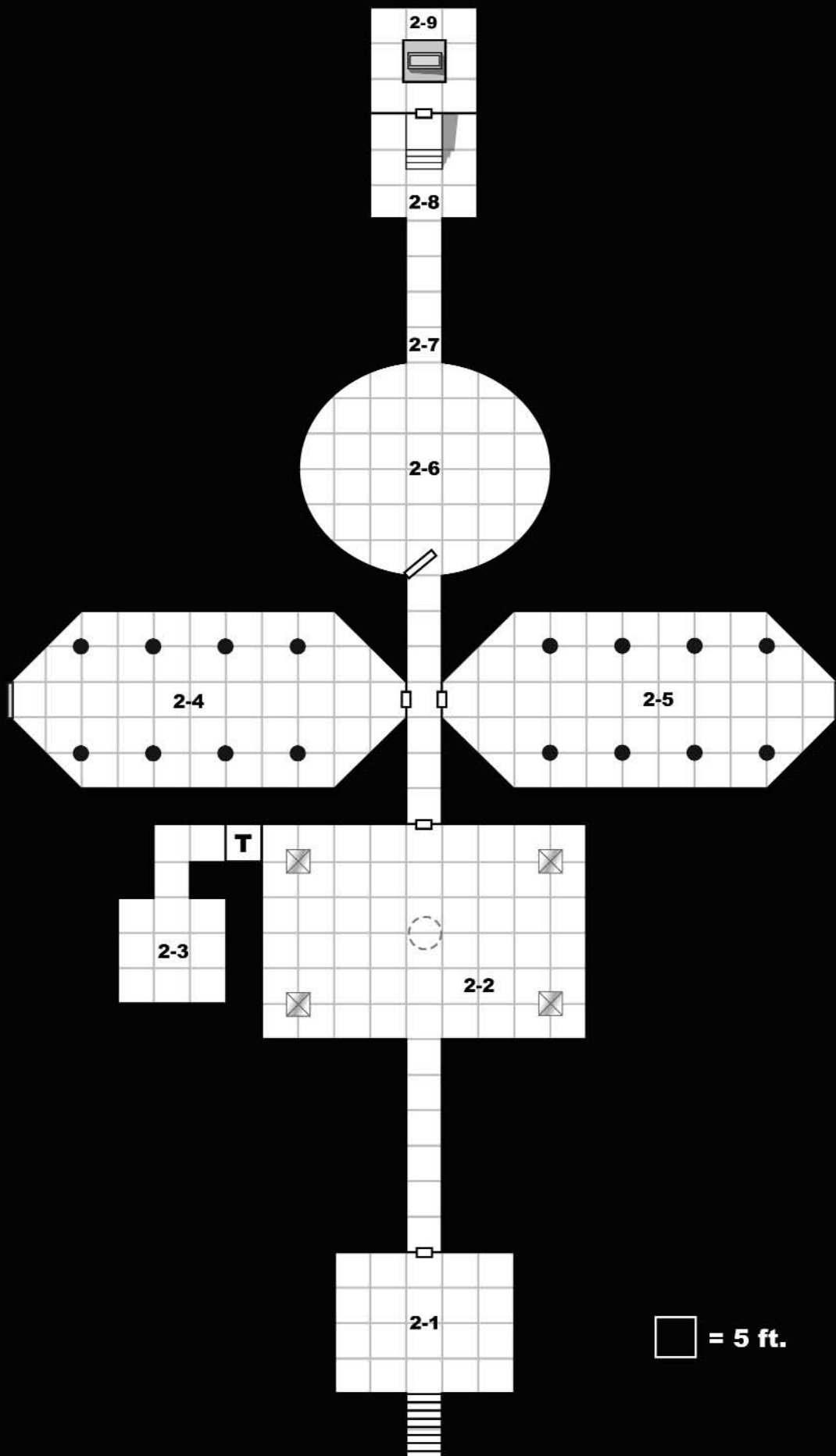
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Level 1: The Jungle Cave



Level 2: Ganymos's Tomb



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If you enjoy this adventure, be sure to look for the rest of the Dungeon Crawl Classics series at your local game store.

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Introduction

Remember the golden days of role playing, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Well, those days are back. Dungeon Crawl Classics feature bloody combat, intriguing dungeons, and no NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know must be there somewhere.

Secrets of the Stonearm is designed for four to six player characters (PCs) of 2nd or 3rd level. A party with 12 total levels is ideal. An even mix of fighting and spell-casting classes is a good idea. The party should include at least one member with serious fighting prowess (such as a fighter or barbarian) and one member capable of heavy-duty healing (a cleric, druid, or paladin). A character with some street savvy and social skills will be helpful in the adventure's first stages.

You can adapt the adventure to challenge weaker or more powerful parties by adjusting the strengths and numbers of the villains; see the "Scaling Information" section, below, for some ideas.

Adventure Summary

A merchant's daughter, Arra Bruce, is missing. One of Arra's associates, the wizard Morriton, believes some force magically kidnapped her. Morriton turns to the PCs for help.

Morriton is correct: an ambitious priest called the Stonearm Scourge abducted Arra to secure her research notes. He plans to combine Arra's research with his own to discover the tomb of a forgotten demigod — and to take the being's power for himself.

The PCs begin by investigating Arra's disappearance in the city of Kassantia. After outwitting or out-muscling a group of assassin-thugs called the Stonehands, they discover the Stonearm Scourge's involvement and rummage through his workshop. With the information they acquire there, the PCs follow the Stonearm Scourge to the demigod's tomb, which is deep within a teeming jungle. The PCs contend with tropical monsters, the remains of a native spider-worshipping cult, ancient traps, and the Stonearm Scourge, who, with ancient magic at his fingertips, proves a mighty opponent and is difficult to kill. Finally, the PCs penetrate the demigod's tomb and learn a forgotten truth.

Game Master's Section

Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. The abbreviations used are: **Loc** – the location number keyed to the map for the encounter, listed by area number. **Pg** – The module page number on which the encounter can be found. **Type** – this indicates if the encounter is a trap (T), combat (C), or puzzle (P). **Encounter** – the key monsters or traps that can be found in the encounter. Names in *italics* are classed NPCs. **EL** – the encounter level.

<u>Loc</u>	<u>Pg</u>	<u>Type</u>	<u>Encounter</u>	<u>EL</u>
M-1	7	C	4 <i>Stonehands</i>	2
M-2	9	C	Wickerman	1/2
1-2	12	C	4 <i>Goons</i>	2
1-4	13	C	Centipede swarm	4
1-5	14	T	Poison needle trap	1
1-6	14	C	Mummified monstrous spider	2
1-9	16	C	Spider wight	4
1-10	16	C	<i>The Stonearm Scourge</i> , graniteman servant	5
1-11	18	P	Excavation puzzle	–
2-1	20	T	Fire trap	2
2-2	20	P	Prism puzzle	–
2-5	22	C	Shadow	3
2-6	23	C	2 red effigies	3
2-7	23	C	<i>Arra Bruce</i>	1
2-8	23	C	<i>The Stonearm Scourge</i> , graniteman servant	5

Scaling Information

Secrets of the Stonearm Scourge is designed for four to six characters of 2nd or 3rd level, but it can be easily modified for parties of different sizes or levels. Consider adapting the adventure using any of the following suggestions:

Weaker Parties (three or fewer PCs, and/or total party levels under 12): Remove 1 Stonehand from area M-1 and 1 goon from area 1-2. Replace the centipede swarm in area 1-4 with 6 Medium monstrous centipedes. Remove the energy drain ability from the spider wight in area 1-9 (Doing so reduces its CR to 3.). Replace the Stonearm Scourge's graniteman (areas 1-

10 and 2-8) with a wickerman. Remove 1 red effigy from area 2-6.

Stronger Parties (seven or more PCs, and/or total party levels over 12): Add 2 Stonehands to area M-1 and 2 goons to area 1-2. Replace the greenblood oil on the needle in area 1-5 with a large monstrous scorpion venom (Fort DC 14, 1d4 Con/1d4 Con) and add +3 to the trap's Search and Disable Device checks (Doing so raises the trap's CR to 3.). Add another mummified spider to area 1-6. Add 4 Hit Dice to the spider wight in area 1-9. Make the Stonearm Scourge a 4th-level cleric and add 4 Hit Dice to his graniteman (areas 1-10 and 2-8). He casts spells as appropriate in area 1-10. Increase the damage the trap in area 2-1 deals to 2d6 (Doing so increases its CR to 3.). Add 1 shadow to area 2-5 and 4 red effigies to area 2-6.

Getting the Players Involved

The easiest way to involve the PCs in the adventure is for Morriton to approach them about Arra's abduction. Morriton doesn't go to the city watch because he fears it is compromised; the reason he specifically approaches the PCs depends upon their nature.

You may wish to use one of the following hooks to involve the PCs in this adventure:

- **Your Reputation Precedes You.** The PCs have a reputation around Kassantia as reliable troubleshooters. Perhaps they cleared out a nearby goblin den or retrieved a lost item. This hook works even better if the PCs have worked for a noble, wizard, or other person of standing.
- **Buddies.** The PCs have a connection to Morriton or Arra through friends, family, or an organization, such as a church.
- **Blackmail.** Morriton is a thoroughly unpleasant character whose concern about Arra is motivated solely by her patronage. The wizard is not above blackmailing characters to serve his purposes. He might have embarrassing knowledge about one of the PCs, or their family or friends.
- **Reward.** Word on the street is that the wizard, Morriton, is paying good gold for an unspecified mission. Sounds dangerous.
- **Chance Encounters.** You might bypass Morriton's involvement entirely. In this case, the PCs run afoul of the Stonehands (see area M-1), who mistakenly believe the PCs interfere with their master's plans. The Stonehands' loose lips catch the PCs' interest, and they look into the matter out of curiosity.

Viomancy

This adventure assumes that a number of spellcasters — notably the Stonearm Scourge, the adventure's primary villain — are involved in viomancy. Viomancy is a branch of magic that studies the creation of pseudo-life. The game mechanics for viomancy aren't important to the plot, but some viomantic items are included in Appendix 2: New Magic Items for completeness.

Two items important in this adventure fall under viomancy: false men and grand'roms.

False Men: False men are small, golem-like servants. They possess a degree (albeit a small one) of sentience, which imbues them with absolute loyalty to their masters and allows them to carry out more complex instructions than true golems. False men are named after the sort of material of which they are composed — this adventure includes two wickermen and one graniteman.

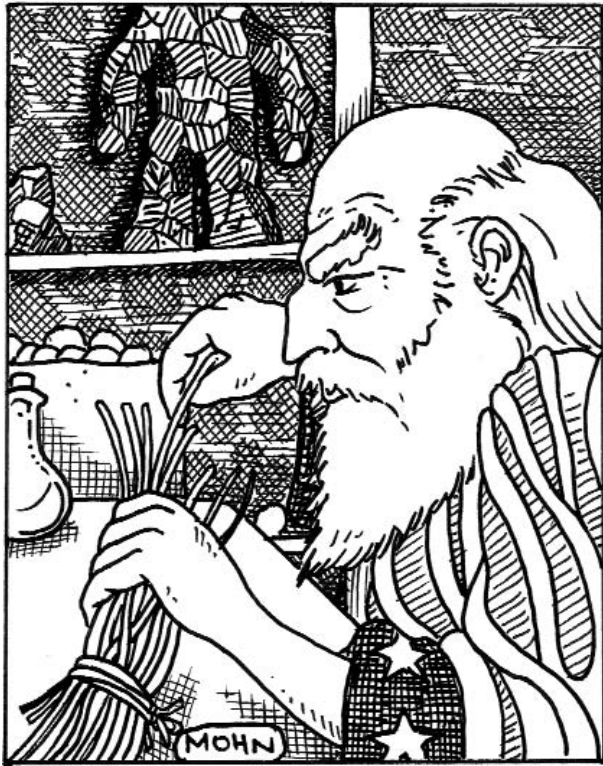
False men are always humanoid, and possess, at best, only the semblance of facial features. Most have blank heads. The reason: early viomancers discovered that, when they included facial features in their designs, the false men gained a sense of identity — and a will to thwart their masters.

Grand'roms: These creations are superior humanoid body parts created with magically animated material.

DCC World

If you are using the world of Áereth from DCC #35: Gazetteer of the Known Realms, Secrets of the Stonearm begins in Kassantia, the Winter palace of the Emperor of Cieste, but the heroes quickly find themselves in the steaming, spider-warded jungles of Sahaptia far to the south.





The most common grand'roms are stone replacements for hands, arms, and legs. As grand'roms are stronger and tougher than flesh-and-blood limbs, some people pay viomancers to remove their appendages and replace them with grand'roms. The name means "strong arm" in an ancient tongue, but now refers to all such magical replacements.

People are often suspicious of those with grand'roms, since the only conceivable reason someone would intentionally sever a limb for a replacement is because he wants to bash the tar out of people.

Handling Viomancy

There are a number of ways to introduce the art of viomancy into your campaign:

- Assume that viomancy is a particularly small, difficult, arcane, obscure, and/or foreign branch of spellcasting. Some specialized wizards of Kassantia practice it, but it hasn't achieved widespread acceptance amongst the spellcasters of the North.
- Kassantia's spellcasters recently discovered tomes of ancient magic in one of the city's many eldritch libraries. These tomes detail viomancy. Spellcasters that have learned the arcane art guard their secrets jealously.
- The items here are simply magical items of the sort adventures might see anywhere. The fact that they haven't seen them elsewhere is a matter of their rarity and the adventurers' limited experience.

- Eliminate viomancy from the adventure.

The following instances of viomancy appear in this adventure. If you remove viomancy from the adventure, make sure to include suitable replacements to maintain the villains' powers.

- Morriton's wickerman. (See "Player Beginning," below.)
- The Stonehands' *sandstone hands*. (See area M-1.)
- The Stonearm Scourge's wickerman. (See area M-2.)
- The Stonearm Scourge's false arm. (See area 1-10.)
- The Stonearm Scourge's false eye. (See area 1-10.)
- The Stonearm Scourge's graniteman. (See area 1-10.)

Knowledge

At various points, players may ask if their characters know anything about the characters, details, and plots in this adventure. They might use the following Knowledge skills and DCs to determine the extent of a PC's information.

Viomancy

A Knowledge (arcana) check reveals the following information about viomancy, at the indicated DCs:

DC 15: Viomancy is an esoteric branch of spellcasting that studies the creation of pseudo-life.

DC 20: Viomancers can create small, golem-like servants with limited sentience. They can also create magically artificial replacements for humanoid limbs (hands, arms, and legs). Often, these limbs are stronger and tougher than those they replace.

The Characters of Kassantia

There are several instances in the course of the adventure when the PCs might elect to research their foes. A Gather Information, Knowledge (local), or bardic knowledge check reveals the following information about the key characters in this adventure.

Arra Bruce

DC 15: Arra Bruce is the daughter of Master Bruce, a wealthy merchant. She is in her 30s.

DC 20: Arra has a lot of leisure time. She spends it on hobbies; she is famous for bouncing enthusiastically from one hobby to another.

DC 25: Arra's latest passion, and one that's occupied her for the better part of a year, concerns an ancient myth called "The Saga of the Prism Lords." She's done a great deal of research on it.

The Stonearm Scourge

DC 15: The Stonearm Scourge's name comes from the fact that he's replaced several body parts with grand'roms.

DC 20: The Stonearm Scourge is a priest. He doesn't see the sun much, preferring to spend his time studying and practicing viomancy. His most obvious feature is that he's swapped his right arm with a magical stone replacement.

DC 25: The Stonearm Scourge's latest research concerns an ancient myth called "The Saga of the Prism Lords." The man's real name is Vaius Onn.

DC 30: Rumors are that the Stonearm Scourge has discovered ancient magic allowing him to live forever.

The Prism Lords

A Knowledge (arcana) or bardic knowledge check reveals the following information about the prism lords (Note that these DCs are intentionally high; the prism lord legends are largely forgotten.):

DC 25: Legends say the prism lords were seven beings of demigod-like power.

DC 30: According to "The Saga of the Prism Lords," long ago the prism lords fought and defeated an ancient evil called Ruman'ahk. Legends say, that after defeating this entity, the prism lords vanished from the world's eyes. Ever since, they have moved unseen among the mortal races, watching for signs of Ruman'ahk's return and subtly guiding mortal endeavors.

DC 40: The seven prism lords were: Ganymos the Red, Callisto the Orange, Ria the Yellow, Eurix the Green, Mestes the Blue, Thrizz the Indigo, and Ranos'mai the Violet.



Background Story

Legends say, that ages ago, the seven prism lords defeated a great evil called *Ruman'ahk* — "the soul of horror." This malignant entity attempted to leave its dimension to consume the Prime Material Plane, but the prism lords — demigod-like beings — forced it back. Then the prism lords disappeared. Legends say that they have moved undetected among the mortal races ever since, watching for signs that Ruman'ahk seeks to return and subtly guiding mortal endeavors.

Over the past year, the prism lord legend became a hobby among two people with extra time on their hands. One is the wealthy Arra Bruce. Arra pays good money to spellcasters (like the wizard Morriton) for information about prism lord legends. Her research suggests that one prism lord, Ganymos the Red, is dead. Not only dead, but entombed... somewhere. Before her abduction, Arra believed she was close to discerning where the lord is buried. Doing so would bring new light to theology and satisfy her curiosity.

The other character involved is the Stonearm Scourge. He is a priest of a dark and secluded church, spending much of his time studying in dusty basements and practicing viomancy. The Stonearm Scourge secretly shares Arra's belief. He wants to find Ganymos's resting place for a much different reason — power. He kidnaps Arra to gain insight into her research. With Arra's notes (and magically-compelled assistance), the Stonearm Scourge confirms his theory and hones in on the location of Ganymos's tomb. It's halfway across the world, but ancient magic puts him at its front door.

In fact, Arra and the Stonearm Scourge are correct: Ganymos the Red is dead. Unknown to them and the PCs (and anyone else alive today), he died in times of legend. Ganymos met his end at the hands of one of Ruman'ahk's champions. After Ganymos fell, the remaining prism lords transferred his accoutrements — his sword and armor — to a worthy mortal, who then took up the mantle of the red prism lord. However, Ruman'ahk was insidious, and his taint crept into the prism lord's minds. The entity clouded their vision; it hid Ganymos's red jade circlet from their eyes and concealed it from their memories. Thus the circlet did not transfer to the new prism lord, and his power was incomplete.

Unaware of their mistake, the prism lords entombed Ganymos and vanished into myth.

Player Beginning

The following text assumes that the wizard Morriton contacts the PCs and requests their aid in discovering the truth about Arra Bruce's disappearance. Exactly why he contacts *them* is up to you and the characters (Some suggestions are provided above, under "Getting the Players Involved.>"). In any case, Morriton meets them in his study.

When you are ready to begin, read or paraphrase the following:

You sit in the study of the wizard Morriton, who has called you here to discuss "an item of importance." The study is cluttered and oppressive. Occult paraphernalia are scattered across every surface: a bird's skull bears a dripping candle; overflowing book cases and scroll racks line the walls; a strip of flayed skin with disturbing designs hangs on strings; an oversized steel arm shares a pedestal with scattered parchment and yesterday's dinner. Sitting on an end table is a two-foot tall humanoid doll made of brown wicker. Its unclothed body and featureless face make it unnerving to look upon. Two rickety chairs sit in front of Morriton's desk; the rest of you have to find places to stand, ducking so that the hanging stuffed animals and drying herbs don't knock you in the head.

Morriton sits across from you. His slick black hair is white at the temples, and his pointed beard shows a spray of gray. His face is pinched and unpleasant; his eyes glittering black marbles. He wears a fine black tunic, vest, and waistcoat, and bears a disconcerting resemblance to the raven sitting on the wooden perch near his right hand.

"Gentlemen. Ladies. Thank you for coming." He purses his lips while he talks, as if tasting something unpleasant. "I asked you here because a patron of mine, Arra Bruce, is missing. I suspect she was kidnapped." He gestures toward the wicker doll seated nearby. The thing turns its head to rest its empty gaze on the wizard. "This," Morriton continues, "is my wickerman. A servant. It was assisting Arra when she disappeared. I have a limited ability to access its memory, so I will tell you what I know.

"Two nights ago, Arra, working as usual, suddenly began gathering up her notes and other materials. She went to her window and opened it. A sky chariot, carrying two shrouded figures, hovered outside her third-story window. Candlelight glanced off something gold one of the figures carried — perhaps a watchman's badge. Arra, still looking dazed, joined them; they closed the window and left. I do not believe they noticed my wickerman."

He shrugs. "That's pretty much the extent of my information. I waited a day or two before deciding this instance was worth worrying about. I would go to the watch, but I fear it is compromised. So I come to you. Arra is a... friend. I would hate if something unpleasant happened to her. Perhaps you can see if you can discover anything."

The PCs might have questions for Morriton. He knows whatever you think appropriate. Use the following answers to potential questions to gauge the extent of his knowledge.

What's in this for us? *Morriton sighs. "I can provide you each with 200 gold pieces upon Arra's safe return. If you find her... remains, well, let's make it half that."*

Who exactly is Arra Bruce? *"The daughter of Master Bruce, a successful merchant who spends his gold studying exotic religions and magics. Like her father, Arra has far too much spare time on her hands, and so occupies herself with various hobbies. She employs my services to assist her with them on occasion."*

What was she working on? *"Some bit of esoterica. I can never keep track of her hobbies."*

Did Arra have any enemies? *"None that I know of. She's harmless."*

Where do you think we should start looking? *"Perhaps her study and workshop. I haven't told anyone else about this, and her family is abroad."*

Area M: Kassantia

The default setting for this adventure is Kassantia: a great metropolis of daunting towers and shadowed alleys. You can replace Kassantia with any other city (or smaller settlement) you desire.

The city's details are intentionally vague. It includes a watch, a variety of churches, and people of every stripe. Viomancy is prevalent amongst a certain class of spellcasters, and the PCs might spy false men roaming the streets on errands and men and women with grand'roms instead of the more traditional hands, arms, and legs.

Two important encounters occur in the city, which are detailed below. GMs who wish to skip the city and go straight to the dungeon can do so; see the "No City For Me!" section of the "Kassantia Adventures" sidebar. Similarly, GMs who wish to increase the PCs' urban exploits should see the "Give Me More City" section of that sidebar.

Encounter Areas

Area M-1 – The Stonehands (EL 2): The Stonearm Scourge supplies viomantic support to a gang of thugs called the Stonehands. Normally, this business simply provides extra cash for his endeavors,

but now he's decided to use his connection to the Stonehands to derail opposition.

The Stonearm Scourge knows that Morriton is the only character likely to care about Arra Bruce's disappearance anytime soon, so he has the Stonehands watching Morriton's offices and dwelling. The Stonearm Scourge instructed the Stonehands to prevent Morriton — or anyone he hires — from looking too closely into Arra's disappearance. The Stonehands' orders are to intimidate threats into complicity, but they are eager to bash people — especially people they think might interfere with their viomantic supplier.

A group of four Stonehands keep watch on Morriton's building when the PCs enter. Surely, *these* are the sorts of people the Stonearm Scourge warned them about — and if not, well, it's a good excuse to crack some heads. When the PCs exit Morriton's building, the Stonehands are waiting for them. Read or paraphrase the following:

You exit down a few steps onto a cobblestone street. The sky pours rain, and the shadows under the buildings are deep and wet. As you

Kassantia Adventures

The first part of this adventure takes place in the city of Kassantia. Below are suggestions for GMs who want to skip right to the dungeon — and for those who want more urban encounters.

No City For Me!

GMs who want to skip right to the dungeon should have little difficulty doing so. Instead of dealing with the Stonehands and the Stonearm Scourge's wickerman, the PCs discover that Morriton has already encountered them. After the PCs meet with him, he takes them to the Stonearm Scourge's workshop and sends them on their way with the *ley stones*.

Give Me More City!

The adventure's opening stages can be as involved as you like. The following are some suggestions to expand the city-based portion:

- The Stonearm Scourge's wickerman doesn't provide as much information as is listed — but it *does* provide a list of contacts the PCs can approach for more information. The PCs track down a ley line expert who can explain the magic to them and who can create *ley stones* (for a price?). They speak to a criminal who helped the Stonearm Scourge kidnap Arra, and they dig into a dusty library to find more information about the prism lords.
- The Stonehands aren't content to let the PCs go, and a number of them trail the characters to the Stonearm Scourge's workshop.
- To access the Stonearm Scourge's workshop, the PCs must move through a temple and head down into the basement. Doing so requires guile and/or stealth.
- The city watch also investigates Arra's disappearance and grows upset that the PCs "interfere."



step onto the street several figures coalesce out of the shadows: two men and two women. Their ripped tunics display tattoos and muscled arms. Their hands are overlarge and made of brown stone. They flex these hands as they approach.

One man jerks his head at you. “Want to tell us what you were talking about with that old fart Morriton? Our friend the Stonearm Scourge doesn’t really see eye to eye with Morriton, if you catch my meaning.”

The Stonehands don’t care what the PCs say; at this point, they just want to bash people. The comment about the Stonearm Scourge is meant to lend added weight to their intimidation, but the PCs probably don’t know who he is (though they might; see “Knowledge,” above). The Stonehands let the PCs run their mouths until they get tired of listening to them, then they attack.

The confrontation takes place on a street about 15 feet wide. The rain reduces visibility ranges by half, imposes a –4 penalty on Listen, Search, and Spot checks and ranged attack rolls.

Development: Morriton’s raven familiar keeps watch out his window and alerts the wizard when the Stonehands accost the PCs. Morriton moves to the window and observes the battle (a DC 20 Spot check notices him). He doesn’t interfere, preferring to see if the PCs are up to the task (If not, he’d better find another group.).

After the PCs defeat the Stonehands, Morriton’s raven flaps down to the street. “Wait,” it croaks. “Master speak.” Shortly thereafter, Morriton appears at the door and bustles up to the characters.

“Good show.” Morriton looks nonplussed. Rain runs down his face. “These fools have provided us with an excellent starting point, I think. Did you hear the name they mentioned? The Stonearm Scourge. I know of him. He’s a bit of a recluse; a priest and a fellow viomancer. He got his name from all the body parts he’s swapped for viomantic replacements... I can’t remember his real name.” He frowns. “Now that I think of it, I believe his research ran similar to Arra’s. In any case, it seems he might have had a hand in her disappearance. I can give you directions to his workshop; maybe you’ll find more answers there. If the Stonearm Scourge isn’t there, he might have left a false man.” Morriton’s smile is tight. “If he has, we’re in luck. Use this.” He removes a scroll from his waistcoat and hands it to you. “It should give you some answers. Be careful you do not destroy the false man! It needs to be intact for you to use this spell.”

Morriton is also willing to answer any further questions the PCs might have about the Stonearm Scourge, viomancy, or anything else, but he urges them to hurry — what if the Stonehands had friends lurking about who are reporting to their master even now?

The scroll contains the spell *usurp viomantic control* (see Appendix 3: New Spell). The spell is arcane, unless the party lacks an arcane caster, in which case it is divine.

Tactics: The Stonehands think they’re tough, and they like to flank targets. Weapons do not intimidate them, but magic does — if an enemy reveals himself as a spellcaster, the Stonehands go for him, shouting, “Coward!” and harsher invectives. When a Stonehand drops to 2 or fewer hit points, he flees. When two of their number have fallen or fled, the remaining Stonehands flee as well (threatening retribution the whole time).

The Stonehands might throw the Stonearm Scourge’s name around during combat (“Our man Stonearm is going to pound you guys when we’re done.” “You’re better off letting us thrash you — then maybe you won’t have to deal with the Stonearm Scourge.”).

Treasure: One of the Stonehands carries an odd figurine: an obsidian female warrior with a spear,

garbed in leather and mail. The Stonehand managed to filch it from the Stonearm Scourge when he was discussing their job with them — the Stonearm Scourge still doesn't know that it's missing. The figurine proves useful much later (see area 2-8).

A Knowledge (arcana) or bardic knowledge check concerning the figurine reveals the information shown on the table below.

DC Information

- 25 The figurine depicts a legendary dark warrior.
- 35 This warrior was a champion of Ruman'ahk, and supposedly slew one of the prism lords.
- 40 She is Ahnas'cha, and is said to have slain Ganymos the Red in times of legend.

This figurine is an important tool in completing this adventure; the PCs need to find it. If they don't search the Stonehands (or if the thugs all escape), allow them a Spot check to notice the figurine lying in the street, where it fell from a Stonehand's belt. Alternatively, the PCs might discover the figurine later in the adventure — perhaps on one of the Stonearm Scourge's goons (see area 1-2).

Stonehand, male or female human War 1(4): CR 1/2; Medium humanoid (human); HD 1d8+1; hp 5; Init +0; Spd. 30 ft.; AC 14, touch 10, flat-footed 14; Base Atk +1; Grp +5; Atk/Full Atk slam +4 melee (1d6+4 plus knockdown); AL NE; SV Fort +3, Ref +0, Will +1; Str 14, Dex 10, Con 12, Int 8, Wis 9, Cha 13.

Skills and Feats: Climb +9; Iron Will, Weapon Focus (slam).

Possessions: Studded leather, two *sandstone hands**; 4 gp. One Stonehand also has an obsidian figurine; see above.

* See Appendix 2: New magic items.

Area M-2 – The Stonearm Scourge's Workshop (EL 1/2): The Stonearm Scourge is a priest — his patron church or god focuses on knowledge and secrets and has little involvement in the community. His workshop is in a basement beneath a small church dedicated to the Hidden Lord. Characters can access it from the street by descending a short flight of stairs (six steps). The building looks dusty and ill-kept, and the wooden door leading to the workshop is plain and drear. It's also locked.

Once the PCs enter, read or paraphrase the following:

This cluttered room is almost a mirror image of Morriton's study. Books and esoterica — predominantly statues, dolls, manikins, and portions of the same — cover the floor, the sever-

al desks and tables, and the bookshelves. Rainy light filters in through windows set high in the walls. The place smells of damp books, dust, and wood sap.

The Stonearm Scourge isn't home, but his wickerman is. It hides among the objects before leaping from a shelf and attempting to throttle a PC.

One dusty wooden door leads further into the workshop — into area M-3.

Development: The wickerman issues a silent communication to the Stonearm Scourge when the PCs enter the shop, alerting him that opposing forces are on his trail.

If the PCs overpower the wickerman and hold it still (by pinning it in a grapple, for instance), they can cast *usurp viomantic control* on it from Morriton's scroll. For the purposes of the plot, it is ideal if the wickerman fails its Will save but the Stonearm Scourge makes his — you may wish to fake the rolls in order to generate this scenario. Otherwise, you might have to contrive other methods for the PCs to learn of the Stonearm Scourge's location (perhaps notes scattered about his workshop), and for him to become aware when the PCs reach this location (he might have alarm spells in area 1-2 or set his graniteman there as a sentinel).

Once the PCs take control of the wickerman, they can learn of just about everything in the "Adventure Background" section, above. They can learn this information either by commanding the wickerman to report the audio journal the Stonearm Scourge kept on it and/or by accessing its memory. Specifically, the wickerman can convey the following information (appropriate voice recordings from the Stonearm Scourge are in parentheses):

- Both the Stonearm Scourge and Arra Bruce were researching the prism lords ("I've discovered that a wealthy merchant's daughter, named Arra Bruce, is also interested in 'The Saga of the Prism Lords.'"). The PCs can also discover details about the prism lords, as if they had made a DC 30 Knowledge (arcana) check (see "Knowledge," above).
- The Stonearm Scourge searched for the tomb of Ganymos the Red ("My research indicates that at least one prism lord — called Ganymos the Red — is dead and buried — and entombed. I believe with a bit more research and divination, I should be able to determine the location of Ganymos's tomb. Think of the power that must lie with the remains of a demigod!").
- The Stonearm Scourge kidnapped Arra Bruce

("This evening I go forward. After I use this odd carving to kidnap Arra Bruce, she and her research should be able to help me discover the tomb of Ganymos the Red.").

- The location of the tomb (or, at least, where the Stonearm Scourge believes it is). The tomb is in a thick jungle on the far side of the world or wherever else you'd like it. It should be far from civilization ("Ah, with young Bruce's help, I have discovered the location! I leave soon to secure it for myself.").
- The method the Stonearm Scourge used to reach the location. He used ancient magic — ley lines — that have been in place for millennia. Luckily for him, one of these ley lines runs atop Ganymos's tomb. With the help of some other well-paid spellcasters, he created a number of *ley stones*, which allow him to enter a ley line at a particular spot and exit at another particular spot. One reason he makes workshop here is because of its proximity to a ley line — see area M-3. ("Luck is with me! Not only have I discovered the location of Ganymos's tomb, but a ley line runs right on top of it. After I attune my runestones, I can easily travel from my workshop to the tomb.")

Tactics: The wickerman's hiding place grants it a +4 circumstance bonus on Hide checks (total +13). It leaps out with surprise, thrashing with its fists. It attacks the first character to come within range.

Treasure: The Stonearm Scourge's workshop is filled with arcane odds and ends, but only a few items are of immediate value: six *ley stones* (a DC 10 Search check locates them; the wickerman also knows where they are). Each is a smooth gray

stone with a glowing green rune engraved on its surface. With one, a character can enter the ley line in area M-3 and emerge later in area 1-1 — halfway around the world. (See Appendix 2: New Magic Items for more information on *ley stones*.)

One book lying open on a desk is also important — it is entitled *Cyclopedia of Runes*, by *Havard the Elder*; Vol. 1. With this book in hand, a PC gains a +10 competence bonus on Decipher Script checks to read the runes in areas 1-12 and 2-3.

Other items in this workshop may or may not be useful. This area is an excellent place for additional adventure hooks, and to place any other treasures you think the PCs might find helpful. Or it could all be esoteric rubbish — the Stonearm Scourge secreted all his truly valuable items.

Wickerman: CR 1/2; Tiny construct; HD 2d10; hp 11; Init +1; Spd. 20 ft.; AC 14, touch 13, flat-footed 13; Base Atk +1; Grp -7; Atk/Full Atk slam +3 melee (1d6); Space/Reach 2-1/2 ft./0 ft.; SQ Darkvision 60 ft., low-light vision, damage reduction 2/slashing, mindlink, objectlike, vulnerability to fire, construct traits; AL N; SV Fort +0, Ref +1, Will +0; Str 10, Dex 12, Con -, Int 3, Wis 10, Cha 10.

Skills and Feats: Hide +9, Jump +5; Improved Natural Attack (slam).

See Appendix 1: New Monsters for descriptions of a wickerman's special attacks and qualities.

Wooden Door: 1 in. thick; hardness 5; hp 15; Break DC 15; Open Lock DC 20.

Area M-3 – Ley Line Entrance: Read or paraphrase the following:

This stone chamber is bare and cold. Cobwebs

Hidden Lord

Lesser god, LE —

Secrets, Misdirection, Forbidden Lore, Shadows

The Hidden Lord, the Cloaked One, the Keeper of Forbidden Lore, or He of Many Names, is a deity of the shadows, an unseen master of dark places and darker secrets. Those mortals who seek heretical writings and buried truths inevitably find themselves coveting the power of the Hidden Lord—whether they know it or not. The Cloaked One is one of the few gods who do not openly preach their tenets, for his ways are by their very nature concealed. His clergy, the Hidden Path, is a well-organized secret society that carries out its evil agenda through clandestine means, feigning the worship of other gods and communicating to each other with complex codes. In every land he is known with a different name—such as Nuurifar, Crypticus, or Salderast—and whenever one of these names become fairly established, his clergy renames him.

The domains associated with the Cloaked One are Evil, Darkness, Knowledge, and Trickery. His symbol, very rarely seen, is a black cowl concealing a wispy visage and a pair of glowing eyes. A cleric of the Hidden Lord can use the holy symbol of any neutral or evil deity to channel their spells. The Hidden Lord's favored weapon is a wavy-bladed dagger.

For more information on the Hidden Lord, see *DCC #35: Gazetteer of the Known Realms*.

hang in the corners. Glowing green runes are inscribed into the floor in a flowing pattern, and several dot the walls and ceiling as well. They pulse gently.

A ley line passes through this chamber, allowing PCs to ride it to Ganymos's tomb.

In this adventure, characters can use ley lines — like the one passing through this room — to travel to distant places. Doing so is called “riding” the ley line. The exact mechanics are not particularly important (see the *ley stone* in Appendix 2: New Magic Items). What is important is that the Stonearm Scourge and the PCs, using *ley stones*, can travel from this chamber to Ganymos's distant tomb. To do so, a character carries an appropriate *ley stone* into the room; its rune pulses in time with the runes in this chamber. The character clutches the stone and concentrates, then finds himself within the ley line.

The chamber dissolves into green mist, and you feel as if you are moving, although no wind buffets you. Moving your body is difficult. You can see the dim outlines of things — people, buildings — moving past you, faster and faster, until they rush together into a green blur.

The journey around the world takes about an hour (or however long you'd like it to take), during which time the characters pass through a number of interconnecting ley lines before their *ley stone* deposits them at the destination to which it is keyed — Ganymos's tomb, in this case. Characters can bring as much gear as they can carry, but each intelligent creature (those with an Int greater than 3) requires its own *ley stone* to travel.

A DC 20 Knowledge (arcana) check reveals the above information about ley lines, including the use of the *ley stones*.

Getting Rid of the Ley Lines: If you do not want to use this particular brand of magic in your game, replace the ley line with a statue of a warrior. The Stonearm Scourge uncovered the statue through long weeks of research and secret excavation; it functions as a way to teleport characters to area 1-1.

Dungeon Level 1: The Jungle Cave

Ganymos's tomb is buried underground, deep within a teeming jungle, and to access it characters must first pass through a natural cave system. The first caves are enormous, inspiring visions of great, forgotten monsters and yawning darkness. The complex is mostly black, fragrant soil, and plays host to a variety of plant and animal life. PCs notice roots and creepers throughout the complex, as well as fungi, mold, worms, and just about every type of insect imaginable; most in iridescent colors.

Fifteen years ago, a small tribe of native jungle folk established their home in these caverns. The group was a splinter faction of a larger tribe, and a charismatic and fervent high priest led them. The priest revered a native aspect of death that took the form of a spider, and spider-death imagery prevailed in his tribe. The other natives were terrified of their priest, but followed his orders out of fear. He sacrificed humans to his horrid god and treated spiders as sacred beasts. He believed the ancient complex below the caves (Ganymos's tomb) was a ruined temple of his spider-god, which fueled his fervor. When he finally sacrificed himself in a bloody and febrile ritual, the rest of the tribe fled — but PCs can find their remnants in the caves.

Assuming the PCs waste little time arriving at the cave, the Stonearm Scourge is ahead of them — but not by much. His preparations took time, and (depending on how long the PCs took figuring themselves out), made a reconnaissance of the area before heading into the cave. He is perhaps fifteen minutes to an hour in front of the PCs. Fortunately for him, his research turned up a good deal of information, including secret passwords and the like, that allow him to avoid most of the traps, puzzles, and opponents the PCs cannot. PCs — especially those with the Track feat — who search rooms can discover signs that several someones (the Stonearm Scourge, his graniteman, and Arra Bruce) precede them.

The complex is unlit unless otherwise stated. Ceiling height is 20 feet unless otherwise noted.

Unworked Earthen Wall: 5 ft. thick; hardness 4; hp 50; Break DC 20; Climb DC 15.

The Wickerman's Warning

When the PCs arrive at the dungeon entrance, they might bring the Stonearm Scourge's wickerman with them (if they cast *usurp viomantic control*, it is, after all, their loyal servant). The Stonearm Scourge senses its presence and becomes aware that his enemies are

near. He attempts to reassert control over the wickerman (see *usurp viomantic control* in Appendix 3: New Spells); if he does, the creature sneaks away and joins its true master.

Even if the wickerman does not provide a warning, the Stonearm Scourge knows his enemies follow him. He stations a few goons to watch his back (in area 1-2), and hears the combat that ensues.

Wandering Monsters

Wandering *monsters* are rare in the jungle caves; the PCs are much more likely to encounter ordinary fauna that isn't dangerous (unless the characters intentionally try to rile a brightly-colored snake). Every 30 minutes, however, the PCs have a chance of running into something more dangerous. Roll 1d10 on the table below.

1d10 Encounter (average EL)

1–6	None, save the standard weird beetles, fungi, and other subterranean jungle life
7	1d4 Small monstrous spiders (EL 1)
8	Constrictor snake (EL 3)
9	1d4 Small vipers (EL 1)
10	2d6 Small monstrous centipedes (EL 2)

The following statistics are provided for easy reference.

Monstrous Spider, Small: CR 1/2; Small vermin; HD 1d8; hp 4; Init +3; Spd. 30 ft., climb 20 ft.; AC 14, touch 14, flat-footed 11; Base Atk +0; Grp –6; Atk/Full Atk bite +4 melee (1d4–2 plus poison), or web +4 ranged (special); SA Poison, web; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +2, Ref +3, Will +0; Str 7, Dex 17, Con 10, Int –, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +11*, Jump –2*, Spot +4*; Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 10, initial and secondary damage 1d3 Str.

Web (Ex): Small 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.

These spiders can throw 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 category larger than the spider.

An entangled creature can escape with a DC 10 Escape Artist check or burst it with a DC 14 Strength check. Both are standard actions.

The spiders often create sheets of sticky webbing. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check 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 4 hit points, and sheet webs have damage reduction 5/–.

A monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Snake, Constrictor: CR 2; Medium animal; HD 3d8+6; hp 19; Init +3; Spd. 20 ft., climb 20 ft., swim 20 ft.; AC 15, touch 13, flat-footed 12; Base Atk +2; Grp +5; Atk/Full Atk bite +5 melee (1d3+4); SA Constrict 1d3+4, improved grab; SQ Scent; AL N; SV Fort +4, Ref +6, Will +2; Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 12.

Skills and Feats: Balance +11, Climb +14, Hide +10, Listen +7, Spot +7, Swim +11; Alertness, Toughness.

Constrict (Ex): On a successful grapple check, a constrictor snake deals 1d3+4 points of damage.

Improved Grab (Ex): To use this ability, a constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Viper, Small: CR 1/2; Small animal; HD 1d8; hp 4; Init +3; Spd. 20 ft., climb 20 ft., swim 20 ft.; AC 17, touch 14, flat-footed 14; Base Atk +0; Grp –6; Atk/Full Atk bite +4 melee (1d2–2 plus poison); SA Poison; SQ Scent; AL N; SV Fort +2, Ref +5, Will +1; Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 12.

Skills and Feats: Balance +11, Climb +11, Hide +11, Listen +7, Spot +7, Swim +6; Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 10, initial and secondary damage 1d6 Con.

Monstrous Centipede, Small: CR 1/4; Small vermin; HD 1/2d8; hp 2; Init +2; Spd. 30 ft., climb 30 ft.; AC 14, touch 13, flat-footed 12; Base Atk +0; Grp –7; Atk/Full Atk bite +3 melee (1d4–3 plus poison); SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +2, Ref +2, Will +0; Str 5, Dex 15, Con 10, Int –, Wis 10, Cha 2.

Skills and Feats: Climb +10, Hide +14, Spot +4; Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 10, initial and secondary damage 1d2 Dex.

Areas of the Map

Area 1-1 – The Mighty Jungle: Read or paraphrase the following:

The rushing sensation slows; you begin to pick out shapes again. Rocks, trees, creatures, earth. Then you stop moving, and are standing in a green-shrouded forest. The magic falls away, and you are indeed in a forest — a jungle. The return of sound is almost overwhelming. Insects buzz, chirrup and click; birds call

and squawk; monkeys chatter. Somewhere, a stream flows. The air is hot and thick with moisture; sweat breaks out on your forehead. The place smells of green growing things and decay.

You stand in front of a green-covered, earthen cliff. In its side is a yawning opening, perhaps thirty feet tall and twenty feet wide, leading into humid, earthy darkness.

The only objects marking this area as the entrance to a ley line are several overgrown standing stones, each about 4 feet tall. Rubbing away the plants and dirt that cover them reveals a few runes similar to those that appear in area M-3 and on the *ley stones*. Their green glow fades quickly.

The PCs can turn around and head into the jungle if they like, but doing so is not a great idea. Ganymos's tomb is deep within the jungle, and jungles are unkind places.

Area 1-2 – Cavernous Entrance (EL 2): Read or paraphrase the following:

The entrance opens into an enormous cavern. Green sunlight shines through the opening, but the cavern's reaches are lost in darkness. From its ceiling — at least seventy feet high — hang innumerable vines and roots, some slender and pale, others thick and woody. The walls are rich black soil, dotted with white mushrooms, crawling beetles, and centipedes. The sound of rushing water echoes from somewhere.

The Stonearm Scourge stationed four goons in this area to watch his trail. The goons are hidden in various nooks high on the walls. Their preparation gives them a +8 circumstance bonus on their Hide checks (total +11).

Development: The ensuing battle is an excellent time for the Stonearm Scourge's wickerman to slip back to its master, if the priest regained control.

If the PCs capture a goon, she can't tell the PCs much — only that the Stonearm Scourge hired her and her companions for extra muscle on this expedition. The Stonearm Scourge is farther along in the complex.

Tactics: When the PCs are about halfway through the room, the goons attack. A Spot check opposed by the goons' Hide check allows a character to avoid surprise.

Two goons swing in on vines (count as a partial charge), while the other two hurl their flasks of alchemist's fire, then fire their bows. Due to the intervening vines and roots, their targets have cover

(+4 AC). They benefit from this cover as well. They concentrate on unarmored characters. If their attacks prove ineffective after a couple rounds, they draw their swords and swing down.

The goons have nowhere to run, but the last one surrenders if three of them fall.

Goon, male or female human War 1 (4): CR 1/2; Medium humanoid (human); HD 1d8+1; hp 5; Init +2; Spd. 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +1; Grp +3; Atk/Full Atk longsword +4 melee (1d8+2/19-20), or shortbow +3 ranged (1d6/x3), or alchemist's fire +3 ranged touch (1d6 fire plus special); AL NE; SV Fort +3, Ref +2, Will -1; Str 14, Dex 14, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +5, Hide +3, Listen +3, Spot +3; Alertness, Weapon Focus (longsword).

Possessions: Studded leather; longsword; shortbow with 20 arrows; 3 gp, 1 leystone.. Two goons each have a flask of alchemist's fire.

Area 1-3 – Secret Pit: Read or paraphrase the following:

A pit gapes open in the middle of this passage. Mossy growth hangs over its edges.

This corridor includes a natural pit, sunk ages ago by natural forces. The pit is obvious, but the edges are slippery; a character on its lip (standing or attempting a running jump, for example) must make a DC 10 Balance check or tumble in. Running characters take a -5 penalty on this check.

The pit is 20 feet wide, 30 feet long, and 30 feet deep. The bottom is covered in spongy loam, reducing the damage falling characters take by 1d6 (to 2d6).

On the pit's southern wall, 15 feet up, is a secret door (not depicted on the map). A DC 20 Search check locates the hidden door: a wooden plank hidden under soil. It leads to a small, wood-lined cache. One of the natives used this area as an excellent place to keep an item he stole from the old priest: a *wand of cure light wounds* (50 charges) resembling a spider leg. Also inside is a strip of wood with charcoal markings. The markings read "Opposite the falls" in the natives' dialect (which a DC 25 Decipher Script check determines). The strip also includes a crude drawing of a waterfall (really just three curved lines) with an arrow pointing away from it. This is a clue about the secret in the ravine in area 1-10.

Area 1-4 – Centipede Pool (EL 4): Read or paraphrase the following:

The middle of this corridor is filled with water. The pool is brown and soupy — and appears to writhe.



The Stonearm Scourge was fortunate to have a *soardisc* (see Appendix 2: New Magic Items) to traverse this obstacle.

The pool is about 30 feet wide and 40 feet long. It is only a foot deep, but is home to a tropical species of a centipede-like insect adapted to live in the muddy water.

Tactics: If a living creature enters the water (placing more than merely a finger into it), the insects swarm out and attack. Each is about a foot long, with a blue carapace and black legs and mandibles. The swarm does not pursue prey out of the complex.

Centipede Swarm: CR 4; Diminutive vermin (swarm); HD 9d8–9; hp 31; Init +4; Spd. 20 ft., climb 20 ft., swim 20 ft.; AC 18, touch 18, flat-footed 14; Base Atk +6; Grp –; Atk/Full Atk swarm (2d6 plus poison); Space/Reach 10 ft./10 ft.; SA Distraction, poison; SQ Darkvision 60 ft., immune to weapon damage, swarm traits, tremorsense 30 ft., vermin traits; AL N; SV Fort +5, Ref +7, Will +3; Str 1, Dex 19, Con 8, Int –, Wis 10, Cha 2.

Skills and Feats: Climb +10, Spot +4, Swim +10; Weapon Finesse.

Distraction (Ex): Any living creature that begins its turn with a centipede swarm in its space must succeed on a DC 13 Fortitude save or be nauseated for 1 round.

Poison (Ex): Injury, Fortitude DC 13, initial and secondary damage 1d4 Dex.

Area 1-5 – Mummy Hall (EL 1): Read or paraphrase the following:

People stand in this corridor — at least, the remains of people. Mummified, dark-skinned corpses stand as silent sentries along each wall. Their heads are shriveled and small, and their teeth are brown and frightening. More horribly, each of their chests has been sliced down the middle and peeled back, revealing the cavity within.

The native death-spider cult spent most of its time in this section, as they were superstitious of the ravine (area 1-10) and the entrance to Ganymos's tomb (area 1-12). This corridor displays some of their handiwork.

The bodies line both walls — fifteen per side. They are horrid but not dangerous, aside from the trap described below.

The thirteenth mummy on the southern wall contains treasure in its chest cavity (a DC 15 Search check locates it); however, it also contains a trap. From the wrapped bundle protrudes a needle coated with poison — surprisingly still potent.

Trap: CR 1; mechanical; touch trigger; manual reset; 1 point of damage plus greenblood oil poison (Fort DC 13, 1 Con/1d2 Con); Search DC 20, Disable Device DC 22.

Treasure: Wrapped in a rough cloth within the mummy's chest is a foot-and-a-half-long statue of a grinning monkey. The statue is made of carved cedar and is worth 350 gp as such. However, it is also hollow, as a DC 20 Search check or DC 25 Spot check reveals — it is a specialized scroll case. Within is a *scroll of lesser restoration*. As a fancy scroll case, the statue is worth 400 gp.

Area 1-6 – Native Remains (EL 2): Read or paraphrase the following:

Objects are scattered throughout this earthen cave. Many clay urns, pots, bowls, and other items appear in profusion. Several are smashed and strewn across the floor, but most are intact. Woven mats lie on the floor, and wood-and-vine objects — crude tapestries or paintings, perhaps? — hang from roots near the walls. Lidded wicker baskets sit next to piles of decaying roots and wood. Pieces of bark are pounded into the soft earth of the cave's walls. Each of these pieces bears a crude painting. Everything here is old and decayed.

Several small, wooden cages — some large enough to hold a dog, others too small for any-

thing larger than a rat — are also evident. The largest — ten feet by ten feet — sits in the cave's center. A great, mummified spider stands still within.

The native spider-death cultists spent a good deal of time in this cave, alternately feeling devoted to their strange god and terrified of their priest.

The cage in the cavern's center contains a mummified Large monstrous spider. It appears inert, but if the PCs open the cage and disturb it, it attacks.

The paintings on the wood panels set into the wall are important. If the PCs search the room or investigate the paintings, read or paraphrase the following.

The paintings are crude and look to have been done with charcoal. Many are smeared and smudged, but you can still identify shapes. Spiders and skulls appear often. Most prevalent is a skull with eight spider legs. It appears several times: in one instance, the skull appears next to a pile of spider legs; in another, the legged skull seems to dig through a wall at the behest of a humanoid figure.

Development: The wall paintings are a clue as to how the PCs might proceed in area 1-11.

Tactics: The spider is still — it has been for decades — unless the PCs disturb it. It prefers to suddenly sink its fangs into a questing hand. A DC 20 Spot check allows the PCs to avoid surprise, but determining that it is animate (before it attacks) is impossible. After its initial attack, the spider attacks unthinkingly.

Treasure: A search of the cave (and a DC 15 Search check) reveals a few items of value: a scrimshaw parrot with bloodstone eyes (20 gp), several gold nuggets (10 gp total), and painted bone *wand of lesser restoration* (6 charges remaining). The cultists used this last item to stave off the worst effects of accidental spider bites.

Mummified Monstrous Spider, Large: CR 2; Large undead; HD 4d12; hp 26; Init +3; Spd. 30 ft., climb 20 ft.; AC 15, touch 12, flat-footed 12; Base Atk +2; Grp +8; Atk/Full Atk bite +4 melee (1d8+3 plus poison); SA Poison; SQ Darkvision 60 ft., tremorsense 60 ft., undead traits; AL N; SV Fort +1, Ref +3, Will +3; Str 15, Dex 17, Con —, Int —, Wis 10, Cha 2.

Skills and Feats: Climb +10*, Hide +3*, Spot +4*, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 12, initial and secondary damage 1d6 Str.

Area 1-7 – Sloping Corridor: This corridor slopes up sharply; characters ascend 30 feet while traveling up it. The sound of rushing water comes from ahead.

Area 1-8 – River of Death: Read or paraphrase the following:

A cloudy river rushes through this cavern. The walls are entirely covered by vines and roots; many of them look to have been woven together.

The underground river in this chamber becomes the waterfall in area 1-10. The ceiling here is 30 feet high.

The native cultists gathered fresh water from this river — even after one of their number angered the high priest. The priest refused to sacrifice the offender to his spider-death god, thinking such a fate was too good for him. Instead, he drowned him here.

A DC 15 Spot check at the river's edge reveals a shadowy form at the river's bottom — 10 feet down. A character who succeeds on this check by 5 or more recognizes the shape as skeletal.

Characters can dive into the river to investigate; doing so requires a DC 15 Swim check (rough water). A character who fails this save by 5 or more goes under and must hold her breath. A character who fails a subsequent Swim check by 5 or more (or fails the initial check by 10 or more) is swept downstream and plummets over the waterfall in area 1-10, taking 8d6 points of damage in the process — and keeps flowing unless she makes a DC 15 Swim check to make it to the river's edge (where she must then clamber up the cliffside).

A diving character discovers a humanoid skeleton at the river's bottom. Numerous rocks bound with tough, woven plant fibers weigh the skeleton down. A diving character who makes a DC 10 Search check (with a –2 penalty due to the water's cloudiness) locates a waterproof pouch clutched in the skeleton's hands. A character who succeeds on this check by 10 or more also finds a masterwork dagger jabbed into the skeleton's spine. Removing the dagger requires a DC 12 Strength check (the high priest paralyzed the offender before drowning him).

Also in this chamber is an exit to the north concealed by hanging vines. A DC 10 Search check locates it.

Treasure: The dagger is not only masterwork, but bears an onyx skull in its pommel. (The dagger is worth 350 gp.).

Within the pouch is a thin strip of wood.

The wood strip depicts three images. From top to bottom, the first depicts what looks like a mask — covering the top half of a person's face — with spider legs sprouting from it. Charcoal lines emanate from the mask, as though it possesses some power.

The next image shows a humanoid figure donning the mask.

In the third image, several figures wearing the masks lift and move large, circular objects.

These drawings are clues to the usefulness of the spider masks in area 1-9.

Area 1-9 – Lair of the Spider Wight (EL 4): Read or paraphrase the following:

A rectangular piece of gray stone sits in the center of this cavern. It is carved into a roughly regular shape, and its face is scored with carvings. Black detritus and brown stains cover it. Bones are scattered at its base.

The rest of the cavern is even more striking. Along the walls, five feet above the floor, every fifteen feet or so, a cruciform humanoid skeleton is pressed into the earth. Their bones are brown and decayed, with many ribs and limbs broken. Each skeleton wears a mask — a black leather item that covers the upper half of the skull. Long spider legs sprout from each mask.

At the end of his fanatical and short-lived reign, the cultists' high priest sacrificed himself to his spider-god of death. The ex-cultists fled immediately after, but the priest's sacrifice bought him unlife — he was reborn as a part-spider undead monstrosity. He haunts the cavern where he made his sacrifices, usually climbing around on the 30-foot-high ceiling (where distance imposes a –3 penalty on PC Spot and Listen checks).

If the PCs approach the stone block (the altar), they can see that the black detritus scattered across it are dead spiders of varying size (When the cultists found a dead spider, they placed it here.). The markings in the slab are of skulls, spiders, and skulls with spider legs. A DC 10 Knowledge (religion) check gives a PC a good idea about what occurred in this room.

Tactics: The spider wight attacks by leaping from the ceiling, 30 feet above, onto the PCs. It attempts to land on a character and grapple him, biting repeatedly. It then turns to another victim. It fights until it is destroyed.

The spider wight wears one of the ceremonial spider masks, which gives it the bonuses detailed below.

Treasure: The spider masks radiate faint enchantment magic. A character wearing one gains a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks. The masks' powers function only in this dungeon (including the level below), where the spider-god's influence and the ancient sacrifices fuel them. Outside, they're just hideous masks.

Spider Wight: CR 4; Medium undead; HD 4d12; hp 26; Init +1; Spd. 30 ft., climb 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +2; Grp +7; Atk Claw +4 melee (1d4+2 plus energy drain), Full Atk 2 claws +4 melee (1d4+2 plus energy drain) and bite +2 melee (1d3+1 plus energy drain and poison); SA Create spawn, energy drain, grapple proficiency, poison; SQ Darkvision 60 ft., soft fall, undead traits; AL N; SV Fort +2, Ref +3, Will +6; Str 12, Dex 12, Con –, Int 11, Wis 13, Cha 15.

Skills and Feats: Climb +10, Hide +9, Jump +12, Listen +11, Move Silently +17, Spot +19; Alertness, Multiattack.

See Appendix 1: New Monsters for descriptions of the spider wight's special attacks and qualities. Note that the statistics above include the creature's bonuses for wearing a ceremonial spider mask.

Area 1-10 – Ravine (EL 5): Read or paraphrase the following:

This enormous cavern stretches into darkness in all directions. Unlike the other caves in this complex, this one is mostly stone, rather than earth.

The sound of rushing water is loud here. Ahead, the floor falls away into a deep ravine where water rages, from the sound of it. Hanging across the chasm is a dangerous-looking bridge — little more than three ropes of woven roots and vines. Mist floats up from the ravine; this cavern is damp and cool.

The Stonearm Scourge, aware that enemies tail him, waits here to attack them. He hides on his *soardisc* near the ceiling (60 feet high).

The bridge is indeed dangerous — even more so since the Stonearm Scourge has worked to reduce its effectiveness.

The bridge is three ropes — one for a character to stand upon, and the other two for him to grip for balance. When the natives constructed it, they could move across it with little difficulty.

A character attempting to cross the bridge causes it to sway dangerously. He must proceed at one-quarter normal speed. Moving at half speed forces him to make a DC 10 Balance check; moving at full

speed raises the DC to 15, and moving faster increases the DC to 20. Failure means the character stops and makes no progress. Failure by 5 or more means the character slips and tumbles into the ravine (you might allow a DC 18 Reflex save to grab a rope).

Furthermore, the Stonearm Scourge has cut through the ropes almost entirely, a fact that can be determined with a DC 5 Rope Use check, or DC 15 Spot check. When a character weighing more than 50 pounds steps onto the bridge, the rope begins to unravel. The bottom rope must make a DC 5 Fortitude save (+0 bonus) or it frays completely and drops. The rope takes a –1 penalty on its save for every full 50 pounds above the first 50 that the character weighs. Also, for every round after the first that a character stands on the rope, it takes a permanent –1 penalty on its Fortitude saves.

If the rope breaks, a character standing on it can make a DC 10 Reflex save to hang onto the other two ropes. At this point, they each begin to fray, exactly as the first.

The ravine is 40 feet deep; the turbulent river at the bottom (rough water — DC 15 for Swim checks) is 10 feet deep.

At the far west side of the ravine, on the north wall, 20 feet down, is a secret door (not pictured on the map). A DC 25 Spot check from across the ravine reveals something strange, while a DC 15 Search check locates the door (really just a pile of rocks in a shadowed crevasse). However, a character must first climb down the wall to investigate (Climb DC 25).

Beyond the secret door is an opening just large enough from a Medium character to crawl into. At the end of a 10-foot tunnel is a small bundle, wrapped in rough cloth and brown, dry leaves. The bundle contains the treasure described below.

Development: If the Stonearm Scourge is slain here, his *soul cask* teleports him (and his posses-

sions) to area 1-12, where he continues his quest. In this case, shortly after killing him, the PCs hear a rumble deeper in the complex — the Stonearm Scourge collapsing the tunnel between areas 1-11 and 1-12.

See Appendix 2: New Magic Items for more information on the *soul cask*.

Tactics: The Stonearm Scourge waits until one of the PCs attempts to cross the ravine, then swoops in on his *soardisc*. It moves 60 feet on a double move, still allowing him to act. His graniteman leaps from the *soardisc* to combat the PCs in melee (as does his wickerman, if it rejoined him) while the Stonearm Scourge uses his Flyby Attack to smash a PC with his stone arm. The Stonearm Scourge then alternates firing his crossbow from a safe distance with more flyby attacks, depending on the PCs' strategy and vulnerabilities. He doesn't cast any spells in this encounter, and fights until the PCs slay him. If he thinks they might capture him, he throws himself into the ravine — hoping to kill himself and activate the *soul cask*.

Treasure: The secret bundle contains a *wand of cure light wounds* and a scroll of *fly* and *spider climb*. Also in the secret tunnel is a smooth stone pillar, 6 inches tall, apparently naturally formed. The pillar radiates strong magic of an unspecified school. A character who touches the pillar recovers all cast spells or expended spell slots. The pillar functions only once per week per character. It loses its magical properties if removed from this location.

The Stonearm Scourge, male human Clr 3: CR 3; Medium humanoid (human); HD 3d8+6; hp 23; Init +2; Spd. 20 ft. (breastplate — base 30 ft.); AC 19*, touch 12, flat-footed 17*; Base Atk +2; Grp +9; Atk/Full Atk slam +6 melee (1d10+5 plus 1 fire and knockback), or light crossbow +4 ranged (1d8/19–20); SA Rebuke undead 2/day, spells, spontaneous casting (*inflict* spells); AL NE; SV Fort +6, Ref +6, Will +8; Str 16, Dex 14, Con 15, Int 11,

The Stonearm Scourge

When the PCs first see the Stonearm Scourge, you might wish to read the following description:

The man is tall and gaunt, but muscular. His cheeks are sallow and covered with a couple days' growth of beard. His brown hair includes bits of gray, and it hangs to his shoulders. A gray cloak hangs off his back.

The man's right arm is missing — in its place is an enormous arm of black stone. Two-inch-long spikes protrude from it, and green-black smoke issues from small holes along its length. The man's left eye is also missing, and in its place is an irregular, green-black chunk of rock. Green-black wisps issue from it. In addition, the three middle fingers on the man's left hand are obsidian replacements.

The false arm and eye are described in Appendix 2: New Magic Items. The obsidian fingers simply replace those the Stonearm Scourge lost in a viomantic experiment.



Wis 18, Cha 9.

* These values assume that the Stonearm Scourge is attacking with his arm, which then grants him a +1 shield bonus to AC. In a round in which he does not make a slam attack, the arm provides a +2 shield bonus, increasing his AC to 20 (flat-footed 18).

Skills and Feats: Concentration +8, Knowledge (arcana) +6, Knowledge (history) +6, Listen +4, Spot +4; Flyby Attack*, Lightning Reflexes, Weapon Focus (slam).

* The Stonearm Scourge has trained with his *soardisc* enough to take this feat even though he doesn't have a fly speed.

Spells (4/4/3, DC 14 + spell level): 0—*cure minor wounds, detect magic, guidance, read magic*; 1st—*bless, cure light wounds, divine favor, enlarge person**, 2nd—*aid, augury, bull's strength**. *Domain spell.

Domains: Knowledge, Strength.

Possessions: +1 breastplate; *Vaius's arm**; *Vaius's eye**; +1 cloak of resistance (dark gray); *soardisc**; *sky chariot** (stored safely somewhere in Kassantia).

* See Appendix 2: New magic items.

Graniteman: CR 2; Small construct; HD 4d10+10; hp 32; Init -1; Spd. 20 ft.; AC 14, touch 10, flat-footed 14; Base Atk +3; Grp +1; Atk/Full Atk slam +6 melee (1d8+3); SQ Darkvision 60 ft., low-light vision, hardness 5, mindlink, objectlike, construct traits; AL N; SV Fort +1, Ref +0, Will +1; Str 14, Dex

8, Con —, Int 3, Wis 10, Cha 10.

Skills and Feats: Hide +3, Jump +9; Improved Natural Attack (slam), Power Attack.

See Appendix 1: New Monsters for descriptions of a graniteman's special attacks and qualities.

Wickerman: See area M-2 for statistics.

Area 1-11 – Excavation: Read or paraphrase the following:

Piles of earth lie in this cavern. Partially-dug tunnels extend out in four different places, but all are blocked by more of the fragrant, root-riddled soil. Various tools are scattered about as well — mostly crude shovels and picks, with wooden handles and stone heads. Of particular note is an enormous human skull lying against one wall — it must be ten feet tall. It is smudged, but still grins whitely in the dark.

The natives were in the process of expanding this area when the cult dispersed. Where the giant skull came from originally is a mystery; the cultists found it half-buried somewhere nearby. It is in excellent repair for its undoubtedly ancient age — its material is more stone than bone now. The natives used the skull as a magical digging aid — but they never quite got it right.

A DC 12 Search or Survival check reveals footprints — the Stonearm Scourge's, the graniteman's, and Arra Bruce's — down the east passage.

PCs searching the room find 8 six-foot-long spider legs (no roll required), each mummified, enameled, and preserved. The joints are still articulate, though soil is wedged into some of them.

Examining the skull reveals eight holes, each several inches in diameter, near the jaw.

The skull is inert at the moment, but both it and the spider legs radiate faint magic of an indeterminate origin. If the PCs attach the spider legs to the skull, it animates immediately, standing up on the legs and looking about with its eyeless sockets (At this point it radiates strong necromantic and transmutation magic.).

Any character can direct (by pointing with a finger, for instance) the skull to a section of the wall. The skull approaches the indicated section, rears back on six legs, and digs feverishly with its two front legs. Spider legs aren't made for digging, but the skull is awfully energetic; it digs through a foot of earth every minute (it cannot dig through stone). Characters can cause the skull to halt, and can direct it about, with other obvious hand gestures (Holding out a hand to stop it, beckoning to direct it forward.).

However, the magic animating the skull is unstable. Whenever a character gives it a command, the skull has a 10% chance (1 or 2 on a d20) to swipe at that character instead of following commands. It has an attack bonus on +8 and deals 1d6 points of bludgeoning damage. It then stands still until a character issues it another command. The skull and spider legs have hardness 10 and a total of 100 hit points.

PCs don't *have* to use the skull to advance, but it works a lot faster than they can. Characters attempting to tunnel through earth make DC 15 Strength checks each minute. Success means they expand a tunnel by an inch. PCs may also use magic to expand the tunnels.

A DC 15 Dungeoneering check permits the PCs to determine which of the tunnels recently collapsed, and which have been closed for years. If the characters dig through the partial tunnels, they find the following.

Northwest Tunnel: Ten feet down this tunnel, the digger dislodges a bone. A skeleton of a dwarven adventurer is here, buried long ago. His equipment is all rusted and decayed to uselessness now, save for one item: his +1 *dwarven waraxe*. The waraxe has a hollow shaft (which a DC 10 Search or Spot check reveals). Within it is a roll of decaying (but still legible) parchment, revealing the legend of the prism lords (see the "Adventure Background" section) in Dwarven.

Northeast Tunnel: Nothing of interest lies in this direction.

East Tunnel: Characters (and the skull) can tunnel at twice normal speed in this direction, because a tunnel existed before — the Stonearm Scourge collapsed it to prevent his enemies from tailing him. The tunnel leads 10 feet to area 1-12.

South Tunnel: Like the east tunnel, this once-complete tunnel is now collapsed — though this one collapsed long ago. Characters tunnel at double speed here.

Fifteen feet down, the tunnel opens into a 10-foot wide chamber. In the center is a covered clay urn. The urn once contained a red liquor, but it is now fermented into something like vinegar. The liquid acts as a *potion of bull's strength*, and the decanter contains 6 doses. However, a character imbibing it must make a DC 12 Fortitude save or vomit it back up, gaining no benefit and becoming nauseated for 1d4 minutes.

The natives planned to use the potion to lift their spirits and their strength during the excavations.

Area 1-12 – Door to the Tomb: Read or paraphrase the following:

In the earthen wall is a stone door. Across the door at eye level are carved seven figures in varying garb, carrying various items. A small line of runes runs above and below the figures.

This door leads to Ganymos's tomb. The door was once locked, but the Stonearm Scourge's research allowed him to track down a suitable key.

The figures are abstract, little more than stick figures. They represent the prism lords, and the runes above and below them are written in ancient text (DC 20 Decipher Script). The runes name the prism lords, in the order in which they appear on the door. From left to right, they are:

Ganymos the Red: This figure wears samurai-style armor and helmet and carries a curved greatsword.

Callisto the Orange: This figure is wreathed in fire and carries a pair of axes.

Ria the Yellow and Eurix the Green: These two figures are back-to-back, with their hands intertwined. They are both robed and carry staves.

Mestes the Blue: This figure's face is obscured. It wears a cape, and liquid spills from its hands.

Thrizz the Indigo: This figure is much shorter than the others — perhaps half the size — but energy blazes around it.

Ranos'mai the Violet: This cloaked figure carries a staff with an ankh atop it.

Opening the door reveals a staircase of gray stone that extends 30 feet down to area 2-1.

Dungeon Level 2: Ganymos's Tomb

Unknown hands built this edifice in times of legend. Within lie the remains of a fallen demigod: Ganymos the Red, one of the seven prism lords.

This level exists in obvious contrast to the level above. Where the jungle caves teem with life and activity, the tomb is empty and silent. The walls, floors, and ceilings are composed of two-foot-wide flagstones. The flagstones are colored — red, orange, yellow, green, indigo, and violet — though they do not appear in this (or any other consistent) order. They catch light in strange ways, imposing a –2 penalty on all Spot checks on this level. In addition, they ring oddly when struck. Move Silently checks take a –2 penalty on this level.

Doors are constructed of solid red stone. They are unlocked, but they are heavy, requiring DC 10 Strength checks to open (or close). Ceilings on this level are 15 feet high. This level is unlit unless otherwise noted.

Red Stone Door: 1 ft. thick; hardness 8; hp 40; Break DC 20.

Flagstone Wall: 1 ft. thick; hardness 8; hp 90; Break DC 30; Climb DC 25.

Wandering Monsters

Random encounters do not occur on this level.

Areas of the Map

Area 2-1 – Entrance Trap (EL 2): Read or paraphrase the following:

The gray stairs end at a twenty-foot-by-twenty-foot room. The walls, floor, and ceiling are composed of two foot wide flagstones. The flagstones appear in an array of colors — red, orange, yellow, green, blue, indigo, and violet. The flagstones catch your light in strange and distracting ways, and your feet ring upon them.

On the far wall is a heavy door made of red stone.

The Stonearm Scourge has already been through this door and bypassed the trap. As the PCs approach the door, a voice sounds, speaking in antiquated Common:

"Whom dost thou seek to honor?"

Whatever a PC says next is their answer; they have no time to discuss it. If they don't say anything after a round, the voice repeats its question. If they remain silent for another round, the trap activates.

The correct answer is "Ganymos the Red." If the PCs give this response, the door swings wide. Otherwise, they trigger the trap, and the entire thing shuts down for a minute. The PCs can attempt to bash through or otherwise bypass the door in this time. After a minute, the voice speaks its question again, and the trap rearms.

Trap: CR 2; magic device; proximity trigger; automatic reset; 1d4 fire to all in room, DC 11 Reflex halves; Search DC 26; Disable Device DC 26.

Area 2-2 – The Prism Room: Read or paraphrase the following:

This large room is covered in the same colored flagstones as before. Here, however, those on the walls shed white light, illuminating the room in a soft glow. A red stone door on the opposite wall is a silhouette against the luminous tiles.

In each corner of this room is a great prism, standing on its end on a stand of gold wire. Each prism is five feet tall, and the light they catch throws colored shadows into the middle of the floor; the colors blend together to create a whitish circle with hints of green, violet, and others.

The builders created this room to remember Ganymos's valiant fall. The PCs can simply cross and exit this room if they wish, but the prisms offer a glimpse of history.

A character can rotate a prism by pushing hard enough (a DC 5 Strength check). Doing so alters the color of the light it emits, moving through the spectrum. If the PCs rotate all the prisms to show red light, read or paraphrase the following.

The circle of light in the middle of the floor changes hue to a perfect red. The light emanating from the walls winks out, but the red circle remains, like a ten-foot spotlight.

You become aware of two figures that stand at the edges of the circle. One is a warrior garbed in exotic full plate, wielding a curved, delicate sword in two gauntleted hands. He wears a helmet as exotic as his armor, and an attached mask covers his face. His armor is entirely red — the same shade as the circle of light.

The other figure is a slender woman clad in leather and mail. Her armor and clothing is dark, as is the long-bladed spear she carries. Her face is austere but beautiful, and dark hair

hangs in a ponytail to the middle of her back. She is expressionless.

The armored warrior bows to the spearwoman in formal salute, but the woman leaps forward and thrusts her spear into his leg. The warrior twists away and strikes at her, but she ducks, and the fight begins.

The two duel for several minutes. They are evenly matched, and display remarkable prowess. Finally, the woman leaps backward, out of range of the light, becoming a silhouette. She hurls her spear. It catches the warrior in the chest, stabbing through him entirely, and a tendril of dark energy seems to connect it to the woman. The tendril pulses and darkens, and the woman's shadow begins to fade. The warrior falls to his knees. His head drops, and dark wisps mixed with red spill from the eye and mouth of his facemask. He pitches onto his side.

The woman is gone now, and the warrior soon joins her. His form coalesces into a glowing red wisp, which rises, hovers, then flies high, above the northwest prism, and plunges down, through the prism and into the floor.

The walls' white light returns, and as it does, the sword and spear lying in the red circle fade away.

The PCs can see this display again by again rotating the prisms as appropriate.

The red wisp is a hint to the secret trapdoor beneath the northwest prism. Finding it requires a DC 20 Search check; characters who witnessed the display gain a +10 bonus on this check. To enter the trapdoor, a Medium character must squeeze beneath the prism (a DC 15 Escape Artist check). Characters can also move the prism out of the way with a DC 20 Strength check. Indentations in the floor reveal its proper spot if the PCs want to return it. The secret door leads to a square shaft with iron bars pounded into its side. The shaft leads 15 feet down to area 2-3.

Development: In addition to the secret door hint, the display in this room may help the PCs proceed in area 2-8.

Treasure: The prisms weigh 200 pounds each and are worth 250 gp apiece to people who are interested in such things. Their stands are actually brass rather than gold; each is worth 50 gp and weighs 20 pounds.



Area 2-3 – Chamber of the Crystal Hand: Read or paraphrase the following:

This chamber is empty but for a hole that is perhaps six inches in diameter on the far wall at waist height. Two brass plaques flank the hole. On the left plaque is a handprint. On the right are several lines of runes.

This secret chamber can grant a PC power — for a price.

A DC 20 Decipher Script check allows a character to read the runes: “Make a great sacrifice for great power.”

Looking into the hole reveals nothing but velvety darkness. It radiates strong transmutation magic.

If a character thrusts a hand into the hole, read or paraphrase the following.

Nothing happens for a moment... then the hole contracts around your wrist, holding you fast. The nothing... save for the fear. Your heart pounds.

Searing pain lances through your arm, and you know that your hand is severed at the wrist. You drop to your knees, face pale, sweat dripping.

A white hot sensation replaces the previous pain, and you barely avoid passing out. Then the pain is gone, leaving... something. You sense that your hand has returned, perhaps.



The hole opens. You remove your arm, and find yourself staring at a hand made of crystal. Its surface bears numerous contours and angles, making it reflect the light in innumerable tiny rainbows that move as you rotate the hand. There is power here.

The hand is an ancient *crystal hand* — perhaps a predecessor to modern viomancy. The hole functions only once. The character takes 2d6 points of damage in the process; if this damage reduces him to fewer than 0 hit points, amend the above text so he passes out at the appropriate time.

Treasure: See Appendix 2: New Magic Items for more information about the *crystal hand*.

Area 2-4 – The Chapel: Read or paraphrase the following:

Standing in this room are delicate pillars studded with red crystals arranged in circular patterns. On the far wall is a brilliant stained glass window depicting a mighty, red-armored warrior kneeling, his sword thrust into the ground in front of him. Light streams through the window, casting a dazzling shadow on the floor. A sense of peace pervades.

This, and the chapel opposite, were places to gather oneself spiritually before moving on to Ganymos's crypt. Characters feel calm here; a *calm emotions* effect pervades the room. In addition, characters who step into the reflected light from the

stained glass window receive the benefits of *cure moderate wounds*, a targeted *dispel magic*, and *restoration*, each at caster level 7. The room radiates faint enchantment (compulsion) magic, while the light pool radiates moderate abjuration and conjuration (healing) magic.

Characters who spend at least 5 minutes here gain a +2 morale bonus on Will saves for the next hour.

All of the above effects occur only once per person per week.

Treasure: The gems in the pillars are cut glass. Each is worth 5 cp, and the PCs can gather 160 of them. Doing so takes several hours and a DC 15 Profession (gemcutter) check to avoid damaging them and reducing their value by half.

Area 2-5 – The Dark Chapel (EL 3): Read or paraphrase the following:

This dim place invokes feelings of trepidation. The colors here are muted. Several spindly pillars studded with black gems rise to the ceiling. The gems glitter like eyes. On the far wall is a stained glass window — though the only colors are shades of gray. The window depicts a kneeling figure: a black-clad woman with a spear planted in the ground. She looks ready to leap forward. Grayish light filters in from behind the window, casting the shadow of the kneeling woman in sharp relief on the floor.

This place once served the same purpose as the chapel opposite, but a bit of Ruman'ahk's essence migrated here and corrupted it.

A *bane* effect pervades this room, affecting all living creatures who enter (Will DC 11 negates). Affected creatures take a –1 penalty on attack rolls and on saves against *fear* effects for as long as they remain in the room. In addition, a living creature who steps into the shadow cast on the floor suffers the effects of an *inflict light wounds* spell. Each of these effects can occur as often as a character enters the room or the shadow.

The room radiates faint enchantment (compulsion) magic and faint evil. The shadow on the floor radiates faint necromancy magic.

Also in this room is a piece of Ruman'ahk's essence given physical form. It functions as a shadow whose touch drives its opponents mad. It drains sanity (Wisdom) instead of Strength.

Development: If the PCs defeat the shadow, the room undergoes a transformation, becoming akin to area 2-4. This allows the PCs to benefit from that chamber's healing effects again.

Tactics: The shadow hides in the deep shadows or within a pillar or wall. It attempts to surprise its opponents, instinctively targeting clerics first. It attacks until its opponent is reduced to raving lunacy, then moves to the next victim. It does not pursue opponents outside this room.

Treasure: The gems in the pillars, like those in area 2-4, are cut glass. Each is worth 5 cp, and the PCs can gather 160 of them. Doing so takes several hours and a DC 15 Profession (gemcutter) check to avoid damaging them and reducing their value by half.

Shadow: CR 3; Medium undead (incorporeal); HD 3d12; hp 19; Init +2; Spd. Fly 40 ft. (good); AC 13, touch 13, flat-footed 11; Base Atk +1; Grp –; Atk/Full Atk incorporeal touch +3 melee (1d6 Wis); SA Wisdom damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Str –, Dex 14, Con –, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +8, Listen +7, Search +4, Spot +7; Alertness, Dodge.

Wisdom Damage (Su): This shadow's touch deals 1d6 points of Wisdom damage to a living foe. This effect cannot reduce a creature's Wisdom score to less than 1.

A creature reduced to 1 Wisdom in this way is driven mad; her mind catches glimpses of unspeakable and ineffable horrors from beyond mortal experience. She is affected as if by the *insanity* spell (20th-level caster). This effect lasts until the character regains at least 1 point of Wisdom.

Area 2-6 – Effigy Chamber (EL 3): Read or paraphrase the following:

This circular chamber is unimpressive, save for the two red statues standing near the east and west walls.

The Stonearm Scourge bypassed the guardians here by speaking ancient command words his research uncovered. The PCs are unlikely to know them (but Arra does — see area 2-7).

As the PCs move into the chamber, the statues elevate a foot off the floor. Their swords swing out as they attack.

Tactics: The red effigies are mindless, simply attacking intruders until they fall or flee.

Red Effigies (2): CR 1; Medium construct; HD 1d10+20; hp 25; Init +2; Spd. 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +0; Grp –2; Atk/Full Atk bastard sword +2 melee (1d10+3/19-20); Reach 0 ft. (15 ft. with sword); SA Animate blade; SQ Darkvision 60 ft., float, immobile grappler, construct traits; AL N; SV Fort +0, Ref +2, Will +0; Str 14, Dex

14, Con –, Int –, Wis 10, Cha 1.

Feat: Combat Reflexes.

Possession: Bastard sword.

See Appendix 1: New Monsters for descriptions of a red effigy's special attacks and qualities.

Area 2-7 – Arra's Attack (EL 1): Read or paraphrase the following:

A blank-eyed woman emerges from the shadows. She is well-dressed but bedraggled; her fine clothes dirty, her brown hair tangled, her face smeared. You recognize Arra Bruce from the wizard Morriton's descriptions. When her eyes alight on you, she utters a screech and charges, raising a short sword.

The Stonearm Scourge's research allowed him to track down a magic item that allowed him to use *dominate person* once; it was with this item that he kidnapped the weak-willed Arra Bruce. She's been with him since he entered the dungeon, assisting him in bypassing the traps and puzzles. Now, she proves useless in his final obstacle, and in frustration he sends her back to delay the PCs.

Arra is under the control of a *dominate person* spell cast as if by an 11th-level caster (Will DC 17). It has 9 days left before it expires.

Development: If the PCs can subdue Arra or dispel the *dominate person* effect (perhaps by luring her into area 2-4), they may yet save her life. In addition to being a charitable act, they receive Morriton's full reward, and Arra might reward them herself. See "Wrapping Up," below.

Tactics: Arra fights to the death, showing little strategy.

Arra Bruce, female human Ari2: CR 1; Medium humanoid (human); HD 2d8; hp 12; Init +0; Spd. 30 ft.; AC 13, touch 10, flat-footed 13; Base Atk +1; Grp +1; Atk/Full Atk short sword +1 melee (1d6/19-20); AL N; SV Fort +0, Ref +0, Will +0; Str 12, Dex 10, Con 11, Int 16, Wis 5, Cha 13.

Skills and Feats: Appraise +8, Diplomacy +6, Knowledge (arcana) +11, Knowledge (dungeoneering) +8, Knowledge (geography), Knowledge (history) +11, Knowledge (the planes) +8, Gather Information +6; Skill Focus (Knowledge (arcana)), Skill Focus (Knowledge (history)).

Possessions: Studded leather; short sword.

Area 2-8 – The Final Door (EL 5): Read or paraphrase the following:

This small room's only feature is a short flight of steps that leads to a red stone door. The door is featureless — no handles or keyholes — except for a shelf in the middle.

Despite all his research, the Stonearm Scourge cannot get past this door. He's beginning to feel as if he's misplaced a crucial element, which frustrates and maddens him (His suspicion is justified — one of the Stonehands lifted it from him. See area M-1.). The PCs encounter him here.

The Stonearm Scourge (Listen +4) or his granite-man (Listen +0) might hear the PCs approach. If the Stonearm Scourge becomes aware of their presence, he hurls the figurine with which he's been working to the floor in frustration. The PCs hear it hit the floor with a DC 15 Listen check, but they're more likely to hear him or his granite-man (both Move Silently –1). If he doesn't hear the PCs approach, he drops the figurine in surprise when they appear.

The door here is magically reinforced.

Red Stone Door: 2 ft. thick; hardness 18; hp 190; Break DC 35.

Development: The shelf protruding from the door is 6 inches deep. In the center is carved a two-inch diameter circle. To open the door, a character must place two figurines on the shelf at the edges of the circle, facing each other (Actually, replicas of the figurines work fine, but the Stonearm Scourge didn't think to make any.). The two necessary figurines are an armored, red warrior (Ganymos the Red) and a dark, spear-wielding woman (Ahnas'cha, Ruman'ahk's ancient champion). These are the two individuals who appear in area 2-2 when the prisms are aligned.

The PCs can recover the spearwoman figurine from a Stonehand in area M-1. The Stonearm Scourge held the warrior figurine here, but drops it when the PCs arrive.

When a character places the figurines at the edge of the circle, read or paraphrase the following.

The figurines come alive. The warrior bows, and the spearwoman stabs him in the chest. The warrior falls, and a spark of light rises from it, hovers a moment, then flies into the door. With a great rumbling, the door slides up, stopping when the shelf reaches the ceiling. The two figurines, in their original poses, clatter to the floor.

If the PCs slay the Stonearm Scourge here, he again vanishes, along with his equipment, granite-man, and soardisc (and wickerman, if present). He reappears in the jungle directly above.

Tactics: If he hears the PCs approach, the Stonearm Scourge's tactics are similar to the way he fought in area 1-10: He takes his soardisc near

the ceiling and hovers in the shadows. If he has time, he casts the following spells on himself, in order: *bull's strength*, *aid*, and *divine favor*. When the PCs enter, he swoops down on them, making flyby attacks while his granite-man leaps to the attack. After a couple flyby attacks, he lands, casts enlarge person, and wades into melee.

If the PCs get the drop on him, the Stonearm Scourge's tactics are similar. He retreats to the ceiling and, if he feels he can, casts spells to prepare, then attacks.

The Stonearm Scourge fights until slain.

The Stonearm Scourge: See area 1-10 for statistics.

Graniteman: See area 1-10 for statistics.

Wickerman: See area M-2 for statistics.

Area 2-9 – Ganymos's Crypt: Read or paraphrase the following:

The colored flagstones are absent in this room. Instead, the walls, floor, and ceiling are crafted of pure white blocks. The walls are painted with scenes of combat in eight colors: red, orange, yellow, green, blue, indigo, violet, and black.

In the room's center is a raised platform. Three steps lead up to it. On the platform rests a sarcophagus of red marble.

Within this room are the remnants of a fallen demigod.

If the PCs examine the paintings, read or paraphrase the following:

Seven colored figures battle other figures depicted in black. The figures are abstract, being little more than stick figures, but their colors, garb, and the items they carry identify them. The dark figures are of all manner of creatures — some humanoid, some monstrous, and some unidentifiable. Of particular note is a blob of darkness that broils with tendrils, fanged mouths, malevolent eyes... your gaze instinctively moves away from the impossible thing.

Taken as a whole, the paintings look to depict a war. Starting to the left of the entrance and moving around the room, the sequence of events becomes apparent. At first, the dark creatures do not exist. Then the large black... thing arrives through a tear in the sky. It creates or summons the other dark creatures, and the colored figures fight against them. Finally, the colored warriors triumph, sending the black entity back through another tear in the sky.

The entire north wall depicts a combat between the red figure and a black, feminine, spear-wielding figure. In these paintings, the figures are at least twice the size of those on the other walls. The two duel, and eventually the black figure triumphs by hurling its spear into the red warrior. The red figure falls.

The paintings depict the prism lords battling Ruman'ahk and its minions. Characters who identified the lords in area 1-12 recognize them here.

The sarcophagus is large and heavy; shoving off the lid requires a DC 15 Strength check. It booms to the floor.

Within the sarcophagus is rust-colored dust. Also within is a circlet, although Ruman'ahk's lingering deception conceals it from view. It takes a tactile search (and a DC 20 Search check) to locate it.

The circlet is a circle of red jade. A character who dons it in this room for the first time experiences the following vision.

Colored shapes appear all about you — orange, blue, violet, and all the rest. They are blurry and indistinct, but are obviously humanoid. They radiate power and glory. Lying on the floor is a red shape — unlike the others, you can see its features clearly. It appears to be a human about six feet tall, covered in red, exotic plate armor. Its head is helmeted, and an attached mask covers its face. Its hands are clasped across its chest, and it holds an ornate sword.

Standing among the colored figures is another form — this one apparently a normal person in white tunic and black pants. A man. You can't make out his features, but he has black hair.

The six colored figures lift the red one and place it in the sarcophagus. Then, from the casket they lift the red armor, helm, and sword. Reverently, they strap the armor on the man in normal garb, finally placing the helmet on his head and the sword in his hand. He snaps the mask over his face and bows.

The vision fades.

The vision depicts that a new prism lord arose to take Ganymos's place. PCs may also wonder why the prism lords missed Ganymos's circlet (Ruman'ahk's taint disguised it; see "Adventure Background," above.).

Treasure: In addition to allowing characters to experience the above vision, Ganymos's circlet is a *headband of intellect* +2.

Wrapping Up

After the PCs defeat the Stonearm Scourge and discover the tomb of Ganymos the Red, the adventure is over... perhaps. They still need to clean up a few threads.

Getting Home

PCs who traveled to the jungle via ley line may find it difficult to return — exactly how difficult is up to you. The PCs might find some *ley stones* for the return trip on the Stonearm Scourge's goons and easily get back. They might find the Stonearm Scourge's *sky chariot* hidden somewhere nearby and fly back. Or, they might have to deal with the jungle. If they rescued Arra Bruce, her geography knowledge might help them locate themselves.

The Stonearm Scourge

The PCs defeated the Stonearm Scourge... twice. Thanks to his *soul cask*, he is a tough opponent. If the PCs defeated him easily in the last battle, he might be waiting for them when they exit the complex. On the other hand, maybe he doesn't press his luck against them this time around. He might re-enter the complex after they leave to see what lies in area 2-9.

Arra Bruce

If the PCs rescued Arra and return her to Kassantia, Morriton pays them the agreed amount (200 gp each, or 100 each if they return her body). Arra is also grateful to the PCs and gives them another 1,000 gp to split among themselves.

Further Adventures

The events in *Secrets of the Stonearm* can lead to further adventures, such as the following.

- The Stonearm Scourge escapes and doesn't forget about the PCs. He does his best to make their lives miserable.
- If prism lords can die, perhaps others have done so — and the PCs can find more remains.
- Another city or spellcaster learns of Kassantia's viomancy and requests to learn about it. The PCs help transport a caravan of false men, grand'roms, and viomancers across the country.
- Ruman'ahk is returning to the world. The PCs must search out the prism lords and inspire them to again take up the fight — or take their powers for themselves.

Appendix 1: New Monsters

EFFIGY, RED

Medium Construct

Hit Dice:	1d10+20 (25 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	12 (+2 Dex), touch 12, flat-footed 10
Base Attack/Grp:	+0/-2
Attack:	Bastard sword +2 melee (1d10+3/19-20)
Full Attack:	Bastard sword +2 melee (1d10+3/19-20)
Space/Reach:	5 ft./0 ft. (15 ft. with sword)
Special Attacks:	Animate blade
Special Qualities:	Darkvision 60 ft., float, immobile grappler, construct traits
Saves:	Fort +0, Ref +2, Will +0
Abilities:	Str 14, Dex 14, Con —, Int —, Wis 10, Cha 1
Feats:	Combat ReflexesB
Environment:	Any
Organization:	Solitary, pair, or squad (3-5)
Challenge Rating:	1
Treasure:	Bastard sword only
Alignment:	Always neutral
Advancement:	2-5 HD (Medium), 6-9 HD (Large)
Level Adjustment:	—

A red humanoid statue hovers a foot above the floor. It is dressed in elaborate, samurai-style armor, with a helmet and angry mask. Its arms are crossed in front of its chest, but a beautiful, curved sword slashes and whirls through the air nearby.

Effigies are constructs created in ancient times to serve the prism lords, provide evidence of their power, and eliminate minor threats. Red effigies are the weakest of them.

A red effigy weighs 300 pounds.

COMBAT

Red effigies are mindless, but they prefer to remain at the limit of their reach from opponents, moving backward as their enemies close. Doing so allows them attacks of opportunity with their whirling blades.

Animate Blade (Su): A red effigy does not actually wield its weapon; rather, the implement floats through the air as if animated. A red effigy has a reach of 15 feet with its animate blade. The blade always strikes from the effigy's direction. It is considered attended — and wielded in two hands — by the effigy.



Float (Su): A red effigy is largely immobile. It does not walk, but rather hovers about a foot above the ground. It pivots and shifts to avoid attacks, but its body does not change position.

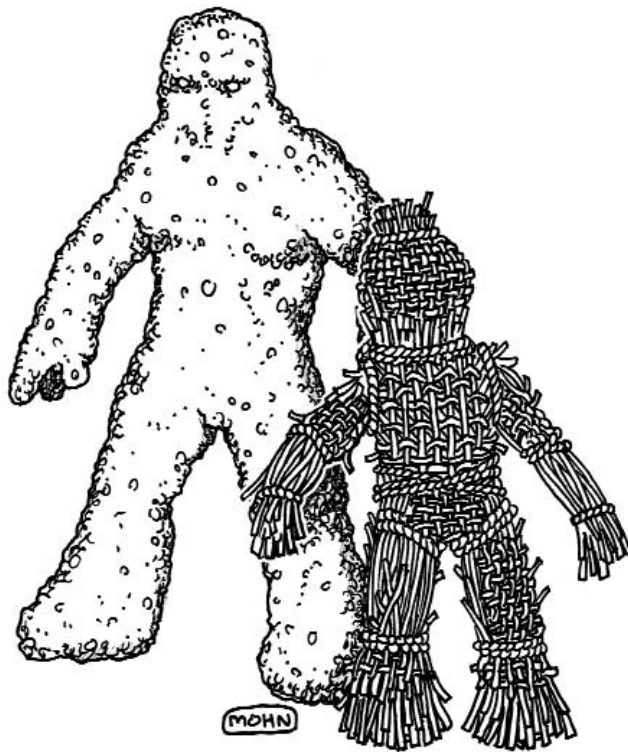
Since a red effigy floats, difficult terrain does not affect it, and it cannot trigger traps based on pressure plates. It can also traverse relatively stable liquid surfaces, like calm water. It is not flying, however, and can still fall down pits, or be knocked prone.

Immobile Grapppler (Ex): Since a red effigy's body does not move, it is easy to grapple; a red effigy takes a -4 penalty on grapple checks, and the only grappling action it can perform is to attempt escape. However, red effigies usually put up little resistance to grapplers, since they can still control their animate blades when grappled. Their normal strategy is to attack their vulnerable grapplers with their bastard swords (they take no penalties when doing so).

FALSE MAN

False men are small, golem-like servants that viomancers create. All false men share the following special qualities:

Mindlink (Su): A false man's master (probably its creator, but viomancers can create false men for others) can use it for a variety of measures, including the following:



Distant Communication: The false man can, every hour or so, transmit a brief bit of information to its master. The information can be no more than two or three words in length and complexity (“Intruders!” “Ring stolen!” and the like.). The false man doesn’t convey the actual words, but the master gains a sense of the information.

This communication is one-way. The master cannot share information with the false man (to give it orders, for example).

Record Memory: The false man’s master can use it as a sort of journal. With a command, he can cause the false man to begin recording. The false man then stores any sounds it hears (such as the master’s voice). The master can later ask the false man to replay its stored sounds whenever he likes. A false man can store 1 hour of sound for every Hit Die it has.

Sense Presence: The false man’s master can sense its presence if it is within 1 mile of him. He can’t sense its exact location, but he knows that it is near.

Share Memory: Although a false man cannot speak, its master can access its memory. Doing so requires the master to touch the false man and concentrate for 1 minute plus the length of the memory. The master cannot access any memory more than 1 day old.

Objectlike (Ex): A false man counts as an object when determining what damage it takes from most attack types. Specifically, false men take full damage from acid and sonic attacks; half damage from electricity and fire,

and one-quarter damage from cold. In addition, a false man takes half damage from ranged attacks. Apply these calculations before subtracting the false man’s hardness (if it has one).

Certain types of false men are more vulnerable to specific energy types.

GRANITEMAN

Small Construct

Hit Dice:	4d10+10 (32 hp)
Initiative:	–1
Speed:	20 ft. (4 squares)
Armor Class:	14 , touch 10, flat-footed 14 (+4 natural)
Base Attack/Grp:	+3/+1
Attack:	Slam +6 melee (1d8+3)
Full Attack:	Slam +6 melee (1d8+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., low-light vision, hardness 5, mindlink, objectlike, construct traits
Saves:	Fort +1, Ref +0, Will +1
Abilities:	Str 14, Dex 8, Con –, Int 3, Wis 10, Cha 10
Skills:	Hide +3, Jump +9
Feats:	Improved Natural Attack (slam), Power Attack
Environment:	Any
Organization:	Solitary or duo (graniteman plus master)
Challenge Rating:	2
Treasure:	None
Alignment:	Usually neutral
Advancement:	5–12 HD (Small)
Level Adjustment:	—

This creature is a three-foot-high humanoid manikin made of gray stone. The only features it possesses are the chiseled suggestions of muscles and a heavy brow.

Granitemen are tougher and stronger than wickermen, but are more difficult and time consuming for viomancers to create. Viomancers create granitemen as bodyguards and especially durable servants — particularly if they need them to work around forges or other fiery areas.

A graniteman weighs around 150 pounds.

COMBAT

A graniteman follows its orders to the best of its ability. It is smart enough to attempt simple tactics in combat, such as flanking and surprise. Granitemen know they’re tough, and intentionally draw opponents into attacking them.

WICKERMAN

Tiny Construct

Hit Dice: 2d10 (11 hp)
Initiative: +1
Speed: 20 ft. (4 squares)
Armor Class: 14 (+2 size, +1 Dex, +1 natural), touch 13, flat-footed 13
Base Attack/Grp: +1/−7
Attack: Slam +3 melee (1d6)
Full Attack: Slam +3 melee (1d6)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., low-light vision, damage reduction 2/slashing, mindlink, objectlike, vulnerability to fire, construct traits
Saves: Fort +0, Ref +1, Will +0
Abilities: Str 10, Dex 12, Con −, Int 3, Wis 10, Cha 10
Skills: Hide +9, Jump +5
Feats: Improved Natural Attack (slam)
Environment: Any
Organization: Solitary, pair, or duo (wickerman plus master)
Challenge Rating: 1/2
Treasure: None
Alignment: Usually neutral
Advancement: 3–6 HD (Tiny), 7–10 HD (Small)
Level Adjustment: —

This creature is a two-foot-high humanoid manikin made of thin wicker slats.

Wickermen are perhaps the simplest form of false man. Most viomancers know the secrets of their creation and use them as servants for various purposes.

A wickerman weighs 5–10 pounds.

COMBAT

A wickerman follows its orders to the best of its ability. It is smart enough to attempt simple tactics in combat, such as flanking and surprise.

Vulnerability to Fire (Ex): A wickerman takes double damage from fire. (Not half, as is normal for false men.)

MUMMIFIED MONSTROUS SPIDER, LARGE

Large Undead

Hit Dice: 4d12 (26 hp)
Initiative: +3
Speed: 30 ft. (6 squares), climb 20 ft.
Armor Class: 15 (−1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Base Attack/Grp: +2/+8
Attack: Bite +4 melee (1d8+3 plus poison)
Full Attack: Bite +4 melee (1d8+3 plus poison)
Space/Reach: 10 ft./5 ft.
Special Attacks: Poison
Special Qualities: Darkvision 60 ft., tremorsense 60 ft., undead traits
Saves: Fort +1, Ref +4, Will +3
Abilities: Str 15, Dex 17, Con −, Int −, Wis 10, Cha 2
Skills: Climb +10*, Hide +3*, Spot +4*
Feats: Weapon Finesse^B
Environment: Any
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 5–7 HD (Large)
Level Adjustment: —

This great, hairy spider is dead — and preserved. Though its skin is gray and withered and a few strips of cloth hang from it, it stands and moves with slow, frightening grace.

Some cultures mummify not only people, but creatures that they hold sacred. The mummified monstrous spider is such a creature.

COMBAT

Mummified monstrous spiders are mindless, but they retain some of their animalistic instinct. Since they no longer feel pain, they never flee.

Poison (Su): Though its dead glands do not create poison, the baleful energies animating a mummified monstrous spider do. Injury, Fortitude DC 12, initial and secondary damage 1d6 Str. The save DC is Charisma-based and includes a +4 racial bonus.

Skills: Mummified monstrous spiders have a +8 racial bonus on Climb checks and a +4 bonus on Hide and Spot checks. A mummified monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened.

SPIDER WIGHT

Medium Undead

Hit Dice:	4d12 (26 hp)
Initiative:	+1
Speed:	30 ft. (6 squares), climb 30 ft.
Armor Class:	17 (+1 Dex, +6 natural), touch 11, flat-footed 16
Base Attack/Grp:	+2/+7
Attack:	Claw +3 melee (1d4+1 plus energy drain)
Full Attack:	2 claws +3 melee (1d4+1 plus energy drain) and bite +1 melee (1d3 plus energy drain and poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Create spawn, energy drain, grapple proficiency, poison
Special Qualities:	Darkvision 60 ft., soft fall, undead traits
Saves:	Fort +1, Ref +2, Will +5
Abilities:	Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15
Skills:	Climb +9, Hide +8, Jump +11, Listen +10, Move Silently +16, Spot +18
Feats:	Alertness, Multiattack
Environment:	Any
Organization:	Solitary, pair, gang (3–5), or pack (6–11)
Challenge Rating:	4
Treasure:	None
Alignment:	Always lawful evil
Advancement:	5–8 HD (Medium)
Level Adjustment:	—

This horrid creature resembles a human, but its dead skin is pulled taught over its slender bones and muscles. Twisted, dry hair protrudes from its scalp. Its arms and legs are disproportionately long and thin, each possessing at least one extra joint. Its hands and forearms no longer exist — instead, the creature has chitinous, serrated spikes, like the limbs of a great spider. Black chitin plates are scattered across its body as well. Two spiderlike legs protrude from either side of its torso.

Spider wights, as their name implies, combine the traits of monstrous spiders and wights. They are abominations brought about through strange means, such as when a hateful man or woman dies via masses of spider bites. Spider wights hate light and all living creatures, except for spiders, to which they feel a kinship.

Spider wights do not speak, merely hissing in hatred, anger, pain, or pleasure.

COMBAT

Spider wights are intelligent, and enjoy surprising their prey by leaping from walls or ceilings. A spider wight focuses on a single opponent — preferably one with a light source — until it defeats it, then moves to another. A spider wight flees up walls, into shadow, if reduced to a quarter of its hit points.

Create Spawn (Su): Any humanoid slain by a spider wight becomes a wight (not a spider wight) in 1d4 rounds. Spawn are under the command of the spider wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by a spider wight's claw or bite attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the spider wight gains 5 temporary hit points.

Grapple Proficiency (Ex): A spider wight's extra limbs grant it a +4 bonus on grapple checks.

Poison (Su): Though its dead glands do not create poison, the baleful energies animating a spider wight do. Injury, Fortitude DC 14, initial and secondary damage 1d4 Str. The save DC is Charisma-based.

Soft Fall (Ex): Spider wights take no damage from falls. They twist and land easily on their many legs.

Skills: Spider wights have a +10 racial bonus on Jump checks and a +8 racial bonus on Climb, Move Silently, and Spot checks. A spider wight can always choose to take 10 on Climb checks, even if rushed or threatened.

Appendix 2: New Magic Items

Crystal Hand: A *crystal hand* is a forgotten artifact created when the prism lords walked the world. Dusty texts say that a number of them were created, and the prism lords bestowed them as gifts to their allies and friends.

A *crystal hand* replaces the bearer's real hand. It resembles a hand made of multi-faceted crystal, shedding tiny rainbows as it reflects light. The bearer can sense its abilities intuitively.

With the hand, the bearer gains a slam attack that deals 1d6 points of damage. He gains a +1 bonus on damage rolls on this attack. In a round in which he does not attack with the hand (or something he holds in the hand), it provides a +1 shield bonus to AC.

The hand cannot be hidden easily. Gauntlets and gloves meld into it; they still provide their effects (including magical bonuses), but the *crystal hand* appears unadorned.

The bearer can also use the hand to cast the following spells, each 3/day: *color spray*, *flare*, and *light*.

In addition, the bearer senses intuitively that he can imbue the hand with some of his own essence, empowering it further. In game terms, this means the bearer can transfer some of his experience points into the hand to grant it additional powers. The bearer must be a certain level before he can determine the intricacies required in each sacrifice, as shown on the table below. He cannot sacrifice the experience points if doing so would make him lose a level.

Once the bearer gives some of his XP to the hand, he can never regain it — but the hand retains its new power forever.

The bearer can make each sacrifice a maximum of three times. Each time, he can use the ability one additional time per day.

Bearer's Min. Lvl	XP Lost	Ability Gained
3	173	<i>Glitterdust</i> 1/day
5	432	<i>Daylight</i> 1/day
9	1,296	<i>Flamestrike</i> 1/day
13	2,621	<i>Prismatic spray</i> 1/day
15	3,456	<i>Prismatic wall</i> 1/day
17	4,406	<i>Prismatic sphere</i> 1/day

Strong evocation and transmutation; CL 17th.

Ley Stone: Legend says that ley lines are conduits of magic energy that interlace across the world. With a *ley stone*, a character can travel through them to distant locations.

A *ley stone*'s creator keys the item to two locations: an entrance and an exit. The stone serves only to transport a creature from the entrance — where he enters the ley line network — to the exit. Both locations must be on known ley lines. The creator must be familiar with (have seen and studied for at least 24 hours) the entrance point. He does not need to have seen the exit, but he must be reasonably certain of its location — perhaps through research (a DC 25 Knowledge (arcana) check every day for a week).

To travel on a ley line, a character grasps a *ley stone*, steps into the appropriate entrance point, and concentrates. The ley line then whips him to his destination in anywhere from 1 minute to an hour.

A *ley stone* functions only once.

Moderate conjuration (teleportation); CL 7th; Craft Wondrous Item, Knowledge (arcana) 11 ranks; Price 350 gp.

Sky chariot: A *sky chariot* is a fifteen-foot-long, ten-foot-wide wooden object vaguely resembling a boat. One character in the *sky chariot* grasps a pole at its fore and is the driver. The driver can command the sky chariot by mental commands.

A *sky chariot* is able to fly through the air as if affected by an *overland flight* spell of unlimited duration.

A *sky chariot* can hold up to 1,500 pounds and travels at a speed of 40 feet. A *sky chariot* can carry up to 3,000 pounds, but doing so reduces its speed to 30 feet. It has average maneuverability, but can still hover.

Moderate transmutation; CL 10th; Craft Wondrous Item, *overland flight*, *permanency*; Price 80,000 gp; Weight 100 lb.

Soardisc: This item is a flat piece of wood about 5 feet square. Some *soardiscs* include elaborate carvings and handholds, while others could be mistaken for driftwood.

A *soardisc* is able to fly through the air as if affected by an *overland flight* spell of unlimited duration.

A *soardisc* can hold up to 200 pounds and travels at a speed of 40 feet. A *soardisc* can carry up to 400 pounds, but doing so reduces its speed to 30 feet. It has average maneuverability, but can still hover.

Moderate transmutation; CL 10th; Craft Wondrous Item, *overland flight*, *permanency*; Price 20,000 gp; Weight 10 lb.

Soul Cask: The *soul cask* is an artifact of ancient magic that the Stonearm Scourge discovered during his years of research. It resembles a small, silver box on a chain worn about the neck.

When the wearer dies or is reduced to 0 or fewer hit points, the *soul cask* teleports him to a safe location within 500 feet and resurrects him, as *true resurrection*. The *soul cask* has a sympathetic connection to the wearer's thoughts, and thus the wearer has a degree of control over where exactly the artifact teleports him (perhaps it's his last thought before he dies, or the *soul cask* "knows" he wants to be deeper in the complex). In addition, the wearer's equipment, and additional matter (up to 500 pounds) that he designates, teleports (and is recreated, if destroyed) with him when the *soul cask* activates. Spellcasters regain previously cast spell slots. The wearer can designate constructs and undead creatures with this ability as long as their Intelligence is 3 or less.

For example, the Stonearm Scourge has designated his graniteman, and his *soardisc*. He enters a combat, and his graniteman is destroyed. His enemies take his *soardisc* and then kill him. However, he teleports to a secret cave within 500 feet and finds himself at full hit points, with his graniteman restored and his *soardisc* again at his side.

A particular *soul cask* can function up to three times.

Strong conjuration (healing); CL 18th, Craft Staff, *raise dead*, *heal*; Price 35,750 gp.

Grand'roms: Viomancers can create grand'roms: magical replacements for hands, arms, and legs (and, perhaps, other body parts). Rumors also speak of viomancers who can create grand'roms that simply attach to the body, rather than replacing a limb, allowing characters to boast magical third arms, scorpion tails, and the like.

A grand'rom can function for different people, but requires a viomancer to remove it and attach it to a new subject. A character cannot simply yank off a sandstone hand and attach it to his wrist.

Note that the specifics of viomancy are not included here, because they are not important to this adventure. If you would like to include these items as normal (non-viomancy) magic items, however, the creation information is included below.

Vaius's Arm: This grand'rom is an oversized arm of black stone that takes the place of the bearer's normal arm. The Stonearm Scourge has modified a normal basalt arm, lining it with short spikes and hollowing it out. Inside the false arm burns a constant magical fire, causing smoke to issue through several holes in the arm's surface.

Vaius's arm provides the Stonearm Scourge with a slam attack that deals 1d10 points of bludgeoning and piercing damage, plus 1 point of fire damage. He gains a +2 bonus on damage rolls with this slam attack. If he makes a successful critical hit with a slam, the target must make a Fortitude save (DC = 10 + damage dealt) or fall prone. If the target fails this save by 5 or more, he is knocked flying 1d6x10 feet in a direction of the Stonearm Scourge's choice and falls prone. The Stonearm Scourge can knock the opponent only in a straight line, and the opponent can't move closer to the Stonearm Scourge than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent stops in the space adjacent to the obstacle.

Vaius's arm also grants the Stonearm Scourge a +4 bonus on bull rush attempts and grapple checks.

Vaius's arm provides a +2 shield bonus to AC in a round in which the Stonearm Scourge does not use it to attack. In a round in which the Stonearm Scourge does attack with it, it provides a +1 shield bonus to AC.

Vaius's arm also provides a +2 bonus on Climb checks. However, the arm is clumsy; tasks requiring fine manipulation (such as Disable Device, Open Lock, and Sleight of Hand checks) take a -4 penalty.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, Craft Wondrous Item, *flesh to stone* and *flameblade*, *flame strike*, or *fireball*; Price 19,000 gp; Weight +5 lb to character weight.

Vaius's Eye: This item represents the cutting edge of viomantic ability: replacing an eye. The replacement resembles a chunk of green-black stone from which strands of green-black smoke waft.

The eye allows the Stonearm Scourge to see normally, as though it were a natural eye. It also grants him darkvision out to 60 feet and provides him with a permanent *see invisibility* effect.

Faint divination and transmutation; CL 3rd; Craft Wondrous Item, *darkvision*, *see invisibility*; Price 30,000 gp.

Sandstone Hand: A *sandstone hand* is an oversized, brown stone hand that replaces the bearer's natural hand. The bearer gains a slam attack that deals 1d6 points of damage. The bearer gains a +2 bonus on damage rolls with this slam attack. If the bearer makes a successful critical hit with a slam, the target must make a Fortitude save (DC = 5 + damage dealt) or be dazed for a round. A character who fails this save by 5 or more also falls prone.

A *sandstone hand* also grants the bearer a +2 bonus on

grapple checks.

A *sandstone hand* provides a +1 shield bonus to AC in a round in which the bearer does not use it to attack.

A *sandstone hand* also provides a +1 bonus on Climb checks (two hands together provide a +2 bonus). However, the hand is clumsy; tasks requiring fine manipulation (such as Disable Device, Open Lock, and Sleight of Hand checks) take a –2 penalty (two hands together impose a –4 penalty).

Faint transmutation; CL 3rd; Craft Magic Arms and Armor, Craft Wondrous Item, *flesh to stone*; Price 2,500 gp; Weight +1 lb to character weight.

Appendix 3: New Spells

Usurp Viomantic Control

Transmutation

Level: Cleric 2, Sorcerer/Wizard 2

Components: V, S, M/DF

Casting Time: 1 minute

Range: Touch

Target: False man touched

Duration: Permanent (see text)

Saving Throw: Will negates (see text)

Spell Resistance: Yes

This spell allows you to take control of another's false man. When you cast the spell, you (or another character you designate) become the false man's master — thus, it obeys your commands, and you can access its mindlink powers.

When you cast the spell, both the false man and its current master make Will saves. If the false man succeeds, the spell fails. If the false man fails but the master succeeds, you take control of the false man, but its previous master retains some power over it. The previous master retains the sense presence portion of the false man's mindlink. In addition, when the false man is within 1 mile of its former master, that master can spend a 2nd-level spell (or spell slot) to attempt to regain control over the false man. He makes a caster level check (DC 11 + your caster level). If he succeeds, this spell ends, though you don't know it. The false man seeks to return to its true master as fast as it can, though it is capable of guile and deception while doing so.

You are unaware of whether or not the false man's former master makes his Will save.

Arcane Material Component: A piece of the sort of material from which the false man is made.

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