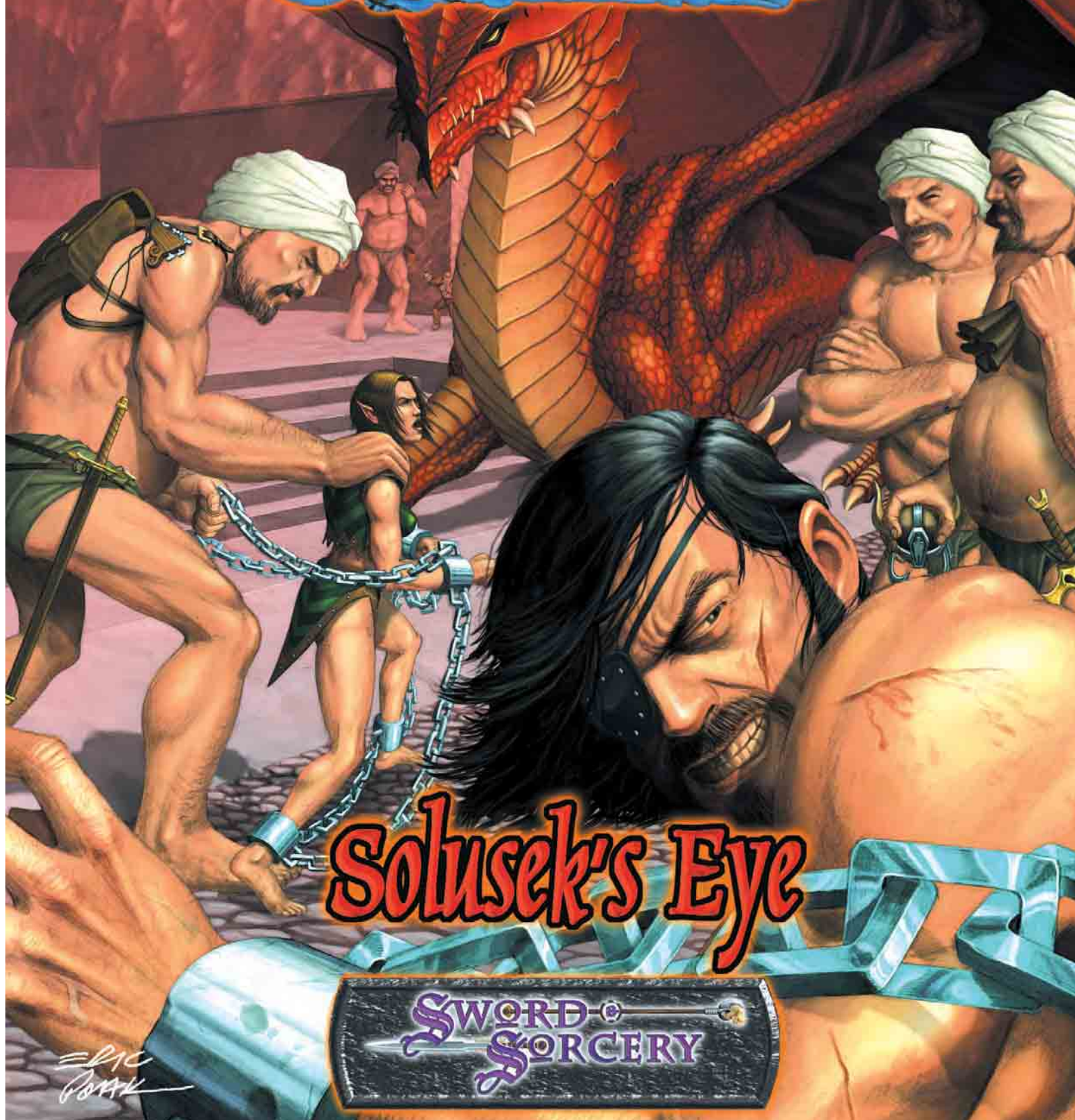


EVERQUEST

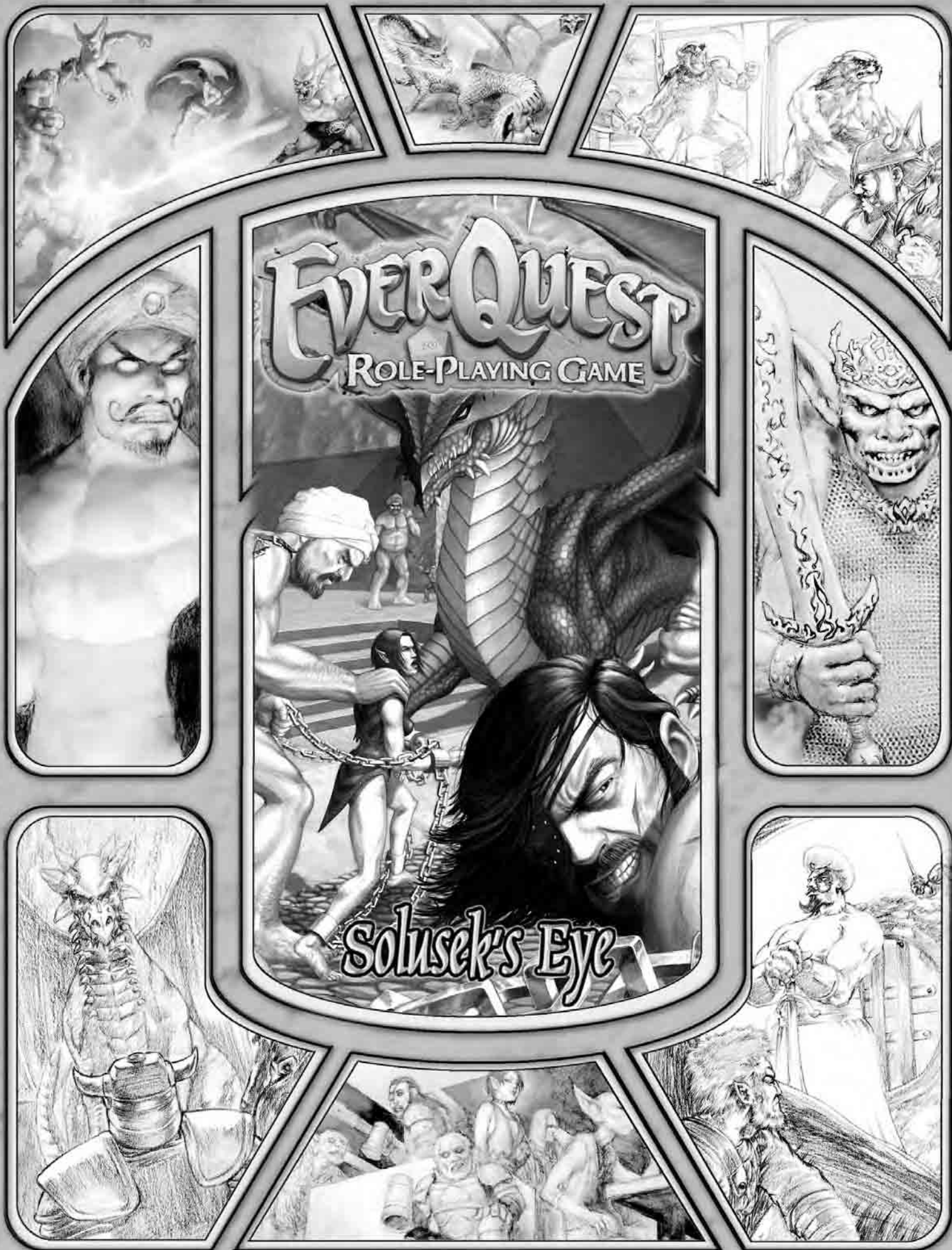
20
ROLE-PLAYING GAME



Solusek's Eye

SWORD & SORCERY

ERIC
COSTA



Credits

Authors: Richard Stratton and Stewart Wieck

Developers: Scott Holden-Jones and Stewart Wieck

Editor: Scott Holden-Jones

Art Director: Richard Thomas

Layout and Typesetting: Ron Thompson

Interior Artists: Ed Bourelle, Jeff Holt, Brian LeBlanc, UDON and Tyler Walpole

Front Cover Artist: Eric Pollak

Special Thanks: Christopher Cao and the EQII Team for access to the excellent new EQII material; and, again, Ron Young for his awesome magic-item-pricing program (go to <http://www.oddworldz.com/1010101/eqrpg/index.html>).



Get the latest information on the *EverQuest Role-Playing Game* and lots of free downloads at:

www.EQrpg.com

Distributed for Sword & Sorcery Studio by White Wolf Publishing, Inc.

This printing of *Solusek's Eye* is done under version 1.0 and/or draft versions of the Open Game License and the System Reference Document by permission from Wizards of the Coast, Inc. Subsequent printings of this book will incorporate final versions of the license, guide, and document. See the Open Game License Appendix of this book for more information.

Some portions of this book that are delineated Open Game Content (OGC) per the Open Game License appendix originate from the System Reference Document ©1999, 2000, 2001, 2002 Wizards of the Coast, Inc. The remainder of these OGC portions of this book is hereby added to Open Game Content and if so used should bear the COPYRIGHT NOTICE "EverQuest Role-Playing Game: Solusek's Eye' Copyright 2004, Sony Computer Entertainment America Inc."

All contents of this book are copyrighted year 2004 by Sony Computer Entertainment America Inc. All rights reserved. Reproduction or use without the written permission of the publisher is expressly forbidden, except for the purpose of review or use of OGC consistent with the OGL.

EverQuest is a registered trademark and "It's Your World Now" is a trademark of Sony Computer Entertainment America, Inc. SOE and the SOE logo are trademarks of Sony Online Entertainment Inc.

Sword & Sorcery, Sword & Sorcery Studio, the Sword & Sorcery logo, and White Wolf are trademarks of White Wolf Publishing, Inc. All rights reserved.

The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.



Contents

Credits	2
Chapter One: At Inferno's Gate	4
Chapter Two: The Goblins	9
Chapter Three: The Kobolds	29
Chapter Four: The Gnomes	43
The Shaft	59
Chapter Five: The Lower Eye	62
Chapter Six: The Citadel of the Krombral	79
Appendix One: Creatures of Solusek's Eye	96
Appendix Two: New Magic and Trade Skill Items	99
Appendix Three: Open Game License	109

Chapter One: At Inferno's Gate

Solusek's Eye is a sourcebook containing material to challenge characters of levels 10th to 30th. A GM interested in bringing a party of characters to Solusek's Eye has a number of options to pursue based on level and alignment. Cinder and flame goblins provide a suitable test for lower level characters exploring the Lavastorm Mountains and outer reaches of the Eye. Good or evil characters may seek to assist the gnomes of the Solusek Mining Company or plunder their hoards of precious metals, gems, and magic items. Stronger characters may dare to enter the kobold dens in search of exceptional weapons and other artifacts. Because each of these realms possesses its own unique entrance(s), the GM may easily guide an adventuring party to the area best suited to their level. More puissant characters may seek greater dangers by descending further into the Eye via ducts found in both goblin and kobold territory.

The remainder of this brief introductory chapter provides information on reaching the particular realm desired by the GM, as well as vital environmental considerations for the Lavastorm Mountains and the region of Solusek's Eye. A brief history of the area provides context for GMs wishing to introduce local lore into their adventures.

Chapters 2 to 4 comprise the three areas of the "Upper Eye": the goblin warrens, the gnome stronghold, and the sacred realm of the kobolds. The latter two territories allow access to more dangerous areas, which are home to the elementals and beasts of Chapter 5 and the fire giants and Lord Nagafen in Chapter 6.

Appendix 1 provides information on beasts not recorded elsewhere, and Appendix 2 includes a vast assortment of magic items and Trade Skill creations found in Solusek's Eye.

A Brief History of Solusek's Eye

In the beginning, Veeshan set her claws — and her brood — upon the face of Norrath. Brell Serilis followed her example and also introduced other gods to this world, each of whom set their mark upon it. Solusek Ro, Lord of Fire, was among the last to stake a claim upon Norrath. Rather than rush to secure a portion of the world for himself, he had busied himself with eyeing the lands of others. Only the Burning Prince himself knows why, but at the end of his contemplation he took up his spear and set to bringing fire

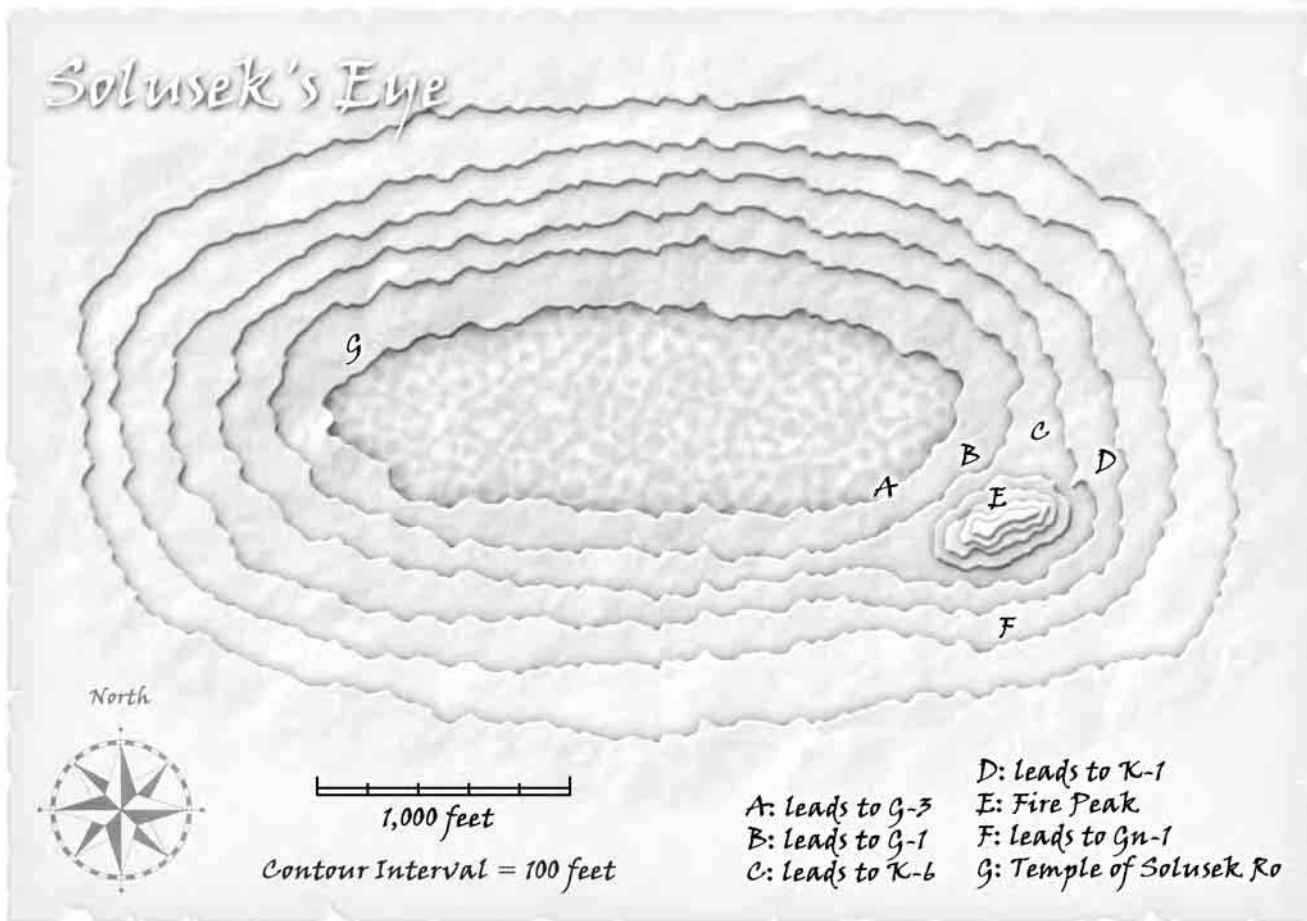
to Norrath. The learned know already of his role in creating the Desert of Ro from the ashes of the Elddar Forest, but the blazing hand of Solusek Ro also touched the Burning Wood and Skyfire in Kunark, and brought to life the dormant volcanoes of the Lavastorm Mountains. Legends say he smashed his fist into the earth there, creating a vast crater filled with rock made molten by the force of his strike. Pleased with his handiwork, the Burning Prince then let his blood flow into the lava there, binding the caldera and the land around it to him.

Before departing Norrath, Solusek Ro drained the lava ducts and rendered dormant a volcano east of the crater, lest it erupt and spoil his creation. He invited the fire giants, dispossessed and few in number after the fall of Rallos Zek, to make a new home for themselves. The Burning Prince issued only one decree to them: "What I have wrought here contains a portion of my essence, forever binding this place to me. You are but tenants here, though I ask nothing of you but to remember that this is my realm. My eye is upon this place." And so the giants named both the lava-flooded caldera and their own nearby subterranean realm Solusek's Eye, and they passed this decree on to all who followed.

Like the fire giants, the goblins also sought shelter from gods angry at them for their role in Rallos Zek's war against the gods. Organized into tribes by the strongest of leaders, they found the labyrinth of Solusek's Eye perfect for their needs. The strongest goblins secured for themselves the deepest places, and grew ever stronger over generations from the power of the Eye.

Kobold shamans teach that they've always dwelled in the Eye and that the goblins are invaders. Whatever the truth, the Solusek kobolds have created a niche for themselves, and Solusek's Eye often runs red with the blood of both kobold and goblin.

Without a doubt, the last inhabitant to arrive has proved most influential. Only the Krombral (fire giants) remember the coming of Lord Nagafen with any clarity; other races have mythologized the event into obscurity. According to the giants' lore, five great dragons, each of a different color, soared over the Lavastorm Mountains while surrounding a sixth dragon, a great red wyrm, who, despite being a prisoner of his own kind, flew with head held high and straight in pride. The five guardians forced their charge



down into the caldera and circled high above until the latter vanished into a deep cave. Lord Nagafen thus made his way into a colossal chamber deep within Solusek's Eye, which was then warded magically by his guardians to become his prison for all eternity.

Accustomed to rule and mindful of his need for strong defenses, Nagafen first bargained with, then took command of the fire giant enclave. His emissaries in turn commanded obedience from various local goblin and kobold tribes, though with varying results. Sensing the kobold tribe's vulnerability, Nagafen took steps to deify himself in their eyes; he was so successful in this that the kobolds of Solusek's Eye truly revere him as their god even to this day.

At the same time, sensing the power of Solusek's magic in the region, Nagafen found ways of bending it to his will, increasing his own formidable might but also channeling these energies into the creation of magical beasts — giant, multi-legged horrors capable of destroying would-be dragon hunters. The manipulation of these energies in turn attracted the interest of various elemental beings from the Plane of Fire; again, the wily Lord Nagafen formed a pact with these new residents of the lair and slowly came to dominate them.

Much more recently, a troop of gnomes arrived in the area, hailing from Faydwer. They quickly managed to displace some goblins from their territory and set up their own mining stronghold, unaware of the formidable presence of the great dragon beneath them. The goblins and kobolds of course sought to slaughter the gnomes, but Lord Nagafen, strangely, let it be known that the gnomes might

be harassed and harmed, but not completely eradicated. This decree caused some initial consternation among the monstrous humanoids, but they durst not challenge Nagafen's commands. In any case, ignoring the gnomes allows them to remain focused on slaughtering one another.

In truth, Lord Nagafen has been visited with a vision regarding the gnomes that he cannot yet entirely decipher. For now, he believes that, strange as it seems, the gnomes may actually have some part to play in his future, though Nagafen can hardly believe what his vision seems to imply: that the gnomes shall have a hand in his escape from imprisonment.

Once he had secured his lair, Lord Nagafen exchanged emissaries with his beloved Lady Vox, similarly trapped in the fortress of Permafrost. By messenger, they conspired not only to free themselves from the captivity forced upon them by their own people, but to subjugate their jailers and to wreak vengeance upon all opponents of dragonkind's ascendance — even if those opponents be dragons themselves.

There is naught left to hatching this plan but the disposition of a certain egg...

Entering the Eye

The region of Solusek's Eye borders an extensive cave system known by the same name (even if its residents might refer to it in a more ethnocentric manner). Five navigable entrances lead into this underworld, and all have their

dangers. The primary access point for the goblin realm (i.e., leading to Area G-1) is a cave reached by traversing a long, slender ledge no more than 12 feet across. Worse, flame and cinder goblins dwell all about the crater, with numerous dwellings on the high ridge overlooking the ledge, an area the goblins call Fire Peak.

There is a second, less noticeable tunnel leading into the goblin realm, for those prepared to take it. A mere 20 feet above the lava and obscured by its position from those on the ledge side of the caldera, a misty lava duct intersects a tunnel leading into the heart of the flame goblin realm (see Area G-3 in Chapter 2). Those able to deal with the poisonous gases therein may find a much less guarded route into the Eye. Flame goblins patrol this area only occasionally and in groups of 3 to 6, as opposed to the larger and more regular patrols found elsewhere.

The goblins also guard a third route: A cave south of Fire Peak leads to a former flame goblin domain that is now a stronghold under control of the Solusek Mining Company, an organization of gnomes seeking the Eye's precious veins of common and rare ores. These gnomes find themselves trapped now, too deep to mine their way to a more secure exit, running low on supplies and, worst, still a year from completing their contract. To reach them means fighting through a small horde of goblins unless more subtle means are found. The goblin warriors guarding the entry into the gnome stronghold (see Area F in Chapter 4) are not likely to take kindly to interlopers; they are often accompanied by an inferno goblin emissary, who ensures that the guards are attending to their duties.

Finally, two caves north and northeast, respectively, of Fire Peak lead to the kobold dens (Areas K-1 and K-6). Though these paths are high up the slope, years of passage by kobolds has worn deep trails into the mountain face, which are easily visible to those who know what to look for (Track/Wilderness Lore DC 16). Trespassers must beware the kobold hunting parties that regularly scour the area for food (a denotation that includes most other humanoids). Even the goblins do not venture north of Fire Peak without a sizable force. For information on kobold patrols, see the description of Area K-1.

But It's a Dry Heat!

Characters venturing to Solusek's Eye without taking into account the local environment are destined for a very unpleasant journey. The Lavastorm Mountains alone are bad enough: Treacherous rock faces prone to avalanche lead to valleys bubbling with lava streams. Earthquakes are common, opening crevices underneath caravan wheels then closing the earth over fallen unfortunates. The mountains are warmed by volcanic heat in winter, but the wind slices through canyons and over cliffs like a razor-tipped scourge, chilling even thickly dressed travelers despite the mountains' heat, and easily wrenching travelers from the safety of a ledge, plunging them into the fiery chasms yawning below.

The heat of summer is rather less than pleasant. While daytime temperatures can often exceed 120 degrees Fahrenheit, the climate is invariably dry and the terrain offers an abundance of shade, and temperatures usually drop by as much as 20 or 30 degrees in the nighttime. Water is rare,



A Snowball's Chance in Hell

The energy circulating throughout the Eye warps certain magical forces woven therein. In particular, cold-based spells lose potency here, a portion of their power consumed by the Eye's supernal heat. While still effective against many of the Eye's denizens, any spell with the [cold] descriptor is weakened in terms of die strength as shown below:

Normal Die Type	Adjusted Die Type
1d12	1d10
1d10	1d8
1d8	1d6
1d6	1d4
1d4	1d3
1d3	1

For example, a shaman casting *frost strike* within Solusek's Eye deals only 8d8 points of damage instead of the usual 8d10. Likewise, each wave of a *frost storm* deals only (6d8)x2 points of damage.

Certain elementals summoned within the Eye benefit or suffer according to their type. A fire elemental gradually increases in strength: 1 hour following its summoning, its power increases by one type (e.g., a Type 6 fire elemental grows to Type 7). A fire elemental cannot further increase its strength by this means.

Unfortunately, this effect also tends to filter into the elemental's limited consciousness, breaking the bonds that tie companion to master. Any fire elemental conjured or brought within Solusek's Eye has a 25% chance of developing free will after its first hour in the region. This check need only be made once, and results in one of the following behaviors:

1d4 Result	Elemental's Behavior
1	Elemental attacks all flammable items as it finds them.
2	Elemental attacks its former master.
3	Elemental flees to area L-3.
4	Elemental "defends" its master by attacking all those around him, friend or foe.

Conversely, a water elemental diminishes dramatically in strength following its summoning: Each hour of existence sees it weaken a level (e.g., a Type 6 water elemental shrinks to Type 5 after 1 hour, Type 4 after 2 hours, and so on) until it fades from existence, devoured by the Eye's power.

though, and where it can be found, there are almost always creatures willing to fight and die for it. Gypsies travel through the mountains and willingly lend aid to those who deal with them fairly (but always with the expectation of favors returned), but shadowed men also lurk throughout the region and are not so kindly disposed.

The subterranean realm of Solusek's Eye, however, offers even greater environmental challenges for unprepared travelers. A descent into the Eye is a journey into fire: "from crossing a bed of hot coals to lying in burning embers, from treading lava to kissing the brand," as Leepa Soofdubbin of the Solusek Mining Company describes it in her journal. The gnome stronghold and the sacred domain of the kobolds, being furthest from the caldera, do not suffer so much from the heat; each region hovers at a daytime average of only 80 degrees Fahrenheit in summer months. The goblin warrens are much more unpleasant, generally exceeding 100 degrees Fahrenheit — and as one descends beyond these surface dwellings, the temperature rises even further. Characters wearing metal garments more substan-

tial than a chain shirt suffer horribly, boiling within their armor unless somehow protected from the heat.

The GM should take care to impress the enervating quality of the environment upon the players. Characters tire quickly, requiring at least twice the normal amount of water per day to sustain themselves (more in the hottest local regions), and even moderate magical protection is unlikely to save a character's skin from blisters and minor burns. Miniscule bits of ash float through the air, accumulating in nostrils and lungs where they burn and choke. Sulfurous vents poison the air; some areas may be impassable if the characters cannot survive without breathing.

For game mechanics regarding environmental effects on characters, the GM should consult "The Environment" in the *EverQuest: Game Master's Guide* (pp. 45–49); in particular, she should review the sections on "Starvation and Thirst" and "Heat." To make matters worse, though, due to the energies embedded in the region by Solusek Ro, all creatures of less than divine status traveling through the region suffer a penalty to fire resistance as shown on the

following table. (A resistance penalty can never reduce a creature's resistance to less than 0.)

Local Heat Condition	Fire Resistance Penalty
Very hot (90° F or more)	–3
Extremely hot (110° F or more)	–6
Abysmally hot (140° F or more)	–12

Ways and Means

Solusek's Eye is enormous. Precisely how enormous, characters won't realize until they reach the Lower Eye, but even the surface of the labyrinth supports three warring races.

Areas A and B on the regional map are bridges crossing a wide lava flow, allowing goblins and kobolds access to one another's realms. Given the relations between these two races, both sides of the bridge are heavily guarded, with shamans on either side using *spirit sight* to watch for invisible invaders. The inferno goblins built these bridges over

the lava from thick sheets of metal, with the idea that the glowing-hot iron is far more inconvenient to kobolds than to fire goblins and their ilk. The kobolds have ways of surmounting this difficulty, but it does grant a brief tactical advantage to the goblins in any altercation.

Area C leads from the inferno goblin lair to the Solusek Mining Company's stronghold, and is likewise watched by both races. Area D, in turn, passes from the gnome realm into the kobold lair, and Area E descends far into the earth, eventually breaching the ceiling of the immense cavern of the Lower Eye. Lastly, Area F is a vent leading from the gnome stronghold to the surface, where a small horde of flame goblins keeps careful watch.

There are two routes to the fire giant stronghold and Nagafen's lair: One can descend the massive bore to the northwest, or else wander through a long duct to the southeast. Both routes have their advantages and disadvantages, but it's a simple truism within the Eye that no passage is ever truly safe.

Chapter Two: The Goblins

The goblins of Solusek's Eye are divided into three tribes listed in order of strength: Cinder, Flame, and Inferno. This can be somewhat confusing to outsiders, as both Cinder and Flame tribe goblins are actually flame goblins (per that race's description in *Monsters of Norrath*); Inferno tribe goblins are a more powerful breed (see "Inferno Goblin" in MoN).

The Cinder tribe flame goblins reside in small groups and clans throughout the Lavastorm Mountains, having been denied a presence within the caverns of the Eye by their far more numerous and more militant cousins in the Flame and Inferno tribes. While relatively undisciplined, they benefit from a wild ferocity and an implicit knowledge of the surrounding area. The Flame tribe lives just inside the Solusek Eye cave complex, though they keep encampments outside the Eye as well and often come into conflict with the Cinder goblins. The Inferno goblins hold court well inside the Eye's caverns, benefiting from the buffer against intrusion offered by the other tribes as well as the peculiar properties of the Eye itself.

The society of the Goblins of Fire Peak features a surprising degree of order, though this is due more to the strength of the inferno goblin rulers of the tribes than to camaraderie among the species. While it's not unknown for Cinder or Flame goblins to kill an isolated Inferno goblin if provoked, fear of retaliation keeps such incidents to a minimum. Of far greater concern to goblin overlords and subjects alike is the presence of other creatures in the Eye. The dragon, Lord Nagafen, and his fire giant subjects demand servitude, tribute, and flesh from the goblins — an absolutely intolerable state of affairs. Unfortunately for the goblins, the disparity in power forces their compliance, and when goblin hunters fail to acquire enough food to sate giant and dragon appetites, those goblin hunters all too often find themselves on the wrong side of a cooking pot. The goblins provide what the dragon demands via the emissary Singe, but they take every opportunity to express their discontent. This defiant attitude most often takes the form of attacks against the dragon's other humanoid servants, the kobolds.

The arrival of the Solusek Mining Company provided another outlet for goblin rage. The gnomes surprised the goblins with their magical resources, tactical skills, and clockwork guardians, and they quickly established an en-

clave in territory once held by the Flame goblin tribe. The goblins heed the command of Lord Nagafen (i.e., that the gnomes not be annihilated), but goblins periodically seek small-scale revenge for the initial humiliation of this defeat. The goblins also take some small comfort in guarding the gnome enclave's sole exit, for though the gnomes are mysteriously protected by Nagafen, the goblins reason that there's no need for their enemies to be comfortable.

The Goblin Caves

Entrances: Tunnels leading from Lavastorm Mountains to Areas G-1 or G-3.

Exits: The bridges at Areas A and B (leading to the kobold dens); the lava duct at Area C leads to the Solusek Mining Company stronghold.

Random Encounters: Check once every 20 minutes (roll 1d12).

1-5.	No encounter
6-7.	1d3+1 flame goblin warriors (Flame Tribe)
8-9.	1d3 flame goblin warriors and 1 flame goblin shaman (Cinder or Flame Tribe)
10-11.	1d2+1 inferno goblin warriors
12.	Singe (see Area L-8 in Chapter 5)

Detections: None.

Shielding: None.

Continuous Effects: The temperature here always exceeds 90° Fahrenheit. All areas on this level within 60 feet of lava have temperatures above 110° Fahrenheit; within 20 feet of lava, the temperature is above 140° Fahrenheit.

Standard Features: Unless otherwise stated, doors on this level are of stone, 6 feet high and 3 feet wide; 6 inches thick; hardness 8, 60 hp; Stuck DC 20; Locked DC 26; Pick Lock DC 25.

The steaming pools of water found within the caves scald the skin, dealing 1d4 points of heat damage per contact (10d4 points per full round of total immersion).

Flame Goblins of Fire Peak

Throughout this chapter, eight basic classifications of combatant flame goblins are generally used — *tenderfoot*, *average goblin*, *warrior*, *elite guard*, *redguard*, *shaman*, and *wizard*. The stats below can be used for all such individuals.

Note that adult female flame goblins usually use the same stats as tenderfoots, unless otherwise noted.

Tenderfoot

Male or Female Flame Goblin: CR 3; SZ Small humanoid (goblin) [fire]; HD 6d8+6; hp 33; Init +2 (Dex); Spd 30 ft.; AC 14 [flat-footed 12, touch 13] (+1 size, +2 Dex, +1 natural); BAB +4; Grap +2; Atk +7 melee (1d6+3, club), or +7 ranged; SQ fire subtype, heat aura (I), ultravision; AL OE; Fac Goblins of Fire Peak, Cinder or Flame Tribe; SV Fort +3, Ref +9, Will +2; Str 15, Dex 14, Con 12, Int 8, Wis 11, Cha 9.

Skills: Climb +5, Hide +9, Jump +3, Listen +3, Sneak +6.

Languages: Goblin (4).

Feats: Combat Reflexes, Lightning Reflexes.

Average Goblin

As printed in *Monsters of Norrath* (p. 93); where applicable, the version here supercedes that found in MoN.

Male Flame Goblin: CR 5; SZ Medium-size humanoid (goblin) [fire]; HD 10d8+10; hp 55; Init +2 (Dex); Spd 30 ft.; AC 17 [flat-footed 15, touch 12] (+2 Dex, +1 natural, +4 armor); BAB +7; Grap +10; Atk +10/+5 melee (1d8+3, heavy mace), or +9 ranged; SQ fire subtype, heat aura (I), ultravision; AL OE; Fac Goblins of Fire Peak, Cinder or Flame Tribe; SV Fort +6, Ref +11, Will +4; Str 16, Dex 14, Con 13, Int 9, Wis 12, Cha 9.

Skills: Climb +4, Hide +7, Jump +3, Listen +4, Sneak +5.

Languages: Goblin (4).

Feats: Combat Reflexes, Great Fortitude, Lightning Reflexes.

Possessions: Chain shirt, heavy mace, 2d4 gp.

Warrior

Male Flame Goblin, Mil 3: CR 7; SZ Medium-size humanoid (goblin) [fire]; HD 10d8+20 plus 3d8+6; hp 84; Init +2 (Dex); Spd 30 ft.; AC 18 [flat-footed 16, touch 12] (+2 Dex, +1 natural, +4 armor, +1 shield); BAB +10; Grap +14; Atk +15/+10 melee (1d8+4, heavy mace), or +12 ranged (1d6+4, 30 ft., javelin); SQ fire subtype, heat aura (I), ultravision; AL OE; Fac Goblins of Fire Peak, Cinder or Flame Tribe; SV Fort +10, Ref +12, Will +4; Str 18, Dex 14, Con 15, Int 9, Wis 10, Cha 7.

Skills: Climb +4, Hide +7, Jump +3, Listen +4, Sneak +5.

Languages: Goblin (4), any one other (1).

Feats: Combat Reflexes, Great Fortitude, Lightning Reflexes, Weapon Focus (heavy mace).

Possessions: Chain shirt, small steel shield, heavy mace, javelin, 3d6 gp.

Elite Guard

Male Flame Goblin, War 7: CR 13; SZ Medium-size humanoid (goblin) [fire]; HD 10d8+30 plus 7d12+21; hp 141; Init +3 (Dex); Spd 30 ft.; AC 18 [flat-footed 16, touch 12] (+3 Dex, +1 natural, +4 armor, +2 shield); BAB +14; Grap +19; Atk +20/+15/+10 melee (1d8+7, heavy mace), or +17 ranged (1d6+5, 30 ft., javelin); SQ berserking, fire subtype, heat aura (I), Taunt bonus +2, ultravision; AL OE; Fac Goblins of Fire Peak, Flame Tribe; SV Fort +13, Ref +14, Will +6; Str 20, Dex 17 (16), Con 17, Int 10 (?), Wis 12, Cha 7.

Skills: Climb +7, Hide +9, Jump +6, Listen +7, Sneak +8, Spot +6, Taunt +8.

Languages: Goblin (4), any one other (2).

Feats: Alertness, Combat Reflexes, Great Fortitude, Lightning Reflexes, Parry, Power Attack, Weapon Focus (heavy mace), Weapon Specialization (heavy mace).

Possessions: Chain shirt, masterwork large steel shield, heavy mace, 3 javelins, *obsidian bead hoop*, 5d6 gp.

Redguard

Male Flame Goblin, Rog 9: CR 15; SZ Medium-size humanoid (goblin) [fire]; HD 10d8+20 plus 9d8+18; hp 123; Init +6 (Dex); Spd 30 ft.; AC 19 [flat-footed 15, touch 14] (+4 Dex, +1 natural, +4 armor); BAB +14; Grap +19; Atk +21/+16/+11 melee (1d6+8, crit x3, masterwork shortspear [2-H]), or +20/+16/+12/+8 ranged (1d3+5, 20 ft., dart); SA backstab +3d6; SQ evasion, fire subtype, heat aura (I), rogue ability (poison expert), sense traps, ultravision; AL OE; Fac Goblins of Fire Peak, Flame Tribe; SV Fort +10, Ref +21, Will +7; Str 20, Dex 22 (18), Con 15, Int 12 (11), Wis 12, Cha 7.

Skills: Climb +10, Disable Device +6, Hide +14 (+16 in shadowy conditions), Jump +8, Listen +8, Pick Lock +11, Safe Fall +10, Search +10, Sneak +15, Spot +10, Trade Skill (poison making) +7, Tumble +9.

Languages: Goblin (4), any one other (3).

Feats: Combat Reflexes, Dodge, Great Fortitude, Lightning Reflexes, Parry, Quick Draw, Weapon Focus (shortspear).

Possessions: Masterwork chain shirt, masterwork shortspear, 5 darts, *cloak of shadows*, *obsidian bead hoop*, choking asmag poison (2 doses), shadowveil hemlock poison (suspension/injury; 1 dose), 5d8 gp.

Shaman

Male or Female Flame Goblin Shaman: CR 8; SZ Medium-size humanoid (goblin) [fire]; HD 10d8+20; hp 65; Init +1 (Dex); Spd 20 ft. in armor, 30 ft. base; AC 19 [flat-footed 18, touch 11] (+1 Dex, +1 natural, +5 armor, +2 shield); BAB +7; Grap +10; Atk +10/+5 melee (1d8+3, heavy mace), or +8 ranged (1d6+3, 30 ft., javelin); SA spell-like abilities; SQ fire subtype, heat aura (I), spirit mastery (hungry spirits), ultravision; AL OE; Fac Goblins of Fire Peak, Cinder or Flame Tribe; SV Fort +7, Ref +10, Will +6; Str 16, Dex 12, Con 15, Int 11, Wis 16, Cha 13.

Skills: Channeling +12, Climb +1, Jump +1, Knowledge (folklore) +5, Knowledge (mysticism) +5, Listen +8, Meditation +13, Sneak +2, Spellcraft +7.

Languages: Goblin (4).

Feats: Combat Casting, Great Fortitude, Lightning Reflexes.

Typical Spell-Like Abilities (mana cost): *Burst of strength* (3), *disempower* (8), *light healing* (5), *spirit sight* (4), *spirit strike* (12), *waking sleep* (10). Caster level 7th; save DC 13 + spell level.

Mana Pool: 42.

Possessions: Chainmail, large steel shield, heavy mace, javelin, 2d10+10 gp.

Wizard

The stats for a typical flame goblin wizard presented here supercede those printed in *Monsters of Norrath* (p. 95).

Male or Female Flame Goblin Wizard: CR 8; SZ Medium-size humanoid (goblin) [fire]; HD 10d8+10; hp 55; Init +3 (Dex); Spd 30 ft.; AC 14 [flat-footed 11, touch 13] (+3 Dex, +1 natural); BAB +7; Grap +9; Atk +7/+4 melee (1d8+2, heavy mace), or +10 ranged; SA spell-like abilities; SQ fire affinity, fire subtype, heat aura (I), quicken mastery, ultravision; AL OE; Fac Goblins of Fire Peak, Cinder or Flame Tribe; SV Fort +4, Ref +12, Will +6; Str 14, Dex 16, Con 13, Int 17, Wis 12, Cha 9.

Skills: Channeling +12, Climb +4, Hide +7, Jump +5, Knowledge (mysticism) +12, Knowledge (any two others) +8, Listen +6, Meditation +16, Sneak +6, Spellcraft +9.

Languages: Goblin (4), any two others (4).

Feats: Combat Casting, Lightning Reflexes, Iron Will, School Specialization (evocation).

Typical Spell-Like Abilities (mana cost, modified for fire affinity ability): *Cancel magic* (5), *flame shock* (6), *invisibility* (5), *lesser shielding* (4), *pillar of fire* (14), *shock of ice* (8). Caster level 7th; save DC 13 + spell level.

Fire Affinity (Ex): Due to their strong natural affinity with fire, flame goblin wizards pay only 50% of the usual mana cost for fire spells they cast. Further, they learn and cast fire-based spells as if they were 1 spell level lower (thus, a wizard with caster level 7 can learn 5th-level fire spells as if they were only 4th). However, they must pay 50% additional mana for cold-based spells, and learn and cast them as if such spells were 1 level higher.

Mana Pool: 42.

Possessions: Heavy mace, 2d10+10 gp.



G-1: The Winding Way Down [EL16]

The primary entrance to the goblin warrens begins as a ruddily lit ledge circling downward from the southwest side of the caldera, along the inside rim of the crater, to this large cave along the caldera's east side in the shadow of the high ridge called Fire Peak. The ledge turns to cave and from cave to tunnel that meanders gently downward for a length of 80 feet. The tunnel terminates in a circular chamber where it becomes ledge again, winding upward slightly around a steaming pool of lava (labeled G-1 on the map) that fills the cavern to just 5 or 6 feet below the level of the ledge. An opening beneath the ledge leads to a lava-filled passage south, quite possibly a fatal route even for the sure-footed, without considerable protection from the immense heat.

At all times, 4 flame goblin warriors lazily guard this chamber, expecting an invasion as much as they expect a blizzard. They take turns in pairs pacing along the ledge and a short way up the tunnel, while their partners sit upon the outcrop, legs dangling, generally bantering about matters most meaningful to goblins: drinking, fighting, killing, and looting. Due to their lack of concern, all four of these goblins can be assumed to "take 0" (see **"Checks without Rolls,"** EQ: *Player's Handbook*, p. 107; these goblins calculate their checks as if they had rolled a 0) on any Listen and Spot checks to notice approaching intruders. Fortunately for the goblin lair, they are led by a Redguard who has the normal chance to notice intruders; he is most often found standing near the entryway to Area G-2.

In the event of combat, the 2 warriors on the outcrop stand and throw their javelins while the others engage in melee. They call for aid from the guards in Area G-2 if necessary, though there is only a 50% chance they'll receive it. They flee if overwhelmed.

G-2: Bubbling Cavern [EL17]

From the outcrop in the lava-filled chamber, the characters observe a long cavern with an uneven, cracked floor pocked with holes and crevices leading to a lava-flooded base. The blistering air reeks of sulfur, and small plumes carry poisonous gases to the cavern roof, where they roil up into the sky through hidden vents. Pools of molten rock cast eerie shadows from floor to wall and ceiling, barely revealing branching tunnels to the south and east. There are 6 flame goblins casually watching this chamber: 2 warriors by the south tunnel (who may rush to assist the warriors in Area G-1) and 4 elite guards near the bridge to the east.

All of the goblins here prefer to fight in this cavern; their knowledge of the floor's hazardous footing grants them a clear advantage. Non-goblins fighting here must succeed at a Balance check (DC 18) during every round of movement — including melee combat — or trip and fall prone. Missing this check by 7 or more indicates that the character has tumbled into a crevice and is trapped and considered both *prone* and *entangled*; she must make a successful Escape Artist check (DC 18) as a full-round action to pull herself free. Alternately, another character may pull her free automatically (i.e., with no check required), but this requires a full-round action on the assisting character's part.

A roll of '1' on a Balance check means the character slips into a particularly large fissure and lands in the small lava pool at its base (taking 20d6 points of heat damage per round therein) 2d10+10 feet below.

Being trapped in a crevice also exposes the character to the cavern's noxious fumes. Each round, a fallen character must succeed at a Fortitude save (DC 17, +1 for each previous save) or be *nauseated* (and thus able to make an Escape Artist check to free herself only every other round; i.e., using two consecutive single actions to complete the full action). This nausea lasts for as long as the character remains trapped and for 1d4 rounds afterward. Worse, a trapped and nauseated character must continue to make Fortitude saves each round (at the accumulated DC); once she fails a second Fortitude save, the character begins to suffocate (see **"The Environment"** in Chapter 2 of the *EverQuest: Game Master's Guide* for more information).

Lingering for any significant length of time in this cavern is dangerous, and only in part due to the extreme heat (above 110° F). After 5 minutes, the cavern's fumes begin to affect the characters as noted above for those trapped in the chamber's fissures, except that additional saving throws must be made every minute instead of every round; the flame goblins have adapted to this environment, and are not affected by the fumes.

Note that while the cavern is spacious in the area of the bridge, it narrows considerably as the lava flows southward into a slender duct, making travel impossible by that route for those not immune to fire.

G-3: Hidden Passage

Characters seeking a passage into the Eye that is less likely to draw the attention of the goblins may discover this entry. This side-tunnel descends almost imperceptibly over a distance of 60 feet before intersecting with the slender duct connecting Areas G-1 and G-3. The duct's ceiling averages 4-1/2 feet in height and 8 feet in width, but rivulets of lava 2 feet across run along either side of the path, leaving only a cramped 4-foot-wide pathway for travelers.

A character with considerable protection from the heat who actually wades in the lava may make a Spot check (DC 22) to notice a location where the lava seems to ripple up like water from a spring. A subsequent Search check (DC 15) at that spot allows the character to find a small hole at the base of the lava channel where lava is being pumped in through a pipe or tube. This is the place where the gnomes' Lava Flow 3.5 machine (see Area S-2 in Chapter 4) sends lava from the Shaft up into the goblin lair.

Following the passage south, characters find that the tunnel soon increases to 10 feet in height as it reaches a wall with a sort of natural aperture at its top, overlooking a natural cavern nearly 20 feet high. This 10-foot-high opening is but 3 feet wide, with its base roughly 9 feet above the floor of the cavern; however, a pile of rocky debris at the wall's base serves as a ramp of sorts. Despite the poor footing, even a gnome or halfling can hop or scamper down with relative ease (Jump DC 13 or Climb DC 10); however, a failed check results in 1d6 points of damage from sharp rocks and a hard landing.

G-4: Guard Post [EL14]

A semi-natural bridge of stone spans a broad river of molten rock. The bridge averages 10 feet in width, but crossing is made hazardous by the presence of 4 veteran flame goblin warriors (see below), each armed with a longspear in addition to the usual weapons, and 1 flame goblin shaman. While these five spend most of their time gambling, they can easily hear any sounds of conflict from G-2 and prepare accordingly; otherwise, they suffer a -4 circumstance penalty on Listen and Spot checks to note approaching characters.

Tactics: The warriors loose their javelins as soon as the characters are within 60 feet (suffering a -2 range penalty on attack rolls from 30 to 60 feet), then ready their longspears to attack any characters that cross the bridge. The shaman harries the invaders with *disempower* (Fort DC 17) and *waking sleep* (Will DC 17) in the first 2 rounds, then casts *burst of strength* on any goblins in melee; he casts the latter spell on himself only if he sees the need. If they are obviously in danger of losing their advantage of position, the shaman calls for assistance from the goblins at G-5.

Veteran Goblin Warriors (4), Male Flame Goblin, Mil 6: CR 10; SZ Medium-size humanoid (goblin) [fire]; HD 10d8+30 plus 6d8+18; hp 124, 118, 109, 103; Init +2 (Dex); Spd 30 ft.; AC 18 [flat-footed 16, touch 12] (+2 Dex, +1 natural, +4 armor, +1 shield); BAB +13; Grap +17; Atk +17/+12/+7 melee (1d8+6, crit x3, longspear), or +18/+13/+8 melee (1d8+6, heavy mace [2-H]), or +15 ranged (1d6+4, 30 ft., javelin); SQ fire subtype, heat aura (1), ultravision; AL OE; Fac Goblins of Fire Peak, Flame Tribe; SV Fort +13, Ref +13, Will +5; Str 18, Dex 14, Con 16, Int 9, Wis 10, Cha 7.

Skills: Climb +5, Hide +7, Jump +3, Listen +5, Sneak +5.

Languages: Goblin (4), any one other (1).

Feats: Combat Reflexes, Great Fortitude, Lightning Reflexes, Power Attack, Weapon Focus (heavy mace).

Possessions: Chain shirt, longspear, heavy mace, javelin, 4d6 gp.

Male Flame Goblin Shaman (buffed with *burst of strength* and *spirit sight*): Init +3 (Dex); Spd 20 ft.; AC 21 [flat-footed 19, touch 13] (+2 Dex, +1 natural, +5 armor, +2 shield, +1 insight); Grap +12; Atk +12/+7 melee (1d8+5, heavy mace), or +10 ranged (1d6+5, 30 ft., javelin); SA spell-like abilities; SQ fire subtype, heat aura (1), see invisible, spirit mastery (hungry spirits), ultravision; SV Fort +7, Ref +12, Will +6; Str 21, Dex 17.

G-5: Flame Goblin Warren [EL11-14]

Here, an extended family of flame goblins makes its home. Pockets of partially molten rock near the cavern's edges cast a lurid radiance throughout the chamber, highlighting the red-pigmented paintings upon the walls of the various niches showing flame goblins frozen in sinuous dance or in battle with the goblins' traditional enemies.

There are usually from 3-6 goblins (*male flame goblin*, Com 0-3, OE; *Goblins of Fire Peak, Flame Tribe*) and another 3-6 off-duty flame goblin warriors resting here, along with 12 adult females and 15 noncombatant young. Wary from their long shifts at the bridges, the warriors are slow to react to trouble (-4 to initiative), but if called they assist the goblins at G-4 after 1d3+1 rounds.

G-6: Bridge Guard Post [EL19]

The walls leading to Area G-6 continue the decorative motif of Area G-5 with the gradual inclusion of kobold

skins and skulls, trophies in the endless war with the goblins' subterranean neighbors. There is a distinct absence of such décor nearest the bridge; raiding kobolds tend to pull hides and skulls from their moorings when they can and hurl them into the lava. The heat loses none of its intensity here (over 110° F), and the air is thick with the scent of dried blood and viscera. The senses do not lie: the cooked remains of bodily fluids thoroughly encrust the floor, walls, and ceiling closest to the bridge at Area A.

The bridges at Areas A and B constitute the most heavily defended areas in the goblin realm; while the kobolds raid infrequently, they watch constantly for any show of unreadiness on the part of the goblins. Because of their solemn duty here, the goblin defenders of this post do not answer calls for aid from anywhere in the lair. The goblins here are not merely defenders, however. If anything, the goblins invade the kobolds with far greater regularity than they are invaded. These incursions tend to be brief; even a single kobold death counts as victory, while the taking of an obsidian weapon warrants cautious celebration.

At all times, 6 goblin warriors, 6 elite guards, 2 shamans, and an inferno goblin sergeant called Hazhek constantly keep watch here; in addition, 8 adult females and 15 young noncombatant goblins dwell in the northern portion of the cavern. Like the goblins in G-4, they use longspears to guard the crossing of the bridge. If enemies somehow appear in their midst, they utilize choke points in the tunnels to better defend their territory. To allow invaders entry into the goblin realm means death to them — a fact reinforced by the presence of Sergeant Hazhek — so they fight to the death.

Sergeant Hazhek is a sturdy goblin, nearing 8 feet tall (recognizable as a member of the Inferno Tribe by his great size and his traditional tribal face paint). He is steadily working his way up the ranks of the goblins' militaristic society, and he willingly sacrifices as many flame goblins as he must — but not so many that he seems incompetent — to ensure a successful raid and his eventual promotion. While he himself fights viciously, he does so from the vantage most likely to ensure his own survival, and the shamans under his command understand full well that they are to heal and protect him before all others during combat. If given time to prepare for a fight, one shaman casts *turtle skin* on Hazhek before battle, and they ensure that he is always healed and buffed with *burst of strength*.

Hazhek, Sergeant-Over-Sentries, Male Inferno Goblin, War 12 (buffed with *burst of strength* and *turtle skin*): CR 18; SZ Large humanoid (goblin) [fire]; HD 13d8+39 plus 12d12+36; hp 219; Init +5 (Dex); Spd 30 ft.; AC 20 [flat-footed 17, touch 14] (-1 size, +4 Dex, +2 natural, +4 armor, +1 insight); BAB +21, Grap +33; Atk +29/+24/+19/+14/+9 melee (2d6+9, crit 17-20, *Combine claymore* [1-H]) and +25 melee (1d3+6 and 2d6 *flamingproc* [DC 20], crit 19-20, *obsidian shard*); Reach 10 ft.; SQ berserking, heat aura (3), fire subtype, Taunt bonus +3, ultravision; Res CR 7, FR —, MR 4; AL OE; Fac Goblins of Fire Peak, Inferno Tribe; SV Fort +17, Ref +19, Will +9; Str 27 (20), Dex 21 (14), Con 16, Int 11 (10), Wis 12, Cha 10.

Skills: Climb +14, Diplomacy +2, Hide +4, Intimidate +6, Jump +13, Knowledge (warcraft) +7, Listen +7, Sense Motive +3, Sneak +8, Spot +4, Taunt +9.

Feats: Alertness, Cleave, Combat Reflexes, Double Attack, Dual Wield, Great Fortitude, Improved Critical (1-H greatsword), Lightning Reflexes, Parry, Power Attack.

Possessions: Large chain shirt, *Combine claymore of mighty cleaving*, *obsidian shard*, *Large kobold-hide boots*, *obsidian bead hoop*, *runed lava pendant*, pouch, 4 pp, 24 gp.

G-7: General Storage [EL 17]

This vast cavern exudes a motley range of odors, none of them particularly pleasant, but all less abrasive due to the receding heat (a mere 95° F). Once a light source is established, it becomes quite evident that the goblins use this area as a storage center. There seems to be no particular scheme involved in the arrangement of goods present here; braces of spear shafts lean against barrels of rainwater, all standing next to coils of rope set atop boxes of glittering fools' gold. Bits of food and bone too old for even a goblin's appetite fill one crate for use as bait by hunters. Fire-hardened wooden shields in need of grips and shafts for a variety of weapons await a weaponsmith's attendance; at least a few of these have apparently waited some time.

Goblins take what they want from the equipment here. However, any goblin demonstrating excessive greed in accessing these materials inevitably enjoys a long stay in the mines. While there's little of true value here, adventurers passing through may restock almost any common type of gear here, including torches, lamp oil, bags, pouches, poles, rope, flasks, whetstones, pots, and pitons.

Observing any such activities is Roop, a small, wiry flame goblin who's made the storage chamber his home. He takes next to nothing, but guards the chamber with the single-minded devotion of one who is not quite sane. Roop seeks to flank and backstab any character that steps away from the main group. He knows every nook and cranny of this chamber intimately, and he prefers to strike from the shadows and then scamper quickly into one of his many hiding places (he makes a Bluff checks opposed to his observers' Sense Motive checks to create a diversion; see "Bluff" and "Hide" in Chapter 4 of the *EQ: Player's Handbook*).

Roop is not above calling for help, but he does so (so as not to give away a hiding place) by throwing a rock or some other small, hard object against a large, heavy set of bronze chimes suspended from a small outcropping on the south wall; he need only make a ranged attack roll against AC 7 to succeed at this (but note the 10-foot range increment of thrown objects). This alerts the goblins in the two areas marked 7a, who come rushing to Roop's aid.

Treasure: The area itself contains nothing of particular note, but Roop has a private cache hidden in a hole in the southwest portion of the area (Search DC 20). Amidst gleaming nuggets of pyrite (a.k.a. "fools' gold") are several items of real worth: an embroidered silk scarf of Erudite make (125 gp), a polished emerald suitable for jewelcraft (140 gp), a *lava-honed whetstone*, and a *lava potion* (see Appendix 2 for these last two items). The niche also contains a small leather bag filled with coins dropped from passersby: 8 pp, 44 gp, 82 sp, and 127 cp.

Roop, Retired Redguard, Male Flame Goblin, Rog 11: CR 17; SZ Medium-size humanoid (goblin) [fire]; HD 10d8+20 plus 11d8+22; hp 141; Init +6 (Dex); Spd 30 ft.; AC 19 [flat-footed 15, touch 14] (+4 Dex, +1 natural, +4 armor); BAB +15; Grap +20; Atk +22/+18/+14/+10 melee (1d6+8, crit x3, masterwork shortspear [2-H]), or +21/+18/+15/+12/+9 ranged (1d3+5, 20 ft., dart); SA backstab +3d6; SQ evasion, fire subtype, heat aura (1), home terrain, rogue abilities

(poison expert, uncanny dodge), sense traps, ultravision; AL OE; Fac Goblins of Fire Peak, Flame Tribe; SV Fort +10, Ref +22, Will +7; Str 20, Dex 22 (18), Con 15, Int 10 (9), Wis 12, Cha 7.

Skills: Balance +5*, Climb +10*, Disable Device +6, Hide +14 (+16 in shadowy conditions)*, Jump +8, Listen +8, Pick Lock +11, Safe Fall +10, Search +10, Sneak +15*, Spot +10, Trade Skill (poison making) +7, Tumble +9*.

Languages: Goblin (4), any one other (3).

Feats: Combat Reflexes, Dodge, Double Attack, Great Fortitude, Lightning Reflexes, Parry, Quick Draw, Weapon Focus (shortspear).

Home Terrain (Ex): *Roop receives a +4 bonus to Balance, Climb, Hide, Sneak, and Tumble checks made in Area G-7 due to his extreme familiarity with this area.

Possessions: Masterwork chain shirt, masterwork shortspear, 5 darts, *cloak of shadows*, *obsidian bead hoop*.

G-7a: Guards' Chambers [EL 11 each]

These caverns each contain a small complement of 4 flame goblin warriors, along with their respective wives and noncombatant young (11 children in the east cave, 13 in the west). Only the threat of beatings from inferno goblins or a long stay in the mines provides these goblins with any degree of morale, for this is perhaps the worst of all guard duties: If any invading force *does* penetrate this far into the warrens, two small details of guards probably will not stop it. But while there is little glory to be had with this assignment, there is little risk, too, so these goblins enjoy a measure of peace, a sentiment they might even share with intruders were they not compelled to fight them.

G-8: Fungus Farm [EL 10]

In stark contrast to the stone gray, char black, and fire orange that comprises the majority of color throughout most of the goblin realm, this cavern exhibits a full range of alternate hues: blues, greens, yellows, violets, browns, and so on. Likewise, the cavern carries a distinctly pungent complement of odors and even a measure of humidity. The source of this variation is abundantly clear: Lumps of fungus cover the cavern, supported by a nutritive compost comprised mostly of bat guano and hot ash. Slender paths connect intersecting tunnels and pass into the farm like irrigation ditches, but otherwise the cavern floor is thoroughly covered in flora. Likewise, a dozen species of moss dangle like feather boas from ledges and stalactites, and lichens bloom along the walls.

A small family of goblins makes their home here, living in the northwest loop of the cavern. Both Arz (*male flame goblin*, Exp 5, OE; *Goblins of Fire Peak*) and his cousin and wife Pridgi (*female goblin*, Exp 5, OE; *Goblins of Fire Peak*) come from a long line of caretakers. Both they and their 5 children all exhibit a particular deformity: one leg and one arm are 2–4 inches shorter than their counterparts. This reduces their speed to 20 feet and makes them unfit for combat (they flee at any sign of trouble), and a lifetime spent slogging in bat guano and fungus makes them especially unpleasant to be near, yet they hold an important position in goblin society: They raise the rockworms that constitute a major source of food for the entire realm. The worms feed on the fungus and grow quickly to a length of about 1 foot. The thick shell surrounding each worm acts as both camouflage and protection in the wild, but here it

merely provides a hungry goblin the enjoyment of breaking the worm to reach the meat — playing with one's food is quite acceptable in goblin society.

Goblins who wish to procure rockworms for their dinner pay a small tithe to Arz and Pridgi, who in turn employ several daring Guano-Gatherers, also known as "Harvesters" (see the "Harvester in the Hole" sidebar in Area L-1, Chapter 5), to acquire the fertilizer necessary to raise the fungus that rockworms enjoy. The properties of sonic bat guano stimulate fungal growth at an astounding rate, a trait passed onto the farm's prolific rockworms.

Moreover, the farm's benefits go far beyond that of food source: Goblin shamans and rogues pay the caretakers well for supplying certain types of flora. A character may make a Profession (herbalist) or Trade Skill (poison making) check (DC 16) to note the presence of both asmag weed and Tare's lichen here. Obtaining the latter requires treading over compost and fungus to reach the walls; any character weighing more than 100 pounds sinks up to 2 feet into the earthy mixture.

The goblins also raise plants useful to alchemists, though in several cases a variety of fungus substitutes for the more common herb. A shaman looking carefully here may make a Trade Skill (alchemy) check (DC 16) to find fungi that function just as hydrangea, clubmoss, echinacea, feverfew, and horehound in alchemical compounds. If the check result is 21 or higher, the shaman also discerns that certain other fungi here could serve as substitutes for birthwort, hyssop, and lucerne. Because these reagents are neither raised nor treated in the usual manner, non-goblin shamans using them in alchemy suffer a -2 penalty to the check for each such ingredient used. (These penalties stack if more than one such fungus is used in making a single compound.)

Treasure: Arz and Pridgi and their predecessors have slowly amassed a fortune rivaling that of most goblin nobility. While they must pay well for the guano that feeds their farm, their income exceeds their outlay measurably. They keep their coins in a bag hidden beneath a red and yellow fungal bloom near their lair that smells like a week-old pig carcass filled with guano (Search DC 23 to locate; a character coming near it must make a DC 18 Fortitude save or be nauseated for as long as he remains within 10 feet of the bloom). This bag contains 47 pp, 275 gp, 336 sp, 572 cp, and a star ruby (700 gp) given to Arz's father by the previous goblin king in return for the king and queen having unlimited access to food produced here for the next five generations.

G-9: Hall of the War-Priests [EL 17]

Pigments cover the walls here, forming pictograms interspersed by words from the sparse written form of the goblin language. Some parts of the rock face appear scarred and broken, as if it once bore carvings now defaced by invaders. Broken bits of statuary, shattered tablets, and other debris swept into the northwest alcove lend credence to this theory.

It is here that flame goblin shamans train apprentices in battle applications of their skills and in the proper rituals for venerating Rallos Zek (two facets of a goblin shaman's life that go hand in hand). Proximity to the bridges at Areas A

and B make this a dangerous area to reside — all the better to force the shamans to master the role of supporting goblin warriors in their defense of the warrens and in assaults on the kobolds and gnomes.

At all times, 2 flame goblin shamans attend 4 younger apprentices. A seventh, considerably larger goblin bears the fiercely painted face of the Inferno Tribe. Harkal, master of shamans, despises his duty of overseeing the religious training of flame goblins, but he takes his religion seriously, so he not only teaches but joins his students and assistants in combating any invaders "for the glory of Rallos Zek."

Apprentice Shaman, Young Male or Female Flame Goblin: CR 4; SZ Medium-size humanoid (goblin) [Fire]; HD 7d8+14; hp 45; Init +1 (Dex); Spd 30 ft.; AC 18 [flat-footed 17, touch 11] (+1 Dex, +1 natural, +4 armor, +2 shield); BAB +5; Grap +8; Atk +8 melee (1d8+3, heavy mace) or +6 ranged (1d6+3, 30 ft., javelin); SA spell-like abilities; SQ fire subtype, heat aura (1), spirit mastery (hungry spirits), ultravision; AL OE; Fac Goblins of Fire Peak, Flame Tribe; SV Fort +4, Ref +6, Will +4; Str 16, Dex 12, Con 15, Int 11, Wis 15, Cha 13.

Skills: Channeling +8, Climb +1, Jump +1, Knowledge (folklore) +3, Knowledge (mysticism) +3, Listen +6, Meditation +9, Sneak +2, Spellcraft +4.

Languages: Goblin (4).

Feats: Combat Casting, Lightning Reflexes.

Typical Spell-Like Abilities (mana cost): *Drowsy* (3), *fleeing fury* (2), *minor healing* (2), *sicken* (5), *spirit sight* (4). Caster level 5th; save DC 12 + spell level.

Mana Pool: 20.

Possessions: Chain shirt, large steel shield, heavy mace, javelin, 1d6 sp.

Apprentice Shaman (buffed with *fleeing fury*): Init +3 (Dex); AC 21 [flat-footed 18, touch 14] (+3 Dex, +1 natural, +4 armor, +2 shield, +1 insight); Grap +10; Atk +10 melee (1d8+5, heavy mace) or +8 ranged (1d6+5, 30 ft., javelin); SV Ref +8; Str 20, Dex 16.

Harkal, Chief-Over-Shamans, Male Inferno Goblin Shaman, Shm 7: CR 16; SZ Large humanoid (goblin) [Fire]; HD 13d8+26 plus 7d8+14; hp 139; Init +3 (Dex); Spd 20 ft. in armor, 30 ft. base; AC 20 [flat-footed 18, touch 11] (-1 size, +2 Dex, +2 natural, +5 armor, +2 shield); BAB +14; Grap +21; Atk +18/+13/+8 melee (2d6+4, crit 19-20, +1 *Large heavy mace of bludgeoning*), or +17 ranged (1d8+3, 30 ft., *Large javelin*); Reach 10 ft.; SA spells; SQ alchemy mastery, fire subtype, Greater Specialization (alteration), heat aura (3), spirit mastery (hungry spirits, spirit lore [Mystic Capacity]), ultravision; AL OE; Fac Goblins of Fire Peak, Inferno Tribe; SV Fort +12, Ref +15, Will +14; Str 17, Dex 16 (13), Con 14, Int 11, Wis 20, Cha 13.

Skills: Channeling +25, Climb +0, Jump +1, Knowledge (folklore) +9, Knowledge (mysticism) +11, Listen +9, Meditation +28, Sneak +1, Spellcraft +14, Trade Skill (alchemy) +19.

Languages: Goblin (4), Giant (2), Kobold (3).

Feats: Combat Casting, Extend Spell, Great Fortitude, Lightning Reflexes, Mental Clarity, Mystic Capacity, School Specialization (alteration).

Shaman Spells Usually Prepared (mana cost, modified for Greater Specialization): *Affliction* (13), *healing* (9), *listless power* (14), *protect* (12), *raging strength* (9), *spirit sight* (4), *spirit of ox* (9), *spirit strike* (12), *Tagar's insects* (19). Caster level 16th; save DC 15 + spell level.

Mana Pool: 163.

Possessions: Large chainmail, *carnal pauldrons*, large steel shield, +1 *Large heavy mace of bludgeoning*, Large javelin, pouch, *potion of rejuvenation*, 4 pp, 18 gp, 32 sp.

Harkal (buffed with *protect*, *raging strength*, *spirit sight*, and *spirit of ox*): HD 13d8+52 plus 7d8+28; hp 179; Grap +24; Atk +21/+16/+11 melee (2d6+7, crit 19–20, +1 *Large heavy mace of bludgeoning*), or +17 ranged (1d8+6, 30 ft., Large javelin); SQ damage reduction 7/—, see invisible; SV Fort +14; Str 22, Con 19.

G-10: Bridge Guard Post [EL 20]

The second bridge post lacks the decorative touch of the station at Area A; their kobold enemies are quick to destroy any trophies raised in this small chamber. This shortcoming has no impact on goblin morale, however; these guards fiercely defend the bridge and launch two or three raids a month, as determined by the king's behest and shamanic auguries.

At any given time, there are 12 elite flame goblin guards and 2 shamans here, as well as the post's commander, Merdur, another large goblin distinguishable as being of the Inferno Tribe by his face paint — in this case, slender white outlines of a skull overlaying the goblin's bald head. Sergeant Merdur relishes his role here, seeing no greater glory than leading weak-bodied troops against superior foes for his own glory. The sergeant has become one of the few political allies of Lynada the Exiled (see Area G–20), who has made several tantalizing promises to the bemused goblin sergeant.

Merdur, Sergeant-Over-Sentries, Male Inferno Goblin, War 12: CR 18; SZ Large humanoid (goblin) [fire]; HD 13d8+65 plus 12d12+60; hp 250; Init +5 (Dex); Spd 30 ft.; AC 23 [flat-footed 21, touch 11] (–1 size, +2 Dex, +2 natural, +8 armor, +2 shield); BAB +21, Grap +32; Atk +29/+25/+21/+17/+13 melee (2d6+8 plus *power of Ykesha* proc [DC 25], crit 17–20, *corrupted jade Combine longsword*) or +25 ranged (1d8+7, 30 ft., Large javelin); Reach 10 ft.; SQ berserking, heat aura (3), fire subtype, Taunt bonus +3, ultravision; Res CR 8, FR —, PR 2, SoR 3; AL OE; Fac Goblins of Fire Peak, Inferno Tribe; SV Fort +19, Ref +19, Will +7; Str 24 (19), Dex 21 (19), Con 20, Int 12 (11), Wis 9, Cha 7.

Skills: Climb +11, Hide +2, Intimidate +7, Jump +7, Knowledge (warcraft) +6, Listen +4, Sneak +3, Spot +5, Taunt +9.

Feats: Cleave, Combat Reflexes, Dodge, Double Attack, Great Fortitude, Improved Critical (longsword), Lightning Reflexes, Parry, Power Attack, Sunder, Weapon Focus (longsword).

Possessions: *Chestplate of the dark flame*, large steel shield, *corrupted jade Combine longsword*, 2 Large javelins, *obsidian bead hoop*, pouch, *gravity's bane* potion, bead necklace, 5 pp, 22 gp.

G-11: The Mines [EL 16]

The crack of whips, squeals of pain, and grunts from heavy loads accompany the sluggish *thok thok* of pick against stone. The goblin mines pale in comparison to those vast enterprises of the kobolds and even more so the gnomes. Poorly dug, completely disorganized, and likely to collapse with every foot of excavation, these mines seem more of a punishment than a serious attempt at uncovering ore or precious metals.

And this is precisely the case, as those who displease goblin nobility soon discover. Still, endless digging is preferable to the great honor of serving as a meal to Lord Nagafen, a distinction no goblin feels worthy of receiving.

There are always 8 goblin miners (*male flame goblin*, Mil 0–5, OE; *Goblins of Fire Peak*) laboring here at any given time. As soon as a new “volunteer” arrives, the goblin who has currently been kept here the longest is set free — or given to the dragon if his offense was particularly severe.

Rolz the Whipmaster oversees the mining operations. Embittered by his posting here, he projects his anger onto the miners at every opportunity. Though perfectly fit, capable of battle, and of noble blood, Rolz's less than civil plans for his own social mobility caught the ear of the baron too soon. As a precautionary measure, the baron “promoted” Rolz to this position. Rolz's subsequent attempts to garner support have met with nothing but derision, so now he plots his revenge alone.

In the event of attack, the miners do not assist Rolz, despite his urgent cries for them to do so. If Rolz falls, the miners wield their picks against the intruders in self-defense, or perhaps in the hope that the baron might grant them a reprieve from duty here if they emerge victorious.

Whipmaster Rolz, Male Flame Goblin, Ari 2/War 9: CR 16; SZ Medium-size humanoid (goblin) [fire]; HD 10d8+30 plus 2d8+6 plus 9d12+27; hp 179; Init +3 (Dex); Spd 30 ft.; AC 18 [flat-footed 15, touch 13] (+3 Dex, +1 natural, +4 armor); BAB +17; Grap +21; Atk +26/+23/+20/+17/+14 ranged (1d2+6 subdual, 15 ft., +2 *whip*), or +23/+19/+15/+11/+7 melee (1d8+4, masterwork heavy mace) and +21 ranged (1d2+4 subdual, 15 ft., +2 *whip*); SQ berserking, fire subtype, heat aura (1), Taunt bonus +3, ultravision; Res CR 4, FR —, MR 3, PR 4; AL OE; Fac Goblins of Fire Peak, Flame Tribe; SV Fort +14, Ref +15, Will +10; Str 19, Dex 16 (15), Con 17, Int 13 (12), Wis 12, Cha 11.

Skills: Alcohol Tolerance +6, Bluff +5, Climb +8, Diplomacy +4, Hide +4, Intimidate +4, Jump +8, Listen +7, Sense Motive +3, Sneak +8, Spot +4, Taunt +11.

Languages: Goblin (4), Common (1), Giant (3), Kobold (1).

Feats: Combat Reflexes, Double Attack, Dual Wield, Great Fortitude, Improved Disarm, Improved Trip, Lightning Reflexes, Parry, Power Attack, Weapon Focus (heavy mace).

Possessions: Chain shirt, masterwork heavy mace, +2 *whip*, *obsidian bead hoop*, *miner's ring*, pouch, 23 gp, 15 sp, silver signet ring with garnet (55 gp).

G-12: The Baron's Seat [EL 20]

Kobold skulls, hides, and paws adorn the walls of the winding corridor leading to this chamber. More skins, including those of fire drakes and several other powerful creatures, cover the room's floor in half-circles radiating out from a throne of black lava rock. Atop the throne sits an older goblin, flesh drooping around once-strong muscles, wrinkles casting shadowy stripes across his face. In his right arm he holds a short wooden staff topped by a luminescent crystal. Beside him is a female goblin dressed in a green silken gown almost certainly not woven by her people. Other guards stand against the walls, awaiting the call to battle.

Baron Zuucaz rules the flame goblins, albeit only through the support of Grenolsh, king of the inferno goblins. Though old for a goblin, he retains his rule through lingering physical strength and his loyal queen's insight into the machinations of those who would usurp him. Zuucaz realizes his days are numbered, but he intends his successor to fully earn the right to be Grenolsh's lackey.

Zuucaz keeps 6 elite guards and his Chief Advisor (see below) with him at all times (although one of the 6 guards is not actually a warrior, but the baron's son Moko; also see below), all loyal to the baron and his family. The baron's wife, Baroness Azla (as *female flame goblin tenderfoot*, Ari 8, OE; *Goblins of Fire Peak, Flame Tribe*), almost always stands by his side. Though not a willing fighter, she carries a tiny pouch filled with choking asmag poison, which she blows into the face of anyone coming near her. Their 2 youngest surviving sons lead goblin raiding parties outside the Eye.

The baron's son Moko is often here, though he is sometimes sent on a spying mission on the baron's behalf. Moko is the eldest surviving son of Zuucaz and expects to succeed his father as baron; after watching Zuucaz survive two assassination attempts by late siblings, he has decided upon loyalty, patience, and time to bring him what he wants. Now he enjoys seeking out (or inventing) plots against the baron and biding his time while keeping a careful eye on Chief Advisor Ozzle. His greatest political success was against Whipmaster Rolz, though the victim of this intrigue does not know it. Moko is lithe and handsome (for a goblin), confident yet capable of acting rashly.

The object of Moko's suspicion, the shaman Ozzle, officially serves as the baron's Chief Advisor, but he finds Zuucaz to be much more attentive to the advice of his wife. Ozzle grates over this lack of recognition and has attempted subtle intrigue against the baroness with his fellow shamans. Fear of the Inferno Tribe king's response to a coup has thus far kept him in check, however. While not as old as Zuucaz, Ozzle lacks his leader's robustness; inactivity and alcohol have broadened his squat frame considerably and made him the butt of many jokes — usually told just out of earshot.

Treasure: A locked chest (Pick Lock DC 19) holds Baron Zuucaz's treasure (the baron holds the key). Three bags and a pouch hold his coins, separated by type: 55 pp, 311 gp, 151 sp, 285 cp. Other items include a gold necklace with a large amethyst pendant (225 gp); 2 emeralds (175 and 130 gp); and a ceremonial gold chalice with lapis lazuli designs ringed by opals (850 gp). Baroness Azla wears a simple platinum tiara circled with jade inlay (1,200 gp).

Moko, Redguard and Baron Zuucaz's Heir, Male Flame Goblin, Ari 2/Rog 9: CR 16; SZ Medium-size humanoid (goblin) [fire]; HD 10d8+20 plus 2d8+4 plus 7d8+18; hp 130; Init +6 (Dex); Spd 30 ft.; AC 19 [flat-footed 15, touch 14] (+4 Dex, +1 natural, +4 armor); BAB +15; Grap +20; Atk +22/+17/+12 melee (1d6+6, crit x3, +1 *shortspear*) and +15 melee (1d6+2, crit 19–20, short sword), or +21/+17/+13/+9 ranged (1d3+5, 20 ft., dart); SA backstab +3d6; SQ evasion, fire subtype, heat aura (1), infravision, rogue ability (poison expert), sense traps, ultravision; AL OE; Fac Goblins of Fire Peak, Flame Tribe; SV Fort +10, Ref +21, Will +9; Str 20, Dex 22 (18), Con 14, Int 14 (13), Wis 10, Cha 13.

Skills: Balance +7, Bluff +10, Climb +10, Diplomacy +13, Disable Device +9, Hide +14 (+16 in shadowy conditions), Jump +9, Listen +8, Pick Lock +12, Safe Fall +8, Search +11, Sneak +16, Spot +10, Trade Skill (poison making) +9, Tumble +11.

Languages: Goblin (4), Kobold (4), Common (2).

Feats: Combat Reflexes, Dodge, Dual Wield, Great Fortitude, Lightning Reflexes, Parry, Quick Draw, Weapon Focus (shortspear).

Possessions: Masterwork chain shirt, +1 *shortspear*, short sword, 4 darts, *cloak of shadows*, *obsidian bead hoop*, *glowing stone band* (taken from a slain kobold; he conceals it whenever he attempts to hide), *shadowveil hemlock poison* (suspension/injury; 3 doses), pouch, 16 pp, 46 gp.

Chief Advisor Ozzle, Male Flame Goblin Shaman, Shm 5: CR 13; SZ Medium-size humanoid (goblin) [fire]; HD 10d8+10 plus 5d8+5; hp 87; Init +0; Spd 20 ft. in armor, 30 ft. base; AC 18 [flat-footed 18, touch 10] (+1 natural, +5 armor, +2 shield); BAB +10; Grap +12; Atk +12/+7 melee (1d8+2, heavy mace), or +10 ranged; SA spells; SQ alchemy mastery, fire subtype, heat aura (1), spirit masteries (hungry spirits, spirit lore [Heighten Spell]), ultravision; Res AR 2, CR 4, DR 1, FR —, MR 3, SoR 2; AL OE; Fac Goblins of Fire Peak, Flame Tribe; SV Fort +11, Ref +12, Will +15; Str 15, Dex 11, Con 13, Int 15, Wis 22, Cha 18.

Skills: Animal Empathy +6, Channeling +17, Climb +0, Heal +10, Jump +0, Knowledge (folklore) +8, Knowledge (mysticism) +9, Listen +11, Meditation +23, Sneak +1, Spellcraft +12, Trade Skill (alchemy) +21.

Languages: Goblin (4), Common (2), Dragon (1).

Feats: Combat Casting, Extend Spell, Great Fortitude, Heighten Spell, Lightning Reflexes, Mental Clarity, School Specialization (conjunction).

Shaman Spells Usually Prepared (mana cost): *Endure cold* (3), *envenomed breath* (17), *frost strike* (17), *healing* (10), *spirit of cat* (10), *spirit of wolf* (7), *spirit sight* (4), *vision* (2). Caster level 12th; save DC 16 + spell level.

Mana Pool: 144.

Possessions: Chainmail, large steel shield, heavy mace, *cloak of resistance* +2 (augmentation bonus to all saves), *goblin fire totem* (see Appendix 2), pouch, *ice focus II* potion, *poison focus II* potion, *stillblood* potion, *Kilva's skin of flame* potion (damage shield [3]), 35 gp, 14 pp.

Baron Zuucaz, Male Flame Goblin, War 12/Ari 3: CR 18; SZ Medium-size humanoid (goblin) [fire]; HD 10d8+20 plus 12d12+24 plus 3d8+6; hp 204; Init +2 (Dex); Spd 20 ft. in armor, 30 ft. base; AC 19 [flat-footed 17, touch 12] (+2 Dex, +1 natural, +6 armor); BAB +21; Grap +24; Atk +25/+21/+17/+13/+9 melee (1d6+4 plus *shock of fire* proc, *fire crystal staff*) and +20 melee (1d6+2, crit 19–20, *Combine short sword*), or +23 ranged; SQ berserking, fire subtype, heat aura (1), Taunt bonus +3, ultravision; AL OE; Fac Goblins of Fire Peak, Flame Tribe; SV Fort +16, Ref +16, Will +13; Str 17 (14), Dex 14 (13), Con 14, Int 16, Wis 16 (15), Cha 14.

Skills: Climb +8, Diplomacy +9, Gather Information +9, Hide +1, Intimidate +12, Jump +5, Knowledge (local lore) +8, Knowledge (warcraft) +12, Listen +12, Sense Motive +9, Sneak +3, Spot +10, Taunt +17.

Languages: Goblin (4), Common (3), Dragon (3), Giant (2), Kobold (3).

Feats: Alertness, Combat Reflexes, Double Attack, Dual Wield, Great Fortitude, Lightning Reflexes, Parry, Power Attack, Weapon Focus (heavy mace), Weapon Specialization (heavy mace).

Possessions: +1 *chainmail*, *fire crystal staff* (see Appendix 2), *Combine short sword*, *platinum armband*, *ring of goblin lords*, *idol of the Underking*, gold chain of office (1,600 gp), gold signet ring with two tiny rubies (1,250 gp), pouch, *enhancement potion* (+4 Con), key to treasure chest.

Inferno Goblins of Fire Peak

Throughout this chapter, six basic classifications of combatant inferno goblins are generally used — *tenderfoot*, *average goblin*, *warrior*, *elite warrior*, *shaman*, and *wizard*. The stats below can be used for all such individuals.

Note that adult female inferno goblins are considerably smaller than males; they usually use the same stats as tenderfoots, unless otherwise noted.

Tenderfoot

As a normal flame goblin, but with heat aura (3).

Average Goblin

As printed in *Monsters of Norrath* (p. 93); where applicable, the version here supercedes that found in MoN.

Male Inferno Goblin: CR 6; SZ Large humanoid (goblin) [fire]; HD 13d8+26; hp 84; Init +2 (Dex); Spd 30 ft.; AC 17 [flat-footed 15, touch 11] (–1 size, +2 Dex, +2 natural, +4 armor); BAB +9; Grap +17; Atk +12/+7 melee (2d6+4, Large heavy mace), or +10 ranged (1d8+4, 30 ft., Large javelin); Reach 10 ft.; SQ fire subtype, heat aura (3), ultravision; AL OE; Fac Goblins of Fire Peak, Inferno Tribe; SV Fort +8, Ref +12, Will +5; Str 19, Dex 14, Con 15, Int 10, Wis 12, Cha 10.

Skills: Climb +6, Hide +3, Jump +5, Listen +5, Sneak +5.

Languages: Goblin (4).

Feats: Combat Reflexes, Great Fortitude, Lightning Reflexes.

Possessions: Large chain shirt, Large heavy mace, Large javelin, 2d6 gp.

Warrior

Male Inferno Goblin, Mil 4: CR 9; SZ Large humanoid (goblin) [fire]; HD 13d8+39 plus 4d8+12; hp 127; Init +2 (Dex); Spd 30 ft.; AC 19 [flat-footed 17, touch 11] (–1 size, +2 Dex, +2 natural, +4 armor, +2 shield); BAB +13; Grap +22; Atk +18/+13/+8 melee (2d6+5, Large heavy mace), or +14 ranged (1d8+4, 30 ft., Large javelin); Reach 10 ft.; SQ fire subtype, heat aura (3), ultravision; AL OE; Fac Goblins of Fire Peak, Inferno Tribe; SV Fort +13, Ref +13, Will +5; Str 21, Dex 14, Con 17, Int 10, Wis 10, Cha 8.

Skills: Climb +7, Hide +4, Jump +6, Listen +6, Sneak +6.

Languages: Goblin (4), any one other (1).

Feats: Combat Reflexes, Great Fortitude, Lightning Reflexes, Weapon Focus (heavy mace).

Possessions: Large chain shirt, large steel shield, Large heavy mace, Large javelin, 3d8 gp.

Elite Warrior

Male Inferno Goblin, War 8: CR 15; SZ Large humanoid (goblin) [fire]; HD 13d8+39 plus 8d12+24; hp 173; Init +3 (Dex); Spd 30 ft.; AC 20 [flat-footed 17, touch 12] (–1 size, +3 Dex, +2 natural, +4 armor, +2 shield); BAB +17; Grap +28; Atk +24/+19/+14/+9 melee (2d6+9, Large heavy mace), or +19 ranged (1d8+7, 30 ft., Large javelin); Reach 10 ft.; SQ berserking, fire subtype, heat aura (3), Taunt bonus +3, ultravision; AL OE; Fac Goblins of Fire Peak, Inferno Tribe; SV Fort +13, Ref +13, Will +5; Str 24, Dex 17 (16), Con 17, Int 11 (10), Wis 12, Cha 10.

Skills: Climb +9, Hide +5, Jump +9, Listen +9, Sneak +8, Spot +7, Taunt +8.

Languages: Goblin (4), any one other (2).

Feats: Alertness, Combat Reflexes, Great Fortitude, Lightning Reflexes, Parry, Power Attack, Weapon Focus (heavy mace), Weapon Specialization (heavy mace).

Possessions: Large chain shirt, large steel shield, Large heavy mace, 2 Large javelins, *obsidian bead hoop*, 5d10 gp.

Shaman

Male or Female Inferno Goblin Shaman: CR 9; SZ Large humanoid (goblin) [fire]; HD 13d8+26; hp 84; Init +2 (Dex); Spd 20 ft. in armor, 30 ft. base; AC 20 [flat-footed 18, touch 11] (–1 size, +2 Dex, +2 natural, +5 armor, +2 shield); BAB +9; Grap +17; Atk +12/+7 melee (2d6+4, Large heavy mace), or +10 ranged (1d8+4, 30 ft., Large javelin); Reach 10 ft.; SA spell-like abilities; SQ alchemy mastery, fire subtype, heat aura (3), spirit mastery (hungry spirits), ultravision; AL OE; Fac Goblins of Fire Peak, Inferno Tribe; SV Fort +8, Ref +12, Will +8; Str 18, Dex 14, Con 15, Int 10, Wis 18, Cha 12.

Skills: Channeling +15, Climb +1, Jump +2, Knowledge (folklore) +6, Knowledge (mysticism) +7, Listen +8, Meditation +17, Sneak +0, Spellcraft +10, Trade Skill (alchemy) +16.

Languages: Goblin (4), any one other (2).

Feats: Combat Casting, Great Fortitude, Lightning Reflexes, School Specialization (conjunction).

Typical Spell-Like Abilities (mana cost): *Affliction* (13), *burst of strength* (3), *disempower* (8), *healing* (10), *spirit sight* (4), *spirit strike* (12), *waking sleep* (10). Caster level 9th; save DC 14 + spell level.

Mana Pool: 72.

Possessions: Large chainmail, large steel shield, Large heavy mace, Large javelin, 3d10+10 gp.

Wizard

Male or Female Inferno Goblin Wizard: CR 9; SZ Large humanoid (goblin) [fire]; HD 13d8+26; hp 84; Init +3 (Dex); Spd 30 ft.; AC 14 [flat-footed 11, touch 12] (–1 size, +3 Dex, +2 natural); BAB +9; Grap +16; Atk +11/+6 melee (2d6+3, Large heavy mace), or +11 ranged; Reach 10 ft.; SA spell-like abilities; SQ fire affinity, fire subtype, heat aura (3), quicken mastery, ultravision; AL OE; Fac Goblins of Fire Peak, Inferno Tribe; SV Fort +6, Ref +13, Will +7; Str 17, Dex 16, Con 14, Int 19, Wis 13, Cha 10.

Skills: Channeling +18, Climb +6, Hide +5, Jump +8, Knowledge (mysticism) +17, Knowledge (any two others) +10, Listen +7, Meditation +20, Sneak +11, Spellcraft +19, Spot +2.

Languages: Goblin (4), Common (4), any two others (4).

Feats: Combat Casting, Lightning Reflexes, Iron Will, Mental Clarity, School Specialization (evocation).

Typical Spell-Like Abilities (mana cost, modified for fire affinity ability): *Cancel magic* (5), *fire spiral of Al'Kabor* (13), *flame shock* (6), *invisibility* (5), *pillar of fire* (14), *project lightning* (14), *shielding* (8). Caster level 9th; save DC 14 + spell level.

Fire Affinity (Ex): Due to their strong natural affinity with fire, inferno goblin wizards pay only 50% of the usual mana cost for fire spells they cast. Further, they learn and cast fire-based spells as if they were 1 spell level lower (thus, a wizard with caster level 9 can learn 6th-level fire spells as if they were only 5th). However, they must pay 50% additional mana for cold-based spells, and learn and cast them as if such spells were 1 level higher.

Mana Pool: 72.

Possessions: Large heavy mace, 3d10+10 gp.

The Inferno Goblins' Realm

G-13: Gateway to the Inferno Realm [EL 17]

The floor drops off midway along the flame goblin side of this area, with ramps leading down at either end. The wall adjoining the ramps is unnatural, constructed to resemble that of a fortress, though it reaches to the ceiling 15 feet above. A portcullis 12 feet high allows passage to and from the realm of the inferno goblins.

The level controlling the portcullis is set into the wall in the corridor leading to the northeast. It is surprisingly well engineered, for the goblins stole the method of construction from the fire giants far below. At all times, 2 inferno goblin elite warriors with longswords and 1 wizard watch the gate, calling for assistance from those in G-15 if intruders arrive. During battle, the wizard casts his spells on trespassers while the warriors keep them away from the gate with their spears. None raise the portcullis; enemies on the far side of the gate are for Baron Zuucatz to worry over.

G-14: Lugol's Bar [EL 11-23]

Only the Goblin King's throne room displays the same attention to architectural and aesthetic detail as this chamber, or is as well furnished; while not a palatial masterpiece

of construction, it's nonetheless rather impressive for cave-dwelling goblins. The smooth walls corner sharply, with small windows in the eastern wall overlooking a lava flow. A translucent glaze serves in place of glass windows, preventing the intrusion of unpleasant fumes while illuminating the room in garish orange light crossed by deep shadows. Wooden tables and chairs rest relatively neatly here, placed to suit the whims of Lugol's customers. Pigments cover the walls representing in gruesome detail fierce battles against kobolds, giant bats, and enormous arthropodal horrors. In the floor's center, flakes of obsidian, fiery pigments, and slender quartz crystals gleaming red with lava light form a sinuous, draconic image.

The bar itself is a stone wall topped by a varnished wooden plank. Shelves on the back wall hold potted mugs, wooden tankards, and beaten metal goblets, none of noteworthy quality. In the corner nearest the windowed wall, three stills perform their duty, fermenting various types of fungus from the farm in Area G-8 into alcohol. Stopped bottles contain the slowly bubbling results of this process, which vary in texture from slick to fuzzy — and vary in taste from that of rotten cabbage to village gutterflow. While non-toxic, an attempt to hold down a draught of any of these liquids requires a Fortitude save (DC 16 + 1d6); any Alcohol Tolerance checks use the same DC value for determining inebriation.



There are typically 2d4+1 inferno goblin warriors present (as well as Baron Sanchez; see below), loudly slurping and burping their way into drunkenness while the Lugol the Bartender dutifully attends to filling their cups and taking their coin.

Lugol is an older, pot-bellied goblin with only one eye and several broken teeth. He no longer bothers with the face paint common to members of his tribe, but he retains the martial frame of a veteran warrior and wears clothes crafted from the hide of some scaled beast. He runs the bar with an iron fist, and while fights between his intoxicated clients are common and generally not a matter for concern (until steel is drawn, at least), he is quick to break the limbs of anyone who breaks his difficult-to-replace wooden furnishings. Lugol is practical for a goblin, and due to his position and his customers' gradual loss of inhibitions, he knows a great deal about what happens throughout the goblin realm, including the Lavastorm Mountains. Fortunately for him, his advancing age has curbed any ambitions of taking advantage of this knowledge to increase his station. Rather, he simply wishes to know more of the world beyond the warrens, particularly of Nagafen and of Norrath beyond Lavastorm, and he's perfectly willing to offer free drinks in return for a good tale.

Lugol has no interest in combat other than keeping his bar intact, and converses with PCs if given the chance. While he's not had the opportunity to speak with gnomes or kobolds, he knows how to reach their realms and where the outer entrance to the gnome stronghold lies. Characters who become very friendly with him can also learn of Nagafen's decree that the gnomes not be destroyed. He can also direct interested parties to pathways leading deeper into the Eye and warn characters of what to expect there. Lugol does expect payment for services rendered, but accepts stories and information regarding the world beyond rather than coin.

Also unlikely to charge into battle is Baron Sanchez, a goblin noble once famed for successful raids within and without the Eye, but now renowned for the immense quantities of Lugol's brew he quaffs on a daily basis. Other goblins laud him for exploits past and present, the king favors him because he lacks any ambitions for the throne, and the queen favors him for reasons the king is better off not knowing, allowing the "Baron" a carefree life of spending his coin on women and drink. A few goblins suspect Sanchez to be merely playing the fool, biding his time until he chooses to take advantage of his popularity and usurp the throne from King Grenolsh. Sanchez is, however, exactly what he appears to be — a carousing dipsomaniac enjoying greatly the fruits of his youthful successes.

Sanchez has only a 30% chance of joining any fight here, and then only a 50% chance of joining in on the side of the goblins, though he'll happily take an unsteady swing at anyone who comes too close. Like Lugol, he too lacks face paint, but in combat he remedies that deficiency with a splash from his tankard. So long as the baron pays for his drinks, Lugol allows him to remain in the bar in return for many good stories exchanged over the years. If Sanchez does join in combat, the GM should determine how inebriated he is (see "Inebriation" [sidebar] in the EQ: *Game Master's Guide*, p. 212).

Treasure: A locked metal box (Pick Lock DC 18) on a shelf behind the bar contains Lugol's modest earnings: 7 pp, 35 gp, 88 sp, and 115 cp. A hidden panel on the inside of the bar contains a second box (Pick Lock DC 25) with his real cache: 47 pp, 95 gp, 145 sp and a pair of small, golden sapphire earrings (2,700 gp as a pair). Lugol also has a half-dozen bottles of *frothy goblin tonic* (see Appendix 2) stored amidst his other wares.

Lugol the Bartender, Male Inferno Goblin, Mil 10/Exp 4: CR 19; SZ Large humanoid (goblin) [fire]; HD 13d8+13 plus 10d8+10 plus 4d6+4; hp 149; Init +1 (Dex); Spd 30 ft.; AC 16 [flat-footed 15, touch 10] (–1 size, +1 Dex, +2 natural, +4 armor); BAB +22; Grap +30; Atk +27/+22/+17/+12/+7 melee (1d8+9, *sap of piety*), or +26/+22/+18/+14/+10 melee (1d8+4, crit 19–20, masterwork longsword), or +18 ranged; Reach 10 ft.; SQ fire subtype, heat aura (3), one-eyed, ultravision; AL OE; Fac Goblins of Fire Peak, Inferno Tribe; SV Fort +15, Ref +15, Will +13; Str 18, Dex 13 (12), Con 12, Int 14 (13), Wis 15, Cha 12.

Skills: Alcohol Tolerance +7, Climb +8, Gather Information +8, Hide +0, Intimidate +10, Jump +7, Knowledge (local lore) +11, Knowledge (history) +7, Listen +8, Sneak +6, Spot +6, Trade Skill (brewing) +10.

Languages: Goblin (4), Common (3), Kobold (1).

Feats: Cleave, Combat Reflexes, Double Attack, Great Fortitude, Lightning Reflexes, Parry, Power Attack, Riposte, Skill Talent (Knowledge [local lore]).

One-Eyed (Ex): Lugol suffers a –4 competence penalty on ranged attacks and a –2 competence penalty on Spot checks.

Possessions: Large chain shirt, *sap of piety*, masterwork longsword (behind bar), *obsidian bead hoop*.

Baron Sanchez, Male Inferno Goblin, War 15/Ari 2: CR 23; SZ Large humanoid (goblin) [fire]; HD 13d8+52 plus 15d12+60 plus 2d8+8; hp 287; Init +2 (Dex); Spd 30 ft.; AC 17 [flat-footed 15, touch 11] (–1 size, +2 Dex, +2 natural, +4 armor); BAB +25; Grap +35; Atk +32/+28/+24/+20/+16 melee (2d6+11, +1/+3 *Large heavy mace*) and +26/+21 melee (1d4+3, crit 18–20, masterwork silver scimitar), or +26 ranged; Reach 10 ft.; SQ berserking, fire subtype, heat aura (3), Taunt bonus +4, ultravision; AL OE; Fac Goblins of Fire Peak, Inferno Tribe; SV Fort +19, Ref +17, Will +13; Str 23 (21), Dex 15 (13), Con 18 (17), Int 15 (14), Wis 12, Cha 18 (16).

Skills: Alcohol Tolerance +19, Climb +8, Diplomacy +6, Hide +0, Intimidate +14, Jump +10, Knowledge (local lore) +7, Knowledge (warcraft) 10+, Listen +8, Perform (buffoonery) +8, Perform (storytelling) +7, Sense Motive +3, Sneak +6, Spot +7, Taunt +13, Wilderness Lore +4.

Languages: Goblin (4), Common (1), Giant (2).

Feats: Alertness, Cleave, Combat Reflexes, Dodge, Double Attack, Dual Wield, Great Fortitude, Improved Dodge, Improved Two-Weapon Fighting, Lightning Reflexes, Mobility, Parry, Power Attack, Weapon Focus (heavy mace), Weapon Specialization (heavy mace).

Possessions: Large chain shirt, +1/+3 *Large heavy mace*, masterwork silver scimitar, *drake-hide sleeves*, *drakescale belt*, *drake-hide leggings*, *obsidian bead hoop*, *ruined lava pendant*, large pouch, large flask of *frothy goblin tonic* (see Appendix 2), 14 pp, 52 gp.

G-15: Inferno Goblin Warrens [EL 19+]

The smooth, hewn walls of the inferno goblin stronghold give way to a more natural series of caverns, home to several goblin families. Unlike other goblin lairs, these lack both battle trophies and painted scenes of slaughter and worship.

Rather, warriors claim their place within the warrens by painting a copy of their individual face paint pattern upon the wall or floor. As a son grows into a warrior, shaman, or wizard, he adds his face to his father's. Once he acquires a wife and child, he blots out the face and finds his own niche within the warrens. These painted faces cover the walls and, in many places, the floors, with each territory containing room enough for a few dingy blankets and some personal belongings appropriate to the male goblin's class. The center of the chamber contains piles of random items reminiscent of those found in Area G-7 and several barrels half filled with water.

Currently, 2-5 common goblins (*male inferno goblin*, Com 0-3, OE; *Goblins of Fire Peak, Inferno Tribe*), 8-10 inferno goblin warriors, and 2 shamans are present; more reside here but attend to duties both in and outside the Eye. There are also 20 females and 56 noncombatant young jostling for space within their tightly packed living spaces; if combat occurs, they gather along the walls to watch the fray (perhaps a few of the braver females might try to slip a dagger into an unprotected enemy's back), but all flee to another part of the goblin warrens if the invaders seem likely to prevail.

G-16: Prison Pits [EL 16]

The natural curves and jags of the warrens give way once again to smoothly hewn stone and straightforward architecture. Wide braziers situated at each corner illuminate the room with flickering, bright orange hues. Evenly spaced across the room are six narrow pits, each 14 feet deep, three of which are occupied. The first contains a growling kobold, who remains defiant despite open, infected wounds that will surely kill him soon. The second contains two flame goblins, one with a gaping, oozing injury where he recently had an eye and the other comatose or dead. The third contains the tiny, whimpering form of a gnome burned repeatedly by lava ash sprinkled into the pit by his captors. A character versed in Gnomish understands him as saying, "Arnsy doesn't know... Arnsy doesn't know a thing. Arnsy can't tell, 'cause Arnsy doesn't know. Arnsy doesn't know about dragons."

The far side of the room includes a rack, currently occupied by an inferno goblin straining weakly against his bonds and shrieking between gnashed lips and a mouth forced shut. Two goblins stand on either side of him; one holds his face still while the other works with a knife. The imprisoned goblin committed the ultimate crime in goblin society: blatant cowardice. As punishment, the torturers are slowly removing his face paint... by cutting away the skin that holds it.

The torturer, Renaza, attends to his duty like a deranged artist, gravely serious while he works and frighteningly contemplative as he regards the results, cackling with sinister approval over particularly devastated victims. A jeweled eyepatch covers one eye, while the other glitters in the light of the braziers. He wears only an apron over his loincloth and lacks weapons other than those of his trade.

Renaza's son and assistant, Croof, handles any work requiring strength. A visible dent in his skull tells the tale of a clumsy midwife. What Croof lost mentally he recouped physically, although lack of training keeps him from fulfilling his potential as a warrior. Neither reacts to distant sounds of battle. Years of dealing with screaming prisoners

have taken a toll on Renaza's hearing, and Croof simply doesn't realize the meaning behind any cries for aid or death wails on the part of his fellow goblins — it's commonplace in his line of work after all. Neither desires to engage in combat, especially against anyone who managed to fight their way through many armed goblins to the torture chamber. If pressed, Renaza wields a knife and Croof defends his father with a large club he sometimes uses to subdue prisoners.

The gnome in the pit is Arnsy Biddletrim (*male gnome*, Rog 11, NG; *Solusek Mining Co., Deep Muses*), a thrill-seeking scout and member of the Solusek Mining Company. One night several weeks ago, boredom got the better of him, and he decided to familiarize himself with the area of the goblin warrens nearest the gnome stronghold. Watchful sentries captured Arnsy and turned him over to King Grenolsh's judgment. The king, desiring to know more of the gnome stronghold and the reason that Lord Nagafen would command the gnomes be spared, handed him over to Renaza. The poor gnome bears the marks of Renaza's attention: infected lacerations cover his body, accompanied by a hundred burns and blisters where flakes of lava ash have scorched his skin. While his body responds to treatment, his mind may require more time. Arnsy constantly speaks in the third person and is prone to shrieking at inopportune times. However, he follows the characters if freed and fights if given a weapon.

Croof, Assistant Torturer, Male Inferno Goblin, Com 2/Mil 2: CR 8; SZ Large humanoid (goblin) [fire]; HD 13d8+65 plus 2d4+10 plus 2d8+10; hp 186; Init +1 (Dex); Spd 30 ft.; AC 14 [flat-footed 13, touch 10] (–1 size, +1 Dex, +2 natural, +2 armor); BAB +12; Grap +24; Atk +19/+13 melee (2d6+8, 1-H greatclub), or +12 ranged; Reach 10 ft.; SQ fire subtype, heat aura (3), ultravision; AL OE; Fac Goblins of Fire Peak, Inferno Tribe; SV Fort +14, Ref +11, Will +2; Str 26, Dex 12, Con 21, Int 6, Wis 7, Cha 6.

Skills: Climb +11, Hide –4, Jump +9, Listen +5, Sneak +3.

Languages: Goblin (3).

Feats: Great Fortitude, Lightning Reflexes, Power Attack.

Possessions: Scorched hide armor, greatclub.

Renaza, Torturer, Male Inferno Goblin, Exp 12: CR 16; SZ Large humanoid (goblin) [fire]; HD 13d8+26 plus 12d6+24; hp 151; Init +2 (Dex); Spd 30 ft.; AC 14 [flat-footed 12, touch 11] (–1 size, +2 Dex, +2 natural, +1 armor); BAB +18; Grap +28; Atk +23/+19/+15/+11/+7 melee (1d6+6, crit 19–20, short sword), or +19 ranged; Reach 10 ft.; SQ fire subtype, heat aura (3), ultravision; AL OE; Fac Goblins of Fire Peak, Inferno Tribe; SV Fort +12, Ref +16, Will +13; Str 22, Dex 15, Con 15 (14), Int 14 (13), Wis 13, Cha 11 (10).

Skills: Appraise +6, Climb +13, Gather Information +8, Heal +7, Hide +3, Jump +12, Knowledge (monster lore [goblin]) +9, Knowledge (monster lore [kobold]) +9, Listen +16, Profession (torturer) +17, Search +9, Sense Motive +11, Sneak +7, Spot +7.

Languages: Goblin (4), Common (2), Gnome (2), Kobold (4).

Feats: Alertness, Combat Reflexes, Great Fortitude, Lightning Reflexes, Power Attack, Skill Talent (Profession [torturer]).

Possessions: Scorched cloth armor, short sword, *turquoise eyepatch* (see Appendix 2).

Quest: Recovering Arnsy**Faction:** Solusek Mining Company (–2 rank).**NPC:** Arnsy Biddletrim.**CR:** 16–20.**Reward:** +2 faction rank with the Solusek Mining Co.; +1 faction rank with all good-aligned Ak'Anon factions; 100 gp per party member; *bag of the tinkers*.**Consequences:** –2 faction rank with Goblins of Fire Peak.**Quest Summary:** The gnomes of the Solusek Mining Company (see Chapter 4) believe Arnsy is dead, but happily provide the reward above to anyone returning their fellow to the stronghold. If Arnsy perishes but the characters bring his body or other evidence of his passing, Captain Bipnipple rewards the characters with 100 pieces of gold in total (no *bag of the tinkers*, and the characters receive a +1 faction rank with the Solusek Mining Co., but no other faction modifiers).**G-17: Inferno Goblin Warrens [EL 19+]**

This area is an extension of the living quarters in Area G-15. Here as well, painted faces cover the walls and certain portions of the floor, and various dry goods and rainwater barrels are scattered throughout the cave system. The ceiling of this main cavern averages 25 feet in height; poles lead to rope bridges that, in turn, bear wooden platforms providing additional living space. An opening in the southwest is divided from the rest of the cavern by a curtain (to Area G-17a).

In all, the goblin family units are comprised of 8 warriors — 3 in the northwest sub-chamber, 2 in the northeast, and 3 in the southeast — and 11 average males (*inferno goblin*, *Com* 0–3, *OE*; *Goblins of Fire Peak*, *Inferno Tribe*), along with 28 mature females, and 70 young non-combatants. As well, 2 shamans share space in the south central cave. The main chamber area serves as home for younger goblins just reaching the age of majority: there are 18 of these tenderfoots who share the remaining space, still honing their skills in battle, making names for themselves as warriors, and making baby goblins to replace them when they die. The least of these young adult goblins dwell on the platforms 15 feet above the floor of the cave. While not the sturdiest or most spacious of living quarters, the platforms do provide a tactical advantage (+1 bonus to attacks for elevation) against assailants.

In the event of invasion, the 8 warriors move to the southeast in order to protect Patriarch Velch, if present, while the females and children retreat to the cavern's various recesses. Goblins on platforms hurl their spears while ground-based defenders try to keep the fight at the cave's mouth.

G-17a: A beaded curtain leads to the private residence of Patriarch Velch, a tall but lean goblin with one milky eye, a slight limp, and many pocks upon his heavily painted face — the remnants of a childhood disease. (When in the

company of others, Velch uses *alluring aura* to compensate for these defects.) The room contains many creature comforts: lumpy cushions, scented candles, perfumes in crystal phials, and a beaten metal platter bearing other things not taken from travelers in the Lavastorm Mountains, including a dish of candied rockworm and six bottles of Lugol's finest brew.

Velch is here 70% of the time, satisfying his appetites for food, drink, and the attentions of his 2 concubines (*female inferno goblin tenderfoot*, *Com* 1–3, *OE*; *Goblins of Fire Peak*, *Inferno Tribe*). King Grenolsh has ensured Velch's constant occupation with pleasure and vice, the better to keep the high shaman from becoming a serious political threat. Inevitably, though, the king's tacit support will not be enough to protect the high shaman, for already the most pious goblin warriors grumble that their religious leader spends too much time behind the curtains and too little time in battle. Once King Grenolsh completes his grooming of Velch's successor Arkat (see Area G-22), Velch may find himself cast into the flame goblin mines or even into one of Renaza's pits.

Velch often wears a ceremonial robe of violet-dyed silk, embroidered with gold thread and clasped at the waist by a belt of silver links. The robe does not quite reach Velch's knees, proving its origins outside the Eye and provoking sniggering laughter from his growing number of detractors.

Treasure: Velch's room contains a small unlocked chest hidden under several cushions (Search DC 14) — it is often ransacked by his concubines — containing 28 pp, 41 gp, 56 sp, and a pair of fine opals (225 and 200 gp).

Patriarch Velch, Male Inferno Goblin Shaman, Shm 6: CR 15; SZ Large humanoid (goblin) [fire]; HD 13d8+13 plus 6d8+6; hp 114; Init +0; Spd 30 ft.; AC 15 [flat-footed 15, touch ?] (–1 size, +2 natural, +4 armor); BAB +13; Grap +19; Atk +15/+10/+5 melee (2d6+3, +1 *Large heavy mace*), or +12 ranged; Reach 10 ft.; SA spells; SQ alchemy mastery, fire subtype, heat aura (3), spirit mastery (hungry spirits, spirit lore [Embed Divine]), ultravision; Res CR 6, DR 3, FR —, MR 4, PR 3; AL OE; Fac Goblins of Fire Peak, Inferno Tribe; SV Fort +10, Ref +12, Will +16; Str 14, Dex 11, Con 13, Int 13, Wis 20, Cha 13.

Skills: Channeling +19, Climb +3, Diplomacy +4, Jump +5, Knowledge (folklore) +9, Knowledge (mysticism) +8, Listen +14, Meditation +26, Sneak +4, Spellcraft +13, Trade Skill (alchemy) +21, Trade Skill (jewelcraft) +10.

Languages: Goblin (4), Common (1), Giant (3), Kobold (1).

Feats: Combat Casting, Embed Divine, Great Fortitude, Iron Will, Lightning Reflexes, Mystic Capacity, School Specialization (conjuration).

Shaman Spells Usually Prepared (mana cost): *Affliction* (13), *alluring aura* (10), *cancel magic* (5), *greater healing* (25), *malise* (10), *spirit sight* (4), *poison storm* (21), *root* (5), *Tagar's insects* (21). Caster level 15th; save DC 15 + spell level.

Mana Pool: 160.

Possessions: Large chain shirt, +1 *Large heavy mace*, *platinum dragon totem* (see Appendix 2), pouch, *hawk's eye tonic*, *mana preservation I* potion, *rageblood (fire giant)* potion, flask of *frothy goblin tonic* (see Appendix 2), 7 pp, 17 gp.

Patriarch Velch (buffed with *alluring aura*, *endure magic*, *protect*, and *spirit sight*): SQ damage reduction 7/–, see invisible, +2 magic saves; Res CR 6, DR 3, FR —, MR 12, PR 3; Cha 18.

Skills: Diplomacy +7.

G-18: Goin's Forge [EL 20]

The clang of hammer on anvil echoes loudly through the corridors of the inferno realm occasionally punctuated by the heated rush of metal immersed in water. The door leading to the forge seems a mere formality, likely to burst from its hinges at any time. A forge the size of a grand dining room table occupies the east wall, its fires augmented by a lava flow running directly beneath it. A primitive smelter sunk into the floor north of the forge relies on the heat of this lava to separate impurities in ore acquired from the mines.

Goblins work at two anvils opposite one another, while others operate the enormous bellows and the smelter and otherwise assist in the creation of weapons. Every hour or so, several female goblins and children arrive with buckets of water to replenish that lost to tempering and evaporation. The southern portion of the room seems arranged like a communal sleeping area, with blankets and furs overlapping one another and possessions clumped haphazardly against the walls.

The fruits of the goblins' labors lean against the wall opposite the forge: two dozen swords, maces, arrowheads, and shortspears of good quality. While Goin keeps a small stockpile for use in the inferno realm, most of these weapons he sells to flame and cinder goblins. The forge is the largest room in the goblin citadel outside the warrens.

All weapons forged here carry a weak enchantment from their recent forging near the magical lava flows of Solusek's Eye, one that fades, however, within one week of their first removal from the forge chamber. Upon a successful hit, each such weapon deals an additional 1d3 points of fire damage with every successful strike.

There are 9 goblin assistants (*male inferno goblin*, Exp 4–10, OE; *Goblins of Fire Peak*) who labor here under the supervision of Goin, a broad-shouldered goblin with a black hammer painted upon his face. Goin and his people (and he indeed views them as *his* people) form a subset of the Inferno Tribe, distinct in their duties and independent to an extent, but still officially under the rule of King Grenolsh. Because of Goin's importance to the goblins' military strength, Grenolsh grants him tremendous latitude to do as he wills, so long as Goin displays no interest in usurping control of the realm. For his part, Goin feels confident that absolute rule is little more than a snap of his fingers from reality, but he enjoys the relative freedom of his current position. In addition to ruling his 9 apprentices and their wives, Goin also teaches their 15 noncombatant children the ways of fire and forge.

Due to their work, the goblins are unlikely to hear approaching intruders (consider them to be "taking 0" on Listen checks), but they all are within easy reach of a weapon should the need arise.

Goin joins his goblins in battle if needed, but he has no intention of throwing his or their lives away. If opponents seem too powerful, he orders a southward retreat to the guard post at Area G–21. Goin's assistants serve him with fervent devotion, considering him the true ruler and benefactor of the goblins here. This reverence extends well beyond the folk of the forge; killing Goin means the eternal enmity of all the Goblins of Fire Peak, who hound the

perpetrators to the best of their ability until the guilty parties are slain.

Treasure: Much of Goin's income is in the form of supplies: ore from the flame goblin mines or from outside the Eye, tools acquired from raids, bits of obsidian for hilt ornaments and even buckets of water each detract from the cost of a quality weapon. Goin accepts standard methods of payment as well, naturally.

In the southern portion of the chamber — which also serves as his private residence — a hollow anvil next to his bed rug holds treasures: 90 pp, 144 gp, 167 sp, and 43 cp. Several cunningly made hollow mace heads (Search DC 24) also conceal a collection of fine gems: a lump of amber (29 gp); 3 amethysts (105, 90, and 85 gp); an emerald (140 gp); 6 pieces of onyx (11, 10, 9, 9, 8, and 7 gp); 2 peridots (115, 105 gp); a star ruby (730 gp); and a black sapphire (1,200 gp).

Goin, Master Smith, Male Inferno Goblin, Exp 15: CR 20; SZ Large humanoid (goblin) [Fire]; HD 13d8+52 plus 15d6+60; hp 229; Init +3 (Dex); Spd 30 ft.; AC 18 [flat-footed 15, touch 12] (–1 size, +3 Dex, +2 natural, +4 armor); BAB +20; Grap +30; Atk +28/+23/+18/+13 melee (2d6+9 plus 2d6 poison, +3 *Large heavy poisoned mace*), or +22 ranged (1d8+6, 30 ft., *Large javelin*); Reach 10 ft.; SQ fire subtype, heat aura (3), light fortification (25% ignore critical), ultravision; AL OE; Fac Goblins of Fire Peak; SV Fort +15, Ref +18, Will +16; Str 22 (21), Dex 16, Con 19, Int 10, Wis 16 (15), Cha 8.

Skills: Appraise +14, Climb +8, Hide +3, Intimidate +22, Jump +6, Listen +6, Search +7, Sneak +7, Spot +9, Trade Skill (blacksmithing) +25, Trade Skill (brewing) +12.

Languages: Goblin (4), Common (3), Dwarf (2), Dragon (1), Giant (4), Troll (3).

Feats: Brutish, Combat Reflexes, Great Fortitude, Lightning Reflexes, Power Attack, Skill Talent (Trade Skill [blacksmithing]), Toughened.

Possessions: *Foreman's tunic* (see Appendix 2), +3 *Large heavy poisoned mace*.

G-19: Goblin Wizard Hall [EL 10+]

This octagonal, torch-lit room features the most intricate carvings found in the goblin realm. Script covers the walls, surrounding diagrams and artful — and no doubt exaggerated — engravings of goblin wizards raining blazing apocalypse upon various enemies. Sheets of a peculiar, leathery fabric cover the doors, their purpose not immediately clear. Deep shelves have been cut into the walls, and these hold jars containing spell components and square stone slats etched with goblin script. Three lush, if rather dingy carpets cover 10-foot-square portions of the floor here and there, likely providing comfortable seats for the chamber's residents, given the lack of chairs and stools.

Spread out about the room engaged in their studies are 1d4+2 inferno goblin apprentice wizards (use flame goblin wizard stats, but with heat aura [3]), as well as 1d3 inferno goblin wizards. They are unlikely to be surprised, for the door coverings are crafted from sonic bat wings, which completely muffle outside sounds. Therefore, opening either door even a crack exposes the room suddenly to the dull thrum of activity and lava flow that circulates throughout the Eye during even its most tranquil periods, alerting the room's inhabitants.

A successful Spellcraft check (DC 15) verifies what may already be obvious: The slats and much of the wall script

provide a goblin initiate lessons in wizardry. While a PC wizard is unlikely to gain any insights from the information present (assuming he or she can read Goblin), the room's isolation from outside sounds does promote relaxation. Arcane spellcasters who meditate here regain an additional 2 mana per hour. This feature of the room becomes apparent only after 30 minutes of meditating.

If attacked, the wizards respond in kind for 1 round and then attempt to flee, unless the opposition appears weak. These and most other flame and cinder goblin wizards keep their bind point in this room and *gate* here to recover mana, to escape, or to announce an approaching threat. They do not do this lightly, but only as a last resort, and are sure to organize an attack on those who drove them to such cowardice at the first opportunity.

Treasure: This hall contains several runes of interest to wizards seeking to research lost spells, including Proximity, Presence, Trauma, and 2 runes of Rallos Zek. Several jars contain reagents, as well: 15 bat wings, 6 jaspers (2d4+3 gp each), and 8 bloodstones (2d6+3 gp each). Finally, a strongbox hidden within a secret panel (Search DC 20) contains 23 pp, 68 gp, 75 sp, a fire opal (525 gp), and 3 topazes (48, 51, and 57 gp).

G-20: Harvester Pit [EL16]

This deep alcove is little more than a pit covered by strips of wood that have been weighed down by lava rock; several coils of rope are bound firmly to a loop in the stone wall, and some broken crates rest in the northeast corner. Removing the boards reveals a dark abyss occasionally brightened by the faintest flicker of firelight. A dropped coin returns only the faintest echo, but a character may make a Knowledge (nature) check (DC 15) to adjudge the drop's length at just over 100 feet by the sound; alternately, one might just examine the rope tied to the wall and make an Intelligence check (DC 8) to estimate its length at about 100 feet.

Attaining the rank of Guano-Gatherer among the goblins requires considerable daring, for only the excrement of sonic bats found in the lower Eye is acceptable to the caretakers of the fungus farm (see Area G-8). The bravest of Gatherers sometimes attempt to sneak past kobold sentries distracted by warfare, but the dangers involved make this option untenable to most. This pit offers a somewhat safer alternative. From here, the Harvester descends by the ropes into a less traveled portion of the Eye, into the area dominated by drakes and sonic bats. While it's not unknown for either creature to pick a Harvester from his tether, their great stealth (aided by their *cloaks of shadows*) keeps most in one piece throughout their surprisingly long careers.

Characters choosing to descend into the lower Eye risk a 30% chance of arousing the interest of 1–2 sonic bats or 1–3 fire drakes (equal chance of either). The descent terminates in Area L-1.

Closer examination of the crates reveals a bedroll and several personal items among them that do not look like those of a goblin, including some scanty clothing (sized for an elven female), a mirror, sticks of incense, and a pouch containing salted strips of roasted rockworm. A character making a Search check (DC 20) finds notes written in Dark Speech upon a scrap of kobold hide that detail the process

of creating an *unsound tunic* (see Appendix 2) from sonic bat wings and silver thread.

A character capable of seeing invisible creatures may make a Spot check (DC 29) to notice a dark elf woman hiding nearby. If spotted, the woman, who calls herself Lynada the Exiled, conjures an earth elemental to assist her escape. Through charm, threats, personal power, bribes, and favors, Lynada has made a place for herself in the goblin realm of Solusek's Eye. While a regular advisor to King Grenolsh, she's been relegated to the Harvester pit cave for her quarters. Her tale, which she tells any who ask, involves a falling out with a lover, a leader within her guild. With no allies, she wandered into the Lavastorm Mountains in search of a quiet cave in which to continue her studies as best she could. Goblins found her first, though, and brought her to the Eye, where she demonstrated her worth as an ally rather than as a meal. She hopes in time she can return to Neriak, but fears the favors she'll owe in doing so. Until then, she abides with the goblins, but feels no particular attachment should ill befall them.

The truth behind Lynada's presence here is far less pitiable. Lynada is an agent of Mayong Mistmoore sent to watch the Eye and Nagafen, in particular. She cannot do so directly of course, but the goblins sometimes learn things of interest. She has informed Grenolsh that her master wishes Nagafen dead — to the goblin king's great pleasure — but she truly has no idea why the lord of Mistmoore Castle concerns himself with an imprisoned dragon. Her instructions are clear, however: If a powerful force of adventurers enters the Eye and proceeds downward, she is to contact Mistmoore using her *scrollcase of sending*.

Lynada the Exiled, Female Dark Elf, Mgn 15/Exp 2 (always buffed with *elemental shield*): CR 16; SZ Medium-size humanoid (dark elf); HD 15d4+30 plus 2d6+4; hp 97; Init +3 (Dex); Spd 30 ft.; AC 15 [flat-footed 12, touch 13] (+3 Dex, +2 armor); BAB +8; Grap +8; Atk +10/+6 melee (1d3+2, crit 17–20, +2 *keen dagger*); SA spells; SQ aura of darkness, dark elf traits, greater magic (instant elemental), Greater Specialization (conjuration), spell resistance (sonic) 31, ultravision, +2 cold, fire, and sonic saves; Res CR 8, DR 3, FR 21, PR 5, SoR 8; AL OE; Fac Mayong Mistmoore; SV Fort +7, Ref +8, Will +12; Str 10 (8), Dex 17 (16), Con 14, Int 20 (19), Wis 11, Cha 12 (10).

Skills: Appraise +6, Bluff +6, Channeling +22, Diplomacy +9, Gather Information +5, Heal +6, Hide +19, Intimidate +4, Knowledge (mysticism) +23, Knowledge (local lore [Solusek's Eye]) +10, Meditation +25, Spellcraft +21, Spot +15, Trade Skill (tailoring) +20.

Languages: Dark Speech (4), Common (4); Dragon (3), Goblin (4).

Feats: Embed Augmentation, Embed Enhancement, Enlarge Spell, Mental Clarity, Mystic Capacity (x2), School Specialization (conjuration).

Magician Spells Usually Prepared (mana cost, modified for Greater Specialization): *Burnout II* (13), *elemental shield* (8), *gate* (12), *greater summoning: earth* (33), *inferno shield* (20), *invisibility* (5), *phantom chain* (17), *rain of spikes* (27), *renew summoning* (17), *shock of spikes* (18).

Mana Pool: 154.

Aura of Darkness (Su): This power of Lynada's cloak allows her to gain one-half concealment (20% miss chance) for up to 5 minutes per day.

Possessions: *Unsound tunic* (see Appendix 2), +2 *keen dagger*, *hooded black cloak*, *silk evening tunic*, *charred boots*,

bat-hide wristband, ring of dark knowledge, platinum hematite ring, 12 pieces of malachite, 8 cat's eye agates, scrollcase of sending.

Lynada (also buffed with *inferno shield, major shielding, phantom chain*, and *see invisible*): hp 115; AC 18 [flat-footed 15, touch 13] (+3 Dex, +5 armor); SQ damage reduction 7/—, damage shield [fire] (4), fast healing (1 hp per minute), *see invisible*, +2 cold and magic saves, +4 fire saves; Res CR 8, FR 27, MR 6.

Lynada's Pet, Type 7 Earth Elemental (buffed with *burnout II*): CR —; SZ Large elemental (earth); HD 12d8+72; hp 126; Init —1 (Dex); Spd 20 ft., burrow 20 ft.; AC 24 [flat-footed 22, touch 10] (—1 size, —1 Dex, +14 natural, +2 haste); BAB +9; Grap +25; Atk slam +20/+14 melee (2d10+18 plus *root* proc [Proc DC17; Reflex DC 22]); SA magic attack +3, *root*; SQ damage reduction 10/+2, disease immunity, elemental, fast recovery, haste (4) [1 extra action every 2nd round], sluggish, ultravision; AL N; Fac None; SV Fort +14, Ref +3, Will +4; Str 34 (29), Dex 8, Con 23, Int 6, Wis 11, Cha 11.

Skills: Intimidate +9, Listen +8, Spot +8, Taunt +7.

Feats: Cleave, Power Attack, Sunder.

G-21: Occupied Guard Post [EL 20]

This vast, uneven cavern reflects colored light from every quarter due to the abundant deposits of quartz located here. The hues range primarily from deep rose to rich violet, with occasional translucent sparks from clearer varieties of the crystal. These overlapping shades confuse vision for those not accustomed to them (—4 circumstance penalty to Spot checks for all PC races but dwarves and gnomes), a difficulty with which the goblins need not contend.

This area serves the dual function of habitat and guard post. Goblins here watch for gnomish intruders and seek opportunities for raiding their stronghold. The walls bear painted war-masks like those found in G-15 and G-17, and a stockpile of goods — including a defunct clockwork guardian — occupy spaces along the west wall. One of the goblin warriors here paints not just his face, but much of his body, to match the destroyed clockwork, though he's unlikely to be mistaken for such (Disguise bonus +1, roll opposed to observer's Spot check).

Normally, 10 goblin warriors, 2 shamans, and 3 wizards reside here along with their families, 19 tenderfoots (females and young) and 27 noncombatant children. The wizards favor this post over others due to the known presence of arcane casters within the gnome stronghold (reached through the southeast tunnel from this chamber, at Area C) and suspicions over the lore they may possess. The goblin wizards continuously urge invasion of the gnome enclave to weaken the little creatures, but King Grenolsh knows a foray on that scale would draw too many from the goblin realm, leaving them open to a consequent kobold invasion. Still, the king senses that the gnomes' defenses may be weaker than previously thought; while his scouts investigate, he prepares for an final invasion of the Solusek Mining Company's stronghold and the repatriation of at least some of that territory into goblin hands.

G-22: Inferno Champions [EL 24]

This cave approaches lavish in its accoutrements. Tanned kobold hides decorate the walls along with the skulls of various humanoids. Pillows and furs cover eight pallets spread against the walls of the chamber, providing a comfortable resting place for the truly elite goblin warriors stationed here. Trays next to each pallet hold lightly cooked bits of

meat (or the bloody remains of such) and bottles of goblin brew. Next to a barrel half-filled with potable water sits a cask of human-made ale.

The goblin king's 8 personal guards enjoy an assortment of privileges, including the luxurious accommodations found here. Only half the guards are present at any time, resting until their turn comes again to attend their liege. If they become aware of trouble in the warrens they investigate, but go no further than Areas G-15 or G-19. If they come across a superior force of invaders, they retreat to defend the king.

King's Guard (4), Male Inferno Goblin, War 14: CR 21; SZ Large humanoid (goblin) [fire]; HD 13d8+52 plus 14d12+56; hp 271; Init +3 (Dex); Spd 30 ft.; AC 23 [flat-footed 21, touch 11] (—1 size, +2 Dex, +2 natural, +7 armor, +3 shield); BAB +23; Grap +36; Atk +34/+30/+26/+22/+18 melee (2d6+13 plus 2d6 *flaming* proc [DC 20], +2 *Large heavy mace of fire*), or +25 ranged (1d8+9, 30 ft., *Large javelin*); Reach 10 ft.; SQ berserking, fire subtype, heat aura (3), Taunt bonus +4, ultravision, SR [cold] 17; Res CR 8, FR —, MR 2, PR 7, SoR 5; AL OE; Fac Goblins of Fire Peak, Inferno Tribe; SV Fort +19, Ref +17, Will +9; Str 28 (25), Dex 17 (16), Con 18, Int 11 (10), Wis 12, Cha 10.

Skills: Climb +10, Hide +2, Intimidate +6, Jump +10, Knowledge (warcraft) +5, Listen +9, Sneak +5, Spot +7, Taunt +14.

Languages: Goblin (4), any one other (2).

Feats: Alertness, Cleave, Combat Reflexes, Dodge, Double Attack, Great Fortitude, Improved Dodge, Improved Initiative, Lightning Reflexes, Parry, Power Attack, Toughened, Weapon Focus (heavy mace), Weapon Specialization (heavy mace).

Possessions: +2 *Large chainmail*, +1 *Large steel shield of spell resistance [cold] 17*, +2 *Large heavy mace of fire* (can process *flaming* quality, Proc DC 20), 2 *Large javelins*, *charred boots*, *obsidian bead hoop*, *ruined lava pendant*, *ring of goblin lords*, 1d12 pp, 3d10+15 gp.

G-23: Audience Chamber of the Goblin King [EL 26]

Eight pillars of quartz-studded igneous rock support the ceiling to this chamber, the goblin craftsmanship of the whole capable of surprising even dwarves and other mining races. Whoever carved this area out of the rock left additional deposits of quartz along the walls intact; shadows from refracted torchlight give the room a faceted appearance. Also carved from the wall is King Grenolsh's throne, an ungainly block of stone beautified only slightly by the presence of precious stones spaced along its arms and back.

King Grenolsh usually occupies his throne, arbitrating disputes between cinder and flame goblins; warriors, shamans and wizards; and his various advisors, scouts, and potential heirs. Grenolsh wears the painted face of some horned horror from goblin mythology, topped with a crown of gold and a single large gem. His broad-shouldered, muscular frame dominates the room, supported by a deep voice resonating with the seismic thrum of the Eye.

Others present in the room include 4 King's Guard (see Area G-22 for stats), Vizier Borduz, High Shaman Arkat, and one of Grenolsh's most trusted scouts (and spies) called Vaidek. Vizier Borduz, an older goblin just starting to show the weakness of his age, commands the wizards of the goblin realm. Few goblins show an aptitude for wielding arcane magic, so a great deal of energy goes into finding potential

wizards among the tribes, as well as in teaching successful candidates the basics of magic. Grenolsh encourages this state of affairs, as it keeps Borduz and his wizards too dispersed to form an effective power base to an attempt a coup. Grenolsh has a far cozier relationship with Arkat, the stolid High Shaman and inevitable successor to Patriarch Velch. Vaidek, too, owes his loyalty to the king; maligned by others for his small size, the scout uses this shortcoming to his advantage in spying on enemies both inside and outside the goblin realm.

Grenolsh shows no fear of intruders, even those who have managed to strike so deeply into goblin territory. He invokes the vengeance of Nagafen upon those who would harm the dragon's faithful servants, but he suggests that the scaled lord may show mercy if the invaders turn back immediately. Failing that, the goblin king suggests greater rewards if the character turns upon the kobolds, gnomes, or even the dragon himself. Faced with no other options, Grenolsh and those with him fight to the death.

If combat is expected, Arkat and Borduz buff themselves and their fellows as shown below.

King's Guard (4) (buffed with *talisman of the beast*): Grap +37; Atk +35/+31/+27/+23/+19 melee (2d6+14 plus 2d6 *flaming proc* [DC 20], +2 *Large heavy mace of fire*), or +25 ranged (1d8+10, 30 ft., *Large javelin*); Str 31.

Vizier Borduz, Male Inferno Goblin Wizard, Wiz 5: CR 14; SZ Large humanoid (goblin) [fire]; HD 13d8+26 plus 5d4+10; hp 102; Init +3 (Dex); Spd 30 ft.; AC 17 [flat-footed 14, touch 12] (–1 size, +3 Dex, +2 natural, +3 armor); BAB +11; Grap +18; Atk +15/+10/+5 melee (1d8+5 plus 2d6 fire, *scepter of flame*), or +13 ranged; Reach 10 ft.; SA spells; SQ affliction efficiency 1, extended range 1, fire affinity, fire subtype, Greater Specialization (evocation), heat aura (3), quicken mastery, ultravision; Res CR 4, ER 3, FR —, MR 2, PR 2, SoR 3; AL OE; Fac Goblins of Fire Peak, Inferno Tribe; SV Fort +9, Ref +14, Will +12; Str 16 (17), Dex 16 (15), Con 14 (13), Int 26 (21), Wis 14, Cha 11.

Skills: Channeling +23, Climb +6, Hide +8, Jump +8, Knowledge (local lore) +14, Knowledge (monster lore [dragons]) +16, Knowledge (mysticism) +22, Listen +7, Meditation +29, Sneak +11, Spellcraft +28, Spot +2, Trade Skill (jewelcraft) +16, Trade Skill (tailoring) +18, Trade Skill (tattooing) +18.

Languages: Goblin (4), Common (4), Giant (4), Kobold (4).

Feats: Combat Casting, Embed Enhancement, Great Fortitude, Lightning Reflexes, Iron Will, Mental Clarity, Mystic Capacity, School Specialization (evocation).

Wizard Spells Usually Prepared (mana cost, modified for fire affinity ability and Greater Specialization): *Cancel magic* (5), *cast force* (18), *column of lightning* (20), *enstill* (10), *frost shock* (25), *inferno shock* (10), *invisibility* (5), *levitate* (6), *major shielding* (13). Caster level 14th; save DC 18 + spell level.

Fire Affinity (Ex): Due to their strong natural affinity with fire, inferno goblin wizards pay only 50% of the usual mana cost for fire spells they cast. Further, they learn and cast fire-based spells as if they were 1 spell level lower (thus, a wizard with caster level 9 can learn 6th-level fire spells as if they were only 5th). However, they must pay 50% additional mana for cold-based spells, and learn and cast them as if such spells were 1 level higher.

Mana Pool: 236.

Possessions: *Drake-hide robes* (as +2 cloth armor), *scepter of flame* (see Appendix 2), *drake-hide sleeves*, *imp-skin gloves*, *obsidian bead hoop*, *gold imbued fire opal pendant*, *apprehension of mortality tattoo*, *dead man walking tattoo*, *pouch*, *potion of rejuvenation*, 8 bloodstones (1d10 gp each), 18 pp, 35 gp.

Vizier Borduz (buffed with *major shielding*, *elemental shield*, *leatherskin*, and *see invisible*): hp 120 + 7d10 = ave. 158; AC 19 [flat-footed 16, touch 12] (–1 size, +3 Dex, +2 natural, +5 armor); SQ *see invisible*, +2 cold and magic saves; Res CR 10, MR 8.

High Shaman Arkat, Male Inferno Goblin Shaman, Shm 5 (always buffed with *spirit of ox* [totem spell]): CR 14; SZ Large humanoid (goblin) [fire]; HD 13d8+65 plus 5d8+25; hp 167; Init +3 (Dex); Spd 20 ft. in armor, 30 ft. base; AC 21 [flat-footed 19, touch 11] (–1 size, +2 Dex, +2 natural, +6 armor, +2 shield); BAB +12; Grap +21; Atk +18/+13/+8 melee (2d6+7, +2 *Large heavy mace*), or +14 ranged (1d8+5, 30 ft., *Large javelin*); Reach 10 ft.; SA spells; SQ affliction haste 1, alchemy mastery, extended affliction 11, fire subtype, heat aura (3), spirit masteries (hungry spirits, totem spirit), ultravision; Res CR 4, FR —, PR 5; AL OE; Fac Goblins of Fire Peak, Inferno Tribe; SV Fort +14, Ref +14, Will +13; Str 20 (19), Dex 17 (15), Con 20 (15), Int 12, Wis 20 (19), Cha 11.

Skills: Channeling +24, Climb +4, Heal +11, Jump +4, Knowledge (folklore) +9, Knowledge (mysticism) +10, Listen +11, Meditation +26, Sneak +2, Spellcraft +15, Trade Skill (alchemy) +19.

Languages: Goblin (4), Common (2), Giant (2).

Feats: Combat Casting, Great Fortitude, Lightning Reflexes, Mental Clarity, School Specialization (conjuration), Weapon Focus (heavy mace).

Shaman Spells Usually Prepared (mana cost): *Affliction* (13), *envenomed breath* (17), *frenzy* (4), *grow* (8), *healing* (10), *malise* (10), *quickness* (13), *spirit strike* (12). Caster level 14th; save DC 14 + spell level.

Mana Pool: 142.

Possessions: +1 *Large chainmail*, large steel shield, +2 *Large heavy mace*, *Large javelin*, *black chitin leggings*, *kobold-hide boots*, *ring of goblin lords*, *small wisdom deity*, *pouch*, 8 pp, 19 gp.

High Shaman Arkat (also buffed with *endure magic*, *grow*, *protect*, and *spirit sight*): SZ Huge humanoid (goblin) [fire]; HD 13d8+91 plus 5d8+35; hp 205; Init +2 (Dex); AC 23 [flat-footed 21, touch 10] (–2 size, +2 Dex, +5 natural, +6 armor, +2 shield); BAB +12; Grap +29; Atk +22/+17/+12 melee (2d8+11, +2 *Huge heavy mace*), or +12 ranged (2d6+9, 30 ft., *Huge javelin*); Reach 15 ft.; SQ damage reduction 7/—, *see invisible*, +2 magic saves; Res CR 4, FR —, MR 8, PR 5; SV Fort +18, Ref +13; Str 28, Dex 15, Con 25.

Vaidek, Chief-Over-Scouts, Male Inferno Goblin, War 2/Rog 9: CR 18; SZ Large humanoid (goblin) [fire]; HD 13d8+39 plus 2d12+6 plus 9d8+27; hp 185; Init +11 (+7 Dex, +4 Improved Initiative); Spd 30 ft.; AC 21 [flat-footed 17, touch 14] (–1 size, +4 Dex, +2 natural, +5 armor, +1 arcane); BAB +18; Grap +27; Atk +25/+22/+19/+16/+13 melee (1d8+7 plus 2d6 fire, crit x3, *blazing quartz shortspear*) and +19 melee (1d8+4, crit 19–20, +2 *longsword*), or +24 ranged (1d6+5 plus poison, 30 ft., *javelin*); Reach 10 ft.; SA *backstab* +3d6, *poison*; SQ *berserking*, *evasion*, *fire subtype*, *heat aura* (3), *rogue ability* (poison expert), *sense traps*, *ultravision*, +1 disease saves; Res CR 3, DR 5, ER 4, FR —, MR 2, PR 6, SoR 7; AL OE; Fac Goblins of Fire Peak, Inferno Tribe; SV Fort +15, Ref +23, Will +8; Str 20, Dex 24 (20), Con 16, Int 16 (15), Wis 12, Cha 10.

Skills: Balance +8, Climb +15, Disable Device +9, Hide +19 (+21 in darkness or shadows), Jump +14, Knowledge

(local lore) +10, Listen +16, Pick Lock +12, Safe Fall +13, Search +14, Sneak +26, Spot +7, Trade Skill (poison making) +11, Tumble +15.

Languages: Goblin (4), Common (2), Giant (3), Kobold (4).

Feats: Alertness, Combat Reflexes, Double Attack, Dual Wield, Great Fortitude, Improved Initiative, Lightning Reflexes, Parry, Power Attack, Weapon Focus (shortspear).

Possessions: +1 *Large chain shirt of silent moves*, *blazing quartz shortspear* (see Appendix 2), +2 *longsword*, 3 javelins, *cloak of shadows*, *charred boots*, *obsidian bead hoop*, *electrum fire opal ring*, pouch, choking asmag poison (1 dose), shadowveil hemlock poison (suspension/injury; 1 dose), vaporous blistercrisp poison (suspension/injury; 3 doses), 9 pp, 13 gp.

Vaidek (buffed with *talisman of the beast*): Grap +28; Atk +26/+23/+20/+17/+14 melee (1d8+8 plus 2d6 fire, crit x3, *blazing quartz shortspear*) and +20 melee (1d8+5, crit 19–20, +2 *longsword*), or +24 ranged (1d6+6 plus poison, 30 ft., javelin); Str 23.

King Grenolsh, Male Inferno Goblin, War 16/Ari 3: CR 25; SZ Large humanoid (goblin) [fire]; HD 13d8+65 plus 16d12+80 plus 3d8+15; hp 347; Init +5 (Dex); Spd 20 ft. in armor, 30 ft. base; AC 23 [flat-footed 19, touch 14] (–1 size, +2 Dex, +2 natural, +7 armor, +1 deflection, +2 haste); BAB +27; Grap +40; Atk +39/+34/+29/+24/+19 melee (4d6+17 plus 2d6 sonic, crit 17–20, *Kingspear*), or +31 ranged; Reach 10 ft.; SQ berserking, fire subtype, haste (4) [1 extra action every 2nd round], heat aura (3), Taunt bonus +4, ultravision, +1 sonic saves, +3 cold saves; Res AR 2, CR 10, DR 4, ER 3, FR —, MR 6, PR 5, SoR 9; AL OE; Fac Goblins of Fire Peak, Inferno Tribe; SV Fort +22, Ref +21, Will +16; Str 28 (24), Dex 21 (15), Con 21 (18), Int 11, Wis 15 (14), Cha 11.

Skills: Bluff +5, Climb +9, Diplomacy +9, Hide +1, Intimidate +12, Jump +13, Knowledge (local lore) +6, Knowledge (warcraft) +12, Listen +8, Sense Motive +7, Sneak +5, Spot +4, Taunt +13.

Languages: Goblin (4), Common (2), Giant (4), Dragon (3).

Feats: Alertness, Cleave, Combat Reflexes, Dodge, Double Attack, Great Fortitude, Improved Critical (greatsword), Iron Will, Lightning Reflexes, Parry, Power Attack, Riposte, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: *Blackened alloy armor*, *Kingspear* (see Appendix 2), *cloak of flames*, *platinum armband*, *greater ring of the goblin lords* (see Appendix 2), *potion of drake's breath* (type 4), *fleeting languor* potion, *heavy gold peridot crown* (4,500 gp).

King Grenolsh (buffed with *grow*, *protect*, and *talisman of the beast*): SZ Large humanoid (goblin) [fire]; HD 13d8+91 plus 16d12+112 plus 3d8+21; hp 411; Init +4 (Dex); AC 25 [flat-footed 21, touch 12] (–2 size, +2 Dex, +5 natural, +7 armor, +1 deflection, +2 haste); Grap +49; Atk +43/+38/+33/+28/+23 melee (4d6+26 plus 2d6 sonic, crit 17–20, *Kingspear*), or +29 ranged; Face 10 ft. by 10 ft.; Reach 15 ft.; SQ damage reduction 7/–; SV Fort +24, Ref +20; Str 39, Dex 19, Con 25.

G-24: King Grenolsh's Chambers

A single pillar supports this room's ceiling; while poorly carved, the form it takes is telling — it resembles a giant, sparsely bearded humanoid resembling a stocky goblin holding a pick. Despite its creator's lack of skill, the column dominates the room, giving it a sense of great age and veneration.

Grenolsh's private room lacks the luxury one might expect from a goblin monarch. This owes to his stoicism, his feeling that the leader of a warrior race must not only be a warrior but must live a warrior's life.

Not all of Grenolsh's predecessors felt likewise, and so the room has its feather cushions, lumps of bagged down that serve as a mattress, and various other ornaments, but these Grenolsh leaves to his queen, Urla. Much of the room stands empty or fills its spaces with unused tables, threadbare carpets, and stands for armor and weapons.

As a warrior, Grenolsh prides himself on the trophies of his conquests and those of his ancestors. Drake and kobold skulls abound along the walls, along with the bones or carapaces of greater beasts from within and without the Eye. A set of shelves against one wall holds the remains of shattered obsidian weapons, and a half-dozen kobold pelts

litter the floor. Goblin skulls occupy the wall across from the doorway, each once belonging to a political rival of the king or one of his predecessors.

Urla (*female inferno goblin*, Ari 5, OE; *Goblins of Fire Peak, Inferno Tribe*) resides here with her youngest son Medolc (*male inferno goblin tenderfoot*, War 1/Ari 2, OE; *Goblins of Fire Peak, Inferno Tribe*); neither venture elsewhere unless ordered by the king. Urla cherishes the extravagance allowed her position, and she resents her husband for not lavishing more wealth upon her. Medolc, coddled by his mother from birth, has likewise succumbed to the allure of comfort and indolence. He trains for battle as he must, but only with the desire to usurp his father's position as soon as possible, that he may enjoy a long life taking advantage of a king's privileges. Neither Urla nor Medolc challenges characters reaching this area of the



realm. Rather, if they suspect the king has fallen and intruders are coming, they stash what wealth they can into the secret compartment and keep the rest at hand to buy their lives, if possible. If forced into combat, Medolc defends Urla, but both seek to escape however they can.

Treasure: King Grenolsh has no qualms about hoarding the monetary rewards accumulated by his ancestors and himself; indeed, he considers bag of coins just as much a trophy as the skull of the creature to whom the coins belonged. Grenolsh does not hide his wealth despite there being a hidden compartment within the room (Search DC 23); discovery of the empty compartment triggers a trap mechanism, but Grenolsh had this disabled some time ago. The goblin king leaves his chest open and unlocked not because he trusts the honesty of his family or close advisors,

but because he's made it abundantly clear that if a single copper piece goes missing, Grenolsh will hand the perpetrator over to Renaza for public torture and execution. Thus far, King Grenolsh's punishment has yet to be tested, much to Renaza's disappointment.

The chest contains several bags, sacks, and pouches of coins: in all, these hold 145 pp, 366 gp, 403 sp, and 541 cp; a set of four goblets encrusted with amethysts and garnets (800 gp each); a bolt of fine silk (110 gp); a silver pendant shaped into the heart and bow of Erollisi Marr (75 gp); and a *drakescale bracelet*.

Queen Urla wears a platinum tiara shaped into a rampant dragon at its front with tiny fire opal eyes (3,500 gp) and an *electrum cat's eye agate ring*. A *silver fire opal pendant* shaped as an eye encircles Medolc's neck.

Chapter Three: The Kobolds

Considerably outnumbered by wicked goblins within and without Solusek's Eye and mindful of their duties to Lord Nagafen, the kobolds guard their small realm ferociously. To be a guardian of Nagafen is no mundane task, but a holy duty; the kobolds' scaled master tests their resolve in many ways, and the kobolds carry out their duties with fanatical diligence. Their primary rivals for territory, the Goblins of Fire Peak, are weak but numerous, and they lack proper devotion to their divine lord. In times of hunger or greed the goblins attack the kobold legion in search of food and loot, violations the kobolds return upon the goblins from time to time. Rarely do these assaults yield more than a few slain goblins, but until Lord Nagafen chooses to wipe the hairless goblin filth from the Eye, the master's true guardians must be vigilant.

Additionally, the great lord sometimes sends terrible beasts to challenge his warriors. Death beetles, stone spiders, and lava duct crawlers require a concerted effort to

destroy. And then there are the intruders, creatures from far beyond the Eye who come to steal away its treasures. Some even seek to face the dragon himself, prompting some kobolds to wonder if they are not doing Lord Nagafen a disservice in slaying the interlopers and thus depriving him of a meal.

The tiny morsels calling themselves gnomes particularly infuriate the kobolds. Not only do they seem intent on mining, perhaps attempting to steal sacred obsidian, but several of their number have slinked past kobold guardians undetected, at least according to the royal drake Singe. For this shame, the kobolds sent ten of their number to Lord Nagafen as a token of contrition. However, the great red dragon sent one of that group back with the message that the failure was fated, and thus excusable — and, in addition, that the kobolds were forbidden to annihilate the gnomes.

Solusek Kobolds

Throughout this chapter, seven basic types of combatant kobolds are used — *young adult*, *average kobold*, *hunter*, *warrior*, *elite warrior*, *shaman*, and *erwoo*. The stats below can be used for all such individuals.

Note that female Solusek kobolds usually use the same stats as males, unless otherwise noted, although they are only rarely warriors or elite warriors and never erwoo.

Young Adult

Male or Female Solusek Kobold: CR 9; SZ Small humanoid (kobold); HD 16d8+80; hp 152; Init +3 (Dex); Spd 30 ft., climb 30 ft.; AC 26 [flat-footed 22, touch 14] (+1 size, +3 Dex, +12 natural); BAB +12; Grap +11; Atk 2 claws +16 melee (1d8+3) and bite +11 melee (1d4+1); SQ scent, ultravision; Res FR 12, SoR 4; AL OE; Fac Kobolds of Fire Peak; SV Fort +12, Ref +13, Will +7; Str 16, Dex 17, Con 20, Int 9, Wis 14, Cha 5.

Skills: Climb +12, Listen +15, Spot +15, Wilderness Lore +7 (+9 when tracking by scent).

Languages: Kobold (4).

Feats: Alertness, Combat Reflexes, Great Fortitude, Power Attack.

Average Kobold

As printed in Appendix 1 of this book, reprinted here in a condensed stat block for the GM's ease of use.

Male or Female Solusek Kobold: CR 12; SZ Medium-size humanoid (kobold); HD 24d8+144; hp 252; Init +2 (Dex); Spd 30 ft., climb 30 ft.; AC 28 [flat-footed 26, touch 12] (+2 Dex, +16 natural); BAB +18; Grap +23; Atk 2 claws +23 melee (1d10+5, crit 19–20) and bite +18 melee (1d6+2), or +20 ranged; SQ scent, ultravision; Res FR 12, SoR 4; AL OE; Fac Kobolds of Fire Peak; SV Fort +14, Ref +16, Will +9; Str 20, Dex 15, Con 22, Int 11, Wis 16, Cha 7.

Skills: Climb +16, Listen +19, Spot +19, Wilderness Lore +9 (+11 when tracking by scent).

Languages: Kobold (4).

Feats: Alertness, Combat Reflexes, Great Fortitude, Improved Critical (claws), Power Attack, Riposte.

Hunter

Note that a Solusek kobold with 2 levels in ranger gains fire resistance (5) rather than cold and fire resistance (3) as a class ability; further, a Solusek kobold with 3 levels in ranger gains the "heightened scent" ability in place of the ranger's usual "fletcher" ability.

Heightened Scent (Ex): At 3rd level, a kobold ranger gains a +3 competence bonus on all Wilderness Lore checks made to track a creature by scent.

Male Solusek Kobold, Rng 4/War 1: CR 17; SZ Medium-size humanoid (kobold); HD 24d8+144 plus 4d10+24 plus 1d12+6; hp 310; Init +3 (Dex); Spd 30 ft., climb 30 ft.; AC 29 [flat-footed 26, touch 13] (+3 Dex, +16 natural); BAB +23; Grap +28; Atk 2 claws +28 melee (1d10+5, crit 19–20) and bite +23 melee (1d6+2), or +26/+21/+16/+11/+6 ranged (1d4+5, 50 ft., sling); SQ berserking, heightened scent, scent, ultravision, wilds mastery (archer); Res FR 20, SoR 6; AL OE; Fac Kobolds of Fire Peak; SV Fort +19, Ref +21, Will +10; Str 20, Dex 17, Con 22, Int 10, Wis 16, Cha 7.

Skills: Climb +17, Hide +11, Listen +20, Sneak +11, Spot +20, Wilderness Lore +12 (+17 when tracking by scent).

Languages: Kobold (4), Goblin (2).

Feats: Alertness, Combat Reflexes, Great Fortitude, Improved Critical (claws), Power Attack, Quick Draw, Riposte, Track.

Warrior

Male Solusek Kobold, War 5: CR 17; SZ Medium-size humanoid (kobold); HD 24d8+168 plus 5d12+35; hp 343; Init +2 (Dex); Spd 30 ft., climb 30 ft.; AC 29 [flat-footed 27, touch 12] (+2 Dex, +16 natural, +1 cloth armor); BAB +23; Grap +29; Atk 2 claws +30 melee (1d10+8, crit 19–20) and bite +24 melee (1d6+3), or +25 ranged (1d6+6, 30 ft., javelin); SQ berserking, scent, Taunt bonus +2, ultravision; Res FR 15, SoR 4; AL OE; Fac Kobolds of Fire Peak; SV Fort +19, Ref +17, Will +10; Str 22, Dex 15, Con 24, Int 9, Wis 16, Cha 5.

Skills: Climb +16, Jump +11, Knowledge (warcraft) +4, Listen +19, Spot +19, Taunt –1, Wilderness Lore +9 (+11 when tracking by scent).

Languages: Kobold (4), Goblin (1).

Feats: Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Critical (claws), Power Attack, Riposte, Weapon Focus (claws), Weapon Specialization (claws).

Elite Warrior

Male Solusek Kobold, War 10: CR 22; SZ Medium-size humanoid (kobold); HD 24d8+168 plus 10d12+70; hp 427; Init +5 (Dex); Spd 30 ft., climb 30 ft.; AC 34 [flat-footed 29, touch 15] (+5 Dex, +16 natural, +3 armor); BAB +28; Grap +35; Atk +37/+33/+29/+25/+21 melee (1d6+10, crit 15–20, *obsidian scimitar*) and claw +33 melee (1d10+7, crit 19–20) and bite +33 melee (1d6+3), or 2 claws +35 melee (1d10+7, crit 19–20) and bite +33 melee (1d6+3), or +33 ranged (1d6+9 plus 2d6 fire, crit 19–20, 30 ft., *fire-tipped obsidian javelin*); SQ berserking, scent, Taunt bonus +3, ultravision; Res FR 15, SoR 4; AL OE; Fac Kobolds of Fire Peak; SV Fort +22, Ref +22, Will +13; Str 24, Dex 20 (18), Con 24, Int 9, Wis 18, Cha 5.

<n>Skills: Climb +18, Jump +12, Knowledge (warcraft) +8, Listen +20, Spot +20, Taunt +5, Wilderness Lore +10 (+12 when tracking by scent).

Languages: Kobold (4), Goblin (2).

Feats: Alertness, Combat Reflexes, Double Attack, Great Fortitude, Improved Critical (claws), Multiattack, Parry, Power Attack, Riposte, Toughened, Weapon Focus (scimitar), Weapon Specialization (scimitar).

Possessions: Braided kobold-fur armor (as +2 cloth armor), obsidian scimitar, fire-tipped obsidian javelin (see Appendix 2).

Shaman

As printed in Appendix 1 of this book, reprinted here in a condensed stat block for the GM's ease of use.

Male or Female Solusek Kobold: CR 15; SZ Medium-size humanoid (kobold); HD 24d8+144; hp 252; Init +3 (Dex); Spd 30 ft., climb 30 ft.; AC 29 [flat-footed 26, touch 13] (+3 Dex, +16 natural); BAB +18; Grap +22; Atk 2 claws +22 melee (1d10+4, crit 19–20) and bite +17 melee (1d6+2), or +21 ranged; SA spell-like abilities; SQ alchemy mastery, scent, spirit masteries (hungry spirits, spirit lore [Combat Casting]), ultravision; Res FR 12, SoR 4; AL OE; Fac Kobolds of Fire Peak; SV Fort +14, Ref +17, Will +11; Str 18, Dex 17, Con 22, Int 14, Wis 20, Cha 8.

Skills: Channeling +33, Climb +18, Heal +19, Knowledge (folklore) +10, Knowledge (nature) +10, Knowledge (religion) +14, Listen +23, Meditation +32, Spellcraft +14, Spot +23, Trade Skill (alchemy) +13, Wilderness Lore +14 (+16 when tracking by scent).

Languages: Kobold (4).

Feats: Alertness, Combat Casting, Combat Reflexes, Great Fortitude, Improved Critical (claws), Power Attack, Riposte, School Specialization (alteration).

Spell-Like Abilities (mana cost): *Burst of strength* (3), *cancel magic* (5), *frost strike* (17), *healing* (10), *infectious cloud* (13), *insidious fever* (5), *spirit of cheetah* (3), *talisman of the beast* (4). Caster level 12th; save DC 15 + spell level.

Mana Pool: 120.

Erwoo

As printed in Appendix 1 of this book, reprinted here in a condensed stat block for the GM's ease of use.

Male Solusek Kobold: CR 18; SZ Medium-size humanoid (kobold); HD 24d8+72; hp 180; Init +0; Spd 30 ft., climb 30 ft.; AC 26 [flat-footed 26, touch 10] (+16 natural); BAB +18; Grap +19; Atk 2 claws +19 melee (1d10+1, crit 19–20) and bite +14 melee (1d6), or +18 ranged; SA spell-like abilities; SQ alchemy mastery, Greater Specialization (alteration), scent, spirit masteries (hungry spirits, spirit lore [Combat Casting]), ultravision; Res FR 12, SoR 4; AL OE; Fac Kobolds of Fire Peak; SV Fort +11, Ref +14, Will +13; Str 12, Dex 11, Con 16, Int 17, Wis 25, Cha 11.

Skills: Channeling +30, Climb +17, Heal +27, Knowledge (folklore) +12, Knowledge (nature) +12, Knowledge (religion) +18, Listen +30, Meditation +34, Spellcraft +18, Spot +30, Trade Skill (alchemy) +15, Wilderness Lore +16 (+18 when tracking by scent).

Languages: Kobold (4), Dragon (2).

Feats: Alertness, Combat Casting, Combat Reflexes, Great Fortitude, Improved Critical (claws), Power Attack, Riposte, School Specialization (alteration).

Spell-Like Abilities (mana cost, modified for Greater Specialization): *Cancel magic* (5), *enstill* (9), *greater healing* (23), *insidious fever* (5), *raging strength* (9), *scourge* (28), *talisman of Tnarg* (19), *winter's roar* (25). Caster level 18th; save DC 17 + spell level.

Mana Pool: 252.

The Kobolds' Lair

Entrances: Tunnels leading from Lavastorm Mountains to Areas K-1 or K-6.

Exits: The bridges at Areas A and B lead to the goblin warrens; the lava duct at Area D leads to the Solusek Mining Company stronghold; and the descending tunnel at Area E leads to the realm of the vermin, elementals, and efreet.

Random Encounters: Check once every 15 minutes (roll 1d12):

1-6.	No encounter.
7-8.	1d4 kobold hunters or warriors.
9-10.	1d3 kobold hunters/warriors and 1 shaman.
11-12.	1d3+1 kobold hunters/warriors and 1 erwoo.

Detections: None.

Shielding: None.

Continuous Effects: The temperature here always hovers around 80° Fahrenheit. All areas on this level within 60 feet of lava have temperatures above 90° Fahrenheit; within 20 feet of lava, the temperature is above 110° Fahrenheit.

Standard Features: Unless otherwise stated, doors on this level are of stone, 6 feet high and 3 feet wide: 6 inches thick; hardness 8, 60 hp; Stuck DC 20; Locked DC 26; Pick Lock DC 25.

The steaming pools of water found within the caves scald the skin, dealing 1d3 points of heat damage per contact (5d4 points per full round of total immersion).

The kobolds' blind devotion to their master extends even unto death. Recently slain kobolds or those that grow too old to perform their duties pass into a glorious stage of afterlife (as the shamans tell it) by serving Lord Nagafen one last time — as a meal.

Kobold pups receive instruction from the tribe's shamans, ensuring that they know from birth nothing but the glory of serving their great draconic lord. It should be very apparent that kobold society mingles religious zeal and martial duty, with emphasis on specific roles for all kobolds. The Solusek kobolds are inherently more orderly in nature than other kobold tribes throughout Norrath. The kobolds of Fire Peak are split into three clans: the *Arkrar'arr* (warriors), the *Orrrh'arr* (hunters), and the *Arookhyip* (miners and laborers). Each clan's leader, or "*nokh*," ensures that his people perform their duties to the best of their ability. Shamans guide the *nokh* and serve as priests and arbitrators, and also seek out young kobolds who show the potential and devotion necessary to become shamans themselves.

The Solusek kobolds lack the flame and inferno goblins' total invulnerability to fire, but they also dwell furthest of all the local races from the volcanic core of the Eye. Ever concerned with cleanliness, they bathe in steaming pools of sulfurous water. Though virtually immune to the physical damage, the kobolds very clearly suffer the pain caused from immersion in scalding water, so bathing serves not only to cleanse the flesh but is thought to purify the spirit as well. Such rituals are vital in kobold society, for life in the

Eye quickly claims the weak. While kobolds fight every bit as viciously as the hated goblins, the two societies are markedly different; emphasizing these differences, alien though both societies may be to adventurers, will surely make for a much richer gaming experience.

K-1: First Guard Room [EL 21]

The tunnel leading to this area extends 40 yards to the east face of a mountain bordering the great lava pit of Solusek's Eye. This outer cave houses 5 kobold hunters and 1 shaman, all from Clan Orrrh'arr (see Area K-3), who rotate duties every 6 hours with similar teams of six kobolds. The current team remains in this cave, dutifully watching for intruders, while one or two of the other teams occupy Area K-6 and roam the mountains nearby on patrol; others take their rest or visit their families while off-duty.

Two of the guards here are always alert (effectively taking 10 on their Spot and Listen checks), carefully watching for signs of stealthy intrusion, while the other four spend time growling their devotions to Nagafen or entertaining themselves with simple games of chance.

Treasure: The 4 kobolds in the cave who are not currently standing sentry duty often gamble to pass the time; each carries 1d6 gp, 2d8 sp, and 4d10 cp.

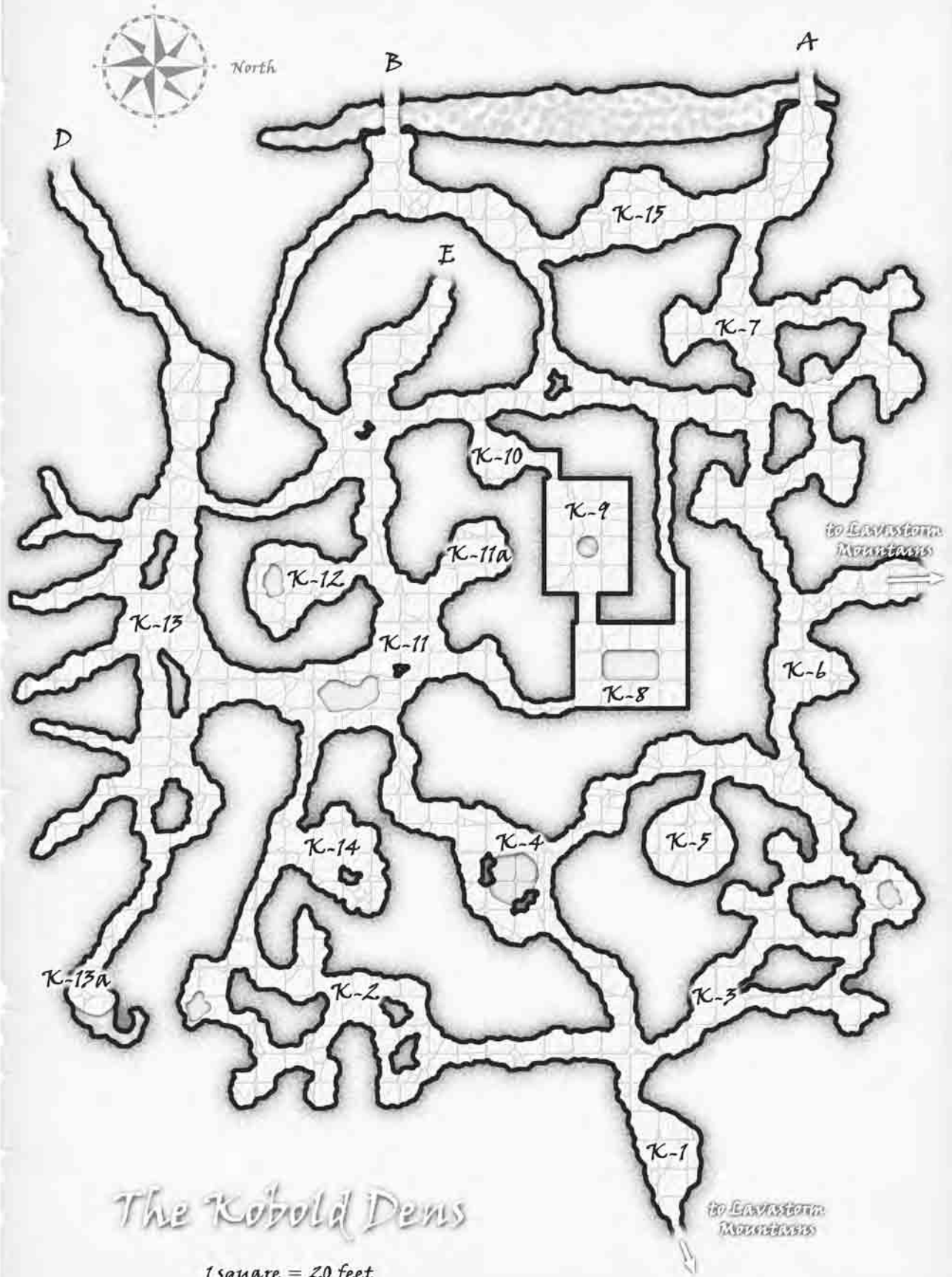
K-2: Holy Workers of Obsidian [EL 17-23]

Much like the goblins of Solusek's Eye, kobold families claim individual caves as their own, usually in a cavern system possessing many proximate niches, to better facilitate a communal spirit. The walls of each den are covered in paintings, most often featuring members of the resident family or their ancestors engaged in battle against intruders, particularly goblins. Other images depict fanciful representations of Lord Nagafen doing battle against shadowy, formless enemies with larger-than-life kobold heroes assisting him.

This set of caves serves as the den of Clan Arookhyip, the miners and common workers of the Solusek tribe. The dens themselves are simply appointed. A single thick mat of woven kobold fur serves as a coarse bed for a family; the females dye the mats a variety of colors, but focus on reds and earth tones to best mirror their environment. Some kobolds decorate their mats with representations of dragon wings to show devotion to Lord Nagafen. Similar themes abound in roughly carved statuettes found throughout the lair. Small obsidian chips, useless for martial purposes or more sophisticated forms of decoration, play a major role in ornamenting the cavern, whether ground into powder for use in pigments or carved and suspended from overhangs as tiny mobiles.

Less fractious and deceitful than goblinkind, the Solusek kobolds do not fear loss of possessions to their neighbors, so the average family cave is often empty during the day as the kobolds attend to their duties. At night, this area contains 17 adult male kobolds (*male Solusek kobold*, Com 0-4, OE; *Kobolds of Fire Peak*), 19 females, 2d4+3 young adults, and 23 noncombatant kobold pups; during the day, the miners are working in Area K-13, though the rest remain here. A lone shaman also watches over the den at all times, rotating duties in the mines and shaping room.

Treasure: A given family's wealth includes 1d6-1 pp, 3d8 gp, 5d6 sp, and 6d6 cp, all tucked away in bag of woven fur. The shaman carries his wealth upon him: 6 pp, 15 gp, 10 sp, and 23 cp.



K-3: Guardians from the Outer World [EL20+]

This series of tunnels houses the families that guard the surface entrances to the kobold caverns and hunt for food in the Lavastorm Mountains. Superficially, it appears little different than the other clan dens, although closer inspection reveals slight variances in design and décor. Adornments here include a greater number of items culled from beyond Solusek's Eye. Basilisk skins drape the walls, and many of these kobolds wear rings or necklaces carved from fire-hardened wood or snakeskin.

The hunters of Clan Orrrh'arr keep these caves as their lair, though their dual duties of guarding the entries to the sacred realm and hunting outside it prevent them from spending much time here. The kobolds guard Areas K-1 and K-6 and share the hunt for game outside the Eye with the kobolds of Clan Arkrarr (see Area K-7). A not-so-friendly rivalry exists between the two clans, as each attempts to out-perform the other at both killing goblins and gathering food. It's rare, but not unheard of, for a lone hunter to fall prey to kobolds from the opposing clan, who then claim the victim's kills for themselves.

There are generally 2d4+1 kobold hunters and 1d3 shamans here, resting in their respective caves or assisting the females in skinning the day's catch. The clan's 17 females and 10 young adults then apportion the food among the sacred realm's denizens, with the best pieces delivered to the nobility. In all, 27 noncombatant pups also reside here with their families when not spending their regulated time with their shaman lesson-givers in Area K-5.

There's also a 20% chance that Nokh Orrrh'arr, the clan leader, is present in his cave at the northwest end of the den. The color of his fur marks the meeting point between deep red and mahogany brown, but gray gradually overtakes both. Nokh Orrrh'arr is the eldest of the all the Solusek kobold clan leaders, even older than the kobold king, yet his wiry frame and lithe movements testify to his continued vigor. Even so, he watches carefully for ambition on the part of potential heirs, always keeping his princes within sight during their occasional trips into the mountains.

Treasure: The five extended families that form the clan each possess individual treasure boxes containing 1d10 pp, 3d10 gp, 5d10 sp, and 5d10 cp. The nokh's own family lair contains triple these amounts.

Nokh Orrrh'arr, Clan Leader, Male Solusek Kobold, Rng 6/War 5/ Ari 6: CR 28; SZ Medium-size humanoid (kobold); HD 24d8+120 plus 6d10+30 plus 5d12+25 plus 6d8+30; hp 458; Init +3 (Dex); Spd 30 ft., climb 30 ft.; AC 32 [flat-footed 29, touch 13] (+3 Dex, +16 natural, +3 armor); BAB +33; Grap +37; Atk +39/+34/+30/+26/+22 (1d10+8 plus chaotic feedback proc, crit 17-20, staff of writhing) and bite +36 melee (1d6+2), or 2 claws +38 melee (1d10+6, crit 19-20) and bite +36 melee (1d6+2), or +36 ranged (1d6+6 plus 2d6 fire, crit 19-20, 30 ft., fire-tipped obsidian javelin); SQ berserking, heightened scent, scent, Taunt bonus +2, ultravision, wilds mastery (improved track); Res DR 4, FR 20, MR 3, PR 6, SoR 6; AL OE; Fac Kobolds of Fire Peak; SV Fort +24, Ref +25, Will +20; Str 18, Dex 16, Con 20 (18), Int 14, Wis 19, Cha 6 (9).

Skills: Channeling +9, Climb +13, Hide +11, Jump +10, Knowledge (local lore) +7, Knowledge (monster lore [goblins]) +7, Knowledge (warcraft) +6, Listen +26, Meditation +6, Search +6, Sneak +11, Spot +26, Trade Skill (tailor-

ing) +6, Wilderness Lore +19 (+24 when tracking by scent).

Languages: Kobold (4), Common (3), Dragon (1), Giant (3), Goblin (4).

Feats: Alertness, Cleave, Combat Reflexes, Dodge, Double Attack, Endurance, Great Fortitude, Improved Critical (claws), Improved Initiative, Multiattack, Parry, Power Attack, Riposte, Toughened, Weapon Focus (claws), Weapon Specialization (claws).

Ranger Spells Usually Prepared (mana cost): *Endure fire* (3), *glimpse* (1), *lull animal* (2), *minor healing* (2), *skin like wood* (2), *snare* (3), *tangling weeds* (2), *true north* (1). Caster level 2nd; save DC 14 + spell level.

Mana Pool: 16.

Possessions: Braided kobold-fur armor (as +2 cloth armor), staff of writhing (see Appendix 2), 2 fire-tipped obsidian javelins (see Appendix 2), gold bloodstone bracelet, pearl necklace (525 gp).

Nokh Orrrh'arr (buffed with *endure fire* and *skin like wood*): hp 461; AC 33 [flat-footed 30, touch 14] (+3 Dex, +16 natural, +3 armor, +1 divine); SQ +2 fire saves; Res FR 28.

K-4: Beasts of the Pit [EL18]

This cavern stinks of smoldering offal and excrement; clearly, the kobolds use this area as a waste depository. Between two massive natural pillars, the cavern floor slopes, forming a caldera. Within this concavity is the source of the unpleasant stench — enough refuse and detritus to fill several wagons. Worse, an intense heat source must lie underneath the caldera, for the refuse bubbles and steams in a manner only trolls might appreciate.

A character entering this room must succeed at a Fortitude save (DC 14) or be *nauseated* for 1d4 rounds. Trolls, accustomed to unpleasantness of all sorts, are immune to this effect. Note also that the *scent* special quality, such as that possessed by kobolds and gorge hounds, does not function in this cavern.

The youngest full adult of Clan Orrrh'arr, Sharlkha (use kobold hunter stats, with 325 hp), enjoys the role of caretaker not for the refuse pit, but for the 4 gorge hounds kept here by his clan. Regarded as unclean beasts by tribal shamans, the hounds have little opportunity to invalidate this designation while kept in the waste pit. Chains allow the hounds the run of the cavern but stop 15 feet short of the cave's three entrances, allowing passage for kobolds hurrying through the stink. Every few days, Sharlkha and perhaps one or two comrades take the hounds hunting for fresh meat.

Though filthy, the gorge hounds eat well enough to maintain their strength and ferocity; further, a year or more spent in the magically infused region of Solusek's Eye has increased their growth markedly. They obey Sharlkha well, immediately attacking intruders while their master runs for help. Sharlkha uses a whip to keep order among the hounds, but prefers to use his claws in combat.

Treasure: Sharlkha carries 5 pp, 19 gp, 17 sp, and a small peridot (70 gp) he found some time ago, thrown by some careless kobold into the refuse pit.

Gorge Hounds (4) [advanced HD]: CR 11; SZ Huge beast; HD 20d10+220; hp 333, 327, 321, 321; Init +2 (Dex); Spd 40 ft., climb 30 ft.; AC 19 [flat-footed 17, touch 10] (–2 size, +2 Dex, +9 natural); BAB

+15; Grap +37; Atkbite +27/+22/+17 melee (2d6+21); Face 10 ft. by 20 ft.; Reach 10 ft.; SA ferocity, drag down; SQ scent; AL N; Fac None; Fort +23, Ref +14, Will +8; Str 39, Dex 14, Con 32, Int 5, Wis 15, Cha 7.

Skills: Climb +22, Hide -2 (+2 in rocky surroundings), Listen +9, Sneak +6, Spot +9, Wilderness Lore +4.

Ferocity (Ex): A gorge hound may operate without penalty even when *exhausted*, *fatigued*, *disabled*, or *dying* (it still dies normally if it reaches -10 hit points).

Drag Down (Ex): A gorge hound that hits with a bite attack can attempt to drag down its opponent as a free action. This works like a trip attack, but does not require a touch attack to initiate the trip nor provoke attacks of opportunity. If the attempt fails, the opponent cannot react to trip the gorge hound.

K-5: Den of Lessons [EL 19]

This cave expands like a bubble into the rock, its walls, ceiling, and floor perfectly rounded and smooth. Pictograms cover every surface of the room, each detailing some aspect of the history of the Solusek kobolds (or at least that version of history taught to kobold pups by their zealous shaman instructors). The pictograms begin at the ceiling's apex and spiral outward and down, growing slightly smaller as they encircle the base of the chamber.

A successful Knowledge (religion) check (DC 20) provides insight into the lessons portrayed on the chamber walls. In the beginning, a hunched figure, vaguely shaped like a kobold but stockier and bearded, spawns the kobold race out of rock hewn by pick from a cavern wall. Imbued with obsidian eyes and molten blood, the first kobolds carve homes from their subterranean world, easily dominating a series of horrific adversaries. The glyphs teach of hubris on the part of the first kobold king, leading to abandonment of the race by its creator. The king — stripped of his former immortality — dies for his apostasy, leading the shamans to assert themselves as the true leaders of kobold society. Despite oaths of eternal devotion, entreaties to the creator go unheard, and a period of darkness descends upon the Renounced.

Time passes, and a being of fire appears before the ruling shaman council and beckons the kobold priests to meet its lord. The following images are the largest in the history, depicting minute kobolds genuflecting before a magnificent winged serpent, a god of magic and fire, true master of the underworld. This dread lord, surrounded by gigantic humanoid servants, charges its new flock with guarding the outer reaches of its lair, an obligation accepted during a solemn ritual of sacrifice and obeisance.

The final rings of glyphs depict the kobolds executing their duty against goblins and other invaders as well as proving themselves against horrors sent by the serpent god to test their resolve. The smallest pictograms represent the arrival of the Eye's most recent invaders: small humanoids identifiable as gnomes. These glyphs diminish in size as available space grows short, as if the kobolds expect some apocalyptic turn of events should their history run the room's course.

At all times, 3 kobold shamans — one from each clan — quarter in this room with a class of 1d10+4 noncombatant pups. Additionally, an erwoo (elder shaman) from one of the three clans is always present as part of a rotation.

Lessons take place in stages. Kobold pups spend five days studying a cycle of the history, then ten days in their home den, learning the day-to-day duties that will occupy the pups through adulthood and unto death.

K-6: Tunnel Watchers [EL 21 or 22]

Vapors from lava-filled vents poison the air of the tunnel just west of this location (the one that leads north, out toward the Lavastorm Mountains). From the cave mouth on the surface to the intersection 10 feet west of Area K-6 is a distance of 70 feet, the whole marked by a steep downward grade. Those in the outward tunnel who do not have appropriate protection (*enduring breath* or the like) must succeed at a Fortitude save (DC 17) each round or be *nauseated* for as long as they remain in the tunnel and for 1d4 rounds thereafter. If the kobolds hear characters afflicted in this manner coming out of the tunnel (Listen DC 15, -1 per afflicted character), they rush fervently into battle from around the corner, attempting to slay the intruders before they can recover fully.

In all, 5 kobold hunters and 1 shaman guard this entrance into the kobold domain; a similarly proportioned second group rotates hunting duties as illustrated in the description for Area K-1. As with Area K-1, two of the kobolds here always watch and listen near the tunnel mouth, alerting their fellows in case of intrusion.

Tactics: The kobolds here do not view retreat as an option. They fight to the death, with at least one hunter protecting the shaman while the latter harasses the intruders with his spells. The shaman prefers to assail the enemy rather than heal warriors.

Treasure: The kobolds each carry a pouch containing 1d6 gp, 2d8 sp, and 4d10 cp.

K-7: Dens of the Inner Guardians [EL 24-25]

Another series of tunnels and niches marks the dwelling place of a kobold clan, with a thousand wall-borne decorations providing insight into that clan's function. Goblin skulls ringed by beads surround shattered or captured goblin weapons — a motif repeated throughout the area. The skulls of other humanoids are rare but also present, particularly those of gnomes, dark elves, and humans. Not all creatures represented walked on two legs: Two sets of huge mandibles frame the entry to each family den. It's readily apparent that these bones represent at least half a dozen separate species — a preview of what lies ahead should the adventurers choose to explore the Eye more deeply.

The Arkrar'arr clan consider themselves the true warriors of the Solusek kobolds, the ones at the forefront of every battle, be it within the sacred realm or when assailing the kobolds' enemies on their own ground. Their duties include watching the bridges and tunnels that lead to the goblin warrens and the gnome stronghold, and scouting the duct that leads below (area E) for signs of vermin or sonic bats. Members of this clan tend to be better fighters than other Solusek kobolds (although the Orrrh'arr would no doubt disagree), and they possess the same unyielding fanaticism in terms of dying for their cause. Even the females of the clan fight ferociously, to the surprise and detriment of those accustomed to dealing only with kobold males.

This clan den routinely houses 2d4+4 male warriors, 1d2 shamans, 14 females (*female Solusek kobold*, Mil 1–4, OE; *Kobolds of Fire Peak*), 1d6 young adults, and 26 noncombatant young, with the elder shaman Erwoo Kharth occupying the northwestern niche. Young adults of the Arkrar'arr clan learn to fight earlier than other kobolds, but they spend little time in their dens in favor of patrolling the sacred realm or venturing into the Lavastorm Mountains.

Tactics: Arkrar'arr kobolds usually fight with greater guile than most other kobolds, effectively utilizing choke points to minimize intruders' effectiveness and sending forces through connecting tunnels to flank their enemies. Long accustomed to doing battle in this environment, an Arkrar'arr kobold acquires a great deal of information simply from listening to the echoes of distant combat: the tunnel in which the battle takes place, the rough numbers present on each side, the tactics fellow kobolds likely use, and the best route to take to coordinate with those tactics.

If surprised, Erwoo Kharth begins a battle here by casting *tumultuous strength* on the 6 closest kobold warriors, and then alternating between buffing or healing allies and afflicting enemies each round thereafter. If he is aware of approaching enemies, he first buffs himself (as shown below), and then casts *tumultuous strength* on his allies.

Treasure: Each of the four family niches includes a stone box, within which are 1d6 pp, 5d10 gp, and 6d10+20 sp. Hidden within Erwoo Kharth's den is a false piece of stone in the wall (Search DC 18) containing a box crafted of stone and obsidian (90 gp); the box holds 17 pp, 42 gp, and a ceremonial silver mask inlaid with lapis lazuli and encrusted with tiny fire opals around the eyes and mouth (900 gp).

Warriors, Male Solusek Kobold, War 5 (buffed with *tumultuous strength*): Grap +32; Atk 2 claws +33 melee (1d10+11, crit 19–20) and bite +27 melee (1d6+4), or +25 ranged (1d6+9, 30 ft., javelin); Str 28.

Erwoo Kharth, Male Kobold Erwoo, War 5/Shm 3 (always buffed with *health* [totem spell]): CR 23; SZ Medium-size humanoid (kobold); HD 24d8+144 plus 5d12+30 plus 3d8+18; hp 363; Init +0; Spd 30 ft., climb 30 ft.; AC 29 [flat-footed 29, touch 10] (+16 natural, +3 armor); BAB +25; Grap +26; Atk 2 claws +26 melee (1d10+1, crit 19–20) and bite +21 melee (1d6), or +25 ranged; SA spells; SQ alchemy mastery, berserking, Greater Specialization (alteration), scent, spirit masteries (hungry spirits, spirit lore [Iron Will], totem spirit), Taunt bonus +2, ultravision; Res DR 5, FR 12, MR 3, SoR 4; AL OE; Fac Kobolds of Fire Peak; SV Fort +22, Ref +16, Will +19; Str 12, Dex 10, Con 23 (17), Int 17, Wis 25, Cha 12.

Skills: Channeling +36, Climb +18, Heal +27, Knowledge (folklore) +12, Knowledge (nature) +12, Knowledge (religion) +18, Knowledge (warcraft) +12, Listen +35, Meditation +38, Spellcraft +20, Spot +35, Trade Skill (alchemy) +19, Wilderness Lore +17 (+19 when tracking by scent).

Languages: Kobold (4), Dragon (2), Giant (2), Gnome (1), Goblin (3).

Feats: Alertness, Combat Casting, Combat Reflexes, Dodge, Extend Spell, Great Fortitude, Improved Critical (claws), Iron Will, Parry, Power Attack, Riposte, School Specialization (alteration).

Shaman Spells Usually Prepared (mana cost, modified for Greater Specialization): *Assiduous vision* (8), *enstill* (9), *gale of poison* (33), *greater healing* (23), *insidious malady* (10),

scourge (28), *tumultuous strength* (23), *winter's roar* (25). Caster level 21st; save DC 17 + spell level.

Mana Pool: 294.

Possessions: Braided kobold-fur armor (dyed red and black; as +2 cloth armor), gold fire opal pendant, *enhancement potion* (Con +4, fire resistance [4]), *potion of rejuvenation*, *rageblood* (hill giant) potion.

Erwoo Kharth (also buffed with *endure magic*, *protect*, *resist poison*, and *scale of wolf*): Spd 50 ft., climb 50 ft.; SQ damage reduction 7/–, +2 magic saves, +4 poison saves; Res MR 11, PR 16.

K-8: The Most Sacred Pool [EL 24 or 25]

The meticulously smooth walls, floor, and even ceiling here mark this chamber as distinct from its neighbors. At the room's center, steam rises from an oblong pool encircled by obsidian tiles, limiting visibility to 15 feet. Upon each wall, a fresco portrays some aspect of kobold life. To the south, kobold miners draw obsidian from the mines and craft it into weapons. To the east, kobolds watch the outer tunnels and hunt for food. The north wall displays kobold warriors in battle with goblins and six or eight-legged horrors, and upon the west wall, a glorious serpent wearing a crown of gem-encrusted gold spreads its wings, one claw raised as if in judgment.

All kobolds visit this room at least once in their lives: Immersion in the scalding waters of the pool binds them into service to Lord Nagafen and, according to the shamans, imbues their flesh with its racial resistance to heat. Otherwise, only shamans, nobles, and the king spend time in this room except for during the annual ceremony celebrating the kobold tribe's allegiance to their draconic patron.

High shaman (or "Erwookh") Arewkhr and his 3 erwoo colleagues occupy this room almost constantly; from here, they advise the king, attend to rituals, and resolve disputes between the clans. The high shaman's champion, Rerrr Hkarr, serves as Arewkhr's agent, lending physical force to the erwookh's theocratic decrees. Rerrr Hkarr is present 75% of the time; otherwise, he is elsewhere (whether within the kobold caves or somewhere beyond) performing some service for the high shaman.

Treasure: Each wall holds a false panel (Search DC 20, –1 for each other panel found) embedded in the design. Behind each of these four panels, a cavity contains thin sheets of obsidian bearing carved liturgies on their surfaces, as well as (in the north, south, and east panels respectively) magical tokens representative of the three local kobold clans: the *crystal face wrap* of Clan Orrrh'arr, the *goblin skull fetish* of Clan Arkrar'arr, and the *diamond-tipped obsidian shard* of Clan Arookhyip (see Appendix 2 for descriptions of these three items). By tradition, only a nokh may withdraw his clan's sacred relic, and only after a ritual appeal to the erwookh, who ensures that the clan leaders pay him proper obeisance before he accedes to their wishes.

Behind the panel on the west wall are hidden treasures passed down from one high shaman to the next over the course of ages. Leather sacks contain 249 pp, 772 gp, 841 sp, and 970 cp. A silver bowl (85 gp) contains an array of gems: 6 amethysts (2d20+65 gp each), 4 emeralds (3d20+110 gp), 4 fire opals (1d20+45 gp), 2 rubies (4d100+1,300) and a jacinth (900 gp). Nestled on top of the gems is a golden idol with obsidian eyes, resembling a hunched and bearded

kobold holding a pick (775 gp), a vestige of ancient kobold religion kept secret even from lesser shamans of the tribe.

Tactics: Rerrr Hkarr, if present, engages the most physically formidable opponent, while his pet flanks his foe. The lesser erwoo encircle Erwookh Arewkhr in defense of the high shaman. The lesser erwoo use their spells to weaken melee combatants and afflict other assailants with venom or disease, while the high shaman supports his allies with buffs and healing (usually starting with a *harnessing of spirit* on his champion, if Rerrr Hkarr is present), all the while protected by his fellow erwoo and his spirit wolf pet.

Despite their proximity to the king's chambers, the kobolds here do not count on receiving aid. Yips for help have a 50% chance of drawing 2 of the king's elite warriors to assist in the fight, while the rest remain in Area K-9 to protect their liege. If defeat seems likely, the high shaman retreats down whichever tunnel seems safe — most likely that leading to Area K-11 or K-7. Kobolds from either location immediately come to his aid, not only in defense of their realm but to curry favor with one of its two most powerful leaders.

Erwookh Arewkhr, High Shaman, Male Solusek Kobold Erwoo, Shm 6: CR 24; SZ Medium-size humanoid (kobold); HD 24d8+72 plus 6d8+18; hp 220; Init +0; Spd 30 ft., climb 30 ft.; AC 31 [flat-footed 31, touch 10] (+16 natural, +5 armor); BAB +22; Grap +22; Atk +23/+16/+9/+2 melee (1d12+4 plus 2d6 *flaming* proc [DC 21], *scorched stonestaff*) and bite +17 melee (1d6), or 2 claws +22 melee (1d10, crit 19–20) and bite +17 melee (1d6), or +22 ranged; SA spells; SQ alchemy mastery, flowing thought I, Greater Specialization (alteration), scent, SR [fire] 15, spirit masteries (hungry spirits, spirit lore [Combat Casting, Mystic Capacity]), ultravision; Res DR 6, FR 16, PR 5, SoR 5; AL OE; Fac Kobolds of Fire Peak; SV Fort +14, Ref +16, Will +23; Str 10, Dex 11, Con 16, Int 17, Wis 26, Cha 14.

Skills: Channeling +36, Climb +15, Heal +28, Knowledge (folklore) +16, Knowledge (nature) +13, Knowledge (religion) +20, Listen +33, Meditation +41, Spellcraft +23, Spot +33, Trade Skill (alchemy) +22, Trade Skill (tailoring) +12, Wilderness Lore +17 (+19 when tracking by scent).

Languages: Kobold (4), Common (2), Dragon (4), Goblin (3), Giant (3).

Feats: Alertness, Combat Casting, Combat Reflexes, Great Fortitude, Improved Critical (claws), Iron Will, Mental Clarity, Mystic Capacity, Power Attack, Quicken Spell, Riposte, School Specialization (alteration).

Shaman Spells Usually Prepared (mana cost, modified for Greater Specialization): *Agility* (16), *alacrity* (18), *blast of poison* (33), *frenzied spirit* (83), *greater healing* (23), *guardian* (25), *harnessing of spirit* (71), *nullify magic* (8), *tumultuous strength* (23). Caster level 24th; save DC 18 + spell level.

Mana Pool: 384.

Possessions: *Studded kobold-fur armor* (as +2 *studded leather*), *scorched stonestaff* (see Appendix 2), *enhancement potion* (Con +6, Dex –1), *stillblood* potion, *poison focus II* potion, *concentration* potion, *shifting spectre* potion.

Erwookh Arewkhr (buffed with *enhancement potion* and with *agility*, *alacrity*, *endure fire*, *guardian*, and *tumultuous strength*): HD 24d8+144 plus 6d8+36; hp 310; Init +4 (*agility*); AC 32 [flat-footed 26, touch 16] (+16 natural, +4 dodge, +2 haste); Grap +25; Atk +26/+19/+12/+5 melee (1d12+8 plus 2d6 *flaming* proc [DC 21], *scorched stonestaff*) and bite +20 melee (1d6+1), or 2 claws +25 melee (1d10+3, crit 19–20) and bite +20 melee (1d6+1); SQ damage reduction 12/–,

haste (5) [1 extra action every round], +2 fire saves; Res FR 24; SV Fort +17; Str 16, Dex 10, Con 22.

Erwookh Arewkhr's Pet, Type 4 Spirit Wolf (buffed with *tumultuous strength*): CR —; Large magical beast; HD 17d10+102; hp 196; Init +6 (+2 Dex, +4 Improved Initiative); Spd 70 ft.; AC 20 [flat-footed 18, touch 11] (–1 size, +2 Dex, +9 natural); BAB +17; Grap +31; Atk bite +26/+21/+16/+11 melee (2d10+15); Face 5 ft. by 10 ft.; Reach 5 ft.; SA magic attack +5, drag down; SQ damage reduction 5/–, infravision, scent, SR 20; AL N; Fac None; SV Fort +16, Ref +12, Will +8; Str 30 (24), Dex 15, Con 23, Int 5, Wis 17, Cha 10.

Skills: Hide +1, Jump +15, Listen +8, Sneak +7, Spot +8, Wilderness Lore +5 (+9 when tracking by scent).

Feats: Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack.

Rerrr Hkarr, High Shaman's Champion, Male Solusek Kobold, Shd 16: CR 24; SZ Medium-size humanoid (kobold); HD 24d8+144 plus 16d10+96; hp 411; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft., climb 30 ft.; AC 35 [flat-footed 31, touch 14] (+4 Dex, +16 natural, +5 armor); BAB +34; Grap +41; Atk +45/+41/+37/+33/+29 melee (2d4+13 plus 2d6 unholy and *malise* proc [Proc DC 21], crit 15–20, *Heartleech*) and bite +36 melee (1d6+3), or 2 claws +41 melee (1d10+7, crit 19–20) and bite +36 melee (1d6+3), or +38 ranged; SA harm touch 1/day (48 hp; Fort half, DC 22), spells; SQ armored casting, scent, ultravision, +2 disease saves; Res DR 3, FR 14, MR 6, PR 8, SoR 6; AL OE; Fac Kobolds of Fire Peak; SV Fort +26, Ref +23, Will +18; Str 24, Dex 19 (15), Con 22, Int 18 (16), Wis 16, Cha 7.

Skills: Channeling +28, Climb +17, Knowledge (mysticism) +16, Listen +21, Meditation +16, Spellcraft +22, Spot +21, Taunt +11, Undead Empathy +6, Wilderness Lore +9 (+11 when tracking by scent).

Languages: Kobold (4), Common (1), Gnome (3), Goblin (3).

Feats: Alertness, Combat Reflexes, Double Attack, Finishing Blow, Great Fortitude, Improved Critical (claws), Improved Initiative, Parry, Power Attack, Riposte, Weapon Focus (falchion).

Shadow Knight Spells Usually Prepared (mana cost): *Cancel magic* (5), *engulfing darkness* (10), *gather shadows* (6), *heart flutter* (16), *lifedraw* (10), *shadow vortex* (7), *shroud of hate* (10), *strengthen death* (6). Caster level 12th; save DC 14 + spell level.

Mana Pool: 104.

Possessions: +1 *chain shirt*, *carnal pauldrons*, *Heartleech* (see Appendix 2), *charred boots*, *petrified Erudite-heart amulet*, *enhancement potion* (Str +4, Will save +4), 16 finger-sized pieces of bone.

Rerrr Hkarr's Pet, Type 7 Skeletal Companion (buffed with *strengthen death*): CR —; Large undead; HD 12d12; hp 85; Init –1 (Dex); Spd 30 ft.; AC 16 [flat-footed 15, touch 10] (–1 size, –1 Dex, +6 natural, +1 deflection, +1 haste); BAB +6; Grap +15; Atk +8/+3 melee (3d6+7, Huge greatclub) and slam +8 melee (1d6+5), or 2 claws +10 melee (1d8+5); Reach 10 ft.; SA magic attack +2; SQ damage reduction 10/+1, *haste* (3) [1 extra action every 3rd round, –1 weapon delay], immunities, infravision, see invisible, undead, SR 15; AL N; Fac None; SV Fort +4, Ref +3, Will +7; Str 21 (19), Dex 9, Con —, Int 4, Wis 9, Cha 1.

Skills: Listen +9, Spot +9, Taunt +9.

Feats: Slam.

Immunities (Ex): Skeletal companions are unaffected by cold damage and take only half damage from piercing or slashing weapons.

See Invisible (Su): A skeletal companion can continuously see invisible, as the spell.

K-9: Grand Chamber of the Fire Pit [EL 28]

This impressive hall serves as King Rarook's audience chamber. Four stout pillars support the ceiling, simply crafted, ringed by oval shards of obsidian. Carven reliefs of past kings decorate the walls, with King Rarook's aged visage being the 30th (though a non-kobold distinguishes the king's portrait from the others only with close examination). A massive pit exposes a pool of lava 50 feet below, a simple reminder of the king's power over life and death for any kobold other than the high shaman and his inner circle. King Rarook himself observes proceedings from a throne carved from a block of solid obsidian; a faint reddish haze (from the lava below) slightly blurs his features.

Only the king and his personal guards (including his champion), clan leaders, erwoo, and Singe (see Area L-8 in Chapter 5) may enter this chamber without being summoned. Even the queen is present only for certain ceremonies; otherwise, she and her attendants wait in the king's private den.

Normally, King Rarook and his champion Rerrr Virorrkh occupy this chamber along with Rarook's son Prince Arrookh and 6 elite kobold warriors. Despite his great age, the king is a prime example of his kind — stout, mentally and physically quick, and able in battle. His bristly coat is "marked by the black bones" in kobold speech; that is, his fur is black like obsidian, though with a few white and brown stripes upon his back (and he is turning gray around the muzzle). The king's champion, a cousin, proudly displays the scars underscoring his dark brown coat; his left ear lacks a tip, and his gait suffers from a slight limp, though this does not seem to slow him down any.

The Eye's inherent magical energies have been guided by Nagafen to permeate the kobold king's throne as a blessing for good service, granting Rarook several benefits when he's within 5 feet of it. First, he receives a +4 bonus on all Will saves against mind-influencing spells; further, he may *see invisible* and cannot be harmed by fire while in range of the throne. Attunement to the throne is inherited, passed on to roughly one-third of a king's children. For generations, kobold high shamans have awaited a king whose issue fails the tests of attunement, that they might assert supreme power over the tribe. (For the king's and his heir's protection, none of the younger princes know if they are attuned to the throne.)

Tactics: In combat, the king and champion are careful not to let their weapon processes strike one another. They are less careful concerning the other guards, but still do not risk harming their allies if it can be avoided. If truly threatened, the king retreats into his private chambers while his champion and personal guards hold off the attackers. He then passes through the secret door and rushes, with his queen, to Area K-15.

Prince Arrookh, Male Solusek Kobold, Shd 8/Ari 2: CR 17; SZ Medium-size humanoid (kobold); HD 24d8+144 plus 8d10+48 plus 2d8+12; hp 363; Init +4 (Dex); Spd 30 ft., climb 30 ft.; AC 35 [flat-footed 31, touch 14] (+4 Dex, +16 natural, +3 armor, +2 shield); BAB +27; Grap +33; Atk +34/+29/+24/+19/+14 melee (1d6+7, crit 15–20, *obsidian scimitar*) and bite +28 melee (1d6+3), or 2 claws +33 melee (1d10+6, crit 19–20) and bite +28 melee (1d6+3), or +33 ranged (1d6+8 plus 2d6 fire, crit 19–20, *fire-tipped obsidian javelin*); SA harm touch 1/day (24 hp; Fort half, DC 16), spells; SQ armored casting, scent, ultravision; Res DR 3, FR 15, MR 6, PR 3, SoR 4; AL OE; Fac Kobolds of Fire Peak; SV Fort +22, Ref +20, Will +17; Str 22, Dex 18, Con 22, Int 15, Wis 14, Cha 8.



Skills: Channeling +19, Climb +17, Intimidate +8, Knowledge (local lore) +7, Knowledge (mysticism) +8, Listen +18, Meditation +6, Search +4, Sense Motive +5, Spellcraft +8, Spot +18, Wilderness Lore +8 (+10 when tracking by scent).

Languages: Kobold (4), Goblin (2), Giant (2).

Feats: Alertness, Cleave, Combat Reflexes, Finishing Blow, Great Fortitude, Improved Critical (claws), Parry, Power Attack, Riposte.

Shadow Knight Spells Usually Prepared (mana cost): *Clinging darkness* (3), *despair* (2), *grim aura* (4), *fear* (7), *lifespike* (3), *locate corpse* (1), *sense the dead* (1), *siphon strength* (1). Caster level 4th; save DC 12 + spell level.

Mana Pool: 16.

Possessions: Braided kobold-fur armor (as +2 cloth armor), large steel shield, obsidian scimitar, fire-tipped obsidian javelin (see Appendix 2), 4 finger-sized pieces of bone.

Rerrr Virorrrkh, King's Champion, Male Solusek Kobold, Shd 17: CR 24; SZ Medium-size humanoid (kobold); HD 24d8+144 plus 17d10+102; hp 429; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft., climb 30 ft.; AC 36 [flat-footed 32, touch 14] (+4 Dex, +16 natural, +6 armor); BAB +35; Grap +43; Atk +45/+41/+37/+33/+29 melee (2d4+15 plus 2d6 unholy and *word of pain* proc [Proc DC 20], crit 18–20, *Painbringer*) and bite +41 melee (1d6+4), or +43/+39/+35/+31/+27 melee (2d4+15 plus 2d6 unholy and *word of pain* proc [Proc DC 20], crit 18–20, *Painbringer*) and bash +39 melee (1d6+5 and 1d8+3 plus *daze* [Fort negates, DC 18], *shield of the slain unicorn*) and bite +39 melee (1d6+4), or 2 claws +43 melee (1d10+8, crit 19–20) and bite +41 melee (1d6+4), or +39 ranged; SA harm touch 1/day (51 hp; Fort half, DC 22), spells; SQ armored casting, light fortification (25% ignore criticals), mana preservation I, scent, ultravision, +2 disease saves; Res DR 4, FR 17, MR 11, PR 3, SoR 5; AL OE; Fac Kobolds of Fire Peak; SV Fort +26, Ref +23, Will +19; Str 26 (25), Dex 19 (16), Con 23, Int 18, Wis 16 (15), Cha 5.

Skills: Channeling +30, Climb +18, Intimidate +15, Knowledge (mysticism) +16, Listen +21, Meditation +17, Spellcraft +22, Spot +22, Wilderness Lore +9 (+11 when tracking by scent).

Languages: Kobold (4), Common (2), Giant (2), Goblin (2).

Feats: Alertness, Bash, Cleave, Combat Reflexes, Double Attack, Finishing Blow, Great Fortitude, Improved Critical (claws), Multiattack, Parry, Power Attack, Riposte.

Shadow Knight Spells Usually Prepared (mana cost, modified for mana preservation I): *Engulfing darkness* (9), *gather shadows* (6), *heart flutter* (15), *shieldskin* (7), *shroud of hate* (9), *shroud of pain* (17), *siphon life* (12), *strengthen death* (6). Caster level 13th; save DC 14 + spell level.

Mana Pool: 107.

Possessions: +2 light-fortified chain shirt, carnal pauldrons, *shield of the slain unicorn*, *Painbringer* (see Appendix 2), *firewalker boots*, *platinum armband*, 5 cat's eye agates, 11 finger-sized pieces of bone.

Rerrr Virorrrkh (buffed with *shieldskin*): hp 429 + 6d6 = ave. 450.

Rerrr Virorrrkh's Pet, Type 8 Skeletal Companion (buffed with *strengthen death*): CR —; Large undead; HD 14d12; hp 86; Init –1 (Dex); Spd 30 ft.; AC 17 [flat-footed 16, touch 10] (–1 size, –1 Dex, +7 natural, +1 deflection, +1 haste); BAB +7; Grap +17; Atk 2 claws +12 melee (1d8+6), or 2 claws +10 melee (1d8+6) and slam +10 melee (1d6+6); Reach 10 ft.; SA magic attack +3; SQ damage reduction 10/+1, haste (3) [1 extra action every 3rd round, –1 weapon delay], immunities, infravision, see invisible, undead, SR 16; AL N; Fac None;

SV Fort +4, Ref +3, Will +10; Str 22 (20), Dex 9, Con —, Int 5, Wis 9, Cha 1.

Skills: Listen +11, Spot +11, Taunt +12.

Feats: Slam.

King Rarook, Male Solusek Kobold, War 1/Shd 19: CR 26; SZ Medium-size humanoid (kobold); HD 24d8+144 plus 1d12+6 plus 19d10+114; hp 506; Init +4 (Dex); Spd 30 ft., climb 30 ft.; AC 36 [flat-footed 32, touch 14] (+4 Dex, +16 natural, +6 armor); BAB +38; Grap +44; Atk +49/+44/+39/+34/+29 melee (2d6+11 plus *word of shadow* proc [Proc DC 21], crit 18–20/x3, *Fleshripper*) and bite +39 melee (1d6+3), or 2 claws +44 melee (1d10+6) and bite +39 melee (1d6+3), or +42 ranged; SA harm touch 1/day (57 hp; Fort half, DC 24), spells; SQ armored casting, berserking, reagent conservation III, scent, ultravision, +2 disease saves; Res DR 6, FR 18, MR 10, PR 5, SoR 5; AL OE; Fac Kobolds of Fire Peak; SV Fort +29, Ref +24, Will +22; Str 23 (21), Dex 18 (15), Con 22, Int 20, Wis 20 (18), Cha 11.

Skills: Channeling +30, Climb +16, Intimidate +16, Knowledge (mysticism) +17, Listen +24, Meditation +20, Spellcraft +23, Spot +24, Wilderness Lore +11 (+13 when tracking by scent).

Languages: Kobold (4), Common (3), Dragon (4), Giant (4), Goblin (4).

Feats: Alertness, Cleave, Combat Reflexes, Dodge, Double Attack, Finishing Blow, Great Fortitude, Improved Critical (greataxe), Improved Disarm, Parry, Power Attack, Riposte, Sunder, Weapon Focus (greataxe).

Shadow Knight Spells Usually Prepared (mana cost): *Abduction of strength* (1), *engulfing darkness* (10), *gather shadows* (6), *heart flutter* (16), *shieldskin* (7), *shroud of pain* (17), *siphon life* (12), *strengthen death* (6). Caster level 15th; save DC 15 + spell level.

Mana Pool: 153.

Possessions: +2 chain shirt, carnal pauldrons, *Fleshripper* (see Appendix 2), *runed lava pendant*, *runed mithril bracer* (see Appendix 2), 6 cat's eye agates, 13 finger-sized pieces of bone.

King Rarook (buffed with *deadeye* and *shieldskin*): hp 506 + 6d6 = ave. 527; SQ infravision, see invisible.

King Rarook's Pet, Type 10 Skeletal Companion (buffed with *strengthen death*): CR —; Large undead; HD 18d12; hp 119; Init +0; Spd 30 ft.; AC 21 [flat-footed 20, touch 11] (–1 size, +10 natural, +1 deflection, +1 haste); BAB +7; Grap +21; Atk 2 claws +16 melee (1d10+8), or 2 claws +14 melee (1d10+8) and slam +14 melee (1d10+8 plus *daze* [Fort neg., DC 18]); Reach 10 ft.; SA magic attack +4; SQ damage reduction 10/+2, haste (3) [1 extra action every 3rd round, –1 weapon delay], immunities, infravision, see invisible, undead, SR 18; AL N; Fac None; SV Fort +6, Ref +6, Will +10; Str 26 (24), Dex 10, Con —, Int 6, Wis 9, Cha 1.

Skills: Listen +12, Spot +12, Taunt +15.

Feats: Improved Slam, Slam.

K-10: The King's Den [EL 15]

King Rarook's private chamber contains many comforts, most stolen from caravans passing through the Lavastorm Mountains. Incense softens the scorched stench that saturates the Eye elsewhere. Silken feather pillows comfort the royal family's rest, tapestries conceal stone walls, and valuable decorations beautify stolen furniture. A wardrobe — crafted by humans, based upon its dimensions — holds only a few practice weapons; kobolds disdain clothing such as other humanoids wear. The tapestries clash with each other in theme and color due to separate

origins, but they symbolize for the king his conquering of civilizations beyond the mountains. Empty vials once containing perfume sit empty; as they were too noxious for kobold senses, the king long ago poured the offending liquids into the fire pit.

Queen Yirarra (*female Solusek kobold, Ari 5, OE; Kobolds of Fire Peak*) spends most of her days here with 2 attendants (*female Solusek kobold, Exp 3, OE; Kobolds of Fire Peak*) and the 2 females among her six living pups (*female young adult Solusek kobold, Ari 1, OE; Kobolds of Fire Peak*). The eldest son and heir, Arrookh, normally attends on the king, while his 3 younger brothers are generally out learning to fight, hunt, command, and plot.

Accustomed to a pampered life, the queen fights only if doing so ensures victory. Otherwise, she and her pups escape through the secret tunnel and flee to Area K-15 to alert the warriors of Clan Arkar'arr. Her attendants either flee with her or, if necessary, sacrifice themselves to ensure her escape.

Treasure: The room's furnishings make for a cumbersome prize, but the 12 pillows (30 gp total), 6 tapestries (275 gp total), incense (12 gp), and wardrobe (35 gp) do have some value. The king and queen care more for valuable objects than coins, so a stone box featuring a dragon carved in bas-relief contains only 44 pp and 53 gp. An intricately carved lute (grants a +1 nonmagical enhancement bonus to Play String Instrument checks) featuring ivory inlay offset by black gems (1,100 gp) sits in a corner unused — kobold claws only destroy such fine instruments. An embroidered silk shawl (2,250 gp) favored by Queen Yirarra features abstract designs woven with fine mithril thread, a rarity likely unappreciated by its current owner.

A dozen statuettes — the products of artisans from four different races — sit within niches spaced about the chamber. The three dark elf statuettes are all of silver, featuring nude female elves weeping minuscule ruby tears (600 gp as a set). Two human carvings of aromatic rosewood complete an intimate set, a man and woman with arms outstretched, designed as fitting bookends for a worshipper of Erollisi Marr (200 gp for the pair). Six of the figurines are of Erudite design, carved from green jade, and represent the pursuits admired by most Erudites — i.e., one for each PC class applicable to good-aligned Erudites, plus a fisherman (300 gp each). The last figurine is a platinum acorn, a simple yet precious work from halfling hands (950 gp).

K-11: The Hall of Howling [EL 23]

This spacious cavern contains innumerable depictions of Lord Nagafen in various forms and media: carvings in the wall, pigments, mosaics set into the floor and — undoubtedly the most effective — a palette of quartz crystals embedded into the high ceiling, producing a faintly glowing draconic form in flight. A natural spring feeds a deep pool in the southeastern end of the cavern. A fungus that somehow thrives in such conditions causes an eerie phosphorescent glow in the pool that reflects throughout the cavern, heightening the effect of the draconic icons.

The Hall of Howling acts as a shrine and communal gathering place for the common kobold populace. Kobolds use the pool not only to clean themselves but also as a test of virtue, for despite a Solusek kobold's resistance to heat,

the scalding water nonetheless causes them considerable pain. It is not for the resultant shrieks, however, that the kobolds named this cavern. Rather, during religious ceremonies, the high shaman exhorts his flock to howl out the depths of their zealous devotion, to howl so that their divine patron Nagafen hears, that he may know he chose servants worthy of him.

K-11a: This chamber serves as den to the Keeper of the Hall and his personal guards. At the entrance stands a bronze brazier, its bowl sculpted into a dragon's maw opened upwards, within which burns hot coals. A dozen strings of beads — differently colored for each string — descend from hooks in the ceiling, each bead bearing a symbol. A long pole topped with a catch leans against the back wall, evidently for use in removing and replacing these strings. Thick rugs not of kobold manufacture serve as bedding for the Keeper and his retinue. Shelves carved into the chamber walls hold personal belongings.

Erwoogh Harr'ro is the current Keeper of the Hall (as denoted by the title "Erwoogh"), a wiry kobold with a white-spotted mahogany pelt and a muzzle just starting to show hints of gray. Older than he appears, Harr'ro holds a position of esteem, and looks forward to assuming the role of High Shaman should he outlive Erwookh Arewkhr. Though patient in awaiting his inevitable rise to the position of High Shaman, he does not intend to die before Erwookh Arewkhr.

Erwoogh Harr'ro did not rise to his position through a meek spirit; he does not retreat unless forced to do so, and is fond of attacking foes in melee once he has buffed himself and his allies fully. At all times, 3 warriors and a shaman attend him, rarely leaving this area. In combat, the Keeper's attendants unhesitatingly protect him with their lives.

Each suspended string of beads contains a ritual of some sort, perhaps asking for the dragon's blessings upon miners, warriors, and hunters, or calling for poxes and curses upon the kobold's enemies.

Treasure: The beads are valuable only to the kobolds — for whom they are minor relics — and perhaps to interested scholars. Each guard and the shaman possess 2d6 gp, 4d6 sp, and a silver amethyst earring denoting their station (110 gp each).

Erwoogh Harr'ro, Keeper of the Hall, Male Solusek Kobold, Shm 4 (always buffed with *furious strength* [totem spell]): CR 22; SZ Medium-size humanoid (kobold); HD 24d8+96 plus 4d8+16; hp 239; Init +1 (Dex); Spd 30 ft., climb 30 ft.; AC 30 [flat-footed 29, touch 11] (+1 Dex, +16 natural, +3 armor); BAB +21; Grap +26; Atk +29/+24/+19/+14/+9 melee (1d8+8 plus 2d6 *shock* proc [DC 20], crit 19–20/x3, *Thundershaft*) and bite +21 melee (1d6+2), or 2 claws +26 melee (1d10+5, crit 19–20) and bite +21 melee (1d6+2), or +22 ranged; SA spells; SQ alchemy mastery, Greater Specialization (alteration), scent, spirit masteries (hungry spirits, spirit lore [Mystic Capacity], totem spirit), ultravision, +1 electricity saves; Res DR 3, ER 4, FR 15, PR 3, SoR 6; AL OE; Fac Kobolds of Fire Peak; SV Fort +15, Ref +16, Will +19; Str 20 (14), Dex 13, Con 18, Int 17, Wis 24, Cha 12.

Skills: Channeling +34, Climb +18, Heal +26, Knowledge (folklore) +15, Knowledge (nature) +12, Knowledge (religion) +19, Listen +31, Meditation +38, Spellcraft +20, Spot +31, Trade Skill (alchemy) +21, Wilderness Lore +17 (+19 when tracking by scent).

Languages: Kobold (4), Common (3), Dragon (3), Goblin (2), Giant (3).

Feats: Alertness, Combat Casting, Combat Reflexes, Enlarge Spell, Great Fortitude, Improved Critical (claws), Mental Clarity, Mystic Capacity, Power Attack, Riposte, School Specialization (alteration).

Shaman Spells Usually Prepared (mana cost, modified for Greater Specialization): *Alacrity* (18), *blizzard blast* (33), *cannibalize II* (0), *furious strength* (12), *fury* (8), *greater healing* (23), *guardian* (25), *incapacitate* (23), *nullify magic* (8). Caster level 22nd; save DC 17 + spell level.

Mana Pool: 308.

Possessions: *Braided kobold-fur armor* (as +2 cloth armor), *Thundershaft* (see Appendix 2), *enhancement potion* (Dex +4, Con +4), *stillblood potion*, *concentration potion*.

Erwoogh Harr'ro (also buffed with *enhancement potion* and with *alacrity*, *fury*, and *guardian*): HD 24d8+144 plus 4d8+24; hp 295; Init +10 (+7 Dex, +3 *fury*); AC 43 [flat-footed 34, touch 24] (+7 Dex, +16 natural, +3 armor, +2 haste, +2 insight, +3 *fury*); Grap +29; Atk +32/+27/+22/+17/+12 melee (1d8+11 plus 2d6 *shockproc* [DC 20], crit 19–20/x3, *Thundershaft*) and bite +24 melee (1d6+4), or 2 claws +29 melee (1d10+8, crit 19–20) and bite +24 melee (1d6+4), or +28 ranged; SA spells; SQ damage reduction 12/–, haste (5) [1 extra action every round]; SV Fort +17, Ref +22; Str 27, Dex 24, Con 22.

Erwoogh Harr'ro's Pet, Type 3 Spirit Wolf (buffed with *alacrity* and *furious strength*): CR —; Large magical beast; HD 15d10+75; hp 151; Init +6 (+2 Dex, +4 Improved Initiative); Spd 70 ft.; AC 21 [flat-footed 17, touch 13] (–1 size, +2 Dex, +8 natural, +2 haste); BAB +15; Grap +28; Atk bite +23/+18/+13 melee (2d8+13); Face 5 ft. by 10 ft.; Reach 5 ft.; SA magic attack +4, drag down; SQ damage reduction 4/–, haste (5) [1 extra action every round]; infravision, scent, SR 18; AL N; Fac None; SV Fort +14, Ref +11, Will +7; Str 28 (22), Dex 14, Con 21, Int 5, Wis 16, Cha 10.

Skills: Hide +1, Jump +14, Listen +7, Sneak +7, Spot +7, Wilderness Lore +5 (+9 when tracking by scent).

Feats: Dodge, Improved Initiative, Mobility, Power Attack.

K-12: The Spirits of Nagafen [EL 17]

Icons similar to those in Area K–11 decorate this chamber, which also contains a pool of steaming water. It is neither so large nor as deep as that within the Hall of Howling, and a number of coins and gems — perhaps religious offerings — are visible at its bottom.

This chamber is the original Hall of Howling, but now only receives visits by the Keeper of the Hall and his shaman assistant. A generation ago, a spirit arose from the pool, menacing the shamans keeping vigil within the room. The Keeper at that time interpreted the spirit as being a servant of Lord Nagafen, and its threatening gestures as a command to sanctify the cave and abandon it to the spirit. Other kobold leaders considered the spirit no messenger, but a threat to be destroyed. The High Shaman finally spoke in favor of the Keeper's view, a decision that resulted in the much larger Hall of Howling now in use.

In fact, the spirit is no servant of Nagafen, but actually a steam elemental attracted to the spring by the Eye's potent energies. Though strengthened far beyond the size and strength of others of its kind by the power coruscating through Solusek's Eye, the elemental simply wishes to be left alone. It is dull-witted, yet it understands on some level that the kobolds honor it, so it tolerates the occasional visit. Adventurers attempting to draw its treasure from the pool, however, invite immediate attack. Despite its great power relative to others of its kind, the elemental is unlikely to

fare well against characters protected from fire. If defeat seems likely, it passes from the pool to the spring that feeds it, leaving the intruders to do what they will in this chamber.

Note that the water in the pool is scalding hot, but not quite boiling. Contact with the pool results in 1 point of heat (fire) damage per contact. Additionally, a character must make a Fortitude save (DC 13, +1 per previous check) for every 2 full rounds spent in the water or take 1d4 points of subdual damage.

Treasure: Scattered across the bottom of the pool are 27 gp, 33 sp, and 43 cp in coins; 4 aquamarines (1d6 sp each); 2 garnets (1d10+40 gp each); 4 hematites (1d10+10 sp each); 3 onyxes (1d8+3 gp each); and a topaz (50 gp). A character can gather up any 3 coins or gems in a round; an Appraise check (DC 15) each round can allow him or her to choose the 3 most expensive objects remaining for that round.

Greater Steam Elemental (I): CR 17; SZ Huge elemental (fire, water); HD 47d8+329; hp 540; Init +13 (+9 Dex, +4 Improved Initiative); Spd 40 ft.; AC 35 [flat-footed 26, touch 17] (–2 size, +9 Dex, +18 natural); BAB +35; Grap +54; Atk slam +45/+40/+35/+30/+25 melee (3d6+16 plus 2d10 heat and *daze* [Fort neg., DC 21]), or touch +44/+39/+34/+29/+24 melee (2d10 heat); Face 10 ft. by 10 ft.; Reach 15 ft.; SA heat, scalding rush; SQ damage reduction 20/+4 and 6/–, damage shield (5), elemental, fire subtype, ultravision; AL N; Fac None; SV Fort +22, Ref +34, Will +15; Str 32, Dex 29, Con 25, Int 4, Wis 10, Cha 11.

Skills: Listen +45, Spot +45.

Feats: Alertness, Combat Reflexes, Dodge, Improved Dodge, Improved Initiative, Improved Slam, Mobility, Riposte, Spring Attack, Weapon Focus (slam).

Heat (Ex): The greater steam elemental deals 2d10 points of heat damage with each successful melee attack.

Scalding Rush (Ex): May pass over and around Huge or smaller creatures as an attack action. It cannot make a melee attack during a round in which it rushes, but merely needs to move over its opponents, affecting as many as it can pass over in a single move action. Affected opponents may attempt attacks of opportunity against it, or make a Reflex save (DC 42) to avoid being scalded; on a successful save, they jump back or aside. Scalded creatures take 3d10 points of damage from the great heat.

K-13: Mining the Black Bones of the Earth [EL 19]

This vast cavern and series of tunnels shows signs of long term excavation. During the day, the miners of Clan Arookhyip chip away at tunnel walls, seeking the next major vein of the precious stone. Three troughs, each divided in the center, contain water for drinking and cleaning face and paws. A crate contains a few slabs of unworked obsidian yet to be taken to the crafters. A brazier of hot coals serves as a light source; kobolds carry the coals on concave rocks into the tunnels. A bright glow and wash of heat emanate from the eastern tunnel.

By day, 13 adult male Clan Arookhyip kobolds (*male Solusek kobold*, Com 0–4, OE; *Kobolds of Fire Peak*) work the mines, overseen by Erzhh, the son of the clan leader. They rely on a variety of implements for their work, those not of obsidian probably stolen from other residents of the Eye. The mining tools make poor weapons, so during combat the miners usually rely on tooth and claw. Erzhh wishes in

his heart that he had been born to the warrior clan, so he relishes the rare opportunity to slay an intruder.

Nokhra Erzhh, Clan Leader's Heir, Male Solusek Kobold, Mil 4/Exp 4: CR 17; SZ Medium-size humanoid (kobold); HD 24d8+144 plus 4d8+24 plus 4d6+24; hp 357; Init +3 (Dex); Spd 30 ft., climb 30 ft.; AC 30 [flat-footed 27, touch 13] (+3 Dex, +16 natural, +1 armor); BAB +25; Grap +30; Atk +32/+28/+24/+20/+16 melee (1d4+7 plus 2d6 flamingproc [DC 20], crit 19–20, *obsidian shard*) and claw +26 melee (1d10+2, crit 19–20) and bite +25 melee (1d6+2), or 2 claws +31 melee (1d10+5, crit 19–20) and bite +25 melee (1d6+2), or +28 ranged; SQ scent, ultravision; Res FR 16, SoR 6; AL OE; Fac Kobolds of Fire Peak; SV Fort +21, Ref +19, Will +16; Str 20, Dex 16, Con 22, Int 13, Wis 16, Cha 8.

Skills: Appraise +6, Climb +18, Jump +13, Knowledge (construction and engineering) +8, Listen +22, Profession (miner) +13, Spot +22, Trade Skill (pottery) +7, Wilderness Lore +10 (+12 when tracking by scent).

Languages: Kobold (4).

Feats: Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Critical (claws), Power Attack, Riposte, Weapon Focus (claws).

Possessions: Kobold-fur armor (as cloth armor), *obsidian shard*, miner's pick.

K-13a [EL 19]: The easternmost tunnel of the mines descends into a pool of molten rock. Roughly 15 feet short of the pool lies a dead kobold, terribly scorched but too decomposed to offer hints as to the real cause of death.

Approaching closer than the kobold's body to the edge of the lava incites the ire of 2 immensely powerful lava elementals.

Lava Elementals (2) [advanced HD]: CR 17; SZ Huge elemental (earth, fire); HD 46d8+322; hp 552, 527; Init +0; Spd 30 ft.; AC 22 [flat-footed 22, touch 8] (–2 size, +14 natural); BAB +34; Grap +55; Atk slam +46/+41/+36/+31/+26 melee (3d8+19 plus 2d6 fire, lava splash proc [Proc DC 18], and *daze* [Fort DC 23]) and off-hand slam +41 melee (3d8+6 plus 2d6 fire, lava splash proc [Proc DC 18], and *daze* [Fort DC 23]); Face 10 ft. by 10 ft.; Reach 15 ft.; SA lava splash; SQ elemental, fire subtype, infravision, lava aura (6), ultravision; AL N; Fac None; SV Fort +32, Ref +25, Will +15; Str 37, Dex 10, Con 25, Int 7, Wis 11, Cha 11.

Skills: Intimidate +15, Listen +32, Spot +32, Taunt +15.

Feats: Alertness, Cleave, Dodge, Dual Wield, Great Cleave, Improved Slam, Power Attack, Riposte, Sunder, Weapon Focus (slam).

Lava Splash (Ex): Slam attack may process (Proc DC 18) a splash of lava. Target gets Reflex save (DC 40), and those within 5 ft. of target get Reflex save (DC 35); those who fail take 2d6 points of fire damage each round for the next 1d3 rounds, starting with the current round.

K-14: Shaping the Black Bones of the Earth [EL 24]

Shelves cut into the walls serve as work benches for kobold obsidian-shapers. Neatly arranged on the ground next to each of four stations herein are sets of tools: hammers, chisels, files, tongs, and other implements. A pile of broken, useless black fragments at the room's center suggests the difficulty involved in working obsidian to the degree necessary to produce effective weapons.

During the daytime, 4 older male kobolds (*male Solusek kobold*, Com 4–6, OE; *Kobolds of Fire Peak*) and 6 female

assistants (*female Solusek kobold*, Com 4–6, OE; *Kobolds of Fire Peak*) work here under the watchful eye of clan leader Nokh Arookhyip, with a shaman present to assist the workers with spells, as necessary. Only in the working of obsidian do Arookhyip females play a major role outside of child-rearing and the preparation of meals; in fact, slight differences in the shape of females' claws are ideal for finding weaknesses of structure in the material. For their part, the males break slabs into smaller, more workable pieces and take finished weapons to the lava flow that separates the kobold and goblin realms. There, a shaper briefly immerses the piece, imbuing it with the power of Solusek's Eye.

These kobold workers prefer not to fight; their duties to the tribe are far too important. If combat is unavoidable, the 4 males and the shaman occupy the assailants with tooth and claw while the rest escape. Nokh Arookhyip fights only if absolutely necessary. All the kobolds here hold the secrets to shaping the "black bones"; while other kobolds may occasionally deride the Arookhyips' lack of willingness to fight, inwardly they all know that if these kobolds die, the ability of the warrior clans to defend their people would deteriorate rapidly.

Male Solusek Kobold Shaman (1): CR 15; SZ Medium-size humanoid (kobold); HD 24d8+144; hp 259; Init +3 (Dex); Spd 30 ft., climb 30 ft.; AC 29 [flat-footed 26, touch 13] (+3 Dex, +16 natural); BAB +18; Grap +22; Atk 2 claws +22 melee (1d10+4, crit 19–20) and bite +17 melee (1d6+2), or +21 ranged; SA spell-like abilities; SQ alchemy mastery, scent, spirit masteries (hungry spirits, spirit lore [Combat Casting]), ultravision; Res FR 12, SoR 4; AL OE; Fac Kobolds of Fire Peak; SV Fort +14, Ref +17, Will +11; Str 18, Dex 17, Con 22, Int 14, Wis 20, Cha 8.

Skills: Channeling +33, Climb +18, Heal +19, Knowledge (folklore) +10, Knowledge (nature) +10, Knowledge (religion) +14, Listen +23, Meditation +32, Spellcraft +14, Spot +23, Trade Skill (alchemy) +13, Wilderness Lore +14 (+16 when tracking by scent).

Languages: Kobold (4).

Feats: Alertness, Combat Casting, Combat Reflexes, Great Fortitude, Improved Critical (claws), Power Attack, Riposte, School Specialization (alteration).

Spell-Like Abilities (mana cost): *Cannibalize* (0), *dextrous aura* (2), *frenzy* (4), *frost strike* (17), *healing* (10), *invigor* (3), *spirit strength* (7), *summon drink* (2). Caster level 12th; save DC 15 + spell level.

Mana Pool: 120.

Shaman (buffed with *dextrous aura*, *frenzy*, and *spirit strength*): Init +8 (Dex); AC 38 [flat-footed 28, touch 22] (+8 Dex, +16 natural, +2 insight, +2 *frenzy*); Grap +27; Atk 2 claws +27 melee (1d10+9, crit 19–20) and bite +22 melee (1d6+4), or +26 ranged; SV Ref +22; Str 28, Dex 26.

Nokh Arookhyip, Clan Leader, Male Solusek Kobold, Mil 5/Exp 9/ Ari 4: CR 24; SZ Medium-size humanoid (kobold); HD 24d8+120 plus 5d8+25 plus 9d6+45 plus 4d8+20; hp 388; Init +5 (Dex); Spd 30 ft., climb 30 ft.; AC 34 [flat-footed 29, touch 15] (+5 Dex, +16 natural, +3 armor); BAB +32; Grap +36; Atk +37/+32/+27/+22/+17 melee (1d6+5, crit 15–20, *obsidian scimitar*) and +33 melee (1d3+4 plus 2d6 flamingproc [DC 20], crit 19–20, *obsidian shard*) and bite +31 melee (1d6+2), or 2 claws +36 melee (1d10+4, crit 19–20) and bite +31 melee (1d6+2), or +36 ranged; SQ scent, ultravision; Res DR 4, FR 18, PR 3, SoR 9; AL OE; Fac Kobolds of Fire Peak; SV Fort +23, Ref +24, Will +23; Str 19, Dex 20 (18), Con 21, Int 12, Wis 18, Cha 8.

Skills: Climb +17, Diplomacy +6, Knowledge (construction and engineering) +12, Knowledge (local lore) +6, Listen +23, Profession (miner) +13, Search +9, Sense Motive +9, Spot +21, Trade Skill (pottery) +29, Trade Skill (tailoring) +15, Wilderness Lore +10 (+12 when tracking by scent).

Languages: Kobold (4), Dragon (1).

Feats: Alertness, Combat Reflexes, Dodge, Dual Wield, Endurance, Great Fortitude, Improved Critical (claws), Parry, Power Attack, Riposte.

Possessions: *Braided kobold-fur armor* (as +2 cloth armor), *obsidian scimitar*, *obsidian shard*, *enhancement potion* (Dex +4, Con +4).

Nokh Arookhyip (buffed with *enhancement potion*, and with *dextrous aura* and *spirit strength*): HD 24d8+168 plus 5d8+35 plus 9d6+63 plus 4d8+28; hp 472; Init +6 (Dex); AC 35 [flat-footed 29, touch 16] (+6 Dex, +16 natural, +3 armor); Grap +40; Atk +41/+36/+31/+26/+21 melee (1d6+9, crit 15–20, *obsidian scimitar*) and +37 melee (1d3+6 plus 2d6 *flaming proc* [DC 20], crit 19–20, *obsidian shard*) and bite +35 melee (1d6+4), or 2 claws +40 melee (1d10+8, crit 19–20) and bite +35 melee (1d6+4), or +37 ranged; SV Fort +25, Ref +25; Str 27, Dex 23, Con 25.

K-15: Cavern of the Watch [EL 26+]

This cavern has a station at each end, near Areas A and B, occupied by the warriors of Clan Arkrar'arr. Around the central cave's edges are spaces cleared for personal belongings. No bristle-fur blankets such as those found elsewhere in the kobold dens ease sleep here; all rest uncomfortably on the hot stone to prove their worth as members of the watch. The cave's center is open and relatively flat, with flecks of blood scattered about; evidently, when not attacking goblins, the kobold warriors fight one another in sparring duels.

Clan Arkrar'arr's twin duties are the defense of the kobold dens and raids upon the Eye's other residents, particularly the goblins of Fire Peak. They carefully watch the bridges at Areas A and B for any sign of intrusion, and they slay trespassers without question. All the kobolds here delight in battle, neither giving nor asking quarter, and they have adopted a number of rituals meant to better their odds of slaying enemies. Kobolds on the watch dye crimson patterns into their fur and upon their claws with the assistance of literate clan shamans.

In all, 22 elite kobold warriors dwell in this set of caverns, usually with a force of 4 or 5 in each of the north and south watch points and the rest in the central area. At any time, a handful of these warriors may be out hunting, dealing with other threats such as the occasional giant beetle, and/or training junior warriors and young kobolds, thus ensuring a steady supply of future guardians and soldiers for the tribe. A full day's rest is a rare commodity within Clan Arkrar'arr, usually reserved only for those wounded who need rest so they may rise to fight again as soon as possible.

When the kobolds are preparing for a raid into the goblin lair, 2 or 3 strike forces are assembled here: Each force

consists of 5 to 8 kobold warriors, 2 to 4 elite warriors, and a shaman, with Nokh Arkrar'arr and the elder shaman of his clan, Erwoo Kharth (see Area K–7), presiding over the whole. This leaves only 10 to 18 elite warriors in this area (the usual 22, less those in the raiding teams) to defend the kobold realm during the raid, so 5 to 10 warriors from elsewhere in the lair are posted here at such times to supplement the defenses in case of counterattack. Leading each raiding force is a particularly tough elite kobold warrior (either 1 or 2 levels higher than his fellows, or else simply having more hit points), often, but not always, a direct relation to Nokh Arkrar'arr. To lead such a team requires having proved oneself a true warrior by entering the goblin realm alone and returning with a goblin's head. Because all kobold warriors are eager to prove themselves by this dangerous method, only those who have successfully slain 10 goblins in normal battle may make the attempt — an army needs more living soldiers than dead would-be leaders.

Nokh Arkrar'arr makes the central cave here their permanent home. His scarred body retains tremendous strength despite numerous injuries over his lifetime, and his fur is a permanent russet color due to a hundred applications of dye and innumerable wounds.

Nokh Arkrar'arr, Clan Leader, Male Solusek Kobold, War 16/Ari 2: CR 26; SZ Medium-size humanoid (kobold); HD 24d8+144 plus 16d12+96 plus 2d8+12; hp 474; Init +9 (+2 Dex, +4 Improved Initiative, +3 arcane); Spd 30 ft., climb 30 ft.; AC 32 [flat-footed 30, touch 12] (+2 Dex, +16 natural, +4 armor); BAB +35; Grap +43; Atk +44/+39/+34/+29/+24 melee (2d6+18 plus 2d6 fire and *obsidian shatter proc* [Proc DC 20], crit 12–20, *obsidian flamberge*) and bite +39 melee (1d6+4) and slam +41 melee (1d6+8), or 2 claws +41 melee (1d10+8, crit 19–20) and bite +39 melee (1d6+4) and slam +41 melee (1d6+8), or +39 ranged (1d6+10 plus 2d6 fire, crit 19–20, 30 ft., *fire-tipped obsidian javelin*); SQ berserking, scent, Taunt bonus +4, ultravision, +2 fire saves; Res AR 2, ER 3, DR 3, FR 22, MR 4, SoR 7; AL OE; Fac Kobolds of Fire Peak; SV Fort +26, Ref +21, Will +20; Str 27 (23), Dex 15 (14), Con 23 (21), Int 13 (12), Wis 18, Cha 8.

Skills: Climb +20, Intimidate +8, Jump +16, Knowledge (local) +5, Knowledge (warcraft) +17, Listen +21, Sense Motive +11, Spot +21, Taunt +20, Wilderness Lore +10 (+12 when tracking by scent).

Languages: Kobold (4), Common (1), Giant (1), Goblin (3).

Feats: Alertness, Cleave, Combat Reflexes, Dodge, Double Attack, Great Cleave, Great Fortitude, Improved Critical (claws), Improved Critical (falchion), Improved Dodge, Improved Initiative, Mobility, Multiattack, Parry, Power Attack, Riposte, Slam [*spaulders*], Weapon Focus (falchion), Weapon Specialization (falchion).

Possessions: *Obsidian studded leather* (see Appendix 2), *blackened iron spaulders*, *obsidian flamberge* (see Appendix 2), *fire-tipped obsidian javelin* (see Appendix 2), *drakescale belt*, *gold carnelian earring*, *obsidian bead hoop*, *runed lava pendant*, *pouch*, 14 pp, 12 gp.

Chapter Four: The Gnomes

Fourteen years ago, a band of forty or so gnomes backed by several guilds set forth from Ak'Anon with the presumed objective of excavating rare ores from the deep caverns of Solusek's Eye. Calling themselves, appropriately, the Solusek Mining Company, these gnomes crossed the Ocean of Tears, successfully passed through the Nektulos Forest, and traversed the Lavastorm Mountains with thousands of pounds of equipment borne by a score of clockworks. Divination revealed their destination and the presence of potential foes: both goblins and kobolds, as well as drakes and other dangerous wildlife. Through magic and the assistance of a group of experienced warriors and clockwork guardians — and sheer tenacity — the Company slew many of the defenders of the outer Eye (although the gnomes too lost several of their number in those first weeks), and they soon ensconced themselves within a promising series of caverns not far from the surface.

Company miners (both gnome and clockwork) transformed the natural caves and lava ducts into an industrial complex complete with living quarters and tinkered tools for processing ore. The Company then plotted and excavated several mineshafts over the years and succeeded in drawing forth quality ore of many varieties, including adamantium, brellium, and other metals used in the blacksmithing of the gnomes and their allies the dwarves. The Company leadership dispatched its merchant contingent throughout Antonica to ply its wares and gather fresh supplies. The next 14 years proved lucrative for the Solusek Mining Company, but while they were successful in many stages of their true purpose in Solusek's Eye, the gnomes' ultimate goal in the region is currently slipping farther and farther beyond their collective grasp.

The leaders of the Solusek Mining Company did not choose their location at random, for they did not merely seek precious ores. Certainly, the Company quickly produced an abundance of varied ores, which — with their mechanamagical technology — they smelted and molded into bricks suitable for transport and sale. Gold flowed into the coffers of the Company and its backers, but this was only a ruse. The bulk of the metal they mined was put toward realizing their true purpose, the construction of an enormous clockwork machine that could dig far down into the earth, so that the Company might discover and study

the legendary *Heart of Fire*: a mystical source of elemental power reportedly linked to Solusek Ro himself!

Over many years, Company engineers and diviners developed calculations that yielded data confirming that the *Heart of Fire* did indeed exist. Members could only guess what insights and forces they might draw from this mythical energy source, but all felt confident that their magical and technical skills would suffice to study and contain it.

Once within Solusek's Eye, the gnomes established their mining operations, but secretly focused on divining the path to the *Heart of Fire*. Data retrieved years earlier by the first scouts traveling to the Eye had indicated that this location was optimal for the Company headquarters, but soon after winning the caves, the gnomes discovered that the lava they had used to gain their information was instead being fed through a series of fissures — in fact, the best place to delve into the earth after the *Heart of Fire* was some distance away. It was too late to change course now, though, as the element of surprise that allowed the gnomes to gain a foothold within the Eye was lost. Worse still, the location at which they desired to start delving was directly beneath the entrances to the goblin-controlled portion of the Eye, and the Company leaders knew it would be impossible to gain control of that area without an all-out military campaign, which they could not hope to finance.

After some rethinking, the gnomes instead dug a tunnel, secretly, from their headquarters to this likely area, and they then transported the required supplies to build the most awesome clockwork ever assembled: the Mole. This enormous digging machine, when finished after nearly 6 years of intense labor, was over 300 feet wide and could bore a shaft into the ground just as wide. (Gnomish mechanamagicians had determined that 300 feet was the minimum size to create a mystical net that could contain and control the energies of the *Heart of Fire*.)

And so the Mole began its work, and the Shaft was created. Unfortunately, the dig's coordinates were wrong.

After the Mole had already dug thousands of feet into the earth, the gnomes realized that they had gone too far; the *Heart of Fire* was found to be somewhat nearer to their headquarters. To complicate matters, however, they also determined that a society of fire giants dwelt deep in the earth, either guarding or worshipping the *Heart of Fire*. So,

What the Characters Will be Told

In general, the gnomes do not tell others anything about their true plans in Solusek's Eye. However, PCs who develop a positive faction with the Solusek Mining Company, especially those with a strong positive faction who have also removed major obstacles to the Company's success (e.g. having slain the huge spider called Mother), will learn most of the details. The chart below can serve as a guide for the GM as to what information the gnomes will reveal based on the faction rank of the characters.

Solusek Mining Co. Faction Information Revealed

-2	We're mining metal, ore, and gems for resale throughout Norrath.
-1	Yes, we chose this site for a reason, but that's secret Company business.
+0	This long tunnel leads all the way to beneath the entrance to the goblins' portion of the Eye. We dug it because we were following a highly lucrative vein of ore.
+1	Our operations have hit some major difficulties: There's a gigantic spider between us and some equipment; the goblins are keeping our caravans from resupplying us; and our most powerful wizard has not returned from a scouting mission.
+2	Velteppis the wizard left about a month ago to scout a city of fire giants we discovered deep within Solusek's Eye. This city might stand between us and the riches we seek.
+3	We're on the trail of some magical lava we discovered in the process of our mining operation.
+4	We built an enormous clockwork device we call the Mole to dig down to the source of the lava. Unfortunately, we need to disassemble the Mole and dig a new route — and the Mole is the equipment we cannot reach because of a giant spider.
+5	Actually, we came here mostly for this lava. While the gems and ore we mine help pay the bills, those mundane operations are largely a cover for those we don't trust as well as we do you.
+6	We believe the legendary <i>Heart of Fire</i> does indeed exist, and while we've made several missteps, we are certain we now know its proper location. We want to move the Mole to dig down to this new location, but we can't get to it; worse still, we now fear the <i>Heart</i> might exist within or very near to the city of fire giants.

as the gnomes backtracked and prepared an area where the Mole could be rebuilt, they also sent a team led by the accomplished wizard and tinkerer Velteppis to investigate the fire giants.

That's when real trouble struck.

Now, only a few weeks later, Velteppis and his team have yet to return, and the loss of such a potent portion of the Company's defenses is not without consequences. Just as worrisome, though, is the gnomes' inability to recover the Mole. Perhaps the largest spider on all Norrath has taken up residence in the Shaft, and this fell creature now keeps the gnomes from recovering their gigantic clockwork.

The gnomes were resupplied by a Company caravan just a month ago (shortly after Velteppis departed), but that was when they learned that the goblins would respond to any gnome movement on the surface with forays into gnome territory below ground — the gnome caravan was destroyed when it left the mines, and no new caravan is willing to approach given the threat of the goblins. Stretched thin without Velteppis, the gnomes' defenses are faring poorly. At present, they fear a coordinated goblin assault, and they are rapidly running out of supplies.

The Gnome Mines

Entrances: The lava duct from the surface at Area F; the tunnel leading from the goblin caves at Area C; and the tunnel leading to the kobolds at Area D.

Exits: The tunnel leading to the Shaft at Area G.

Random Encounters: Check once every 15 minutes (roll 1d20):

1–10.	No encounter
11–12.	1d2 gnome guards
13–14.	1 gnome guard and 1d2–1 (i.e., 1 or none) gnome engineers
15–16.	1 gnome guard and 1 veteran guard
17–18.	1 typical clockwork guardian
19.	1 advanced clockwork guardian
20.	1d3 gnome miners

Detections: None.

Shielding: None

Continuous Effects: Areas on this level within 60 feet of lava have temperatures above 90° Fahrenheit.

Standard Features: Unless otherwise stated, doors on this level are of stone, 4 feet high and 3 feet wide: 6 inches thick; hardness 8, 60 hp; Stuck DC 20; Locked DC 30; Pick Lock DC 30. The hallways and rooms of the stronghold, unless otherwise noted, reach no more than 5 feet from floor to ceiling, making travel uncomfortable for Medium-size and Large races. Writing made with *gnomish chalk* covers the walls of the mines and surrounding areas; this writing is visible only to gnomes and characters that can *see invisible* (Spot DC 29 due to poor lighting). The writing is all in Gnomish and conveys engineering and mining information, or simple directions.

Members of the Solusek Mining Company

Throughout this chapter, several basic types of gnome and clockwork guards are used frequently — *typical gnome miner*, *typical gnome engineer*, *typical gnome guard*, *veteran gnome guard*, *clockwork laborer*, *typical clockwork guard*, and *advanced clockwork guard*. The stats below can be used for all such individuals, unless otherwise indicated.

All of the clockworks in Solusek's Eye have been fitted with a light-emitting lens that can blind its foes rather than the usual steam-blast valve; common sense indicated that the latter fitting would be useless in the Eye given the resistance to heat possessed by nearly every native creature. Further, these clockworks are made from metal alloys with a very high tolerance for heat, allowing the clockworks to function well in the superheated passages of the Eye.

Typical Gnome Miner

Male Gnome, Com 4/Mil 2: CR 3; SZ Small humanoid (gnome); HD 4d4+4 plus 2d8+4; hp 27; Init +1 (Dex); Spd 20 ft.; AC 14 [flat-footed 13, touch 12] (+1 size, +1 Dex, +2 armor); BAB +4; Grap -1; Atk +4 melee (1d8-1, crit x4, heavy pick), or +4 melee (1d3-1, crit 19-20, dagger); SQ gnome traits, infravision; Res FR 8; AL N; Fac Solusek Mining Co., Gemchoppers; SV Fort +4, Ref +2, Will +1; Str 9, Dex 12, Con 12, Int 12, Wis 10, Cha 8.

Skills: Climb +2, Jump +2, Knowledge (geography) +2, Listen +6, Profession (miner) +11, Search +3, Spot +6, Trade Skill (tinkering) +2.

Languages: Gnome (4), Common (3).

Feats: Alertness, Skill Talent (Profession [miner]).

Possessions: Leather armor, heavy pick, dagger, *silver hematite brooch*, *flash tube*, *flameless lantern*.

Typical Gnome Engineer

Male or Female Gnome, Exp 7: CR 5; SZ Small humanoid (gnome); HD 7d6; hp 24; Init +1 (Dex); Spd 20 ft.; AC 15 [flat-footed 18, touch 13] (+1 size, +1 Dex, +2 armor, +1 shield); BAB +5; Grap -1; Atk +4 melee (1d6-2, crit 19-20, short sword); SQ gnome traits, infravision; Res AR 4, CR 4, ER 4, FR 11, PR 4, SoR 4; AL N; Fac Solusek Mining Co.; SV Fort +2, Ref +3, Will +4; Str 7, Dex 13, Con 10, Int 16, Wis 9, Cha 8.

Skills: Alcohol Tolerance +5, Appraise +8, Climb +0, Jump +0, Knowledge (construction and engineering) +16, Knowledge (geography) +10, Listen +6, Profession (miner) +8, Search +10, Spot +6, Trade Skill (tinkering) +13, Trade Skill (any one other) +10.

Languages: Gnome (4), Common (4), any one other (3).

Feats: Alertness, Skill Talent (Knowledge [construction and engineering]).

Possessions: *Gnomish environmental suit*, small wooden shield, short sword, *gold hematite ring*, *crackstem*, *flash tube*, *flameless lantern*.

Typical Gnome Guard

Male or Female Gnome, Mil 8: CR 6; SZ Small humanoid (gnome); HD 8d8; hp 36; Init +2 (Dex); Spd 15 ft. in armor, 20 ft. base; AC 20 [flat-footed 18, touch 13] (+1 size, +2 Dex, +5 armor, +2 shield); BAB +8; Grap +4; Atk +11/+7 melee (1d6, crit 19-20, masterwork short sword), or +12/+7 ranged (1d6+1, crit x4, 80 ft., single-cam shortbow and +1 arrows); SQ gnome traits, infravision; Res FR 12; AL N; Fac Solusek Mining Co., Gemchoppers; SV Fort +6, Ref +4, Will +1; Str 10, Dex 15, Con 10, Int 12, Wis 8, Cha 9.

Skills: Climb -1, Jump -1, Listen +4, Ride +4, Search +3, Spot +3, Trade Skill (tinkering) +2, Wilderness Lore +2.

Languages: Gnome (4), Common (4).

Feats: Alertness, Combat Reflexes, Weapon Focus (short sword).

Possessions: Masterwork Small chainmail, large steel shield, masterwork short sword, single-cam shortbow, quiver and 20 +1 arrows, *gold hematite brooch*, *crackstem*, *flash tube*, *flameless lantern*.

Veteran Gnome Guard

Male or Female Gnome, Mil 6/War 6: CR 11; SZ Small humanoid (gnome); HD 6d8+12 plus 6d12+12; hp 90; Init +2 (Dex); Spd 15 ft. in armor, 20 ft. base; AC 22 [flat-footed 20, touch 13] (+1 size, +2 Dex, +6 armor, +3 shield); BAB +12; Grap +10; Atk +18/+14/+10 melee (1d6+6, crit 19-20, +2 short sword), or +16/+11/+6 ranged (1d6+1, crit x4, 80 ft., single-cam shortbow and +1 arrows); SQ berserking, gnome traits, infravision, Taunt bonus +2, +1 fire saves; Res FR 20; AL N; Fac Solusek Mining Co., Gemchoppers; SV Fort +12, Ref +6, Will +6; Str 14 (12), Dex 14, Con 15 (12), Int 16, Wis 14 (11), Cha 8.

Skills: Appraise +5, Climb +5, Jump +7, Knowledge (warcraft) +9, Listen +8, Ride +7, Search +6, Spot +8, Taunt +11, Trade Skill (tinkering) +9, Wilderness Lore +7.

Languages: Gnome (4), Common (4).

Feats: Alertness, Combat Reflexes, Parry, Point Blank Shot, Power Attack, Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: *Imbued gnomish chainmail of Brell* (as *imbued dwarven chainmail of Brell*), *charred guardian shield*, +2 short sword, single-cam shortbow, quiver and 20 +1 arrows, *gold hematite brooch*, *crackstem*, *flash tube*, *flameless lantern*.

Clockwork Laborer

As "rogue clockwork," printed in *Monsters of Norrath* (p. 38); these clockworks have not gone rogue, however, and serve the gnomes of the Solusek Trading Company well.

Rogue Clockwork [advanced HD]: CR 7; SZ Large construct; HD 13d10; hp 71; Init -1 (Dex); Spd 30 ft.; AC 19 [flat-footed 19, touch 8] (-1 size, -1 Dex, +11 natural); BAB +9; Grap +19; Atk slam +14 melee (1d8+6) and bite +9 melee (1d4+3); Face 10 ft. by 10 ft.; Reach 5 ft.; SA blinding flash; SQ damage reduction 15/+2, construct, SR 14, ultravision; Res FR 20; AL N; Fac Solusek Mining Company; SV Fort +4, Ref +3, Will -1; Str 23, Dex 8, Con —, Int —, Wis 1, Cha 1.

Blinding Flash (Ex): Once every 1d4 rounds, a clockwork laborer can emit a 20-foot cone of blinding light. This brief flash blinds creatures in the area for 2 rounds (Fort negates, DC 16).

Typical Clockwork Guard

Clockwork Guard [advanced HD]: CR 11; SZ Medium-size construct; HD 18d10; hp 99; Init +2 (Dex); Spd 30 ft.; AC 28 [flat-footed 26, touch 12] (+2 Dex, +16 natural); BAB +13; Grap +19; Atk slam +19/+14/+9 melee (1d10+9); SA blinding flash; SQ damage reduction 30/+2, construct, SR 21, ultravision; Res FR 25; AL N; Fac Solusek Mining Company; SV Fort +6, Ref +8, Will +1; Str 22, Dex 14, Con —, Int —, Wis 1, Cha 1.

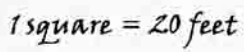
Blinding Flash (Ex): Once every 1d4 rounds, the clockwork guard can emit a 25-foot cone of blinding light. This brief flash blinds creatures in the area for 2 rounds (Fort negates, DC 19).

Advanced Clockwork Guard

Although these guardians are considered Large, they are only just over 6 feet tall (though extremely broad and heavy); thus, they can move relatively freely through the gnome tunnels. Each of these advanced clockwork guards bears a *charred guardian shield*.

Clockwork Guard [advanced HD]: CR 15; SZ Large construct; HD 29d10; hp 159; Init +1 (Dex); Spd 30 ft.; AC 33 [flat-footed 32, touch 10] (-1 size, +1 Dex, +20 natural, +3 shield); BAB +21; Grap +39; Atk slam +29/+24/+19/+14/+9 melee (2d8+15); Face 5 ft. by 5 ft.; Reach 10 ft.; SA blinding flash; SQ damage reduction 30/+2 and 4/-, construct, SR 21, ultravision; Res FR 30; AL N; Fac Solusek Mining Company; SV Fort +9, Ref +10, Will +6; Str 30, Dex 12, Con —, Int —, Wis 4 (1), Cha 1.

Blinding Flash (Ex): Once every 1d4 rounds, the clockwork guard can emit a 30-foot cone of blinding light. This brief flash blinds creatures in the area for 2 rounds (Fort negates, DC 24).



Area F [EL15-16]

This lava duct extends 120 yards to the surface and originally served as the Company's entry point into Solusek's Eye, as well as the Company's route for distributing ore and receiving supplies via merchant caravan. With the disappearance of Velteppis' expedition, the gnomes can no longer guard all points within their realm. Their clockworks and warriors are yet a match for the goblins patrolling outside, but without Velteppis, attacking the goblins beyond the lava duct means defenses in other areas are perilously thinned.

At any given time, the goblin camp outside the lava duct includes 1d3+6 flame goblin warriors and 1 elite inferno goblin warrior (see Chapter 2 for stats). The goblins here are vigilant and have the advantage of position to detect intruders (+4 bonus on Spot checks against any who approach).

Gn-1: Clockwork Guard Station [EL17]

There are 2 advanced clockwork guardians assigned to patrol this cave continuously, always vigilant for invading goblins and other trespassers. They do not attack gnomes, halflings, or dwarves unless attacked first, and do not leave this area except to pursue invaders heading deeper into the Company stronghold. If the characters request to speak to the commander, one clockwork proceeds to Area Gn-2 and informs Engineer Marfen Binkdirple, who comes with 2 guards.

Further inward, a cave-in marks the location of a tunnel lost to a costly engineering mistake. A new tunnel lies just ahead, leading south to Area Gn-4.

Gn-2: Excavation in Progress [EL15+]

It's clear to any character experienced in spelunking that most of this cavern existed only as solid rock until the arrival of the Company. The marks of stonecutting tools line most walls, and deep shafts proceed into the earth where miners discovered deposits of ore. The shafts all slope sharply downward, but do not require ropes or other tools to navigate. However, they are all 5 feet high at most, so taller characters cannot walk upright along them. The bulk of the cavern is more forgiving, as its ceiling varies from 7 to 16 feet in height; here and there, stout pillars have been raised (or, rather, the miners left pillars of natural rock as they carved out the chamber) to support the massive weight of rock above.

The gnomes hit pay dirt in the northwestern-most tunnel: It was through a small fissure there that they encountered lava bearing the signature of the *Heart of Fire*. Subsequent tunneling found a vent of lava that they mined into a full-fledged tunnel that now leads to the Shaft at Area G.

Neatly arranged near the center of the main cavern are many well-maintained mining tools, wheelbarrows, unprocessed lumps of ore, and covered barrels of water. The latter range from half-full to entirely empty, and the water that remains grows increasingly unpleasant with each passing week (fortunately, the clerics and the Master Tinkerer can summon food and drink, so starvation is not as much of a threat as it might seem). Along the walls and in recesses lie piles of excavated stone and gravel. Due to the goblin presence aboveground, the gnomes cannot haul this waste

material from the site to the surface for disposal. It's been over a month since the last detail was able to clear the area, so the floor is getting quite messy.

Regardless of when the PCs arrive, they hear the echoes of picks and hammers chipping away at stone. Deep inside the central shafts, 4 clockwork laborers toil endlessly, not straying from their duties unless attacked or ordered by a member of the Company. During the day, the 8 gnome miners join them, supervised by Chief Engineer Binkdirple. The gnomes work four long days and rest on the fifth, though even on rest days they typically occupy themselves with repairing equipment, keeping clockworks in working order, and organizing the Company's work sites. At all times, an advanced clockwork guardian stands watch over the route to Area Gn-3. Finally, there is a 25% chance during working hours that the assistant priest Bamtini Oggelbrite (see Area Gn-9) is here bringing food or spiritual comfort (or perhaps both) to the gnome workers.

Marfen Binkdirple is as stalwart and determined a gnome as one might find, focused and efficient — unusual traits in a member of his race. Black sideburns descend from curly black locks that haven't seen a razor in months. Marfen keeps his reservations regarding the expedition to himself. He's the Captain's right-hand man, and his determination to see this project through continually inspires miners and warriors alike. Nevertheless, he counts the days as much as anyone else.

In the event of attack, the gnome miners use their picks as weapons while calling for help, which brings clockwork guardians from throughout the stronghold within moments. During work hours, 2 gnome warriors always patrol together near the mines, and Engineer Binkdirple always wears his sword.

Treasure: The unprocessed ore in this area is worth a great deal, but its weight and bulk makes it impractical for transport in sacks and backpacks. Set openly upon an empty barrel at the center of the cavern is a large gold ingot (150 gp) that serves as a reminder to the miners of the share they receive from discovering precious gems and metals other than ore.

Chief Engineer Marfen Binkdirple, Male Gnome, War 4/Exp 11: CR 13; SZ Small humanoid (gnome); HD 4d12+8 plus 11d6+22; hp 99; Init +2 (Dex); Spd 20 ft.; AC 16 [flat-footed 14, touch 13] (+1 size, +2 Dex, +3 armor); BAB +12; Grap +8; Atk +16/+12/+8 melee (1d6+2, crit 19–20, +2 short sword); SQ berserking, gnome traits, infravision, Taunt bonus +2, +1 acid, cold, electricity, poison, and sonic saves, +2 fire saves; Res AR 4, CR 4, ER 4, FR 19, PR 4, SoR 4; AL N; Fac Solusek Mining Co., Gemchoppers; SV Fort +9, Ref +6, Will +9; Str 11, Dex 14, Con 14, Int 16, Wis 12, Cha 10.

Skills: Appraise +10, Climb +8, Diplomacy +6, Disable Device +11, Jump +4, Knowledge (construction and engineering) +18, Knowledge (geography) +13, Knowledge (warcraft) +7, Listen +18, Profession (miner) +17, Ride +4, Search +15, Spot +12, Taunt +2, Trade Skill (tinkering) +21, Wilderness Lore +11.

Languages: Gnome (4), Common (4), Goblin (1).

Feats: Alertness, Dodge, Power Attack, Weapon Focus (short sword).

Possessions: Gnomish environmental suit, +2 short sword, light pick, whirling bladecloak, gold hematite ring, flash tube, flameless lantern.

Gn-3: Where Stone Walls Melt [EL17]

The Company's first mine shaft penetrated into this series of caverns, where the heat is debilitating — over 110° Fahrenheit — and the far reaches of the cavern bubble with slowly expanding pools of lava. The molten rock's encroachment is too gradual to notice through brief observation, but the rate has increased of late and Marfen Binkdirple has calculated that within two months the cavern will no longer be passable. To deal with this, the gnomes are preparing to extend pipes from the Lava Flow 3.5 machine in Area S-2 to pump lava out of here.

The walls of the cavern are perpetually melting and resolidifying, though this is less due to the heat than a peculiar side effect of the pools' denizens. The first entry into the area by gnomish miners aroused the curiosity of several lava elementals, 5 of which now dwell within the cavern's pools.

The elementals did not stray from their domain at first, but after a few weeks they ventured into the gnomish stronghold, overwhelming the clockwork guardian at Area Gn-2 and spreading throughout the mines, causing much mischief before returning to their pools. Now, every few weeks or so, the elementals undertake brief trips into the gnomish stronghold; the gnomes have learned to read the signs presaging such an incursion, and have ordered the clockwork guards to fall back and let the elementals pass, so the Company rarely suffers losses beyond some charred barrels and paperwork rendered into ash. Nonetheless, the stronghold's current lack of defense means the next attack could leave the gnomes unable to defend themselves against other, less merciful, assailants.

Lava Elementals (5) [advanced HD]: CR 13; SZ Huge elemental (earth, fire); HD 32d8+224; hp 394, 373, 363, 356, 343; Init +0; Spd 30 ft.; AC 22 [flat-footed 22, touch 8] (–2 size, +14 natural); BAB +24; Grap +45; Atk slam +36/+31/+26/+21/+16 melee (3d8+19 plus 2d6 fire, lava splash proc [Proc DC 18], and *daze* [Fort DC 23]) and off-hand slam +31 melee (3d8+6 plus 2d6 fire, lava splash proc [Proc DC 18], and *daze* [Fort DC 23]); Face 10 ft. by 10 ft.; Reach 15 ft.; SA lava splash; SQ elemental, fire subtype, infravision, lava aura (6), ultravision; AL N; Fac None; SV Fort +25, Ref +18, Will +10; Str 37, Dex 10, Con 25, Int 7, Wis 11, Cha 11.

Skills: Intimidate +12, Listen +19, Spot +19, Taunt +12.

Feats: Cleave, Dual Wield, Improved Slam, Power Attack, Riposte, Sunder, Weapon Focus (slam).

Lava Splash (Ex): Slam attack may process (Proc DC 18) a splash of lava. Target gets Reflex save (DC 33), and those within 5 ft. of target get Reflex save (DC 28); those who fail take 2d6 points of fire damage each round for the next 1d3 rounds, starting with the current round.

Gn-4: Company Stores [EL14]

This large chamber — not only wide but a full 6 feet in height — contains the fruits of the Solusek Mining Company's efforts. Hundreds of bricks of various purified ores rest here in neatly arranged and catalogued stacks, waiting for the next Company caravan to arrive to carry them to markets across Antonica. The caravan is long overdue, however, and the fastidious caretaker of the storeroom, Gabbie Mardoddle (*female gnome, Exp 1/Wiz 14, CG; Solusek Mining Co., Eldritch Collective*), spends her days meticulously rearranging the ore to make room for more, and cleaning and polishing every surface in the chamber to a brilliant sheen when she has nothing else to do.

A short hallway in the middle of the south wall is blocked by what appears to be a solid, gleaming metal barrier rather than a door; indeed, it is a thick coating of adamantite (an alloy of fine steel and adamantium) — polished painstakingly by Gabbie — that covers the stone of the south wall. It's readily apparent that the gnomes have sacrificed considerable monetary gain in order to shield the company storeroom from something obviously strong and dangerous. A typical Company clockwork guardian watches over the riches in this room and assists Gabbie in her duties.

Even on rest days, Gabbie has taken on the responsibility of maintaining cleanliness for the Company's holdings, and when her storeroom duties do not require her attention, she attacks with cloth and bucket every blot she can find, be it adhered to floor, tool, desk, clockwork, or gnome. Only the miner's hall and priests' quarters are spared her attentions, albeit for very different reasons.

Gabbie's mouth is every bit as busy as her tireless hands, constantly conferring with her brain on some matter or other. Indeed, the gnome rarely speaks directly to others, instead communicating her thoughts and wishes through conversations she apparently has with herself. So lost is she in her own world that she commonly voices insults or otherwise personal thoughts aloud, to the discomfort or ire of nearby listeners. The rest of the Company recognizes that Gabbie — whose fastidious habits were peculiar to begin with — is gradually going mad. However, she performs her work with unequalled perfection and, given her magical abilities, provides some much-needed defense for the stronghold, so other gnomes tolerate her mannerisms, at least for now.

Adamantite Wall: 4 in. thick; hardness 20; 480 hp; Break DC 45.

Treasure: The treasure of this chamber lies primarily in the processed ore stored here, a treasure for any jeweler, finesmith, or blacksmith. Bricks of adamantite, brellium, mithril, and even a small amount of skyiron are stacked neatly in their respective corners, while considerable quantities of more common metals are stacked throughout the room's center. A separate section of the room contains ingots of precious metals and even gems sorted in clay jars, truly a bounty of wealth. The table below displays quantities of each type of metal or stone and its standard market value in the event the characters receive some as a reward or purchase it for their own use (or come by it through less savory means).

Material Type	Amount	Value
Silver Ingots	210 lbs.	1,050 gp
Gold Ingots	74 lbs.	3,700 gp
Platinum Ingots	6.6 lbs.	3,300 gp
Adamantite	58 bricks	1,450 gp
Brellium	44 bricks	968 gp
Mithril	39 bricks	936 gp
Skyiron	18 bricks	1,350 gp
Ore (Iron)	320 bricks	128 sp
Bloodstones	6	1d4+3 gp (each)
Emeralds	4	2d20+130 gp (each)
Fire emeralds	2	2d100+800 gp (each)
Garnets	7	1d10+40 gp (each)
Malachite	12	1d4+3 sp (each)
Star rose quartz	14	1d6+8 gp (each)
Star rubies	3	1d100+720 gp (each)
Zircon	6	1d8+10 sp (each)

Among her other duties, Gabbie is responsible for the storage and sale of gnomish products during the gnomes' stay in Solusek's Eye. A hidden panel on the east wall (Search DC 28) gives her access to these items: 7 *gnomish environmental suits* (including 2 suits for Medium-size characters); 2 *bags of the tinkers*; 3 pairs of *traveler's boots*; and dozens of boxes of *gnomish chalk* (sold to gnomes only). Prices for these items are as those noted in *Al'Kabor's Arcana*, plus a 10% gratuity.

One other item of interest never leaves Gabbie's person. This is a *mithril quill* (see Appendix 2) once given her in trade by an Erudite traveler. It's easily her most prized possession, for with it she creates the finest, most organized and legible records in all of Norrath (or so she asserts to herself repeatedly).

Gn-5: Sealed Office [EL 20]

Once a supply room and Gabbie Mardoddle's office, this chamber's proximity to an adjoining lava-filled tunnel attracted a beast the Company could not contend with: a lava duct crawler. Quickly recovering what they could at the cost of one miner's life, the gnomes sacrificed two of their clockwork guardians (parts of which can be seen strewn about the room now), which held the beast at bay while the gnomes transformed the doorway into an adamantite fortification. The office still contains many valuable records and gems, the latter of which the gnomes would gladly share with a group capable of slaying the beast.

The lava duct crawler has transformed this room into a nest. White-hot coals incubate half a dozen smoke-colored eggs, each the size of a human head. The crawler leaves the room only to search for food (exiting through the lava, the way it first came in; this leads to deep subterranean caverns that the GM may wish to design), so it is present 90% of the time.

A stone desk still bears several small jars containing gems, as well as thin tin plates inscribed with Company records.

Treasure: The Company records are of interest only to the gnomes, but in return for those records and the other valuables, the gnomes gladly share half the recovered wealth (round down), or else offer the characters one of two magical items left within the room: a *charred guardian shield* or a *molten cloak*. The six jars on the desk contain 3 bloodstones, 5 emeralds, 9 fire emeralds, 2 garnets, 14 star rose quartz, and 2 star rubies (all gem prices as listed in Area Gn-4).

Lava Duct Crawler (I) [advanced HD]: CR 20; SZ Large magical beast (fire); HD 29d10+325; hp 462; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft., climb 30 ft.; AC 34 [flat-footed 32, touch 11] (-1 size, +2 Dex, +23 natural); BAB +29; Grap +43; Atk bite +34/+29/+24/+19/+14 melee (2d8+9 plus boiling blood, crit 19-20); Face 5 ft. by 10 ft.; Reach 5 ft.; SA boiling blood; SQ damage reduction 10/-, fast healing 15, fire subtype, heat aura, infravision, tremorsense 60 ft., ultravision; AL N; Fac None; SV Fort +29, Ref +20, Will +10; Str 23, Dex 14, Con 36, Int 7, Wis 13, Cha 5.

Skills: Climb +16, Hide +6, Jump +18, Listen +30, Sneak +10, Spot +30.

Feats: Alertness, Dodge, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Mobility, Skill Talent (Jump), Weapon Focus (bite).

Boiling Blood (Su): Magical poison—Fort DC 37; 6d10 points of fire damage per round for the next 10 rounds (3d10 points per round on a successful save). This effect may be dispelled with any spell of the *cancel magic* or *cure poison* line that succeeds against DC 37.

Heat Aura (Ex): The lava duct crawler has a damage shield (8) that also deals 8 points of fire damage to any weapon that successfully hits it (do not reduce this amount by half, even though fire normally deals half damage to objects). Also, those within 15 feet of the lava duct crawler take 1d6 points of fire damage per round.

Tremorsense (Ex): Lava duct crawlers can sense the presence of any creature within 60 feet if it is touching the ground.

Gn-6: Where the Impure Parts Ways [EL 0]

The doors to this room are extra thick and perfectly fitted into their frames, reducing sound penetration and restricting air flow. Within the room, a narrow path leading to the opposite door separates two banks of sophisticated tinkering equipment. Mounted along the west wall stands what appears to be a converted clockwork guardian, immobilized by its numerous attachments and other equipment. A bright orange flame shines from its eyes and from numerous openings in its metal frame, far different than the dull yellow light of most clockworks. When functioning, this clockwork smelter's elongated arms insert lumps of raw ore into an aperture in its lower abdomen. There, a fire elemental bound inside the clockwork — the source of the fiery glow — superheats the ore, which is then separated into nearly pure metals (though still not quite pure enough for jewelcrafting or smithing magic items) and waste materials. Various other components and attachments then deposit the molten metal into appropriate molds and the slag into a waste container.

Opposite this apparatus is a small forge used occasionally by Executive Chief Engineer Dimber Muklutil (see Area Gn-7) when the smelter is inactive. Blacksmithing tools hang from the wall nearby, and a barrel of brackish water stands in the southeast corner. A nearby workbench holds various molds for mining tools, swords, arrowheads, and the like.

Adjacent to the forge along the east wall stands another clockwork as unlike the smelter as the smelter is unlike a typical clockwork guardian. Crevices in its structure emit a faint, pale, vaporous glow, and chutes lead from its abdomen into a number of short barrels filled with light gray pebbles of some powdery substance. The air elemental bound inside this clockwork assists the device in filtering the air of substances derived from the smelting and forging processes; without such filtering, toxic gasses would quickly force the gnomes from the site. Unlike the clockwork smelter, the air purifier is mobile, if rather slow (speed 10 ft.); it makes a daily circuit around the complex to cleanse and freshen the air.

Since the elementals bound into them wish to be freed, these two clockworks do not defend themselves from attack.

Gn-7: Creation, Recreation, and Uncreation [EL16]

This large rectangular room serves as a laboratory and repair shop for the Company's tinkerers and artisans. Hundreds of tools hang from pitons in the north wall, and low stone ledges bear piles of well-organized scrap metal, clockwork parts, worn mining tools, and tinkered devices of all sorts. Eight roughly hewn wooden desks serve as workstations for the Company's crafters. During working hours, Executive Chief Engineer Dimber Mukluttill (*male gnome, Exp 12, NG; Solusek Mining Co.*) supervises the labor of the Company's remaining 4 engineers in their building and repair work. In the southwest corner of the room, Master Tinkerer Krostel Geerfuddle and his apprentice Leepa Soofdubbin maintain the clockworks and other tinkered instruments — a full-time task given the wear-and-tear such items endure in Solusek's Eye.

Executive Chief Engineer Mukluttill makes his bed here at night on a pallet, feeling greater comfort amidst the tools of his people's trade than in any other environment available to him. He sleeps very deeply and quietly, often not waking until long after his charges begin their daily work (consider him to "take -15" on Listen checks while sleeping, and he is considered *staggered* for 1d3 rounds after waking). If he awakens to the sound of intruders, he tries to escape through the eastern tunnel, near which he sleeps so he might rouse the guardians and sound the alarm. Mukluttill's drooping eyes, cheeks, and jowls give him a constantly sleepy look that has nothing to do with fatigue. He meanders casually through his workday, quietly offering constructive criticism regarding the workers' activities, and then returns to sleep seemingly oblivious to the considerable stress felt by his fellow gnomes.

Despite being an important component of the stronghold's defense, Master Tinkerer Krostel Geerfuddle focuses on his work at virtually all times, be he creating something new or repairing damaged clockworks and other devices. It's his lifelong ambition to attain the rank of Grand Master in the Halls of Tinkering, and the Captain (see Area Gn-17) must constantly remind him to be more thorough in addressing security concerns.

Leepa Soofdubbin is the youngest member of the Company and easily the most optimistic. She soothes the bruised egos and tired minds of her elders as best she can and plays the role of diplomat in brokering the disputes that seem to arise every few days. Her constant smile is a fortification against despair, but as recent nightmares grow worse and the days wear on, even her perpetual hopefulness is beginning to waver. Leepa is tall for a gnome, slender and

attractive with wavy blond hair and blue eyes. She splits her time equally between tinkering and her true love, jewelcrafting, as well as her duties as resident enchanter, but she always finds time to read for a while at the end of the day.

Treasure: The room and its occupants possess little in the way of standard treasure, but for a tinkerer, blacksmith, or jewelcrafter, the workshop provides many resources, including some valuable finished products. Tinkered items in the laboratory include 3 *compasses*, 4 *flameless lanterns*, a set of *mechanical lockpicks*, a *stalking probe*, a carton of *gnomish chalk*, and a *tool shaper*. The gnomes will sell a *compass* or *flameless lantern* to adventurers — perhaps at a discount if the party agrees to assist them in some fashion — but they most likely retain the other devices for their own use.

Also here are piles of enormous gears and other fittings for the Mole. If the gnomes are not caught off guard by visitors, these will be covered with wool blankets.

Whether or not the gears are in plain view, the gnomes are reticent about discussing them or their use.

The workshop contains the tumblers, cutting wheels, acids, polishing implements, and other materials used in the jewelcrafting process. On a stool stands a peculiar device 3 feet high and resembling a windmill, the blades of which expand and contract during their revolutions. This is a *clockwork metal purifier* (see Appendix 2), first built by Krostel Geerfuddle and now used by gnomish jewelcrafters to create bars of metal fit for their trade. These devices and materials are under the care of the enchanter Leepa Soofdubbin, who practices jewelcraft when Master Geerfuddle is not overseeing her tinkering studies.

A locked drawer in Soofdubbin's desk also contains 3 pouches. One holds 8 *enchanted silver bars* and 3 *enchanted electrum bars*. A second holds 3 bloodstones (8, 7, and 5 gp); 3 hematites (21, 20, and 17 sp); and 1 emerald (155 gp). The last pouch contains a recently completed *electrum emerald earring*.

Master Tinkerer Krostel Geerfuddle, Male Gnome, Mgn 16: CR 16; SZ Small humanoid (gnome); HD 16d4+32; hp 76; Init +2 (Dex); Spd 20 ft.; AC 16 [flat-footed 14, touch 13] (+1 size, +2 Dex, +3 armor); BAB +8; Grap +4; Atk +10/+6 melee (1d3, crit 19–20, masterwork dagger), or +10 ranged; SA spells; SQ gnome traits, greater magic (mend companion [80 hp]), Greater Specialization (conjuration), infravision; Res AR 3, CR 4, FR 15, MR 4, SoR 2; AL DG; Fac Solusek Mining Co., Eldritch Collective; SV Fort +7, Ref +7, Will +10; Str 10, Dex 15, Con 14, Int 22 (20), Wis 11 (9), Cha 10.

Skills: Appraise +10, Bluff +4, Channeling +18, Disable Device +28, Heal +4, Hide +8, Knowledge (construction and engineering) +11, Knowledge (mysticism) +19, Knowledge (planar travel) +10, Listen +4, Meditation +25, Pick Lock +17, Search +8, Spellcraft +23, Trade Skill



(blacksmithing) +12, Trade Skill (tailoring) +10, Trade Skill (tinkering) +28.

Languages: Gnome (4), Common (4), Dwarvish (2), Elvish (2).

Feats: Enlarge Spell, Mental Clarity, Mystic Capacity, Quicken Spell, School Specialization (conjuration).

Magician Spells Usually Prepared (mana cost, modified for Greater Specialization): *Burnout II* (13), *elemental shield* (32; quickened), *greater summoning: air* (33), *greater summoning: earth* (33), *malise* (10), *phantom chain* (17), *rain of spikes* (27), *renew summoning* (17), *shock of spikes* (18). Save DC 16 + spell level.

Mana Pool: 192.

Possessions: +1 raw silk armor, masterwork dagger, molten cloak, wire gauntlets, firewalker boots, platinum hematite ring, bag of the tinkers, aqualung, 2 crackstems, flameless lantern, gnomish chalk, analyzer, stalking probe (3 charges), 2 flasks of firewater, type III lightning rod (30 mana), 5 pieces of malachite, 3 cat's eye agates.

Krostell Geerfuddle (buffed with *major shielding*, *phantom chain*, and *see invisible*): hp 94; AC 18 [flat-footed 16, touch 13] (+1 size, +2 Dex, +5 armor); SQ damage reduction 7/—, *see invisible*, +2 magic saves; Res MR 10.

Leepa Soofdubbin, Female Gnome, Enc 11: CR 11; SZ Small humanoid (gnome); HD 11d4+11; hp 53; Init +3 (Dex); Spd 20 ft.; AC 16 [flat-footed 13, touch 14] (+1 size, +3 Dex, +1 armor, +1 natural); BAB +5; Grap +0; Atk +5/+1 melee (1d3+1, crit 19–20, dagger) or +9 ranged; SA spells; SQ gnome traits, greater enchantment (enchanted jewelry mastery), *infravision*; Res DR 2, ER 3, FR 11, MR 4, PR 1, SoR 4; AL OG; Fac Solusek Mining Co., Eldritch Collective; SV Fort +4, Ref +6, Will +9; Str 8, Dex 16, Con 13, Int 20 (18), Wis 11, Cha 14.

Skills: Appraise +9, Bluff +7, Channeling +14, Diplomacy +10, Hide +9, Intimidate +4, Knowledge (mysticism) +16, Meditation +19, Sense Motive +6, Spellcraft +18, Spot +2, Trade Skill (jewelcraft) +19, Trade Skill (pottery) +11, Trade Skill (tinkering) +17.

Languages: Gnome (4), Common (4), Dwarvish (2), Elvish (1).

Feats: Enlarge Spell, Iron Will, Mystic Capacity, School Specialization (alteration).

Enchanter Spells Usually Prepared (mana cost): *Breeze* (6), *charm* (10), *disempower* (8), *enthral* (8), *languid pace* (8), *quickness* (13), *sanity warp* (13), *Sisna's animation* (18), *tashani* (3). Save DC 15 + spell level, or DC 12 + spell level for mind-affecting spells.

Mana Pool: 112.

Possessions: Cloth armor, dagger, whirling bladedcloak, stoneshift sandals, gold gypsum earring, golden fire opal earring, gold star rose quartz pendant, platinum hematite ring, golden wolf's eye agate ring, flameless lantern, gnomish chalk, analyzer, 3 flasks of firewater, clear palatable mana potion.

Leepa Soofdubbin (buffed with *cloud*, *rune I*, and *shielding*): hp 65 + 6d6 = ave. 86; AC 19 [flat-footed 16, touch 14] (+1 size, +3 Dex, +4 armor, +1 natural); SQ damage reduction 6/—, +1 magic saves; Res MR 10.

Gn-8: A Wee Hall

Long planks of char-spotted wood rest together atop stone bases, surrounded by a score of small chairs. Three flameless lanterns spaced along the table's length serve as candelabras, but otherwise it is roughly hewn and undecorated, surprisingly bland given the nature of those who crafted it. The chairs offer little more in terms of aesthetics; it's clear that Company gnomes give little thought to dining comfortably or in elegance.

Of course, this is especially true now, with so many former dining companions lost or slain and with concerns mounting about the mining team's viability. With morale low, the usually loquacious gnomes now dine briefly or return to their quarters to dine alone.

There is little of value here other than the pewter dining set, which includes enough knives, spoons, plates, and bowls for 24 diners of Small size (720 gp total).

Gn-9: A Pantry Stocked with Echoes [EL 12 or 13]

Despite the hostile environment and the logistics required to establish a functional kitchen so far from civilization, the Company clearly spared no expense to keep its miners well fed. The variety and number of baking implements and appliances might astonish those unfamiliar with the gnomish attitude toward cooking. Skillets of every size form a conical pyramid next to a tub that, in turn, holds a half-dozen pots of decreasing size, each within the other. Two score implements hang

from wall pegs: peelers, cleavers, tenderizers, skewers, tongs, and other more obscure forms of cutlery. More wall hooks hold aprons, towels, and thick gloves for handling hot cookware. Hot coals rest in an elevated bowl next to an enormous cauldron; with the addition of a number of griddles, grills, or enclosed metal boxes that rest nearby, the coals might also serve as makeshift oven or stove; a grill currently rests atop the coals, upon which a pot filled with water awaits the makings of stew. In the room's northeast corner lie brewing apparatus and ingredients (belonging to High Priest Keltobo Wamrinner).

A door in the east wall opens into a walk-in pantry lined with shelves. Only the shelves closest to the door hold food: mostly dried bread, cheese, meat, and fruit not yet rotted. During better times, a Company magician kept an elemental pet in the pantry to cool provisions. Currently, the gnomes salt and dry their waning stores instead, settling for pragmatism over palatability.

During the day, Middie Slepgeggles bustles about in the kitchen, trying to maximize what little stock remains from



the last supply caravan and foraging expeditions. There is a 75% chance that Bamtini Ogglebrite is also present during working hours (if not here, he is ministering to the miners in Area Gn-2). Together, sometimes with the assistance of the High Priest or even the Master Tinkerer, the two young priests use their magic to conjure bread and water to supplement the meals they prepare twice daily for the Company workers. Bamtini's and Middie's evening prayers and meditation barely keep up with their use of mana; each normally has only half the maximum mana in his or her pool.

Middie, a slight gnome with a sweetly dimpled chin, and Bamtini, short and chubby with explosive red hair, are otherwise similar in most respects. Both have bubbly personalities filled with the excitement of gnomish youth, and both have suffered from the difficulties of keeping morale up among their exhausted fellow gnomes. Nonetheless, they gain great strength from each other's company and plan to wed if they should survive to return to Ak'Anon.

Aside from Middie being female and Bamtini male, they are virtually identical in game terms (use the following statistics for both).

Treasure: High Priest Keltobo Wamrinner's *gnomish brewing barrel* lies in the room's northeast corner with the other brewing equipment.

Assistant Priest, Male or Female Gnome, Clr 12: CR 12; SZ Small humanoid (gnome); HD 12d8; hp 62; Init +2 (Dex); Spd 20 ft.; AC 15 [flat-footed 13, touch 13] (+1 size, +2 Dex, +2 armor); BAB +9; Grap +3; Atk +8/+3 melee (1d4-2, Small light mace), or +12 ranged; SA spells; SQ divine powers (celestial healer, purify soul), gnome traits, infravision; Res AR 4, CR 7, ER 4, FR 17, PR 4, SoR 4; AL OG; Fac Solusek Mining Co., Deep Muses; SV Fort +6, Ref +6, Will +12; Str 7 (6), Dex 14, Con 10, Int 14 (12), Wis 18 (16), Cha 14.

Skills: Channeling +12, Diplomacy +7, Heal +12, Hide +7, Knowledge (mysticism) +7, Knowledge (religion) +8, Meditation +19, Spellcraft +11, Trade Skill (baking) +8.

Languages: Gnome (4), Common (4), Dwarvish (2).

Feats: Combat Casting, Extend Spell, School Specialization (alteration), Skill Talent (Diplomacy).

Cleric Spells Usually Prepared (mana cost, modified for celestial healer power): *Divine aura* (2), *endure fire* (3), *entail* (10), *healing* (9), *invigor* (3), *root* (5), *soothe* (5), *spirit armor* (12). Save DC 14 + spell level.

Mana Pool: 49 (of 99).

Possessions: *Gnomish environmental suit*, Small light mace, molten cloak, firewalker boots, gold hematite ring, green ceramic band (strike 3/day), idol of the Underking, scroll of repairation, flameless lantern, 2 cat's eye agates, healer's kit.

Assistant Priest (buffed with *spirit armor*): SQ damage reduction 7/—.

Gn-10: The Shrine of Below [EL 16]

This room serves as quarters to the Company cooks and deacons, Middie Sleppeggle and Bamtini Ogglebrite, and their priestly superior, Keltobo Wamrinner. A *flameless lantern* suspended from the ceiling by a thin chain illuminates the chamber's three beds, each with a small unlocked chest at its foot containing clothes, vestments, and other personal belongings. Beneath each cleric's pillow is a small clump of blessed dirt, holy to them but nonmagical in nature. Two Small chainmail suits and warhammers hang neatly from pitons near the doorway; gold-colored chain links form the shape of a pick on the chest of each suit of armor.

High Priest Keltobo Wamrinner spends most of his time here in quiet meditation, though during emergencies he rushes to whatever part of the stronghold requires his aid. Though secretly despairing regarding the Solusek Mining Company's chances to survive much longer within the Eye, he works and fights with the vigor of a gnome half his age when called upon to do so. Keltobo has survived more than one difficult expedition before this one, and is quite robust for a gnome. He had intended this to be his last before retiring from active duty, but now feels that, had he been a wiser gnome, he would have quit one trip sooner.

High Priest Keltobo Wamrinner, Male Gnome, Clr 16:

CR 16; SZ Small humanoid (gnome); HD 16d8+32; hp 130; Init +1 (Dex); Spd 15 ft. in armor, 20 ft. base; AC 23 [flat-footed 22, touch 13] (+1 size, +1 Dex, +7 armor, +3 shield, +1 idol); BAB +12; Grap +9 [*powered gloves*]; Atk +16/+11/+6 melee (1d6+2 plus 2d6 cold, +2 *light mace of frost*), or +18/+14/+10 ranged (1d6+2 plus cold resistance (-15) and 1d6 cold, crit x3, 60 ft., *Lark Twitter bow* and *icicle arrows*); SA

spells; SQ divine powers (celestial healer, purify soul), gnome traits, Greater Specialization (alteration), infravision; Res CR 3, FR 13, MR 4, PR 5; AL OG; Fac Solusek Mining Co., Deep Muses; SV Fort +11, Ref +6, Will +17; Str 10 (7), Dex 13 (11), Con 15 (11), Int 20 (16), Wis 24 (17), Cha 14.

Skills: Alcohol Tolerance +7, Channeling +19, Climb -3, Diplomacy +7, Disable Device +9, Heal +13, Hide +1, Knowledge (mysticism) +9, Knowledge (religion) +10, Meditation +25, Sense Heading +11, Sense Motive +12, Spellcraft +17, Trade Skill (brewing) +10, Trade Skill (tinkering) +12.

Languages: Gnome (4), Common (4), Dwarvish (3), Goblin (1), Halfling (3).

Feats: Great Fortitude, Mental Clarity, Mystic Capacity, School Specialization (alteration), Weapon Class Proficiency (archery), Weapon Focus (light mace).

Cleric Spells Usually Prepared (mana cost, modified for celestial healer power and Greater Specialization): *Bravery* (12), *celestial remedy* (26), *divine barrier* (17), *endure fire* (3), *enstill* (10), *greater healing* (20), *guard* (13), *wrath* (24), *yaup II* (3). Save DC 17 + spell level.

Mana Pool: 247.

Possessions: Brellium chain armor, powered gloves, charred guardian shield, +2 light mace of frost, Lark Twitter bow, quiver and 12 icicle arrows, quiver and 12 arrows, molten cloak, firewalker boots, platinum hematite ring, gold amber ring, crackstem, flameless lantern, 2 flash tubes, gnomish vanishing device (17 minutes left), negative material sensory apparatus, golden idol of Brell, healer's kit.

Keltobo Wamrinner (buffed with *endure fire*, *guard*, and *yaup II*): Grap +11; Atk +18/+13/+8 melee (1d6+4 plus 2d6 cold, +2 light mace of frost); SQ damage reduction 10/—, and +2 fire saves; Res FR 21; Str 15.

Gn-10a: This meditation area and shrine serves as vestibule to the quarters of three Deep Muses, clerics of Brell Serilis who serve as cooks and ministrants to the Solusek Mining Company outpost. The clerics sculpted the shrine from a block of igneous rock; it depicts the Duke of Below leveling his pick against the stone in the north wall. The statue portrays Brell in his gnomish guise, somewhat less stocky and gruff than a dwarf. Its head almost touches the chamber's 6-foot ceiling, nonetheless, making the statue considerably larger than a life-sized gnome. Its eyes sparkle with two magnificent rubies (1,600 gp each), and, unbeknownst to any viewer, a huge diamond (4,200 gp) lies where the heart would be, set deep within its chest. A thick, brown rug provides comfort for anyone meditating before the shrine, and a doorway leads to the clerics' quarters.

Any thief attempting to steal the statue's gems risks Brell's wrath, or so the priests say if queried. In truth, the gnomes tinkered a specially designed *snare flare* trap into the sculpture, as well as making it semi-animate using many of the same techniques they would in crafting a clockwork. As a result, anyone trying to touch the gems sets off the tinkered trap; further, if tampered with by anyone other than a cleric of Brell, the statue itself pivots and attacks the would-be thief with its pick. It continues to attack in this manner once per round until no one is within 5 feet of it; only a gnome cleric of Brell can approach the statue safely once it animates.

A successful melee touch attack by a character with at least 5 ranks in Trade Skill (tinkering) is required to deactivate the statue; alternately, as a full-round action that provokes attacks of opportunity, a character may make a melee touch attack followed by a Disable Device check (DC 20) to shut the statue off (this may be attempted repeatedly, round after round, but provokes AoOs each time).

Snare Flare Trap: CR 1; no attack roll required (1d4), plus loud "bang" and a flash of light; target must also make Reflex save (DC 32) or be *entangled* and stuck to the statue, so that he can be attacked by it each round; Search DC 26; Disable Device DC 26. *Note:* To escape from being entangled, the target must succeed at an Escape Artist check (DC 26) or win a grapple check against the statue.

Brell Statue (I): CR 8; SZ Medium-size construct; HD 16d10; hp 120; Init +0; Spd 0 ft. (can't move); AC 24 [flat-footed 24, touch 10] (+14 natural); BAB +12; Grap +18; Atk +18 melee (2d6+7, crit x4, Large heavy pick); SA magic attack +3; SQ construct, hardness 8, SR 18; AL

N; Fac None; SV Fort +5, Ref +5, Will +0; Str 22, Dex 10, Con —, Int —, Wis 1, Cha 1.

Magic Attack (Ex): For purposes of overcoming a target's damage reduction, the Brell statue's pick is considered a +3 magic weapon. This ability grants no actual bonus to the statue's attack or damage rolls.

Gn-11: Barracks [EL 0 or 14-16]

Gnome warriors may fight as fiercely as any ogre and with the practiced skill of a dark elf assassin, but are not often models of austere living, particularly in such an uncomfortable environment as Solusek's Eye. While not slothful, the gnomes have found that the heat here prohibits casual exertion for more than a few minutes at a time. With food rationing becoming a reality, the warriors content themselves with light exercise, gambling, cleaning and sharpening weapons, and singing bright, fast-paced songs to boost morale — or, during more somber moments, brief hymns to honor their fallen comrades.

Three small tables, each with four chairs, are placed on the outskirts of the room, complete with stacked dishes, utensils, and colored strips of wood for use as poker chips. This chamber is taller than most in the stronghold, reaching 6 feet in height to allow for the swinging of gnome-sized spears and swords.

Fourteen small beds line the walls of this room, leaving plenty of space in its center for calisthenics and practice with sword and spear. Of the fourteen beds, only six are neatly made, and across each of these lies a weapon, helmet, or other article kept just clean enough that it won't dirty the bedsheet. Weapons and simple chain shirts lie within easy reach of the other beds' occupants; more thorough chain covering for legs, head, etc., hangs on the wall nearby for patrol duty or in case the gnomes have more time to prepare for an attack.

Only 4 typical guards and 3 veterans, led by Sergeant Bilidun Hontrop (see below), remain to patrol and defend the fort from goblins, kobolds, and worse. The six clean beds in the room formerly belonged to 4 slain guards and a slain scout (as Arnsy Biddletrim preferred to be known; see Area G-16 in Chapter 2), as well as one other guard who is currently missing with the Velteppis expedition; with each passing day, the remaining warriors fear that another companion-at-arms is lost. For now, the guards simply wait for the goblins to come, knowing they'll be called any day now to stand against the wretched creatures, probably for the last time.

Sergeant Hontrop is a seasoned warrior, promoted to his current rank after exhibiting strong leadership in a campaign against minotaurs in the Steamfont Mountains. He leads well, but cannot conceal his concern from those he tries to reassure. Hontrop habitually fails to finish his sentences; most tend to regard this as characteristic of his thoughtfulness, but those under his lead wonder if he's simply run out of anything good to say.

Treasure: The guards, like other members of the Company, receive a fraction of their final pay on site. The rest awaits them in Ak'Anon, a sum that will allow each to consider retirement in relative luxury. While all but Sergeant Hontrop receive equal pay, gambling redistributes their coins on a regular basis. Therefore, each gnome warrior possesses 1d10+5 pp, 4d10+10 gp, and 1d100+50

sp, and an opal (3d20+150 gp), all of which they keep in small boxes near their beds. Sergeant Hontrop's chest holds 8 pp, 90 gp, 94 sp, an opal (170 gp), and a fire opal (510 gp).

Sergeant Bilidun Hontrop, Male Gnome, War 14: CR 14; SZ Small humanoid (gnome); HD 14d12+42; hp 137; Init +4 (Dex); Spd 20 ft.; AC 20 [flat-footed 16, touch 15] (+1 size, +4 Dex, +5 armor); BAB +14; Grap +14 [powered gloves]; Atk +22/+18/+14/+10 melee (1d6+7, crit 17–20/x3, +2 *reaving short sword*) and +16 melee (1d6+4, crit 15–20/x2, +1 *keen short sword*), or +22/+19/+16/+13/+10 (1d6+5, crit x4, 90 ft., +1 *double-cam oak shortbow* and +1 *arrows*); SQ berserking, gnome traits, infravision, Taunt bonus +4, +1 fire saves; Res CR 3, DR 2, FR 16, PR 3; AL NG; Fac Solusek Mining Co., Gemchoppers; SV Fort +12, Ref +10, Will +5; Str 16 (14), Dex 18 (17), Con 16 (13), Int 16 (14), Wis 12 (10), Cha 10.

Skills: Climb +12, Intimidate +5, Listen +8, Jump +9, Knowledge (warcraft) +15, Search +8, Spot +8, Taunt +14, Trade Skill (blacksmithing) +10, Trade Skill (tinkering) +9.

Languages: Gnome (4), Common (4), Dwarvish (2), Goblin (1).

Feats: Alertness, Combat Reflexes, Dodge, Double Attack, Dual Wield, Improved Critical (short sword), Lightning Reflexes, Mobility, Parry, Power Attack, Riposte, Weapon Finesse (short sword), Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: *Imbued Brellium shirt* (as *imbued dwarven chainmail of Brell* in chain shirt form), *powered gloves*, +2

reaving short sword ("Ripper"), +1 *keen short sword* ("Dicer"), +1 *double-cam oak shortbow*, quiver and 20 +1 *arrows*, *molten cloak*, *charred boots*, *gold hematite ring*, *belt pouch*, 2 *crackstems*, 2 *flash tubes*, 12 gp.

Gn-12: The Bathing Room

Three rows of curved bricks enclose three shallow pools filled with steaming water; there is no need for tinkered devices to heat the water here, as all water here in the Eye is kept hot. Weary gnomes bathe here to wash away the filth of the mines and the stronghold's dust, rest their tired muscles, and enjoy one of the few pleasures offered in the Eye. As worshippers of Brell Serilis, they do not revile the filth in which they dwell, but for practical reasons — such as keeping their sheets and utensils clean — they bathe in shifts nightly, up to six at a time. Other than the opportunity to clean oneself, there is nothing of value here.

Gn-13: Resting Bodies, Active Minds [ELO or 14]

By far the most elaborately decorated room in the stronghold, the engineers' quarters features twelve intricately carved pillars bolstering its 14-foot ceiling. The engineers carved the lower halves of each pillar to resemble one of themselves, each figure bearing the upper half of the pillar on his back. Bas-relief images cover the walls, depicting



Statuette of Singe?

The drake statuette in Gn-13 resembles Singe (see Area L-8 in Chapter 5), a drake widely respected as Nagafen's child among the denizens of the upper caverns. Engineer Piplin Peninglin spotted Singe while surveying two years ago and carved a likeness from memory. The figurine is nonmagical, but Solusek kobolds and goblins may allow safe passage to the one who bears it if the character presents it with authority (Bluff check opposed to the listeners' Sense Motive checks). The local elementals are less likely to be persuaded (+10 to their Sense Motive checks), and the gigantic vermin that share the middle depths of Solusek's Eye are unaffected — they attack anything edible.

Presenting the sculpture to the fire giants in a serious manner elicits derisive laughter on their part, followed by sound beatings, imprisonment, and a brief meeting with Lord Nagafen.

scenes of battle with the Eye's natives, the building of the Company stronghold and memories of Ak'Anon and the Steamfont Mountains. Small carvings appear throughout the chamber, many bearing likeness of Company members, but some tiny goblins and kobolds appear as well. One particularly impressive carving adorns a nightstand: a drake 6 inches high with wings outspread.

The Company engineers, including Chief Engineer Binkdirple (see Area Gn-2) and Executive Chief Engineer Muklutil (male gnome, Exp 12, NG; Solusek Mining Co.), share this chamber. Five of the six beds retain occupants; one of their number perished while surveying a year or so after the Company's arrival. Though all the engineers participated in shaping their bedchamber, Engineer Piplin Peninglin is the artist behind most of the carvings and sculptures; chosen for duty because of his fine drafting and surveying skills, he has considerable artistic gifts as well. He dreams of adapting his talents to the needs of builders or wealthy patrons, but the Company's current plight dampens his excitement for such distant fortunes.

The engineers spend their working hours ensuring the stronghold's structural integrity, particularly that of the mines, but mostly they await the opportunity to recover the Mole and begin a new Shaft.

During working hours, this room is usually empty. Late in the evening and by night, the two Chief Engineers and two others are present; the remaining two engineers patrol the stronghold with the warriors.

Treasure: Each engineer owns a metal lockbox (hardness 11, 35 hp; Break DC 28) for his valuables. Being engineers, they delight in introducing complexity to simple devices, such as complicated locks for their strongboxes (Pick Lock DC 25; DC 32 for Muklutil's). Chief Engineer Binkdirple takes this one step further: Not only is the lock to his box extraordinarily difficult to pick (DC 35), but even the metal key itself is a puzzle — its curving length includes a dozen tiny pivots where the needle-like points of the key may bend and twist. Only the precise key configu-

ration (Pick Lock DC 35) unlocks the box. Confident of his craftsmanship, Chief Binkdirple leaves the key behind when out of the room as a challenge to his companions.

The boxes of the regular engineers each contain 15 pp, 75 gp, and 2 emeralds (1d20+120 gp each). Muklutil has 30 pp, 150 gp, and a sapphire (950 gp). Binkdirple's box contains 40 pp, 125 gp, a ruby (1,260 gp), and a spare *gnomish environmental suit*.

Gn-14: The Elemental Place of Earth [EL 0 or 8]

Despite the miners' best attempts to keep themselves and their gear clean, 14 years of digging has brought an irrevocable accumulation of dirt and dust into their quarters. Dirt adheres to the floor here despite frequent applications of the broom; grime clings to work clothes and migrates to more casual dress; soot infiltrates the bedsheets; dust clogs the air even after the purifier's passing; and mud and muck obscure the treads of sturdy boots.

As a result, the gnome miners no longer bother to sweep their quarters, and they wash their clothes and sheets only with a grimace and a roll of the eyes. Baths are welcome, but more to ease tired muscles than to scrub skin to cleanliness that lasts only a few hours. The miners prefer to spend their free time eating and sleeping, or gambling when unable to sleep. Company rules free them from sharing in patrols and from having to move stock other than fresh ore and mining equipment, even though, under the circumstances, most of them would do more; still, only in times of danger does the Captain call them to duties outside their profession.

Eight simple beds, each with a small trunk, offer rest to the remaining miners. Two other beds belonging to slain miners have been removed. One lost his life to the lava duct crawler in the sealed office (Area Gn-5), and the other died in the collapse of the tunnel from Area Gn-1 to Gn-4; the remaining miners joined the latter miner's ashes with a nearby lava flow, that his spirit might plumb the furthest depths of Brell's domain.

Due to the Company's extensive use of clockworks, gnomish miners need only expend half the effort of other races in performing their duties, but their awareness of that fact pushes them to demonstrate their hard work to others. Clockworks are tireless, but imprecise, and the miners labor constantly to keep their charges on course. By day's end, the miners return to their quarters exhausted, stopping only to wash the worst of the dirt from their bodies before sinking into deep slumber.

Treasure: Miners receive little regular pay but benefit greatly from the discovery of gems, by contract, receiving a portion of such riches uncovered during excavation. Each miner has a chest by his bed that contains 1d10 pp, 4d6+10 gp, and 50 sp, as well as 1d4+2 gems (see "Table 4-5: Gems" in the EQ: Game Master's Guide, p. 99).

Gn-15: Lounge of the Learned

The Solusek Mining Company demands much from its workforce, but it provides at least some comforts to its employees as well, as evidenced by this room. Pleasing tapestries and thin but comfortable rugs conceal the stone, and by their designs transport the room's occupants back to the Steamfont Mountains near Ak'Anon. Simple tinkered

fans produce a light breeze to gently cool the skin, and cushioned chairs allow a tired gnome to read or nap in comfort alien to these harsh environs.

Gnomes are not, as a rule, creatures of habit, and the tedious routines forced upon the Company's members can strain their patience to the breaking point. For four days, the gnomes strive to mine ore and gems, process and inventory their acquisitions, and defend themselves from outside attack. Every fifth day, the Company relaxes, at least in the first two respects. Warriors and miners gamble their earnings, engineers discuss their ideas for expanding the mine or building clockwork castles, and a few simply sleep the day through or spend their time in the baths. As a literate race, however, gnomes find books to be a wonderful means of both escape and relaxation; those in search of such cultured pleasures come here.

Two extensive bookshelves, low but long, rest against the north and south walls. The north set of shelves contains tightly rolled vellum scrolls, each bound with a white ribbon bearing a lengthy description of its contents. The scrolls contain precise illustrations, diagrams, and commentary from learned and well-known members of the gnome community. Examples include *Cargo Clockworks Bolt by Bolt*; *Perfection in Movement and Posture*; *Twelve Glorious Courses of the Clockwork Kitchen*; and *Illustrations of Most Peculiar Beasts Found upon the Moon of Lucin*.

Books on the opposite shelves range from small pamphlets such as *Heretofore Unreported Applications for Grease* to multi-volume treatises including *The Complete, Unabridged, Annotated Compendium of the Flora and Fauna of the Steamfont Mountains and Surrounding Locales*. Other works include scientific texts (e.g. *Synchronous Application of Multiple Mana Batteries in Theory and Practice* and *Cheese Culturing Techniques from Across Norrath*); non-fiction (e.g. *The Downfall of Skonorus and his Fearsome Works and Expedition: Iceclad*); and flights of fancy (e.g. *The Mostly Pointless Adventures of Limlis Chapbatter* — which includes five alternate endings — and *Dark Secrets in the Halls of Tinkering*, an anonymously authored tale of conspiracies and misdeeds in the heart of Ak'Anon).

Leepa Soofdubbin and Keltobo Wamrinner are the only two regular visitors to this lounge now. Other gnomes are usually too busy, too tired, or too desirous of privacy to concern themselves with scrolls and books. The only other item of note in this room is a "bookmark" Leepa left in a pamphlet entitled *Practical, if Somewhat Unsafe in the Long Term, Means of Remaining Awake for Weeks at a Time* — the bookmark is actually a copy of the right side of page 288 of *Salil's Writ* (see EQ: Game Master's Guide, p. 175).

Gn-16: Representatives of the Eldritch Collective [EL17+]

A small, twisting sigil inscribes the inside of this door, magically sealing it to casual entry from those not of the Eldritch order. Tracing the general shape of the sigil upon the door permits entry to the Collective's quarters. Nine small beds, not unlike those in other chambers, line the room; however, here, thin brick walls or tapestries separate the bedding areas into distinct cubicles. Each bed is adjoined by a trunk, an escritoire, a small bookstand, and a roughly crafted wardrobe; a nightstand by each bears a *flameless lantern* and a washbasin. Clay jars atop most of the

desks contain reagents and components for spells. (Thick rings of dust border empty spaces where jars once stood upon the desks of lost members of the Collective.)

Despite the close association of their respective classes within the Collective, the Company spellcasters usually chafe at sharing such close quarters with one another. Over time, each has erected physical barriers to provide some measure of privacy or simply to escape the inevitable bickering. Quieter times prevail now, less due to increased camaraderie than out of sullen respect for the fallen. Two members of the Collective are dead, three are missing, and the remaining four find themselves too exhausted or too depressed to argue and find fault over the Collective's failure to uncover the inner secrets of the Eye. Seven of the nine cubicles show signs of occupation, though currently only four are in use. Small tokens of remembrance —

Quest: Krostel's Inventory

Faction: Solusek Mining Co. (–1 rank); Eldritch Collective (–1 rank).

NPC: Krostel Geerfuddle.

CR: 10–20.

Reward: +1 faction rank with the Solusek Mining Co. (per quest item recovered); various tinkering items (see below).

Consequences: None.

Quest Summary: Delivery caravans are currently impossible, and Krostel Geerfuddle requires tinkering parts not only to keep Company devices in working order but also to experiment with designs for new, better designs for the Mole. The GM may allow partial rewards for incomplete sets of parts. Krostel hopes to acquire the following:

- 3 *essences of moonlight* from Castle Mistmoore or agents therefrom;
- A fine coral mesh, a *class 5 mana battery*, 3 *class 1 mana batteries*, and 3 *class 2 mana batteries*
- Blood from an ice goblin or ice giant (that from an ice giant yields triple the reward in coins)
- The cornea of a fire giant
- A fist-sized chunk of stone from a teleportation platform in Erudin.

For every one of the above items delivered, the characters gain a bonus of +1 faction rank with the Solusek Mining Co., and they receive the following, in order, as they bring more items back. (For example, if the PCs bring Krostel a vial of ice goblin blood, they receive +1 faction rank, a tinkered *compass*, and 50 gp. If they then bring him 3 *essences of moonlight*, they receive another +1 faction rank, a *flameless lantern*, and 100 gp; and so on.)

No. of List Items Acquired Reward

1	<i>Compass</i> , 50 gp
2	<i>Flameless lantern</i> , 100 gp
3	2 standard (single) bow cams or <i>mechanical lockpicks</i> , 15 pp
4	2 <i>gnomish environmental suits</i> , 25 pp
5	<i>Spyglass</i> , 40 pp

gemstone shavings, colorful bits of knotted cloth, and small carvings in lava rock — rest upon the pillows of the deceased.

Atop Master Tinkerer Krostel Geerfuddle's desk are strewn a dozen sketches of tinkered devices. Most are incomplete, with marginal notes in the Gnomish tongue detailing their unique problems and listing items that might prove the missing link between failure and success. Another sheet lists a current inventory of tinkering components as well as parts needed for restocking. Krostel is loathe to sell tinkering components from the Company's stock to adventurers; at this juncture, they simply cannot be replaced. By the same token, though, he purchases parts at up to 25% above market price should a traveling gnome have spares on hand. In addition, he seeks the assistance of adventurers in acquiring certain components for him (see sidebar on previous page).

Krostel spends most of his time tinkering in and around the workshop (Area Gn-7), repairing run down devices or creating new ones. Even on rest days he works in his cubicle for hours refining his notes and dreaming of new breakthroughs once the Company uncovers the *Heart of Fire*. Jars and a drawer on Krostel's desk here hold the following: 30 pieces of malachite (fit for summoning elementals, but not for use in the jewelcraft trade skill); 15 cat's eye agates (for *phantom chain*); 2 *lava potions* (see Appendix 2); and the following magician words: Tyranny, Dominion, and Coercion. Like other Company employees, the members of the Collective receive a portion of their pay on-site and the bulk of it at the termination of their contract. Krostel's pouch contains 50 pp, 100 gp, 10 peridots (100 gp each), and 2 fire opals (550 gp each).

Brightly colored tapestries surround the cubicle of Leepa Soofdubbin (see Area Gn-7), and her desk features a number of small statuettes carved from igneous rock to resemble goblins, kobolds, gnomes, and drakes. A larger statue — based upon a terrible recurring nightmare — resembles a disproportionate dragon, its head and maw over-sized for its serpentine body. Jars and a drawer on Leepa's desk contain 11 bat wings, 6 tiny daggers, 3 bloodstones (5 gp each), and the following enchanter pages: page 390 (right) of *Tasarin's Grimoire*; pages 8, 17, and 43 of *Velishoul's Tome*; and page 60 (right) of *Salil's Writ*. A pouch in Leepa's desk drawer contains 25 pp, 75 gp, and 3 amethysts (85 gp each).

Gabbie Mardoddle's cubicle is the most neatly arranged space in the stronghold, aside from the Company storeroom (Area Gn-4) that she oversees. No dust intrudes on her desk or floor, and her bedding is immaculate. Gabbie's desk drawer and jars contain the following: 27 cat's eye agates, separated by threes into numbered pouches made of thin netting; 14 pieces of malachite numbered with white paint; two copies of her very neatly scribed inventory records and — neatly rolled in the back of the drawer — a long scroll filled with neatly printed numbers and letters in Gnomish, Erudian, Dwarven, Halfling, Elven, and Common, with room for other alphabets. A sure way to bring a smile to Gabbie's face is to introduce a new alphabet; by the same token, Gabbie has no time for the illiterate. Her pouch contains 45 pp (in netted stacks of 7 coins apiece) and a fire emerald (850 gp).

Tapestries close off the cubicles of Velteppis, leader of the Collective, and his apprentice Bendi Hootfiddy. The other gnomes of the Collective consider these two and the other members of Velteppis's expedition as being neither dead nor alive, but suspended between both states until evidence overcomes uncertainty. It's not uncommon for gnomes to refer to them in past and present tense within the same sentence; such is the working of the gnomish mind. Both Velteppis and Bendi took their magical components with them into the depths of Solusek's Eye, but a few items remain behind.

As the senior representative of the Eldritch Collective among the Solusek Mining Company, Velteppis kept records of pay, component inventory, and component usage for those under his command. Two pouches on his desk contain 100 pp each, and within the desk are wizard runes of Helix, Regeneration, Banding, Contortion, and 2 runes of Solusek Ro. His cubicle is otherwise unremarkable, but anyone peeking under the inventory records (Search DC 10) notes a spear and crown symbol charred into the desktop. Some characters, including the Company gnomes, recognize this as the symbol of Solusek Ro, the divine target of Velteppis' veneration.

Bendi's cubicle is quite plain. Atop his desk are copious notes in Gnomish discussing numerous topics, from wizardly research to basic tinkering to an exegesis regarding Solusek Ro. His research notes concern combinations of basic wizard runes, some of which characters may find in his desk: Periphery, Substance, Al'Kabor, Fahalem, and 3 runes of Nagafen. A pouch contains his pay: 20 pp, 35 gp and 2 small opals (150 gp each).

The cubicle of Meltineen Gaspargo (see below) is austere and untidy, kept clean only by virtue of Gabbie Mardoddle's attentions. Meltineen himself rarely leaves this room except to retrieve food from the kitchen, bathe, or go forth in defense of the stronghold. Lonely and bitter, he voices the desires of many who wish to leave Solusek's Eye as quickly as possible, but despite his powers (he could easily *gate* back to Ak'Anon if he wished), he remains with the Company until the gnomes depart or the Eye's denizens come in force to destroy the stronghold. Whether this is due to subdued feelings of loyalty or simply for the pay involved is a secret Meltineen keeps to himself. Meltineen is an unassuming, late-middle-aged gnome with graying brown hair, brown eyes, and an incessant frown. His nasal voice grates on listener's ears, and the content of his diatribes finds few eager listeners.

Meltineen keeps his spell components strewn about in the desk's drawer with a pouch containing his pay. Contents include 12 bloodstones (1d4+4 gp each); 6 bat wings; runes of Xegony and Catalyst; and, in a secret panel (Search DC 20), a large, perfect, uncut sapphire (1,940 gp). Meltineen carries his pouch upon his person, even keeping it under his pillow while asleep; it contains 33 pp, 40 gp, and a jacinth (880 gp).

Meltineen Gaspargo, Male Gnome, Wiz 17: CR 17; SZ Small humanoid (gnome); HD 17d4+17; hp 61; Init +3 (Dex); Spd 20 ft.; AC 18 [flat-footed 15, touch 14] (+1 size, +3 Dex, +4 armor); BAB +8; Grap +3; Atk +11/+7 melee (1d3+2, crit 19–20, +3 *dagger*), or +12 ranged; SA spells; SQ gnome traits, Greater Specialization (evocation), greater wizardry (spell fury), infravision, quicken mastery, +3 fire saves; Res CR 5, ER 3, FR 10, MR 4, PR 1, SoR 1; AL N; Fac Solusek Mining Co., Eldritch

Collective; SV Fort +6, Ref +10, Will +13; Str 8, Dex 17, Con 13 (11), Int 24 (21), Wis 16 (14), Cha 8.

Skills: Appraise +8, Channeling +19, Climb +2, Disable Device +14, Hide +19, Knowledge (art and literature) +10, Knowledge (construction and engineering) +14, Knowledge (geography) +13, Knowledge (history) +13, Knowledge (mysticism) +23, Knowledge (nature) +18, Knowledge (planar travel) +19, Listen +6, Meditation +27, Sneak +6, Spellcraft +23, Trade Skill (blacksmithing) +14, Trade Skill (calligraphy) +13, Trade Skill (tinkering) +16.

Languages: Gnome (4), Common (4), Dwarvish (2), Goblin (4).

Feats: Embed Enhancement, Enlarge Spell, Lightning Reflexes, Mystic Capacity [x2], Quest Spell, School Specialization (evocation), Spell Focus (evocation).

Wizard Spells Usually Prepared (mana cost, modified for Greater Specialization): *Bonds of force* (12), *harvest* (0), *ice shock* (25), *nullify magic* (8), *O'Keil's flickering flame* (19), *shock spiral of Al'Kabor* (45; quest spell), *steelskin* (25), *thunderclap* (29), *thunder strike* (23), *yonder* (2). Save DC 17 + spell level, or DC 19 + spell level for evocation spells.

Mana Pool: 238.

Possessions: *Flowing black robe*, +3 dagger, *molten cloak*, *wizard's touch* gloves, *torque of tongues*, *gnomish vanishing device* (11 minutes left), *gold emerald bracelet*, *slime-covered ring*, *platinum hematite ring*, *flameless lantern*, belt pouch, 6 jaspers.

Meltineen Gaspargo (buffed with *greater shielding*, see *invisible*, and *steelskin*): hp 86 + (6d10)x2 = ave. 152; AC 20 [flat-footed 17, touch 14] (+1 size, +3 Dex, +6 armor); SQ see *invisible*.

Gn-17: The Leader's Refuge [EL17]

Heavy wooden doors open up into a large chamber that echoes emptily. Visible only to gnomes or to a character who can see invisible and who makes a Spot check (DC 25) are numerous neat markings on the walls (written with *gnomish chalk*) displaying the current date, production quotas, loss of personnel, and other information relevant to the Company. Aside from this peculiarity, the chamber holds only a thin mattress over a short, wooden frame, a trunk at its foot; a nightstand with a *flameless lantern*; a large desk with ink well and sheaves of paper atop it; and a small wardrobe. In addition, an empty armor stand, gnome-sized, rests near the bed, and a short sword in its scabbard leans against the nightstand. In a bedroom sized to a human prince's delight, Captain Stublis Bipnipple occupies only a tiny and distant corner.

Captain Bipnipple wears the *charred guardian armor*, the first of only two such suits of armor enchanted by the Company's members of the Eldritch Collective, who — they say — channeled emanations from the *Heart of Fire* into the armor. A similar technique yielded Captain Bipnipple's sword *Sparkcutter*, which he keeps with him at all times (the sword against the nightstand is Bipnipple's old +1 short sword, now merely a spare).

The Captain had originally planned to adorn his room with a host of artifacts and decorations acquired from conquered denizens of Solusek's Eye. Reality quickly dashed this conceit, and, always realistic, he simply accepted having a more austere environment. Still, adversity has done nothing to diminish Bipnipple's ambition to see the Solusek Mining Company's expedition through.

Despite, or perhaps due to his desire for personal glory, the Captain is a very capable leader, able to push his workers to the limit of production and bolster flagging morale with heartening speeches, sincere compliments, and regular bonuses. Even so, he sees his command slipping as his fellows push more ardently for abandoning Solusek's Eye and what many now consider an impossible mission. Even the Captain's own resolve waivers from time to time, but duty to his company and his good name keep him focused in troubled times.

Of course, the goblin blockade enforces Company support even as it drains confidence. The Captain needs a good reason to stay, a reason to hope, be it the elimination of enemies, the breaking of the goblin blockade so a caravan could deliver goods, or the return of Velteppis and his expedition. Perhaps passing adventurers could provide some form of aid...

The Captain's desk contains little of note. Several bound ledgers record various aspects of Company administration, such as those decorating the chamber's walls. A couple large pouches contain Captain Bipnipple's pay: 150 pp, 75 gp, and a large diamond (3,000 gp). However, as the Company's administrative officer and treasurer, Captain Bipnipple also holds the stronghold's treasury. A successful Search check (DC 25) reveals a moveable portion of the stone wall across from the Captain's bed. The hidden niche holds a large metal safe complete with tinkered combination lock (Pick Lock DC 35). Only the Captain and High Priest Keltobo Wamrinner know the combination, and the vault is trapped.

Suffocation Trap: CR 6; no attack roll required (see below); Search DC 30; Disable Device DC 34. If two consecutive attempts at opening the wall safe fail, a 10 cu. ft. stone block (170,000 lbs.) descends from the ceiling at the entrance to the chamber, sealing the doorway completely. Characters who make a Reflex save (DC 20) may take 1 action before the block settles into place, possibly diving out of the room if they are close enough to the door. A character standing in the 10-foot square just inside the doorway when the blocks finally descends takes 20d6 points of crushing damage, no save. Once the block falls, tiny air valves in the floor and ceiling pour gases from nearby lava vents into the room, quickly raising the temperature to above 140° Fahrenheit and causing those inside to start suffocating just 5 rounds after the trap's activation. (See "The Environment" in Chapter 2 of the EQ: *Game Master's Guide* for rules regarding the dangers of heat and suffocation.) Unless the characters are true enemies of the gnomes, the Captain or one of his subordinates deactivates the trap (using a lever attached to the back of the stone block that cuts off the air valves and raises the block back into the ceiling) prior to the party's death. Guards then escort the characters to an exit of their choice with a stern warning not to return.

Treasure: Plundering the safe grants access to the Solusek Mining Company's payroll and a supply of precious gems excavated from the Eye. Bags within the safe hold 500 pp, 2,000 gp, and 2,000 sp. A sectioned tray holds precious gems: 3 azurite, 2 black sapphire, a blue diamond, 2 diamonds, 7 emeralds, 3 fire emeralds, 6 fire opals, 4 garnets, a jacinth, 2 opals, 9 peridots, a ruby, 3 sapphires, 2 star rubies, and 8 wolf's eye agates.

Captain Stublis Bipnupple, Male Gnome, Ari 2/War 16: CR 17; SZ Small humanoid (gnome); HD 2d8+12 plus 17d12+102; hp 223; Init +1 (Dex); Spd 15 ft. in armor, 20 ft. base; AC 25 [flat-footed 24, touch 12] (+1 size, +1 Dex, +10 armor, +2 natural); BAB +17; Grap +18 [powered gloves]; Atk +26/+22/+18/+14/+10 melee (1d6+9 plus flaming proc, crit 17–20, *Sparkcutter*) and +19/+14 melee (1d6+5, crit 17–20, +1 *ghost touch short sword*), or +23/+20/+17/+14/+11 ranged (1d6+6, crit x4, 90 ft., +2 *oak double-cam shortbow* and +1 *arrows*); SQ berserking, damage reduction 4/+2, gnome traits, infravision, light fortification (25% ignore criticals), spell resistance [fire] 15, Taunt bonus +4, +1 fire saves; Res CR 4, FR 19, MR 3, PR 4; AL NG; Fac Solusek Mining Co., Gemchoppers; SV Fort +18, Ref +8, Will +14; Str 18 (13), Dex 13 (12), Con 23 (16), Int 17 (14), Wis 14 (10), Cha 12.

Skills: Alcohol Tolerance +13, Bluff +7, Climb +9, Diplomacy +9, Hide +4, Intimidate +10, Jump +5, Knowledge (peerage) +8, Knowledge (warcraft) +16, Listen +7, Sense Motive +7, Sneak +0, Spot +7, Swim +11 (weight modifiers not inc.), Taunt +18, Trade Skill (fletching) +10, Trade Skill (tinkering) +7.

Languages: Gnome (4), Common (4), Dwarvish (4), Halfling (2), Goblin (2).

Feats: Cleave, Dodge, Double Attack, Dual Wield, Improved Critical (short sword), Improved Two-Weapon Fighting, Iron Will, Leadership, Mobility, Parry, Power Attack, Riposte, Weapon Focus (short sword), Weapon Specialization (short sword).

Possessions: Charred guardian armor (see Appendix 2), powered gloves, *Sparkcutter* (see Appendix 2), +1 ghost touch short sword, +2 oak double-cam shortbow, quiver and 9 arrows of penetration, quiver and 10 +1 arrows, molten cloak, Brell's girdle, dwarven work boots, platinum fire opal earring, electrum blue diamond earring, gold black pearl medallion, platinum hematite ring, platinum imbued ruby ring, anti-weight potion, rebreather, gnomish chalk, flash tube.

The Shaft

Perhaps the most awesome mining operation ever undertaken by mortals here in Solusek's Eye, the Shaft is the work of the gnomes of the Solusek Mining Company. As noted at the beginning of this chapter, the Company's true objective in mining in Solusek's Eye was not the riches in metals and gems they suspected they could uncover, but rather the legendary *Heart of Fire* itself.

Unfortunately, the *Heart of Fire* has been difficult to detect even with a base of operations in Solusek's Eye. The trail initially followed was a course of lava that seemed saturated with magical properties. This lava was detected as emitting from a single fissure only, so the preparations of the Solusek Mining Company were centered on creating a base near this fissure within the Eye.

Unfortunately, soon after establishing the operation and after defending it against numerous attacks from goblins

and kobolds, the gnomes found they'd made a poor choice. By digging several test tunnels (see Area Gn–2), the gnomes finally located the source of the lava in the fissure, but following its course led them some distance from their headquarters, and eventually to a point where the lava finally seemed to be oozing up from a position directly below them.

To make matters worse, this site was directly beneath the entrance to the goblin-controlled portion of the Eye. Nevertheless, the gnomes set up their equipment and began the years-long construction of the most massive clockwork ever assembled — the Mole. This enormous burrowing device was eventually completed (only slightly behind schedule), and less than a year ago began to slowly and silently chew its way through earth and stone toward the *Heart of Fire*.

Or so the gnomes believed. They were in actuality off the mark by several hundred feet. What they believed would be a simple matter of zeroing in on the powerful emanations of the *Heart* had instead become a guessing game, and only once they made that leap of understanding, pieces began to fall into place.

Too bad that they did not make their final, better estimates until after the Mole had descended several thousand feet. Or until after the Mole blew a couple of gears when set to reverse itself. While the new pieces were prepared, a spider of unholy proportions established residence with the pit — the so-called Shaft — the Mole had created.

Now that their information was more precise, the former strength of the gnomes — their tools — was unavailable. They have proceeded regardless by prepar-

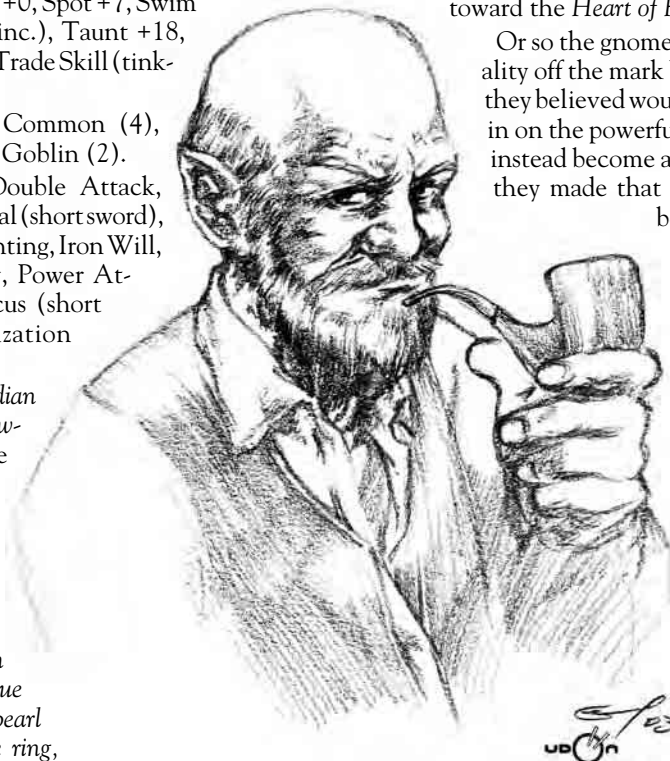
ing a new staging ground. Perhaps the ancient spider will die, or perhaps they will find a way to deal with her.

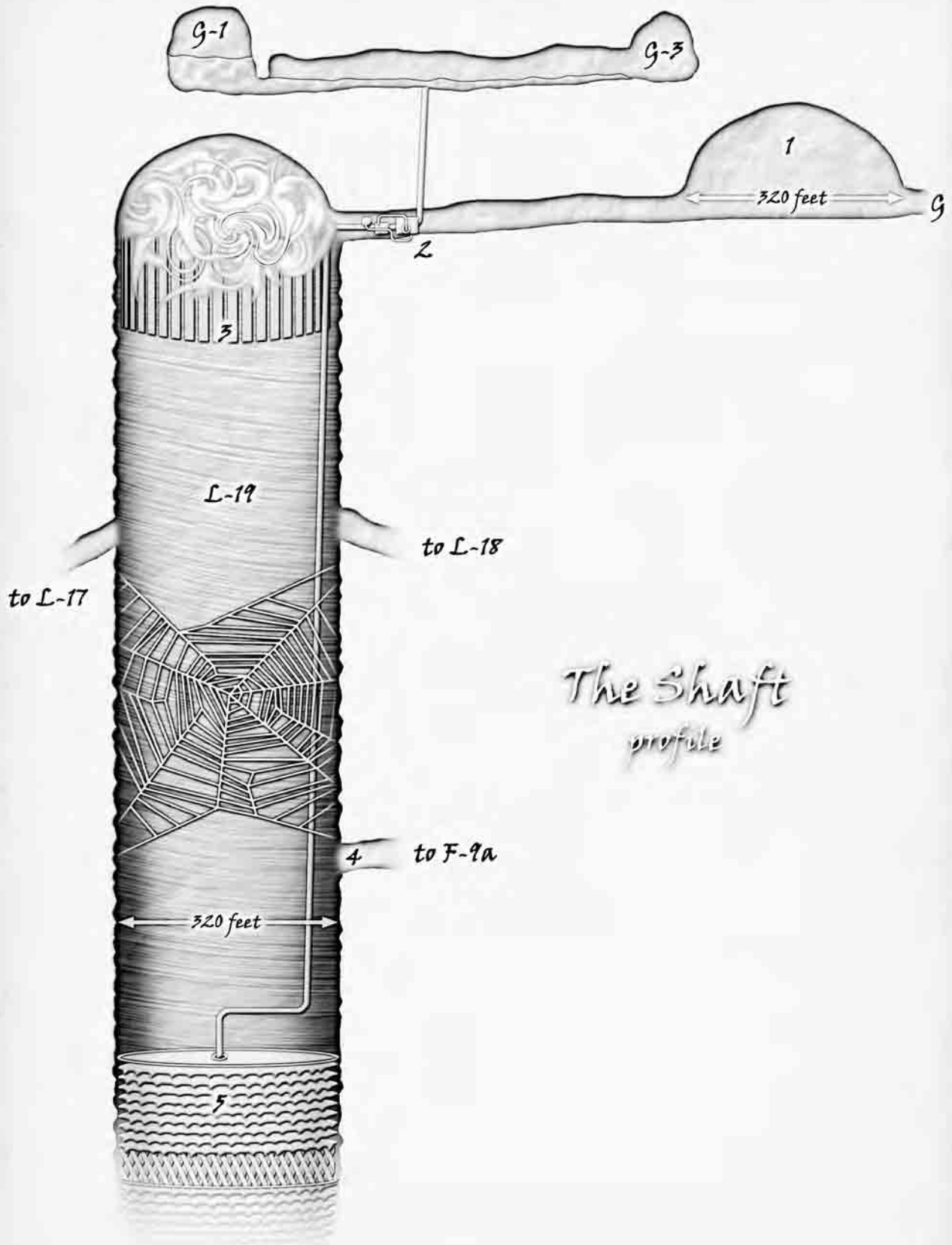
In the meantime, some within the Company grew restless and wanted better information to corroborate the new dig data. So the gnome wizard Velteppis set forth with a party to investigate. That neither the wizard's party nor any word of them has returned only adds to the dire situation facing the gnomes.

The map of the Shaft contains five labeled areas, though several connections to other levels are indicated as well. There are four means of accessing the Shaft: 1) at G from the gnomes, 2) from L–17 in the Lower Eye, 3) from L–18 from the Lower Eye, and 4) through the metal grate at F–9a in the Krombral city.

Area G

This tunnel winds around for several hundred feet before reaching Area Gn–2 in the gnome stronghold.





S-1. The Mole's New Home

The tunnel from the headquarters of the Solusek Mining Company leads to this enormous domed cavern, which is still being cleared by a number of clockwork miners (both the spider-like and the gnome-like varieties). The gnomes have already begun construction of a new platform (see Area S-3) to steady the Mole while it begins its second descent. Some clockwork laborers are also beginning to create grooves in the floor so that there is room to install the Mole.

S-2. Red-Hot Wires

After traversing another long tunnel, characters have nearly reached the edge of the Shaft. A small round chamber has been cleared here, and a large tinkered device that the gnomes call Lava Flow 3.5 has been installed. This device is actually a series of smaller machines that vaguely resembles a moonshine still. A 6-inch-diameter pipe from the Shaft enters the Lava Flow 3.5 and a smaller pipe emerges from the device's other end and then juts through the ceiling. When the gnomes mined down to this area, they found that the fissure they followed nearly intersected another and that to proceed they would have to disrupt the new fissure. Subsequent study revealed that this fissure fed a lava flow within the goblin stronghold, so, not wishing to alert the goblins to what transpired beneath their feet, the gnomes began to pipe lava from below into the flow above.

The Lava Flow 3.5 does act as a sort of filter, for the lava it collects from below does indeed trickle from the *Heart of Fire*, though by means of a circuitous series of fissures that misdirected the gnomes in the first place. The gnomes extract the magical properties of the lava and then pipe the mundane molten lava into the goblin stronghold above. Several sealed 1,000-gallon vats of lava (kept at temperature) sit around the edges of the room, for the gnomes needed a place to store the initial surge of lava when Lava Flow 3.5 first started to work; they have been careful to maintain the proper levels above in the goblin caves. In the event the gnomes need to attack the goblins or divert the goblins' attention, however, they have enough lava here to overflow a good portion of the goblin caves.

The magical portion of the lava that's extracted by the gnomes is bottled and set aside. Possible uses for this material, aside from its role in making *lava potions* (see Appendix 2), are left to the imagination of the GM and the players.

S-3. Countup to Blastdown

The details of this chamber are difficult to see because of billowing steam that constantly collects at the top of the Shaft. This steam also makes it virtually impossible to see down into the Shaft itself. All creatures in this top portion gain the benefit of total concealment (50% or 100% miss chance) beyond 5 feet, and half-concealment (20% miss chance) within 5 feet.

Once a domed cavern similar to that of Area 1, the top of the Shaft was the staging ground for the original construction of the Mole. The massive device was assembled here and then set loose to dig down to the *Heart of Fire* — or so the gnomes thought. The wooden upper portions of the platforms that suspended and supported the Mole still

exist, although they are now folded back in sections against the walls along the perimeter of the dome.

Gnome-sized walkways run around the perimeter of the Shaft, and every 10 feet a similarly sized ladder extends down 30 feet, which is not quite far enough to penetrate through the bottom layer of mist. One ladder does extend below this level, running alongside the long pipe that pumps lava from the Mole up the entire Shaft and into the Lava Flow 3.5 in area 2. This ladder once ran the entire distance to the Mole, but it's been broken by the spider called Mother and now only reaches halfway down to where the tunnels exit at Areas L-17 and L-18.

S-4. Where Gnomes Fear to Tread

This short tunnel leads to Area F-9a in the fire giant city. It was mined by the gnomes once the Mole reached this depth because even though the fissure they followed continued downward, gnomish divinations now indicated that the *Heart of Fire* instead lay in this direction. After a relatively short distance, the gnomes received the rude surprise of breaking into a city of fire giants. They hastily attempted to patch the hole they had made, but were detected before that work was completed. A couple of fire giant warriors promptly crashed toward the fleeing miners, but fortunately (for the gnomes) the tunnel was too small for the giants to pursue them. The giants later erected the enormous grate across the tunnel opening, although the gnomes have scarcely had the opportunity to return due to the presence of Mother in Area L-19.

S-5. The Blind Mole Sleeps

Here, still and silent at the bottom of the Shaft it created, rests the Mole. This massive clockwork device completely fills the 320-foot expanse of the Shaft. It requires extensive repairs before it can move again, due to a mechanical failure that occurred when it was set to reverse its motion and climb back up the Shaft. However, the gnomes cannot reach it because of Mother, and so the Mole sits.

The only sign of life is the gurgling throb of molten lava pumped through the Mole from the still active fissure beneath the monstrous clockwork. A pipe from below runs straight through the center of the Mole and extends to the wall of the Shaft, running from there all the way to the Lava Flow 3.5 in Area S-2.

There is a hidden hatch (Search DC 22) on both ends of the Mole. The top hatch allows access for any Small or smaller creature to the interior of the Mole; a Medium-size creature can enter and move in the cramped interior with an Escape Artist check (DC 12) each round. Inside, there is nothing of value to any but those interested in tinkering. However, anyone with at least 10 ranks in Trade Skill (tinkering) or who makes a Knowledge (construction and engineering) check (DC 30) can diagnose the problems with the Mole after 1d4 hours of examination — the required repairs would take at least 3 gnome-weeks (i.e., 3 gnomes working for a week, or a gnome working for 3 weeks, etc.) and the transport of numerous large gears and other components (such as those found in Area Gn-7) down the shaft.

L-19. The Mother

See Area L-19 in the next chapter.

Chapter Five: The Lower Eye

A buffer zone exists between the Upper Eye and Nagafen's Lair, a cavernous realm filled with powerful beasts and beings not of the Material Plane (a bastion of elemental power on the order of Solusek's Eye attracts creatures attuned to such forces). The walls between the Material Plane and the home plane of Solusek Ro himself, called the Plane of Sun, are weak here. Fire and lava elementals flourished here long before the arrival of other living creatures, simple beings that reveled in the power coursing through the Eye. Inevitably, though, more intelligent elemental creatures have arrived to take advantage of the Eye's energy.

Efreeti Lord Djarn was the mightiest of these, and he subjugated or destroyed all rivals for supremacy. He chafed at the arrival of the fire giants, though, for they had considerable numbers and were immune to Djarn's natural element. The Efreeti Lord thus struck a pact with the giants, agreeing to share the subterranean realm in return for showing them certain secrets in the application of the Eye's power. The subsequent arrival of Lord Nagafen had surprisingly little impact at first, but the dragon soon took control of half of the Lower Eye and experimented with the Eye's power as well, creating broods of hideous arthropods that he then dispatched into the great caverns. Furious, but helpless to alter the situation, Djarn carved a sanctum for himself and commanded lesser elementals to guard him; pact or no pact, any creatures daring to approach his lair die quickly.

Meanwhile, Lord Nagafen's creations inhabit the great dragon's half of the Lower Eye, constantly skittering about in search of food. Drakes, giant beetles, enormous spiders, and huge bats vie for the limited nutritional resources within the Eye, often turning on one another if hungry or provoked. The bats, at least, have another option; occasionally, perhaps every 2 or 3 weeks, they crawl and soar en masse through the confined tunnels of the kobold realm and into the Lavastorm Mountains in search of food. The kobolds watch closely for signs of this regular event, evacuating the intervening tunnels until the bats have completed their passage. Other residents of the Lower Eye occasionally make their way into the upper regions as well, triggering a massive armed response by the affected race(s). In general, however, the many denizens of this region are either content to stay here or else too large to make their way into

the upper reaches, so they remain locked in eternal struggle for the food necessary to survive and breed.

The Lower Eye represents a significant increase in danger for adventurers exploring this region. While the danger of overwhelming numbers compared to the upper Eye diminishes, the creatures here are individually far more powerful, and many either do not hunt alone or they readily take advantage of others' fights in order to win an easy meal. The level actually has three major divisions (not merely two), as discussed below, but it's not too unusual for elementals to be found near the spiders, for example, and vice versa. The hunt for food demands constant action, so there is always some movement throughout the caverns here.

The central area of the Lower Eye is primarily home to sonic bats and fire drakes, though other creatures regularly pass through. The most evident feature of this and all other areas, one that the GM should convey at every turn, is the sheer *immensity* of these caverns — an ogre should feel like a pixie gazing upward at the canopy of an ancient glade. Smaller caves here could hold entire city blocks; larger caves could host a fleet of ships in dry dock, with the tallest mainsail barely scraping a 12-foot stalactite. And throughout these caverns prowl gigantic versions of creatures the characters most likely crushed underfoot or swatted away as children; in this place, the characters are the bugs, and any weakness on their part means a hearty meal for a hungry monstrosity.

Only slightly smaller in dimensions, the realm of the elementals features lava pools and poisonous gas. Here, the Efreeti Lord Djarn broods as he rules the elementals, wishing to harness the power of the Eye for one final act of war and vengeance upon those who trespass upon his rightful domain.

Opposite Djarn's territory dwell Nagafen's creations, multi-legged horrors with mandibles capable of rending plate mail into little more than tin scraps. Nothing alive is safe in this region, where a hundred eyes watch for the slightest movement and the chance of a meal. Adding to the danger, pockets of poisonous gas spew from sulfurous vents, harmless to creatures accustomed to dwelling here but lethal to the unprepared. The members of any expedition here should reel at the enormity of this horrid place, the skittering echoes, the flapping of wings, and, inevitably, the death scream of some distant, unidentifiable creature and the sound of mandibles tearing into meat.

The Lower Eye

Entrances: The tunnel at Area E coming from the kobold realm; the entrance at Area L-1 coming from Area G-20 in the goblin realm; and the Shaft at Area L-19, entered via Area G in the gnomes' stronghold.

Exits: The descending lava duct at Area L-6.

Random Encounters: Check once every 15 minutes (roll 1d20). At the culmination of any encounter, roll again, but subtract 3 from the result (minimum result of 1); many of the lower Eye's denizens are opportunistic in their hunting habits.

Fire imps wander only in the eastern side of the Lower Eye, while stone spiders generally restrict their travel to the west. Likewise, goblin Guano Harvesters gather material only in the south-central region near Area L-1, and the drake called Singe avoids the western caverns. Treat any result inappropriate to a particular location as being "No encounter."

Note that most roamers are weaker members of their kind, forced to scrounge for food rather than settle in an established lair. Use the base stats found in *EverQuest: Monsters of Norrath* unless they are too easy for the party. The exception to this rule is the stone spider; roaming varieties of this dangerous predator are far stronger than those found in their lair (L-18).

1-9.	No encounter
10.	Guano Harvester [see "Harvester in the Hole" sidebar]
11.	Fire Drake (15-20 HD)
12.	1d2 Fire Imps (15-18 HD)
13.	1d3 Sonic Bats (20-25 HD)
14-15.	1d2 Lava Beetles (20-29 HD)
16-17.	1d2 Noxious Spiders (21-25 HD) [see Appendix 1]
18.	1d3 Lava Duct Crawlers (25-30 HD)
19-20.	1d2 Stone Spiders (29-40 HD)

Detections: None.

Shielding: None.

Continuous Effects: The temperature here exceeds 90° Fahrenheit. Areas on this level within 60 feet of lava have temperatures above 110° F. The eastern third of the Lower Eye (drawing a line vertically from the bridge at Area E to the lava river's entry into the northern wall) generally exceeds 140° F.

From the lava river eastward (i.e., in Areas L-5 through L-12), the air is poisonous. Characters traveling here without *enduring breath* or similar protection must make a Fortitude save (DC 15, +1 per previous check) every minute; a first failure results in 1d4 points of temporary Constitution damage. A second failure deals the same amount of Con damage and the victim is *nauseated*. With a third failure, the character begins to suffocate (see "The Environment" in the EQ: *Game Master's Guide* for more information).

Standard Features: The terrain in the lower caverns is uneven and rocky, with ledges, crevices, stalagmites, lava pools, and other variations in terrain. At the GM's discretion, characters may require Balance checks to perform complicated maneuvers.

L-1: Harvester's Landing [EL14-16]

Characters descending from Area G-20 in the goblin caves arrive here. Ambient lava light illumines the cavern almost to the ceiling, where shifting forms suggest the presence of some avian creature. These are sonic bats — a colony of 6 — clinging to the cavern ceiling amidst stalactites and shadow. They rarely hunt inside the Lower Eye, preferring to take flight every few weeks in the open air of the Lavastorm Mountains, so they are often hungry.

Harvester in the Hole

Goblin Guano-Gatherers regularly come here to gather sonic bat excrement, used in fertilizing the fungus in their realm. Usually, only one Gatherer at a time plies his trade, lest too many perish at once from the Lower Eye's many hunters — fewer feet means fewer footfalls stirring the giant bats to flight.

Guano gathering is a specialized trade with few practitioners; small physical size is an asset, so larger goblins "encourage" the lither of their small brethren to learn the tricks of the Harvest. Despite their great skill and their many precautions, however, Guano-Gatherers do die from time to time; recovery of their magical items is a top priority for their surviving brethren. The careless and hasty among them don't live long, so those who have survived at least a handful of trips into the depths tend to be highly skilled and focused individuals.

Characters may have difficulty spotting or hearing a Guano Harvester, for they are adept at going unnoticed. If attacked, a Harvester screams and shouts, hoping to attract the attention of local predators and then escaping into the shadows while the intruders fend the creature(s) off.

Even when off-duty, Harvesters tend to be secretive and aloof, except when relaxing among their own brotherhood. Some Gatherers gain great notoriety for their exploits, particularly those who attempt to sneak into the Lower Eye via the ramp from the kobold realm. Despite the advantages their talents might bring to the goblin cause, they let those who forced them into their current profession take the risks in matters of war.

The Guano Harvester noted below is from the Flame Tribe, but it's not unknown for a particularly small inferno goblin to "volunteer" for service.

Typical Guano-Gatherer, Male Fire Goblin, Exp 4/Rog 5: CR 13; SZ Medium-size humanoid (goblin) [fire]; HD 10d8+20 plus 4d6+8 plus 5d8+10; hp 119; Init +11 (+7 Dex, +4 Improved Initiative); Spd 30 ft.; AC 20 [flat-footed 13, touch 17] (+7 Dex, +1 natural, +2 armor); BAB +14; Grap +18; Atk +18/+13/+8 melee (1d6+4, crit 19-20, short sword), or +21 ranged; SA backstab +1d6; SQ evasion, fire subtype, heat aura (1), rogue ability (uncanny dodge), sense traps, ultravision, +1 disease saves; Res DR 10, FR —, SoR 20; AL OE; Fac Goblins of Fire Peak, Flame Tribe; SV Fort +9, Ref +21, Will +10; Str 18, Dex 24 (20), Con 15, Int 13, Wis 14, Cha 7.

Skills: Climb +15, Hide +24 (+26 in shadows or darkness), Jump +8, Listen +18, Safe Fall +15, Sneak +26, Spot +10, Tumble +14.

Languages: Goblin (4).

Feats: Great Fortitude, Improved Initiative, Lightning Reflexes, Skill Talent (Hide), Skill Talent (Sneak).

Possessions: Leather armor, short sword, *cloak of shadows*, *ring of invisibility* (wearer may cast *invisibility* on self 1/day), *large soiled bag* (see Appendix 2), 3d8 gp.



Whatever measures a character takes to remain stealthy must apply to sound rather than sight here, for the bats rely on echolocation to spot prey. If they notice movement, 1 or 2 of the bats swoop down and attack with their sonic scream ability. A bat carries off a stunned character to a ledge just north of the landing point to feed; it drops a still-struggling character to the cavern floor and renews its attack.

Sonic Bats (6): CR 12; SZ Huge magical beast; HD 20d10+80; hp 209, 201, 195, 189, 180, 179; Init +9 (Dex); Spd 5 ft., fly 50 ft. (average); AC 28 [flat-footed 19, touch 17] (–2 size, +9 Dex, +11 natural); BAB +20; Grap +34; Atk bite +25/+20/+15/+10 (2d10+9) and slam +23 melee (1d8+6); Face 20 ft. by 10 ft.; Reach 10 ft.; SA knockdown, snatch, sonic scream; SQ blindsight 120 ft., damage reduction 10/+3, hover, sonic immunity; Res CR 25, FR 25, MR 25, SoR —; AL N; Fac None; SV Fort +16, Ref +21, Will +9; Str 23, Dex 29, Con 18, Int 4, Wis 17, Cha 8.

Skills: Hide +7, Listen +20, Spot +20.

Feats: Slam, Weapon Finesse (bite).

Knockdown (Ex): Upon a successful bite attack, a sonic bat may attempt to knock down a Large or smaller opponent. This works as a trip attack, but the attempt does not require a touch attack or provoke an attack of opportunity, and if the attempt fails the opponent cannot react to attempt to trip the bat.

Snatch (Ex): Upon a successful bite attack, the sonic bat may initiate a grapple against a Small or smaller creature as if it had the improved grab special ability. It may automatically bite the snatched creature each round (as an attack action), and if it hovers that round it deals double damage. If the sonic bat uses its sonic scream ability upon a snatched creature, the victim gets no saving throw. As a free action, the bat may drop the snatched creature, which suffers falling damage as appropriate.

Sonic Scream (Su): Once per round as an attack action, a sonic bat can emit a 90-foot cone of sonic energy dealing 8d10 points of sonic damage (Fort half, DC 24) to all in the area. Any creature failing its saving throw is also *stunned* for 2d4 rounds. The sonic bat can use this attack a number of times per day equal to 3 + its Con modifier (7 in this case).

Blindsight (Ex): Sonic bats use echolocation, seeing perfectly up to a distance of 120 feet. If forced to rely on eyesight, they have a visual range of just 10 feet and lose their +8 racial bonuses to Listen and Spot checks.

L-2: Ramp's Bottom

The lava duct from the kobold realm leads here, gradually shifting into an uneven ramp 16 feet across at its widest point, where it bridges a lava flow at the cavern's base. Bones of all sorts litter the floor, mixed in with cracked segments of chitin and piles of excrement. The sound of wings seems dangerously close... or is that only a distant echo?

Upon the characters' descent from Area E, the GM should immediately roll on the wandering monster table, as this area receives an inordinate amount of traffic. Kobolds aware of the party's descent into the Lower Eye watch carefully from the safety of the lava duct for their opportunities to destroy the invaders.

L-3: Lava Lagoon [EL 18]

This lava-filled hollow radiates intense heat and ruddy glare against the opposite wall. While the molten pool is partially responsible, even the high walls of the interior burn in spots, and the rising stone appears glassy and almost liquefied. The lava is barely visible beneath the flames dancing across its surface, occasionally spraying bubbling clumps of molten rock up to 15 feet from the pool itself (whether upwards or outwards). In contrast to the orange-red glare of the lava and the burning walls, a flicker of light from the curling inner wall (north and west of the lava pool) casts jagged, deep green images onto the cavern floor.

Entering this area exposes the character to intense heat, cumulatively dealing 1 point of heat damage every round (i.e., 1 point on the 1st round, 2 on the 2nd, etc.), up to a maximum of 6 points of damage per round on the 6th round and every round thereafter. This damage is treated as a DOT effect, so characters eventually take damage regardless of fire resistance (only those totally immune to fire are unaffected).

The green light originates from heavy deposits of malachite and on the western wall, enough to fuel a magician's conjurations for months. With a pick or similar tool, a character can garner 15 pieces of malachite in an hour from a virtually endless supply (assuming the character can levitate). Green copperas (see "**Calligraphy**" in *Al'Kabor's Arcana*) is also present here in significant quantities. In 1 hour, a character can gather enough copperas for 20 attempts at creating ink. All of this assumes the characters can bypass the area's guardians.

Present here are 4 fire elementals similar to those conjured by powerful magicians. Being of limited intellect, they are content to loll about in the magma, basking in the power of the Eye and the peculiar beauty of the malachite and copperas formation. However, any attempt to take either mineral from the cavern wall provokes immediate attack.

Efreeti Lord Djarn has attempted numerous times to bring the elementals under his sway, but their limited mental capacity combined with the independent spirit invested into each of them by Solusek's Eye has thus far countered his efforts.

Fire Elementals (4), Type 13 [advanced HD]: CR 14; SZ Huge elemental (fire); HD 29d8+174; hp 319, 317, 299, 288; Init +17 (+13 Dex, +4 Improved Initiative); Spd 50 ft.; AC 31 [flat-footed 18, touch 21] (–2 size, +13 Dex, +10 natural); BAB +21; Grap +38; Atk slam +32/+28/+24/+20/+16 melee (2d8+13 plus 5d6 fire); Face 10 ft. by 10 ft.; Reach 15 ft.; SA inferno, magic attack +5; SQ damage reduction 15/+4, elemental, fast recovery, fire aura (8), fire subtype, ultravision; AL N, Fac None; SV Fort +15, Ref +29, Will +11; Str 28, Dex 37, Con 22, Int 5, Wis 11, Cha 16.

Skills: Listen +19, Spot +19, Taunt +21.

Feats: Dodge, Double Attack, Improved Dodge, Improved Initiative, Iron Will, Mobility, Riposte, Weapon Finesse (slam).

Inferno (Su): As an attack action, a fire elemental may deal 10d6 points of fire damage (Reflex half, DC 30) in a 15-foot burst centered on itself.

L-4: Fire Drake Roost [EL 18+]

This region of the lower Eye serves as home territory for a host of fire drakes, each among the largest specimens of their species on Norrath (many, such as the four specimens described below, are actually more powerful than the usual maximum advancement range for their species due to the unnatural growth fomented by Lord Nagafen and by life in the Eye). They hunt the great distended rockworms and spiders that grow here, primarily, but they occasionally follow the sonic bats into the Lavastorm Mountains when food is short. The kobolds savor these rare opportunities to feast upon drake meat, but the battle is never certain.

Water, Water Everywhere...

Surprisingly enough, even in this scorched and desolate environment adventurers may find deep pools of water, some teeming with fish of appreciable size. Characters excited by this discovery quickly learn, to their dismay, that the water is essentially undrinkable. Sulfuric vents feed these pools, thoroughly contaminating the water for creatures not native to this area. Under the conditions, summoned water seems most practical. The GM should keep in mind the nutritional requirements necessary to keep the average adventurer active in this environment.

The drakes do not dwell too near one another — instead covering the range between two huge pools of sulfuric water in the vicinity — but they fly to investigate any kills made by their fellows in case the opportunity for leftovers arises. A shallow within the eastern pool currently hosts a clutch of three eggs due to hatch within the week. Once hatched, two drakes attend the newly hatched drakes at all times while the others hunt for extra food to support the young.

Treasure: Each drake has a personal cache of treasure as befits its power (determine treasure as normal for an EL 15 encounter for each drake).

Great Fire Drakes (4): CR 15; SZ Huge dragon (fire); HD 24d12+192; hp 382, 359, 343, 335; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft., fly 120 ft. (average); AC 31 [flat-footed 27, touch 12] (–2 size, +4 Dex, +19 natural); BAB +24; Grap +43; Atk 2 claws +33 melee (1d8+11) and bite +31 melee (2d8+5 plus 2d6 fire); Face 10 ft. by 20 ft.; Reach 10 ft.; SA breath weapon, fiery maw; SQ damage shield (5), fire subtype, immunities, ultravision; AL N; Fac None; SV Fort +22, Ref +18, Will +17; Str 32, Dex 18, Con 26, Int 15, Wis 16, Cha 11.

Skills: Appraise +14, Bluff +24, Jump +35, Knowledge (geography) +14, Knowledge (local lore) +26, Knowledge (mysticism) +14, Knowledge (planar travel) +14, Listen +27, Safe Fall +16, Search +10, Spot +27.

Languages: Dragon (4), Giant (3), Common (1).

Feats: Cleave, Dodge, Flyby Attack, Hover, Improved Initiative, Multiattack, Power Attack.

Breath Weapon (Su): A great fire drake can breathe a 50-foot cone of fire as an attack action once every 1d4 rounds, dealing 8d6 points of damage (Reflex half, DC 30).

Fiery Maw (Su): Anyone bitten by a great fire drake takes an additional 2d6 points of fire damage.

L-5: A Discordant Efreeti's Lair [EL 23]

At first glance, there is nothing inviting about this area of the Lower Eye. Even those protected from the heat suffer here, for poisonous gases scrape lungs dry even when not in use, and the proximity of molten rock sets one's nerves on edge. However, those gazing toward this grotto from afar note occasional signs of occupancy: sounds of movement, echoes of speech, and a large humanoid figure sometimes gazing back.

Characters must use magic (e.g., *eye of Zomm*, *glimpse*) or actually enter the grotto to gain a close enough look to make out any further details regarding the figure. He stands several feet taller than the average ogre, but lacks that race's stoutness. His red-bronze skin smolders, as do his eyes, and bracelets encircle his wrists and ankles. He wears a crimson turban with a large blue-green peridot set in platinum at its front and matching pantaloons bound with a deep blue sash, and the flesh of his chest and back is covered in wildly patterned reddish tattoos.

This being is an efreet, a minor member of the nobility from the Plane of Sun. However, Raha'zia — for that is his name — is an exile. Too disrespectful of those above him to the point of plotting murder, he suffered banishment from the realm of the efreeti centuries ago. He joined Djarn in coming to Solusek's Eye, but soon chafed at the efreeti lord's command. Raha'zia declared himself free of Djarn's service some time ago and took up residence in this nearby cave. Djarn still considers the efreet his servant, but because Raha'zia and Djarn never meet, the issue has yet to be settled one way or another.

Meanwhile, Raha'zia has convinced 2 recently arrived fire elementals to serve him. These reside just outside the efreeti's cove and keep threats at bay; not terribly bright (mentally, at least), they simply revel in the power of Solusek's Eye and destroy encroaching trespassers with devastating promptness.

Treasure: Raha'zia does not keep treasure, beyond what he wears and carries. However, pieces of the magically charged lattice of lava rock and crystal embedded in the walls of this room may serve in the creation of magical items. If the GM allows such an attempt, the crafter gains a +4 bonus to relevant checks (Trade Skill, etc.) if the resulting effort includes a fire-based effect or defense against fire or cold.

Fire Elementals (2), Type 13 [advanced HD]: CR 14; SZ Huge elemental (fire); HD 29d8+174; hp 307, 292; Init +17 (+13 Dex, +4 Improved Initiative); Spd 50 ft.; AC 31 [flat-footed 18, touch 21] (–2 size, +13 Dex, +10 natural); BAB +21; Grap +38; Atk slam +32/+28/+24/+20/+16 melee (2d8+13 plus 5d6 fire); Face 10 ft. by 10 ft.; Reach 15 ft.; SA inferno, magic attack +5; SQ damage reduction 15/+4, elemental, fast recovery, fire aura (8), fire subtype, ultravision; AL N; Fac None; SV Fort +15, Ref +29, Will +11; Str 28, Dex 37, Con 22, Int 5, Wis 11, Cha 16.

Skills: Listen +19, Spot +19, Taunt +21.

Feats: Dodge, Double Attack, Improved Dodge, Improved Initiative, Iron Will, Mobility, Riposte, Weapon Finesse (slam).

Inferno (Su): As an attack action, a fire elemental may deal 10d6 points of fire damage (Reflex half, DC 30) in a 15-foot burst centered on itself.

Raha'zia, Male Noble Efreeti*: CR 23; Huge outsider (fire); HD 25d8+100; hp 216; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft., fly 40 ft. (good); AC 24 [flat-footed 22, touch 10] (–2 size, +2 Dex, +14 natural); BAB +25; Grap +44; Atk +36/+32/+28/+24/+20 melee (2d6+13 plus 2d6 fire, crit 19–20/x3, *efreeti war spear*), or +27 ranged (2d6+13 plus 2d6 fire, crit 19–20/x3, *efreeti war spear*); Face 10 ft. by 10 ft.; Reach 15 ft.; SA combustion, spell-like abilities; SQ damage reduction 15/+3, elemental traits, fast recovery, fire aura (3), fire subtype, ultravision, +4 cold saves; Res AR 25, CR 8, DR —, MR 25, PR —, SoR 25; AL DE, Fac None; SV Fort +18, Ref +16, Will +16; Str 33, Dex 15, Con 19, Int 14, Wis 15, Cha 20.

Skills: Appraise +12, Bluff +30, Channeling +30, Intimidate +25, Knowledge (mysticism) +12, Knowledge (planar travel) +17, Knowledge (warcraft) +12, Listen +22, Meditation +30, Search +17, Sense Motive +22, Spot +22, Taunt +15, Trade Skill (tattooing) +19.

Languages: Efreet (4), Rovian [Plane of Sun] (4), Common (4), Dragon (4), Goblin (2), Kobold (2).

Feats: Dodge, Double Attack, Improved Initiative, Improved Slam, Power Attack, Quicken Spell-Like Ability.

Combustion (Ex): Noble efreet deal 2d6 points of fire damage with a successful melee touch attack (or as additional damage with their slam attacks).

Spell-Like Abilities (mana cost): *Annul magic* (13), *draught of fire* (27), *enticement of flame* (30), *inferno of Al'Kabor* (76), *manaskin* (55), *rain of lava* (32), *shield of lava* (15), and *thunderclap* (29). Caster level 25th; save DC 15 + spell level.

Mana Pool: 250.

Fire Aura (Su): As a free action, a noble efreeti can activate a fierce heat around itself that serves as a [fire] damage shield (3).

Possessions: *Efreeti war spear*; *platinum peridot turban pin*; *bracers of elemental control*; *velium turquoise bracelets*; *Tree-top Reaches for Clouds*, *Roots Reach for Ore* tattoo.

* Efreet (and noble efreet) are printed in *The Temple of Solusek Ro*. However, all of the information needed to run this encounter is present in the stat block above.

L-6: Descending Duct [EL 27]

This massive duct diminishes only slightly in height and heat as it descends, eventually turning back on itself and passing under the Lower Eye, finally ending at the gateway to the fire giant fortress (Area F–1 in Chapter 6). Roughly 60 feet past the lava pool on the south bend of this tunnel, the poison gas disperses and temperatures drop below 140° Fahrenheit.

However, safe passage through this tunnel is unlikely, as several particularly powerful lava duct crawlers reside here. Thick strands of their webbing occlude the tunnel, reducing any creature of less than Large size to half-speed; Large creatures move three-quarters speed here, while larger creatures are unaffected. While the duct crawlers dwell apart from each other, sounds of combat draw them hastily together in search of a meal. Characters battling a lava duct crawler may tremble at the sound of more such creatures arriving. (And, GMs, by all means make them tremble...)

A small, skeletal corpse lies in the tunnel where it turns south. With its smashed bones scattered throughout the area and shorn of flesh, bits of markings on its chainmail identify the fallen as a former member of the Solusek Mining Company, if the characters are familiar with it.

Fearsome Lava Duct Crawlers (3) [advanced HD]: CR 24; SZ Huge magical beast (fire); HD 42d10+630; hp 907, 871, 856; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft., climb 30 ft.; AC 36 [flat-footed 35, touch 9] (–2 size, +1 Dex, +27 natural); BAB +42; Grap +60; Atk bite +51/+46/+41/+36/+31 melee (4d6+15 plus boiling blood, crit 19–20); Face 10 ft. by 20 ft.; Reach 10 ft.; SA boiling blood; SQ damage reduction 10/–, fast healing 15, fire subtype, heat aura, infravision, tremorsense 60 ft., ultravision; AL N; Fac None; SV Fort +38, Ref +26, Will +15; Str 31, Dex 12, Con 40, Int 7, Wis 13, Cha 5.

Skills: Climb +20, Hide +9, Jump +23, Listen +32, Sneak +10, Spot +32.

Feats: Alertness, Dodge, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Skill Talent (Jump), Special Ability Focus (boiling blood), Weapon Focus (bite).

Boiling Blood (Su): Magical poison—Fort DC 48; 6d10 points of fire damage per round for the next 10 rounds (3d10 points per round on a successful save). This effect may be dispelled with any spell of the *cancel magic* or *cure poison* line that succeeds against DC 46.

Heat Aura (Ex): The fearsome lava duct crawler has a damage shield (8) that also deals 8 points of fire damage to any weapon that successfully hits it (do not reduce this amount by half, even though fire normally deals half damage to objects). Also, those within 20 feet of the fearsome lava duct crawler take 1d8 points of fire damage per round.

Tremorsense (Ex): Lava duct crawlers can sense the presence of any creature within 60 feet if it is touching the ground.

L-7: Fire Imp Guards [EL 14]

The rising temperature of this area scorches the lungs and quickly siphons the moisture from those susceptible to the heat (140°+ F). Nearby, a natural bridge crosses the lava stream that stretches north and south, eventually disappearing into the rock at both ends. More lava bubbles ooze wetly to the north, dimly illuminating several immense, foreboding passageways of unknown destination. To the east, a forking tunnel leads into darkness and, perhaps, somewhat cooler air.

As the characters explore this area, two fiery, winged creatures appear, circling around them, hurling taunts and insults.

Tactics: These 2 fireimps “guard” this area, though they spend more of their time harassing other intelligent creatures, particularly the fire drakes to the southwest. They can’t pass up the opportunity to ridicule adventurers passing through their realm, though, and they are very effective at expressing their derision. If a character ignores theimps, they do what they can to goad other denizens of the Lower Eye into attacking the party. If a character engages theimps, they respond in kind with flame bursts against those capable of attacking at range. They then close for melee combat. If one imp dies, the other immediately flies toward Efreeti Lord Djarn’s sanctum (Area L–12) to announce the arrival of dangerous intruders bent on His Lordship’s death.

Theimps keep the desiccated heads of slain enemies on a ledge overlooking the lava lake in case a member of the appropriate race wanders into their territory. An imp then uses a given head as a prop to more effectively insult its target, gaining a +2 circumstance bonus on Taunt checks

against those of the appropriate race (but note the imps' languages, as Taunt is a language-dependent skill). The collection currently includes goblin, kobold, gnome, human, and dark elf heads, although the last is so decayed (and thus unrecognizable) that it is no longer of use for the imps' purposes. They desperately hope to acquire a fire giant head, and make great promises to any who might accept the challenge (assuming they somehow come to an accord to begin with).

Treasure: The dark elf's skull still wears a gold gypsum earring through a torn flap of rotting skin.

Fire Imps (2) [advanced HD]: CR 12; SZ Medium-size elemental (fire); HD 21d8+84; hp 186, 182; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft., fly 40 ft. (good); AC 20 [flat-footed 18, touch 12] (+2 Dex, +8 natural); BAB +15; Grap +18; Atk 2 claws +19 melee (1d6+3 plus 2d6 fire); SA combustion, *flame burst*; SQ damage reduction 10/+3, elemental, fast recovery, fire aura (7), fire subtype, ultravision; AL DE; Fac Efreeti Lord Djarn; SV Fort +11, Ref +14, Will +5; Str 17, Dex 15, Con 18, Int 10, Wis 7, Cha 13.

Skills: Intimidate +13, Listen +11, Spot +11, Taunt +25.

Languages: Rovian [Plane of Sun] (4), Common (4), Giant (1), Goblin (3), Gnome (2), Kobold (1).

Feats: Alertness, Combat Reflexes, Dodge, Improved Dodge, Improved Initiative, Weapon Focus (claws).

Combustion (Ex): Fire imps deal 2d6 points of fire damage with a successful melee touch attack (or as additional damage with their claw attacks) and may ignite flammable objects with the merest touch. Unattended flammable objects (such as paper, cloth, and wood, and including items such as arrow and javelin shafts) within 20 feet of a fire imp automatically take 1d8 points of fire damage each round until destroyed. Attended objects that burn (such as held scrolls and worn apparel) must make a successful Reflex save (DC 20) each round or take similar damage.

Flame Burst (Sp): Once per round as an attack action, a fire imp may cause a burst of flame to fill a 5-foot square up to 200 feet away. Any creature in this area must make a successful saving throw (Reflex half, DC 20) or take 8d10 points of fire damage.

Fire Aura (Su): Fire imps are continually surrounded by a fierce heat that serves as a [fire] damage shield, dealing 7 points of fire damage to any creature that strikes one in melee.

L-8: Singe's Lair [EL17]

This cavern offers slight relief from the intense temperatures that characterize the eastern third of the Lower Eye. Claw marks cover the walls and a few goblin and kobold skulls watch the entryway, separately (and neatly) stacked. Somewhat further in, a thin, smoky haze drifts lazily about, seemingly covering the middle air of the room, but not quite touching the ceiling or the floor; checking reveals no obvious source for the vapors. Several large boulders lay against the far back wall, but their position suggests no randomness in their placement.

The smoke is harmless, but passing through it causes telltale swirls that automatically signal the lair's owner to the presence of intruders. Avoiding the smoke is impossible for Medium-size or larger creatures unless they levitate or climb (Climb DC 23) over it or crawl on their bellies. Smaller characters may make an Escape Artist check (DC 20) to quickly pass through open spots in the fog. If Singe

is present (60% chance), he is 30% likely to be asleep, in which case swirls in the smoke do not wake him, and he must hear something to awaken (being a dragon, assume he is "taking 0" [rather than "taking -10"] on Listen checks while sleeping). If Singe is elsewhere, he returns to his lair in 5d4+5 rounds.

Singe appears as a sleek fire drake, adroit on land, agile in flight, and armed for battle with a muscular jaw and diamond-sharp talons. Though slightly smaller than the other great fire drakes of the Lower Eye (he is only 18 ft. long), Singe's dense musculature and magically evolved nature compensate for his size. Singe's eyes resemble sparkling amethysts, and his forked tongue flickers like a serpent's as he speaks. Singe is soft-spoken for a creature his size; he expects to receive whatever he requests, so he wastes no effort in conversation. However, he's fully capable of roaring his displeasure at those who anger him. Careful observers may notice that Singe wears two items: an earring of some sort (like those worn by many ranking fire and inferno goblins, if the characters have experience with them) and a bracelet worn as a ring on one of Singe's claws. Despite his great size, Singe's claws seem perfectly capable not only of grasping but of fine manipulation.

Singe asserts to all that he is the child of Nagafen, a claim that is true, but only technically so: Nagafen developed Singe and the other great fire drakes from the common fire drake, much like he created lava duct crawlers and lava beetles from less developed life forms. Few know this, however; the goblins hate and fear Singe in their mostly unwilling servitude to Nagafen, while the kobolds venerate the drake as an avatar of their draconic god. Lord Nagafen bemusedly permits Singe to continue the façade, but does not protect him from the often cruel humor of the fire giants, who are well aware of Singe's true lineage.

Singe haughtily informs trespassers that they've intruded upon the lair of Lord Nagafen's son, and that if they wish to avoid the great lord's wrath (as well as Singe's own), they'd best get on the drake's good side quickly. How to accomplish this? — "The Efreeti Lord Djarn and his servants weary us. It is time they learned a permanent lesson. Slay Djarn and his servants, return the efreeti's ring to us, and all shall be forgiven." (Note the drake's use of the "imperial we.") If the characters accept Singe's terms, he points them in the direction of Djarn's grotto and taps a single claw meaningfully against the stone floor. In truth, Singe cares little for the efreeti's death; it is enough for him if the fire imps of Area L-7 die at the character's hands. However, orchestrating Djarn's death might increase the drake's stature in Nagafen's eyes, something Singe greatly desires.

Refusing Singe's generous offer elicits a heavy, air-boiling sigh from the drake. He tells the characters that they may leave his domain, but that he cannot guarantee their continued safety. If the characters attack Singe, he responds in kind, but he does not risk his life to ensure their defeat. In either of the preceding scenarios, he flies to a distant perch and watches the characters' movements (using the *magnify* power of his bracelet if necessary), looking to take advantage of them — not necessarily to kill them, but certainly to demand a tribute of gold or, preferably, magic items that he might use — as they seek to recover from combat with other residents of the Lower Eye.



If Singe is truly made to fear for his life, he offers his hidden treasure to buy his safety, or perhaps what little information he knows about the fire giant city and Lord Nagafen (GM's discretion) instead.

Treasure: Three boulders in this cave hide Singe's treasure trove, mostly coins and gems taken as tribute from the goblins and kobolds of the Upper Eye; a character can notice some kind of space beyond the rocks with a Search check (DC 18). Moving the rocks requires three separate Strength checks (DC 28). Behind them, bags of coins contain 253 pp, 945 gp, 1,222 sp, and 1,750 cp. There are gems as well, though Singe seems to prefer green gems to others: a lapis lazuli and platinum bowl (1,250 gp) holds 15 bright green cat's eye agates (1d4 gp each); 13 pieces of malachite (2d4 sp each); 12 peridots (2d20+80 gp each); 8 emeralds (3d20+110 gp each); and 3 fire emeralds (1d100+800 gp each).

Singe, "Son of Nagafen," Great Fire Drake: CR 16; SZ Huge dragon (fire); HD 26d12+234; hp 407; Init +10 (+6 Dex, +4 Improved Initiative); Spd 30 ft., fly 120 ft. (average); AC 33 [flat-footed 27, touch 14] (-2 size, +6 Dex, +19 natural); BAB +26; Grap +47; Atk 2 claws +37 melee (1d8+13) and bite +35 melee (2d8+6 plus 2d6 fire); Face 10 ft. by 20 ft.; Reach 10 ft.; SA breath weapon, fiery maw; SQ damage shield (5), fire subtype, immunities, ultravision; Res CR 3, ER 3, SoR 3; AL N; Fac None; SV Fort +24, Ref +21, Will +17; Str 36, Dex 23 (22), Con 28, Int 18 (17), Wis 14, Cha 13.

Skills: Appraise +18, Bluff +27, Jump +38, Knowledge (geography) +17, Knowledge (history) +17, Knowledge (local lore) +27, Knowledge (mysticism) +21, Knowledge (planar travel) +17, Listen +31, Safe Fall +21, Search +16, Spot +31.

Languages: Dragon (4), Giant (4), Common (2), Goblin (3), Kobold (3).

Feats: Cleave, Dodge, Flyby Attack, Hover, Improved Initiative, Multiattack, Parry, Power Attack.

Breath Weapon (Su): Singe can breathe a 50-foot cone of fire as an attack action once every 1d4 rounds, dealing 8d6 points of damage (Reflex half, DC 32).

Fiery Maw (Su): Anyone bitten by Singe takes an additional 2d6 points of fire damage.

Possessions: Obsidian bead hoop, seafarer's bracelet (see Appendix 2).

L-9: Maglosh's Cave [EL 22]

This tunnel descends gradually, ending at a pool of magma. Strands of spiraling igneous rock holding glowing crystalline structures cover the walls around the pool; characters who have seen the *fire crystal staff*, *goblin fire totem*, and/or *scepter of flame* (see Appendix 2 for descriptions of each) in the Upper Eye recognize similar crystal formations as being the foundation of those items. The intense fumes here partially obscure vision (half-concealment); those who make a Spot check (DC 20) note a tunnel beyond the lava pit. Attempts to reach the tunnel or remove the magically infused crystals and rock from the walls incur the anger of Maglosh and his servants.

Maglosh is a potent lava elemental and long time resident of the Eye. Though smarter and stronger than most of his kind, he has unwittingly put himself in the position of servant to Kindle (see Area L-10). However, that imp makes few demands upon his guards, and in any case most such demands suit perfectly the elementals' destructive nature.

Treasure: The lava elementals do not keep treasure. However, pieces of the magically charged lattice of lava

rock and crystal in the walls may serve in the creation of magical items. If the GM allows such an attempt, the crafter gains a +4 bonus to relevant checks (Trade Skill, etc.) if the resulting effort includes a fire-based effect or defense against fire or cold.

Lava Elementals (2) [advanced HD]: CR 16; SZ Huge elemental (earth, fire); HD 40d8+280; hp 478, 460; Init +0; Spd 30 ft.; AC 22 [flat-footed 22, touch 8] (–2 size, +14 natural); BAB +30; Grap +51; Atk slam +42/+38/+34/+30/+26 melee (3d8+19 plus 2d6 fire, lava splash proc [Proc DC 18], and *daze* [Fort DC 23]) and off-hand slam +37 melee (3d8+6 plus 2d6 fire, lava splash proc [Proc DC 18], and *daze* [Fort DC 23]); Face 10 ft. by 10 ft.; Reach 15 ft.; SA lava splash; SQ elemental, fire subtype, infravision, lava aura (6), ultravision; AL N; Fac None; SV Fort +29, Ref +22, Will +13; Str 37, Dex 10, Con 25, Int 7, Wis 11, Cha 11.

Skills: Intimidate +16, Listen +23, Spot +23, Taunt +16.

Feats: Cleave, Dual Wield, Double Attack, Great Cleave, Improved Slam, Power Attack, Riposte, Sunder, Weapon Focus (slam).

Lava Splash (Ex): Slam attack may process (Proc DC 18) a splash of lava. Target gets Reflex save (DC 37), and those within 5 ft. of target get Reflex save (DC 32); those who fail take 2d6 points of fire damage each round for the next 1d3 rounds, starting with the current round.

Maglosh, Lava Elemental Lord: CR 19; SZ Huge elemental (earth, fire); HD 51d8+408; hp 650; Init +2 (Dex); Spd 30 ft.; AC 26 [flat-footed 24, touch 10] (–2 size, +2 Dex, +16 natural); BAB +38; Grap +61; Atk slam +52/+48/+44/+40/+36 melee (3d10+22 plus 3d6 fire, lava splash proc [Proc DC 18], and *daze* [Fort DC 25]) and off-hand slam +47 melee (3d10+7 plus 3d6 fire, lava splash proc [Proc DC 18], and *daze* [Fort DC 25]); Face 10 ft. by 10 ft.; Reach 15 ft.; SA fiery nimbus, lava splash; SQ elemental, fire subtype, infravision, lava aura (6), ultravision; AL N; Fac None; SV Fort +35, Ref +29, Will +20; Str 41, Dex 14, Con 27, Int 7, Wis 13, Cha 11.

Skills: Intimidate +21, Listen +29, Spot +29, Taunt +21.

Feats: Cleave, Dual Wield, Double Attack, Finishing Blow, Great Cleave, Improved Slam, Iron Will, Power Attack, Riposte, Sunder, Weapon Focus (slam).

Fiery Nimbus (Su): As an attack action, Maglosh can cause a fiery aura to envelop all creatures within a 60-foot radius. The aura causes affected creatures to glow slightly, exposing invisible creatures to normal sight and granting a +4 bonus on all other beings' Spot checks to notice the affected creatures. The nimbus also imposes a penalty of fire resistance (–8) on the affected creatures (this cannot reduce such resistance below [0]). The fiery nimbus's effect lingers for 1d4 days, but may be dispelled normally (DC 35).

Lava Splash (Ex): Slam attack may process (Proc DC 18) a splash of lava. Target gets Reflex save (DC 43), and those within 5 ft. of target get Reflex save (DC 38); those who fail take 4d6 points of fire damage each round for the next 1d4 rounds, starting with the current round.

L-10: Kindle's Lair [EL 16+]

The long duct leading from Area L-9 to Kindle's lair grants the notorious imp a considerable measure of privacy. Any creatures capable of bypassing Maglosh must contend with an array of traps designed by Kindle and his fellow imps to dissuade trespassers and, more importantly, to provide entertainment. Indeed, Kindle has on occasion ordered Maglosh to allow passage to a party of goblins or

kobolds, just so he can watch them struggle through the hallway. The following traps are 10 feet to 60 feet apart from one another, at the GM's discretion.

Kindle's Hall of Traps

This part of the encounter should frustrate the characters and give them insight into Kindle's mind. GMs are encouraged to come up with other more devious traps for this section of the encounter; the traps below are merely a few ideas to get those creative juices flowing.

Acid Cloud: CR 7; 3d6 acid (Reflex half, DC 20) each round for 5 rounds; Search DC 24; Disable Device DC 28. *Note:* Acidic gas pours from ceiling ducts, affecting all in a 10 ft. by 10 ft. area.

Collapsing Walls: CR 9; 12d6 (Reflex half, DC 29); Search DC 22; Disable Device DC 25. *Note:* Sections of wall collapse, 10 ft. in height and width, one on either side of the corridor. The Reflex check's DC includes the likelihood that, in escaping one falling wall, the character leaps into the path of the other.

Hail of Poison Needles: CR 8; +24 ranged (1d6 plus poison); Search DC 23; Disable Device DC 23. *Note:* The hail of hundreds of tiny needles affects all creatures in a 10 ft. by 10 ft. area.

Needle poison—injury, Fort DC 20; initial 1d4 temporary Dexterity/secondary 1d4 temporary Strength and 1d4 temporary Dexterity.

Illusion over Spiked Pit (30 ft. deep): CR 11; no attack roll required (3d6), +10 melee (1d4 spikes for 1d4+3 points of damage per hit); Reflex negates (DC 23); Search DC 24; Disable Device DC 24. *Note:* Contact with the pit floor opens valves that release scalding water into the pit. The pit fills at a rate of 1 ft. per 2 rounds, causing 3d6 points of fire damage per foot of exposure, up to 20d6.

Large Razornet: CR 4; +8 melee touch (see note); Search DC 21; Disable Device DC 20. *Note:* All creatures in 15-ft. square are grappled by a net (treat as grappling attack made by a Large creature with 25 Strength). The net's lines are crafted of razor-wire, dealing 1d6 points of damage per creature trapped per round unless all in the net remain perfectly still (i.e., 3d6 points to each creature if 3 creatures are in the net and one of them tries to escape). Tiny or smaller creatures are not affected by this trap.

Slicing Poisoned Blades: CR 6; +10 melee (1d10+4/x3 plus 1d10 poison); Search DC 21; Disable Device DC 21. *Note:* These poison-covered blades slide horizontally from either side of the wall, and can hit all characters a 10 ft. by 10 ft. area. They suffer a –4 penalty to hit Small creatures, and don't affect smaller targets.

Past the hall of traps, a hundred desiccated body parts decorate the imp's lair, each mounted with other random pieces to create anatomically questionable composite skeletons. (For instance, a young fire giant's skull with red gem eyes gazes from atop a goblin's torso that would, if given life, soar through the air on small bat wings attached at the knees.) This is something of a hobby for Kindle, and the imp willingly trades information in return for bones, heads, carapaces, mandibles, and the like, as well as pairs of gems to use for eyes. Of course, if the characters have not exhibited proper foresight and brought such things to Kindle, the imp likely decides that their body parts will suffice instead.

Kindle, like others of his kind, enjoys insulting, bullying, and burning other creatures, and is quite skilled in doing so. The powerful imp technically serves Lord Djarn, but hates him too, for the efreeti lord's submission to Nagafen has long interfered with the imp's plans for mayhem. Kindle takes his frustrations out on imps who fail to obey his commands, on the webs of nearby arachnids, and most viciously on any residents of the Upper Eye who stray into his realm. Few other imps trust Kindle, and most avoid him; one imp that underestimated Kindle's notorious temper supplied the gloves he now wears.

The lava duct leading west out of this area is not wholly submerged; roughly 5 feet of space exists between the molten rock's surface and the top of the tunnel. Extremely

careful characters able to withstand heat and gas could conceivably follow the duct west to Area L-13a. However, the threat of escaped imps or, worse, lava duct crawlers should probably dissuade them from such an effort.

Tactics: The chamber here is only 25 feet tall, giving Kindle and his companions less room to maneuver than they'd like. However, it is wide enough for them to strike at range, and the lava pool offers safety near the ground and an escape path if necessary.

Treasure: Kindle doesn't concern himself much with treasure; rampant destruction provides the riches he needs. He does use gems in his "artwork," however, to simulate the bizarre creatures' eyes. Serving in this capacity are the following: 2 cherts (1 gp each); 2 sapphires (1,020 and 950 gp); 2 wolf's eye agates (3 and 2 gp); 2 fire opals (550 and 520 gp); and 2 onyx (9 and 7 gp).

Fire Imps (2) [advanced HD]: CR 12; SZ Medium-size elemental (fire); HD 21d8+84; hp 188, 173; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft., fly 40 ft. (good); AC 20 [flat-footed 18, touch 12] (+2 Dex, +8 natural); BAB +15; Grap +18; Atk 2 claws +19 melee (1d6+3 plus 2d6 fire); SA combustion, *flame burst*; SQ damage reduction 10/+3, elemental, fast recovery, fire aura (7), fire subtype, ultravision; AL DE; Fac Efreeti Lord Djarn; SV Fort +11, Ref +14, Will +5; Str 17, Dex 15, Con 18, Int 10, Wis 7, Cha 13.

Skills: Intimidate +15, Listen +14, Spot +14, Taunt +17.

Languages: Rovian [Plane of Sun] (4), Common (3), Giant (1), Goblin (1).



Feats: Alertness, Combat Reflexes, Dodge, Improved Dodge, Improved Initiative, Weapon Focus (claws).

Combustion (Ex): Fire imps deal 2d6 points of fire damage with a successful melee touch attack (or as additional damage with their claw attacks) and may ignite flammable objects with the merest touch. Unattended flammable objects (such as paper, cloth, and wood, and including items such as arrow and javelin shafts) within 20 feet of a fire imp automatically take 1d8 points of fire damage each round until destroyed. Attended objects that burn (such as held scrolls and worn apparel) must make a successful Reflex save (DC 20) each round or take similar damage.

Flame Burst (Sp): Once per round as an attack action, a fire imp may cause a burst of flame to fill a 5-foot square up to 200 feet away. Any creature in this area must make a successful saving throw (Reflex half, DC 21) or take 8d10 points of fire damage.

Kindle, Exceptional Fire Imp: CR 14; SZ Medium-size elemental (fire); HD 26d8+104; hp 246; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft., fly 40 ft. (good); AC 24 [flat-footed 20, touch 14] (+4 Dex, +10 natural); BAB +19; Grap +23; Atk 2 claws +24 melee (1d6+4 plus 2d8 fire); SA combustion, flame burst, spasm; SQ damage reduction 15/+3 and 4/—, elemental, fast recovery, fire aura (8), fire subtype, ultravision; AL DE; Fac Efreeti Lord Djarn; SV Fort +12, Ref +19, Will +7; Str 19, Dex 19, Con 18, Int 16 (14), Wis 9, Cha 13.

Skills: Intimidate +17, Knowledge (local lore) +8, Listen +16, Spot +16, Taunt +23.

Languages: Rovian [Plane of Sun] (4), Common (4), Giant (3), Goblin (3), Kobold (2).

Feats: Alertness, Combat Reflexes, Dodge, Improved Dodge, Improved Initiative, Parry, Power Attack, Weapon Focus (claws).

Combustion (Ex): Kindle's touch deals 2d8 points of fire damage.

Flame Burst (Sp): Once per round as an attack action, Kindle may cause a burst of flame to fill a 5-foot square up to 250 feet away. Any creature in this area must make a successful saving throw (Reflex half, DC 24) or take 8d10 points of fire damage.

Spasm (Su): As a free action once every 1d4 rounds, Kindle can throw his voice into a target's body, causing a momentary paroxysm. The target must make a Fortitude save (DC 24) or be interrupted.

Ventriloquism (Ex): Kindle can seem to speak from any point within 120 feet of himself.

Possessions: Imp-skin gloves, obsidian ring (see Appendix 2).

L-11: Lava Guardians [EL 21]

The cave's forks meet again only to diverge at a most difficult point: a lake of lava stretches just out of sight, seemingly impassable without magical aid. However, a closer approach reveals rocky surfaces breaching the molten pool, surfaces flat enough to negotiate without much trouble, each just broad enough to support a running jump to the next stone (see below). However, before the characters reach a position to examine these problems and possibilities, a number of elementals attack.

Lord Djarn's most loyal servants constantly patrol this area: 4 guard the loop near the main cavern while 2 stay

back, circling the lava-filled ring between Lord Djarn's lair and the Lower Eye. They intercept anyone using the exposed rock as stepping-stones across the pool and attempt to knock them into the lava.

With the guardians defeated, the party may cross the lava. Any characters attempting to jump across must succeed in successive checks. The north route requires seven Jump checks (each DC 15), while the southern pass requires five (DC 18). A failed check means the leaping character has fallen into the lava.

Lava Elementals (6) [advanced HD]: CR 16; SZ Huge elemental (earth, fire); HD 40d8+280; hp 460; Init +0; Spd 30 ft.; AC 22 [flat-footed 22, touch 8] (—2 size, +14 natural); BAB +30; Grap +51; Atk slam +42/+38/+34/+30/+26 melee (3d8+19 plus 2d6 fire, lava splash proc [Proc DC 18], and daze [Fort DC 23]) and off-hand slam +37 melee (3d8+6 plus 2d6 fire, lava splash proc [Proc DC 18], and daze [Fort DC 23]); Face 10 ft. by 10 ft.; Reach 15 ft.; SA lava splash; SQ elemental, fire subtype, infravision, lava aura (6), ultravision; AL N; Fac None; SV Fort +29, Ref +22, Will +13; Str 37, Dex 10, Con 25, Int 7, Wis 11, Cha 11.

Skills: Intimidate +16, Listen +23, Spot +23, Taunt +16.

Feats: Cleave, Dual Wield, Double Attack, Great Cleave, Improved Slam, Power Attack, Riposte, Sunder, Weapon Focus (slam).

Lava Splash (Ex): Slam attack may process (Proc DC 18) a splash of lava. Target gets Reflex save (DC 37), and those within 5 ft. of target get Reflex save (DC 32); those who fail take 2d6 points of fire damage each round for the next 1d3 rounds, starting with the current round.

L-12: The Lair of Efreeti Lord Djarn [EL 31]

The lava pools finally give way to dry stone once again, though the heat and poisonous air remain. Twisting strands of igneous rock curl along the walls, but the interlaced crystals pulse brightly with the power of Solusek's Eye, occasionally emitting sparks or brief tongues of flame. While no overt tampering is noticeable, these crystals are arranged in recognizable patterns, like grape vines grown along a lattice. The crystal firelight brightens and dims hypnotically, but the presence of an efreeti noble quickly distracts from the effect.

The Efreeti Lord Djarn stands a majestic 18 feet tall, with his feet disappearing into a circle of golden flames that seem to emanate from thin air rather than the efreet himself. A fiery nimbus radiates from the lord, as if a trapped inferno strains to escape the boundaries of his flesh. Like others of his kind, he wears little clothing, satisfying himself with silvery pantaloons and turban, the latter set with a magnificent fire emerald over his pronounced brow. Slender bracelets encircle his wrists, and his hands smolder like spent coal. Djarn's sculpted musculature and strong features enhance his presence, but these regal features cannot conceal the glint of malice burning like blood moons in the efreeti lord's eyes.

Tactics: Djarn asks the characters what they've come for and whom they serve. If the characters claim to serve no one, Djarn chuckles mirthlessly, noting, for example, the holy symbol worn by a cleric or paladin, heraldic signs born by fighters, and other signs of loyalty to some faction, liege, or ideal. If the characters reply that they've come to seek him, Djarn attempts to discern their motives, but if at any point he considers a fight inevitable, he unleashes a magi-

The Story of Lord Djarn

Centuries ago, Lord Djarn was the parvenu of efreeti society. Bold, shrewd, devious, and opportunistic, he swept aside the less cunning like so much ash and begat innumerable intrigues and treacheries among his fellow lords. Had he been older and less impetuous at the time, Djarn might still sit among the crowned elite, but the other lords uncovered first one plot, then another, and soon rallied against the upstart. Realizing the futility of remaining and the wisdom of a hasty retreat, Djarn opted to leave both efreeti society and the Plane of Sun altogether.

Lord Djarn knew enough of Solusek Ro's actions upon Norrath to quickly find a new home touched by the god's power. The efreeti settled into Solusek's Eye with others of his kind, relentlessly forcing them into servitude (although many did not realize it, at least not immediately). Since that time, Djarn has seen his power and influence rise and then diminish again, crushed under the weight of Lord Nagafen's enormous presence. Nagafen has met Djarn's attempts to form a more egalitarian relationship with derision, naming the noble efreeti "Lord of Smoke" and regarding him as simply another truculent servant in need of a good lashing.

Lord Djarn has long realized his impotence in the face of the great dragon and its Krombral servants, so he has once again chosen to withdraw from playing games of influence. Instead, he has turned his attention to unraveling the secrets of the Eye's power, in the hopes of finding the means to better his position. Djarn now believes he has the answers he's sought for so long: If he can focus the energy of the Lower Eye tightly enough, the seismic imbalance will cause a major eruption — lethal to all native life, fire-immune or not, but a mere inconvenience to elementals born of fire. All that he requires now is the proper focus — and Djarn knows of such a thing, already in Solusek's Eye.

He simply needs the right pawns to acquire it for him.

cal attack mid-sentence (using Quicken Spell-Like Ability), hoping to catch the characters off guard.

Lord Djarn surrounds himself with servants willing to fight on his behalf and, if personally attacked, conjures a blaze to assist in his defense. Djarn wields his great scimitar *Arcsheer* in combat, but prefers to use his spells. If Djarn cannot cajole a superior foe into an alliance, he attempts to escape into lava and use his planar shift ability.

If the party seems uncertain of the efreeti's offers, Djarn bids them to perform a quest for him that, he claims, could result in a cleansing from the Eye of all the malign influences within it if successful. In return, Djarn will reward them with wealth or magic of a sort the characters cannot gain simply by killing him. The quest is to journey into the fortress of the fire giants, to acquire *Rokyl's greater channeling crystal* and return with it to Djarn.

Treasure: Lord Djarn does not keep treasure, aside from what he keeps on his person. However, pieces of the magically charged lattice of lava rock and crystal in the cavern's walls may serve in the creation of magic items. If the GM allows such an attempt, the crafter gains a +4 bonus to relevant checks (Trade Skill, etc.) if the resulting effort includes a fire-based effect or defense against fire or cold.

Efreeti Lord Djarn*, Lord of the Lower Eye (always buffed with *shield of the magi*): CR 31; Huge outsider (fire); HD 42d8+210; hp 495; Init +7 (+5 Dex, +4 Improved Initiative); Spd 30 ft., fly 40 ft. (good); AC 36 [flat-footed 29, touch 14] (–2 size, +5 Dex, +14 natural, +8 armor, +1 deflection); BAB +42; Grap +61; Atk +56/+53/+50/+47/+44 melee (2d6+15 plus 2d6 fire, crit 15–20, *Arcsheer*) and slam +51 melee (2d8+5 plus 2d6 fire and *daze* [Fort neg., DC 21]), or +53/+49/+45/+41/+37 ranged (2d6+13, crit x3, 110 ft., *Huge efreeti warbow* and +5 arrows); Face 10 ft. by 10 ft.; Reach 15 ft.; SA combustion, *geas*, spell-like abilities, *summon blaze*; SQ damage reduction 20/+4, elemental traits, fast recovery, fire aura (5), fire subtype, ultravision, +1 cold saves, +3 magic saves; Res AR 25, CR 16, DR —, MR 35, PR —, SoR 25; AL DE, Fac None; SV Fort +28, Ref +27, Will +28; Str 33, Dex 21 (17), Con 20, Int 21 (18), Wis 16 (13), Cha 24.

Skills: Appraise +26, Bluff +32, Channeling +47, Diplomacy +55, Intimidate +30, Knowledge (local lore) +26, Knowledge (mysticism) +36, Knowledge (planar travel) +26, Knowledge (warcraft) +26, Listen +45, Meditation

Quest: Rokyl's Crystal

Faction: Efreeti Lord Djarn (–2 rank).

NPC: Efreeti Lord Djarn.

CR: 28+.

Reward: +2 faction rank with Efreeti Lord Djarn; either 40,000 gp worth of gems or three magic items: a ring of goblin lords, an efreeti warbow, and a type IV burning gauntlet.

Consequences: –1 faction rank with Lord Nagafen.

Quest Summary: Efreeti Lord Djarn wishes the characters to bring him *Rokyl's greater channeling crystal*, a superior version of similar crystals the fire giant magus has crafted for several of his followers. The item is of particular interest to Djarn and will allow him to further his research into the elemental forces found in the Eye. To seal the pact, Djarn bids the characters touch his ring and invokes his *geas* (whether they touch the ring or not).

In truth, Djarn's intentions with the crystal are far less pleasant. He is well aware of how to channel the forces of the Eye already; indeed, only Lord Nagafen's rivals his knowledge of the subject. Yet whereas Nagafen has contented himself with evolving simple creatures into grotesque horrors, Djarn studies the manipulation of geologic and seismic pressure. On a small scale, this has enabled Djarn to isolate parts of the lower Eye to make them more comfortable for his kind. On a greater scale, as might be possible with an item such as that possessed by Magi Rokyl, Djarn could cause a colossal volcanic eruption, destroying nearly all creatures in the Eye — including Nagafen — while providing only a bumpy ride for earth and fire elementals.

+52, Search +26, Sense Motive +24, Spot +45, Taunt +28, Trade Skill (fletching) +26.

Languages: Efreet (4), Rovian [Plane of Sun] (4), Common (4), Dragon (4), Giant (4), Goblin (3), Kobold (2).

Feats: Dodge, Double Attack, Improved Dodge, Improved Initiative, Improved Slam, Iron Will, Mental Clarity, Parry, Power Attack, Quicken Spell-Like Ability, Weapon Focus (scimitar).

Combustion (Ex): Noble efreet deal 2d6 points of fire damage with a successful melee touch attack (or as additional damage with their slam attacks).

Geas (Su): Once per week, Lord Djarn can forge a binding pact with another being. The target must agree to perform some service for the efreeti lord (usually acknowledged by touching or kissing Djarn's ring, but this need not occur for Djarn to use this power), to be accomplished within the week. If the character fails to perform the service within 7 days, he must make a Will save (DC 38) or take 2d10 points of fire damage every minute for a number of minutes equal to Djarn's Hit Dice (i.e., 42 minutes). This is a DOT effect. Further, this damage resists attempts to heal it, requiring any healing spell cast on the victim to first succeed at a dispel check (DC 38).

Spell-Like Abilities (mana cost): *Alter plane:* Sun (50; as *alter plane:* Sky, but this power transports subjects to the Plane of Sun), *annul magic* (13), *Hsagra's wrath* (75), *lure of flame* (40), *manasink* (33), *Markar's discord* (50), *pillar of flame* (46), *shield of the magi* (50), *tears of Solusek* (51). Caster level 42nd; save DC 17 + spell level.

Mana Pool: 588.

Summon Blaze (Sp): Three times per day as a standard action, Lord Djarn may summon a 25-HD blaze to do his bidding.

Fire Aura (Su): As a free action, Lord Djarn can activate a fierce heat around himself that serves as a [fire] damage shield (5).

Possessions: Arcsheer, Huge efreeti warbow, quiver and 20 +5 Huge longbow arrows, golden efreeti boots, Djarn's amethyst ring.

* Efreet (and noble efreet) are printed in *The Temple of Solusek Ro*. However, all of the information needed to run this encounter is present in the stat block above.

Summoned Blaze (Fire Elemental) [advanced HD]: CR —; SZ Large elemental (fire); HD 25d8+75; hp 187; Init +14 (+10 Dex, +4 Improved Initiative); Spd 80 ft.; AC 28 [flat-footed 18, touch 20] (–1 size, +10 Dex, +8 natural); BAB +18; Grap +35; Atk slam +31/+29/+27/+25/+23 melee (2d8+13 plus 3d8 fire); Face 5 ft. by 5 ft.; Reach 10 ft.; SA magic attack +5; SQ blazing speed, damage reduction 15/+3, elemental, fast recovery, fire aura (10), fire subtype, hypnotic taunt, ultravision; AL

N, Fac None; SV Fort +11, Ref +24, Will +8; Str 28, Dex 31, Con 16, Int 5, Wis 11, Cha 12.

Skills: Listen +17, Spot +16, Taunt +35.

Feats: Dodge, Double Attack, Improved Dodge, Improved Initiative, Mobility, Riposte, Weapon Finesse (slam).

Blazing Speed (Ex): A blaze lives fast and fights hard, attacking at incredible speed. Its slam attacks are treated as very quick weapons (delay 3), which become delay 2 due to its Double Attack feat.

Hypnotic Taunt (Ex): The fiery body of the blaze draws opponents to confront it. The blaze may use its Taunt skill to taunt one opponent, as normal, or to taunt all enemies within a 20-foot radius. If using the area taunt, make one Taunt check for the blaze, and the result is opposed individually by every enemy within 20 feet of the blaze. The blaze may be commanded to use the Taunt skill on only one opponent if its summoner desires or on all enemies in the area. It may not selectively taunt multiple opponents within the area.

L-13: Lava Duct Crawler Nest [EL 27]

Wisps of webbing appear near the outside of this branching cavern, growing thicker and more numerous as characters proceed north. Thick strands of their webbing occlude the tunnel, reducing any creature of less than Large size to half-speed; Large creatures move three-quarters speed here, while larger creatures are unaffected.

Once the characters reach a point 60 feet inside the cave, 2 fearsome lava duct crawlers climb down from ledges near the cavern mouth and approach, forcing the characters to do battle or retreat further north. The party is far better off contending with the 2 creatures now, however, for 3 more crawlers await their passing: Two lurk on ledges just past the dividing wall, ready to leap upon passersby; and a fifth guards the mouth to the thin tunnel leading to Area L-13a.

Fearsome Lava Duct Crawlers (5) [advanced HD]: CR 23; SZ Huge magical beast (fire); HD 39d10+585; hp 907, 871, 856; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft., climb 30 ft.; AC 36 [flat-footed 35, touch 9] (–2 size, +1 Dex, +27 natural); BAB +39; Grap +57; Atk bite +48/+43/+38/+33/+28 melee (4d6+15 plus boiling blood, crit 19–20); Face 10 ft. by 20 ft.; Reach 10 ft.; SA boiling blood; SQ damage reduction 10/–, fast healing 15, fire subtype, heat aura, infravision, tremorsense 60 ft., ultravision; AL N; Fac None; SV Fort +36, Ref +24, Will +14; Str 31, Dex 12, Con 40, Int 7, Wis 13, Cha 5.

Skills: Climb +20, Hide +8, Jump +22, Listen +32, Sneak +9, Spot +32.

Feats: Alertness, Dodge, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Skill Talent (Jump), Weapon Focus (bite).

Boiling Blood (Su): Magical poison—Fort DC 44; 6d10 points of fire damage per round for the next 10 rounds (3d10 points per round on a successful save). This effect may be dispelled with any spell of the *cancel magic* or *cure poison* line that succeeds against DC 44.

Heat Aura (Ex): The fearsome lava duct crawler has a damage shield (8) that also deals 8 points of fire damage to any weapon that successfully hits it (do not reduce this amount by half, even though fire normally deals half damage to objects). Also, those within 20 feet of the fearsome lava duct crawler take 1d8 points of fire damage per round.

Tremorsense (Ex): Lava duct crawlers can sense the presence of any creature within 60 feet if it is touching the ground.

L-13a [EL 32]: This passage barely supports the width of a fearsome lava duct crawler; 2 Medium-size creatures may walk side-by-side here only if not swinging weapons. Rounding the top of the 'S,' the characters come almost face to face with another crawler, this one truly immense, which leaps to attack.

Behind the gigantic beast, a lava duct crawler matriarch, are a number of bright red, elliptical spheroids roughly 3 feet in diameter—the creature's 8 eggs—nestled on a strip of rock protruding into the lava pool.

Quest: Two Eggs, Not Over Easy

Faction: Temple of Solusek Ro (–1 rank).

NPC: Jessem Elsneth.

CR: 28+.

Reward: +2 faction rank with Temple of Solusek Ro; 20,000 gp.

Consequences: None.

Quest Summary: The priests and wizards of the Temple of Solusek Ro collect lore from all over Norrath, but such lore need not always come in the form of dusty manuscripts, maps to lost cities, or ancient recipes for baking bread. In fact, Jessem Elsneth, Conflagration Keeper of Solusek Ro (see *The Temple of Solusek Ro*, p. 7), prefers to collect and examine biological samples, and would pay handsomely for such a unique find as a pair of lava duct crawler eggs.

Lava Duct Crawler Matriarch [advanced HD]: CR 32; SZ Gargantuan magical beast (fire); HD 65d10 + 1,105; hp 1,450; Init +4 (Improved Initiative); Spd 30 ft., climb 30 ft.; AC 37 [flat-footed 37, touch 6] (–4 size, +31 natural); BAB +65; Grap +91; Atk bite +75/+70/+65/+60/+55 melee (4d8+21 plus boiling blood, crit 19–20); Face 20 ft. by 40 ft.; Reach 15 ft.; SA boiling blood; SQ damage reduction 12/–, fast healing 15, fire subtype, heat aura, infravision, tremorsense 60 ft., ultravision; AL N; Fac None; SV Fort +51, Ref +34, Will +24; Str 39, Dex 10, Con 44, Int 7, Wis 13, Cha 5.

Skills: Climb +24, Hide +4, Jump +27, Listen +35, Sneak +12, Spot +35.

Feats: Alertness, Cleave, Dodge, Great Fortitude, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Skill Talent (Jump), Special Ability Focus (boiling blood), Weapon Focus (bite).

Boiling Blood (Su): Magical poison—Fort DC 61; 8d10 points of fire damage per round for the next 10 rounds (4d10 points per round on a successful save). This effect may be dispelled with any spell of the *cancel magic* or *cure poison* line that succeeds against DC 59.

Heat Aura (Ex): The lava duct crawler matriarch has a damage shield (10) that also deals 10 points of fire damage to any weapon that successfully hits it (do not reduce this amount by half, even though fire normally deals half damage to objects). Also, those within 30 feet of the lava duct crawler matriarch take 2d6 points of fire damage per round.

L-14: The Commons [EL varies]

As the characters proceed north and west, the temperature cools to a relatively pleasant 95° Fahrenheit. Fungi and lichens are plentiful, often taking up vast amounts of space. The sounds of movement that permeate the lower Eye seem constant now—from skittering to scraping to flapping, the sounds of creatures are all around the characters now, always just out of sight.

The northwest portion of the Lower Eye sees a great deal of traffic (roll every 10 minutes on the random encounter table instead of every 15, and add 1 to the result). As a crossroads of sorts for the Lower Eye's denizens, conflict is common between spiders, beetles, drakes and elementals. If the roll indicates an encounter, there is a 20% chance that a second monster is also present and in combat with the creature encountered. Usually, the characters can avoid becoming a part of the melee, should they desire it.

L-15: Lava Beetle Nests [EL 19 each]

Far north of the rockworms, the cavern grows dim, lit only by distant lava and occasional patches of phosphorescent fungus. The air, free of the charnel quality that characterized it in the east, is now free to carry other unpleasant scents: fungus spores, a dozen types of excrement, steaming sulfuric water, and so on.

The northern caves house 3 mating pairs of lava beetles. Their nests consist of a bed of red hot lava rocks, replenished throughout the day, and soft lichens and fungus. Each nest holds 1d4+2 eggs, which the beetles defend aggressively from all intruders. A nest has a 75% chance to be guarded by both beetles; otherwise one is off getting fresh lava rock for the incubation.

Lava Beetles (6) [advanced HD]: CR 17; SZ Large magical beast (fire); HD 30d10+300; hp 465; Init +3 (Dex); Spd 40 ft., climb 20 ft.; AC 31 [flat-footed 29, touch 12] (–1 size, +3 Dex, +19 natural); BAB +30; Grap +38; Atk bite +33/+28/+23/+18/+13 melee (2d6+6 plus fiery bite proc, crit 19–20); Face 5 ft. by 10 ft.; Reach 5 ft.; SA fiery bite; SQ blindsight 60 ft., damage reduction 5/–, fast healing 10, fire subtype, heat aura, infravision, ultravision; AL N; Fac None; SV Fort +27, Ref +20, Will +10; Str 19, Dex 17, Con 30, Int 3, Wis 11, Cha 3.

Skills: Climb +15, Listen +14, Spot +14.

Feats: Improved Critical (bite).

Fiery Bite (Ex): Each successful bite attack allows the beetle to make a Proc check (DC 14). A successful check means the target takes an additional (6d6)x2 points of fire damage.

Heat Aura (Ex): The lava beetle has a damage shield (5) that also deals 5 points of fire damage to any weapon that successfully hits it (do not reduce this amount by half, even though fire normally deals half damage to objects). Also, those within 10 feet of the lava beetle take 1d4 points of fire damage per round.

L-16: Death Scarab Lair [EL 25]

Bits of metal armor and broken weapons lie strewn about the area south of the lava pool near Area L-17. Following the scattered trail of debris leads further southwest into a gorge stinking of sulfur and decay. The debris lessens as the party continues toward the cavern's rear. If the characters proceed south, they quickly arrive at a bubbling, sulfuric aquifer. Visible on the other shore is a nest similar to those of the lava beetles in Area L-15 except in two respects — first, these lava rocks appear cool; and second, pieces of chain mail and a shield rise just above the nest's rim.

The rulers of this lair are highly evolved lava beetles, which Nagafen calls "death scarabs." Upon approaching the nest, a pair of tiny beetles scurries into the darkness, slipping into the nearly boiling water, if need be, to avoid capture. Two Small humanoid bodies lie among the rocks, both with their legs broken, little more than uneaten scraps of rotting flesh covering bone and mangled leather armor. Something apparently dragged the gnomes to the nest and broke their legs, possibly leaving them alive but unable to flee. The small beetles have fed upon the bodies since then, perhaps eating the unlucky gnomes alive.

What the characters may not realize without knowledge gained from intelligent denizens of the Eye is that death scarabs inject their larvae into a living host, incubating the young scarab while providing it a meal. A character armed with such knowledge or anyone making a Search check (DC 27) can find an empty larval "package" held within each deceased gnome's ribcage.

Of course, the two small, scurrying beetles the characters noticed when they entered were merely the recently hatched young — the actual death scarabs, enormous creatures, lurk high on the cavern walls, camouflaged against the sulfur-encrusted stone. They leap upon intruders if the PCs spot them and attack, or once the beetles find an opportune moment. Each attempts to grab a single victim in its mandibles then retreat to the safety of a recessed ledge 40 feet up the cavern wall.

Treasure: The death scarabs do not keep treasure per se, but the fallen gnomes have a few items of note. First, there are two Small canteens containing reasonably fresh water. Second, bound to one of the corpse's backs is a pair of wings not unlike those possessed by the young death scarab; the other gnome wears a pair of *black chitin leggings* sized for a Small character (the wings on the first gnome's back can be crafted into another pair of similar leggings, or two Small pairs, by someone knowing the proper method). Over its torn, ruined leather armor, the first gnome still wears a *tattered gnomish cloak* (see Appendix 2). Finally, between them, the fallen gnomes possess 4 pp, 15 gp, two *gold hematite rings*, and an *electrum fire opal ring*.

Finally, a character that has slain the adult scarab beetles may make a Knowledge (nature) or a Trade Skill (poison making) check (DC 20) to know that careful extraction of a female death scarab's reproductive gland might yield a powerful weapon, particularly for an assassin: Pressing the gland against the exposed flesh of an enemy prompts the scarab larva within to enter the victim's body, where it gorges itself on living tissue to fuel its pupation and emerge as a baby death scarab. The process is agonizing for the host, who often does not survive the initial entry, much less the scarab's forceful departure.

Death Scarab Gland

A character handling a slain death scarab gland without heavy gloves or similar protection risks a 40% chance each round of triggering the gland's proc effect on himself (see below).

The gland is unwieldy, so using it in combat incurs a -2 penalty to attack rolls. Striking with the gland deals no damage directly, but may rouse the larva inside: The attacking character makes a melee touch attack against his foe, with a successful touch invoking a process effect (Proc DC 20). If the proc triggers, the larva enters the foe's body, dealing 1d6 points of damage and 1d3 points of fire damage every round thereafter until it is slain or the victim dies. Ten to fourteen days later, a baby death scarab emerges from the host, devouring the body over the course of several days.

The larval scarab can be removed from its host in only two ways: A Heal check (DC 20, +1 per round the larva has been in the host) can kill and remove it, but this deals 1d4 points of damage to the host creature (in addition to the larva's damage for that round) per attempt. Alternately, spells or effects of the *cure disease* line have a chance of killing the larva, whether still in the gland or in a host creature, with a successful dispel check (DC 22).

A death scarab larva ejected from its gland but not entering a host creature dies within 1d4 rounds.

Market Price: 500 gp.

Weight: 3 lbs.

Adult Death Scarabs (2): CR 23; SZ Huge magical beast (fire); HD 50d10+600; hp 940, 900; Init +2 (Dex); Spd 40 ft., climb 20 ft.; AC 33 [flat-footed 31, touch 10] (-2 size, +2 Dex, +21 natural); BAB +50; Grap +66; Atk bite +56/+51/+46/+41/+36 melee (2d8+12 plus fiery bite proc, crit 19-20); Face 15 ft. by 15 ft.; Reach 10 ft.; SA fiery bite; SQ blindsight 60 ft., damage reduction 6/-, fast healing 12, fire subtype, heat aura, infravision, ultravision; AL N; Fac None; SV Fort +39, Ref +29, Will +16; Str 27, Dex 15, Con 34, Int 3, Wis 11, Cha 3.

Skills: Climb +16, Hide +10 (+18 when remaining still in rocky environments), Listen +33, Sneak +18, Spot +33.

Feats: Improved Critical (bite).

Fiery Bite (Ex): Each successful bite attack allows the death scarab to make a Proc check (DC 14). A successful check means the target takes an additional (6d8)x2 points of fire damage.

Heat Aura (Ex): The death scarab has a damage shield (7) that also deals 7 points of fire damage to any weapon that successfully hits it (do not reduce this amount by half, even though fire normally deals half damage to objects). Also, those within 15 feet of the death scarab take 1d8 points of fire damage per round.

L-17: Poisoned Webwork [EL 22]

Westward, beyond a veritable lake of magma, the air turns slightly sweet, an odor far different than anything encountered elsewhere in the Eye. Strands of webbing — the source of the strangely pleasant scent — fill the confusing maze of interconnected passages.

Further down a given tunnel, a yellow spider the size of a picnic table watches the characters (roll PCs' Spot checks against the spider's Hide checks, as normal); another descends from an overhead stalactite at the end of another tunnel and also stops to observe. Another two remain out of sight in a side tunnel nearby. They are another of Nagafen's creations, called noxious spiders (see Appendix 1).

If the characters decide to turn back, or once they reach the center of the spiders' tunnels, the spiders attack. By the time they choose to retreat, though, the poisonous webs they've passed through will have already begun their work. When the spiders attack, one unleashes a scent quite the opposite of that clinging to their webs while the others move in for the kill with mandible and web.

Treasure: As is the often the case in this part of Solusek's Eye, the "treasure" is merely the untended belongings of those who fell victim to some monster of the deep dark. Here, amidst the bodies of large bats and other mundane cave-dwellers is the corpse of a gnome, Bendi Hootfiddy, apprentice to the gnome wizard Velteppis (see Chapters 4 and 6). Ironically, Bendi wears two items that originated from the lower Eye: a *green silken drape* and a *golden chitin bracer* (see Appendix 2). Bendi and Velteppis created the bracer following an initial expedition into the Lower Eye, during which they slew a lone noxious spider that had wandered away from its lair.

Noxious Spiders (4) [advanced HD]: CR 18; SZ Large magical beast; HD 29d10+116; hp 285, 283, 278, 277; Init +5 (Dex); Spd 60 ft., climb 40 ft.; AC 26 [flat-footed 21, touch 14] (–1 size, +5 Dex, +12 natural); BAB +29; Grap +39; Atk bite +35/+30/+25/+20/+15 melee (2d6+9 plus poison); Face 10 ft. by 10 ft.; Reach 5 ft.; SA honeyed web, noxious vapors, poison; SQ acid vulnerability, damage reduction 4/–, immunities, SR 18, tremorsense 30 ft., ultravision, vermin traits; Res CR 10, DR —, ER 20, FR 40, MR 10, PR —, SoR 20; AL N; Fac None; SV Fort +20, Ref +21, Will +10; Str 22, Dex 21, Con 18, Int 2, Wis 13, Cha 13.

Skills: Climb +16, Hide +14, Jump +14, Listen +7 (+17 within 30 feet), Sneak +14, Spot +14.

Feats: Alertness, Dodge, Riposte, Run, Special Ability Focus (poison), Weapon Focus (bite).

Honeyed Web (Ex): Noxious spiders create sheets of sticky webbing from 10 to 30 feet square, depending on the size of the area to be covered. They position these webs to snare both ground-bound and flying creatures. Any herbivorous or omnivorous creature coming within 10 feet of a noxious spider's web must make a Will save (DC 10) or walk into the web, seeking the source of the wonderful aroma; whether this property is effective or not, approaching creatures must succeed at a Spot check (DC 20) to

notice a web; otherwise, they stumble (or fly) into it and become trapped in any case. The web anchors the trapped target in place, allowing no movement. An entangled creature can escape with a successful Escape Artist check (DC 18) or burst the web with a successful Strength check (DC 24); either is a standard action. 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 of web has 6 hit points and damage reduction 5/fire.

Worse, noxious spider web silk is poisonous — Contact, Fort DC 26; initial damage 2d4 temporary Dex, *nauseated* for 10 rounds/secondary damage 2d4 temporary Dex.

A spider can move across its own webs at its climb speed and can use its tremorsense ability across its web.

Noxious Vapors (Ex): 3/day, free action—gas cloud engulfs the spider and all adjacent squares for 1 minute; if the spider moves, the cloud remains in its initial location for only 1 round, but also follows the spider during its move, and lingers for 1 round in any squares through which the spider passed during its movement. Any living creature in an affected square must make a Fortitude save (DC 26) each round or be *nauseated* for 1 round.

Poison (Ex): Bite, Fort DC 28; initial 1d6 Dex/secondary 1d6 Dex and 1d6 Con.

Acid Vulnerability (Ex): Acid reacts violently with the toxins produced inside a noxious spider's body; such attacks deal double damage to the spider except on a successful save.

Immunities (Ex): Noxious spiders are immune to mind-affecting spells or effects, disease, and poison.

L-18: Stone Spiders [EL 21]

Strands of webbing mark the western region of the Lower Eye, sporadic out in the open, dense within tighter confines. To the northwest the webs are less forgiving, catching tightly to boots and loose clothing, even pulling a sword from one's hand if the bearer does not take care. As cautious eyes search the area for threats, the walls seem to leap at them, fangs bared.

A colony of 5 stone spiders lives here, coordinating their efforts to feed themselves. They rarely wander, preferring to hide against the rock face and await the coming of unsuspecting meals. Two of the spiders begin their assault by hurling webs, one at the foremost character and one at the rear. The other three jump into battle, attempting to bite as many opponents as possible to inject their poison.

A spider drags any slain or helpless creature to the back of the lair and binds it thoroughly with webbing. A number of such packages are already in place, though most are horribly mangled, with large sections of flesh completely missing. Alas, a couple of the fallen appear to be gnomes, but the state of the bodies prevents identification.

As one approaches Area L-19, some of the webbing becomes extremely thick and strong, with a few strands as thick as a human's arm. Discerning characters quickly realize that the stone spiders that dwell here, although large by most standards, could not possibly have spun this web. (In fact, it's the remains of webs created by Mother, the awesome progenitor of these spiders that now lives in Area L-19, which is actually a portion of the Shaft.)

Treasure: Searching the three deceased gnomes trapped here requires cutting and breaking away the webbing that binds them, a tedious and messy process taking 15 minutes per body. Almost everything of value is lost or destroyed, save for a few coins (7 pp, 18 gp, 42 sp) and gems: 6 jaspers, 3 peridots, and a jacinth. Each gnome also wears a *gold hematite ring*, and two possess *gold malachite earrings*. Lastly, one of the fallen warriors carries a *Combine short sword* glued into his fist by a stone spider's webs.

Stone Spiders* (5) [advanced HD]: CR 17; SZ Large magical beast; HD 24d10+168; hp 314, 309, 286, 285, 263; Init +2 (Dex); Spd 40 ft., climb 30 ft.; AC 25 [flat-footed 23, touch 11] (-1 size, +2 Dex, +14 natural); BAB +24; Grap +32; Atk bite +28/+23/+18/+13/+8 melee (2d6+6 plus poison); Face 10 ft. by 10 ft.; Reach 5 ft.; SA poison, web; SQ damage reduction 15/-, immunities, SR 28, ultravision, vermin traits; Res AR 50, CR 50, DR —, ER 50, FR 50, MR 50, PR —; AL N; Fac None; SV Fort +21, Ref +16, Will +9; Str 19, Dex 15, Con 25, Int 2, Wis 12, Cha 10.

Skills: Climb +12, Hide +7 (+19 in rocky surroundings), Jump +17, Listen +12, Sneak +7, Spot +16.

Feats: Alertness, Dodge, Riposte, Run, Special Ability Focus (poison), Weapon Focus (bite).

Poison (Ex): Bite, Fort DC 31; initial 2d6 Con/secondary 2d6 Con.

Web (Ex): As an attack action, the stone spider can hurl a sticky web at a Medium-size or smaller target up to 50 feet away as a +25 ranged touch attack with a range increment of 10 feet. The target is *entangled* as if the web were a net and is also held in place. The trapped creature may attempt to escape with an Escape Artist check (DC 26) or a Strength check (DC 32).

Immunities (Ex): Stone spiders are immune to mind-affecting spells or effects, poison, and disease.

* Where they differ, the above statistics for the stone spider supercede those found in *Monsters of Norrath*.

L-19: The Mother [EL 32]

The tunnel ends here as a ledge overlooking an immense cavern, an abyssal pit of pitch darkness. A very optimistic (or inebriated) dwarf might imagine that he's found his way to the inside of an enormous and despairingly empty cask of ale, while more realistic minds wonder if they've passed from Norrath into some horrific underworld. As eyes adjust to the darkness, the characters see hugely thick strands of webbing criss-crossing the pit, disappearing into the darkness in every direction. Strands pass near enough to the tunnel mouth for characters to leap onto; testing reveals that some strands are sticky, as difficult to escape as those of a stone spider, while others are just adhesive enough to assist anyone interested in climbing the web.

The characters may knowingly balk at traveling in this manner, and with good reason. Anyone with either infravision or ultravision who makes a Spot check (DC 24) sees a truly enormous spider above and away from the characters, seemingly suspended in mid-air, as well as numerous web-wrapped bundles dotting the web nearby. Secondly, any character with ultravision who succeeds on a Spot check (DC 28) notices, far below the ledge and beyond hundreds of webs, another landing, its aperture dimly lit (this leads to Area F-9a in the Krombral city; see Chapter 6). The time for decision is at hand.

The spider Lord Nagafen endearingly calls Mother is the progenitor of both noxious and stone spiders, though she follows the pattern of the latter. While her yellow broodlings strike out on their own almost immediately after hatching, young stone spiders remain near Mother, growing stronger together and keeping her fed until they grow old enough to leave the safety that their numbers provide. What at first may appear to be a large yellow marking on the top of Mother's abdomen is actually "Father," a (relatively) small noxious spider whose feet and mouth are permanently attached to Mother. The noxious gas attack noted for Mother below actually comes from Father, who otherwise cannot participate in battle and who dies if Mother is slain.

Treasure: Seeking treasure here is very dangerous. Even with Mother and her 5 closest children (at Area L-18) destroyed, travel along the web carries great risks given the great distance to the floor (over 300 feet) and the possibility of a large (37-46 HD) stone spider passing by, as sometimes happens. While there are a few humanoid remains in the web, they are so ruined by time and Mother's hunger that anything of worth is likely destroyed. However, adventurers will be adventurers, and GMs should reward persistent players with an item or two from the EQ: *Game Master's Guide*, from *Al'Kabor's Arcana*, or from their own imaginations — but only after the characters have experienced the full danger of exploring such a monstrous web suspended over such a deep canyon.

More information about the areas above and below L-19 appear in "The Shaft" at the end of Chapter 5.

The Mother: CR 31; SZ Gargantuan magical beast; HD 55d10+660; hp 960; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft., climb 20 ft.; AC 35 [flat-footed 33, touch 8] (-4 size, +2 Dex, +27 natural); BAB +55; Grap +79; Atk bite +64/+59/+54/+49/+44 melee (4d6+18 plus poison); Face 30 ft. by 30 ft.; Reach 15 ft.; SA noxious vapors, poison, web; SQ damage reduction 18/-, immunities, SR 33, ultravision, vermin traits; Res AR 50, CR 75, DR —, ER 50, FR 90, MR 60, PR —, SoR 40; AL N; Fac None; SV Fort +43, Ref +33, Will +23; Str 35, Dex 15, Con 35, Int 4, Wis 17, Cha 11.

Skills: Climb +24, Hide +2 (+14 in rocky surroundings), Jump +18, Listen +8, Sneak +12, Spot +33.

Feats: Alertness, Dodge, Finishing Blow, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Riposte, Special Ability Focus (poison), Weapon Focus (bite).

Noxious Vapors (Ex): 3/day, free action—gas cloud engulfs Mother and all adjacent squares for 1 minute; if Mother moves, the cloud remains in its initial location for only 1 round, but also follows her during her move, and lingers for 1 round in any squares through which she passed during her movement. Any living creature in an affected square must make a Fortitude save (DC 29) each round or be *nauseated* for 1 round.

Poison (Ex): Bite, Fort DC 41; initial 3d6 Con/secondary 3d6 Con.

Web (Ex): As an attack action, Mother can hurl a sticky web at a Huge or smaller target up to 90 feet away as a +45 ranged touch attack with a range increment of 10 feet. The target is *entangled* as if the web were a net and is also held in place. The trapped creature may attempt to escape with an Escape Artist check (DC 29) or a Strength check (DC 35).

Immunities (Ex): Mother is immune to mind-affecting spells or effects, poison, and disease.

Chapter Six: Citadel of the Krombral

Despite its enormous size and incredible depth, the Lower Eye is but middle ground in subterranean Solusek's Eye, the testing ground that separates the strong from the weak, the resilient from the frail. Two paths from the Lower Eye provide access to the final stage of descent. In the southeast, a lava duct winds steeply downward, eventually leading to a ramp rising into an open cavern. At its terminus stands a mighty portcullis, the gateway into fortress of the Krombral, or fire giants. To the northwest lies the web-strewn chasm of the Mother. Descent through that horrid abyss leads — if not to death by poison or fall — to a ledge at the gorge's base, the fortress's "back door."

The most striking feature of the stronghold is its architecture. It's not necessarily the size of the buildings that impresses the newcomer's eye — the immensity of the Lower Eye tends to render other large structures trivial — but the incredible artistry involved in their construction. This fortress is not the rough handiwork of mere over-sized brutes, but the realization of dedicated, skilled, and aesthetically conscious artisans.

It's tempting to wonder if the visionaries behind the citadel's construction could truly harbor the malevolence ascribed to fire giants. Yet artistry need not go hand-in-hand with compassion, and those lulled by the beauty of fire giant artistry are easy prey for giant cruelty. In ancient times, the fire giants fought for Rallos Zek, fiercely butchering their enemies with sword and spell. While their magic is but a shadow of its former power and the prospects for swordplay are now few, the fire giants have lost little of their might and none of their bloodlust. Indeed, the rarity of opportunities to channel their inner rage only increases the fire giant propensity for violence. Intruders beware, indeed!

The Krombral live long but frustratingly simple lives: mining, learning the ways of battle and magic, slowly expanding their underworld fortress and serving the will of Nagafen when called upon to do so. This is the primary source of friction among the Krombral. A race created to conquer the globe can lurk in the shadows only for so long, and the fire giants have done so for centuries.

While Tranix is their king, and ostensibly their leader, Lord Nagafen is the citadel's true ruler, and his word alone has kept the Krombral in check. The dragon's supporters

remind their brethren of the punishment of the gods — how only a retreat into the deepest places of Norrath saved the fire giants from the ignominious fate suffered by the relatively feeble-minded giants of the hills, forests, mountains, and deserts. They also point to the great dragon's promise, stated long ago when the serpent first arrived in Solusek's Eye, to bring the Krombral out of hiding, to give them a chance to return to the glory of ages past. What this plan may be even King Tranix is uncertain, but the time nears — says he — for its culmination.

The Ecology of the Krombral

The fire giants of Solusek's Eye do not dwell in the most hospitable of places. Unlike their kin in Permafrost who have easy access to bears, mammoths, fish, and other sources of food and drinking water, the fire giants lack a ready source of nutrition to feed their large, powerful frames. Arrangements with kobolds and goblins provide limited stocks of food (usually the bodies of one race slain by the other), but nothing approaching surplus.

Nevertheless, fire giants survive and even thrive within their citadel, a feat attributable to several mitigating factors. First, the Krombral are inherently bound to the element of fire, and that connection fuels a fire giant's life as much as a filling meal and strong drink. Residing in Solusek's Eye enhances the preservative effect of this elemental bond; the same power that augments other denizens of this labyrinth also benefits the fire giants with health even after weeks without food.

Lastly, the Krombral live for centuries, usually dying in battle rather than in dotage, and certainly not of starvation. To limit their potential numbers, fire giants rarely conceive, as much by choice as by nature. They simply lack the space and resources to sustain a more sizable population. However, as expectation grows for the fulfillment of Nagafen's plan, more children are born each year, and pressure grows on King Tranix to expand the fire giant settlement beyond the bounds of Solusek's Eye.

The Krombral of Solusek's Eye

Throughout this chapter, several basic classifications of combatant fire giants are generally used — *young giant*, *adult giant*, *giant warrior*, and *giant wizard*. The stats below can be used for all such individuals. Note that female fire giants use the same stats as males, unless otherwise noted, although male warriors are much more common.

Young Giant

Male or Female Fire Giant: CR 13; SZ Large giant (fire); HD 16d8+128; hp 200; Init +1 (Dex); Spd 50 ft.; AC 26 [flat-footed 25, touch 10] (–1 size, +1 Dex, +16 natural); BAB +12; Grap +28; Atk slam +23/+18/+13 melee (1d8+18 plus *daze* [Fort neg., DC 22]), or +12/+7/+2 ranged (2d6+12, 30 ft., rock); Face 5 ft. by 5 ft.; Reach 10 ft.; SA improved grab; SQ damage reduction 5/–, fire subtype, rock catching, SR 25, ultravision; AL NE; Fac Krombral, Nagafen; SV Fort +18, Ref +6, Will +8; Str 35, Dex 13, Con 27, Int 10, Wis 12, Cha 11.

Skills: Climb +14, Jump +14, Listen +10, Spot +10, Trade Skill (any one, but often smithing) +3.

Languages: Giant (4), Common (1), any one other (1).

Feats: Alertness, Improved Slam, Iron Will, Power Attack.

Adult Giant

As printed in *Monsters of Norrath* (p. 82), reprinted here for the GM's convenience.

Male or Female Fire Giant: CR 20; SZ Huge giant (fire); HD 25d8+250; hp 362; Init +1 (Dex); Spd 50 ft.; AC 29 [flat-footed 28, touch 9] (–2 size, +1 Dex, +20 natural); BAB +18; Grap +44; Atk slam +34/+30/+26/+22/+18 melee (2d6+27 plus *daze* [Fort neg., DC 28]), or +20/+16/+12/+8/+4 ranged (2d8+18, 30 ft., rock); Face 10 ft. by 10 ft.; Reach 15 ft.; SA improved grab, rock throwing; SQ damage reduction 10/–, fire subtype, lesser mantle of power, rock catching, SR 35, ultravision; AL NE; Fac Krombral, Nagafen; SV Fort +24, Ref +9, Will +12; Str 47, Dex 13, Con 31, Int 12, Wis 14, Cha 13.

Skills: Climb +19, Jump +18, Listen +15, Spot +15, Trade Skill (any one, but often smithing) +7.

Languages: Giant (4), Common (2–4), any one other (2–4).

Feats: Alertness, Cleave, Double Attack, Improved Slam, Iron Will, Power Attack.

Improved Grab (Ex): A giant must hit with a slam attack to use this ability.

Rock Throwing (Ex): Adult giants are accomplished rock throwers and receive a +1 racial bonus to attack rolls when throwing rocks. A giant can hurl rocks of 60 to 80 pounds with a range increment of 30 feet (Medium-size objects).

Rock Catching (Ex): An adult giant can catch Small, Medium-size, or Large rocks (or projectiles of a similar shape). Once per round, a giant that would normally be hit by such an object can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium-size rock, and 25 for a Large rock; if the projectile has a magical bonus to attack, the DC increases by that amount. The giant must be ready for the attack (i.e., not flat-footed) and aware of it to attempt to catch the object.

Lesser Mantle of Power (Ex): A fire giant is surrounded by a faint, reddish, fiery nimbus that encircles it at a 15-foot radius. The fire giant's spell resistance increases by +10 against spells or effects originating from beyond this area. Further, the mantle grants the giant a [fire] damage shield (2).

Giant Warrior

Male or Female Fire Giant, War 4: CR 22; SZ Huge giant (fire); HD 25d8+275 plus 4d12+44; hp 457; Init +1 (Dex); Spd 50 ft.; AC 33 [flat-footed 32, touch 9] (–2 size, +1 Dex, +20 natural, +4 armor); BAB +22; Grap +49; Atk +41/+37/+33/+29/+25

melee (2d8+28, crit x3, masterwork Gargantuan spear) and slam +34 melee (2d6+9 plus *daze* [Fort neg., DC 29]), or slam +39/+35/+31/+27/+23 melee (2d6+28 plus *daze* [Fort neg., DC 29]), or +22/+18/+14/+10/+6 ranged (2d8+19, 30 ft., rock); Face 10 ft. by 10 ft.; Reach 15 ft.; SA improved grab, rock throwing; SQ berserking, damage reduction 10/–, fire subtype, lesser mantle of power, rock catching, SR 35, Taunt bonus +2, ultravision; Res CR 15, FR —; AL NE; Fac Krombral, Nagafen; SV Fort +29, Ref +10, Will +12; Str 49, Dex 13, Con 33, Int 12, Wis 12, Cha 11.

Skills: Climb +20, Jump +20, Listen +15, Spot +15, Taunt +12, Trade Skill (blacksmithing) +7.

Languages: Giant (4), Common (2), any one other (2–4).

Feats: Alertness, Cleave, Double Attack, Improved Slam, Iron Will, Point Blank Shot, Power Attack, Skill Talent (Taunt), Weapon Focus (spear).

Possessions: Chain shirt, masterwork Gargantuan spear, sack, 5 throwing rocks, 4d6 gp, 6d6 gp.

Giant Wizard

The stats for a typical fire giant wizard presented here supercede those printed in *Monsters of Norrath* (p. 84).

Male or Female Fire Giant Wizard: CR 24; SZ Huge giant (fire); HD 25d8+225; hp 349; Init +1 (Dex); Spd 50 ft.; AC 32 [flat-footed 31, touch 12] (–2 size, +1 Dex, +20 natural, +3 shield); BAB +18; Grap +42; Atk slam +32/+27/+22/+17 melee (2d6+24), or +20/+15/+10/+5 ranged (2d8+16, 30 ft., rock); Face 10 ft. by 10 ft.; Reach 15 ft.; SA *call flame*, improved grab, rock throwing, spell-like abilities; SQ damage reduction 10/–, extended enhancement III, fire affinity, fire subtype, Greater Specialization (evocation), greater wizardry (mana burn), lesser mantle of power, rock catching, SR 35, quicken mastery, ultravision; AL NE; Fac Krombral, Nagafen; SV Fort +23, Ref +9, Will +12; Str 43, Dex 13, Con 29, Int 20, Wis 14, Cha 13.

Skills: Appraise +10, Channeling +37, Climb +19, Jump +19, Knowledge (history) +30, Knowledge (mysticism) +31, Knowledge (any two others) +25, Listen +21, Meditation +33, Search +10, Spellcraft +30, Spot +21, Trade Skill (any two) +14.

Languages: Giant (4), Ancient Giant (4), Common (4), any three others (4).

Feats: Alertness, Combat Casting, Iron Will, Mental Clarity, Mystic Capacity, Power Attack, School Specialization (evocation), Spell Focus (evocation), plus any one item creation feat.

Call Flame (Sp): A fire giant wizard can *call flame* as an attack action, once per round, at a cost of only 4 mana. This creates a downward blast of flame that deals 10d6 points of fire damage (Reflex half, DC 24) to all creatures within a cylindrical area (20-ft. radius, 40 feet high). A fire giant wizard can use this attack at up to medium range (280 feet).

Typical Spell-Like Abilities (mana cost, modified for fire affinity and Greater Specialization): *Circle of force* (14), *elemental shield* (8), *greater shielding* (20), *inferno shock* (10), *lava storm* (15), *nullify magic* (8), *see invisibility* (4), *steelskin* (25), *thunder strike* (23). Caster level 18th; save DC 15 + spell level, or DC 17 + spell level for evocation spells.

Mana Pool: 188.

Fire Affinity (Ex): Due to their strong natural affinity with fire, fire giant wizards pay only 50% of the usual mana cost for fire spells they cast. Further, they learn and cast fire-based spells as if they were 1 spell level lower (thus, a wizard with caster level 18 can learn 10th-level fire spells as if they were only 9th). However, they must pay 50% additional mana for cold-based spells, and learn and cast them as if such spells were 1 level higher.

Possessions: *Rokyl's channeling crystal*.

Nagafen's detractors... say nothing. They are few in number, and fully realize their impotence under the circumstances. They know too well Lord Nagafen's "preference" for full cooperation. Led by Warlord Skarlon, they simply encourage the giants to expand further and to consider raids upon the surface world. While the goblins and kobolds have little of worth, a great temple to the north may offer a worthy challenge and worthy reward to the Krombral, if the centuries have not softened them too much. King Tranix brushes aside such suggestions. "Do you not recall to whom that temple is dedicated? Must I remind you where we dwell?"

Even so, Skarlon trains the young to fight and fills them with fighting spirit. If the dragon does not soon resolve whatever has held him back so long, the warlord stands ready to lead his followers outward and to return the Krombral to glory.

Entrances: The lava duct from Area L-6; Mother's cavern at Area L-19 (via the Shaft).

Exits: None.

Random Encounters: Check once every 20 minutes (roll 1d12).

1-6.	No encounter
7-8.	1 fire giant (40% young giant)
9-10.	1d2 fire giant warriors
11-12.	1 fire giant warrior and 1 fire giant wizard

Detections: None.

Shielding: None.

Continuous Effects: The temperature here exceeds 110° Fahrenheit. Areas on this level within 60 feet of lava have temperatures above 140° Fahrenheit.

Standard Features: Unless otherwise stated, doors on this level are of stone, 28 feet high and 10 feet wide: 2 feet thick; hardness 30, 240 hp; Stuck DC 38; Locked DC 44; Pick Lock DC 33.

Iron doors are 28 feet high and 10 feet wide: 2 feet thick; hardness 36, 240 hp; Stuck DC 40; Locked DC 48; Pick Lock DC 35.

F-1: The Citadel Gates [EL 24+]

The lava duct from Area L-6 doubles back 180 degrees and descends sharply to the northwest for a hundred yards before opening into a small cavern. Duct turns to ledge overlooking a pool of magma, and ledge turns to ramp leading to the entrance of the Krombral Citadel. Locked iron gates seal the fortress from intrusion; a barred window facing over the lava pool allows a guard full view of the ramp but for a few feet of space closest to the gate.

The gates open inward, but a 3-foot thick iron bar holds them fast. A creature of Small size or smaller might fit through the window bars (Escape Artist DC 20), but the smooth wall means difficulty in getting to them (Climb DC 27). Complicating matters are the 2 fire giant warriors always on duty here, though they check the ledge infrequently. Only rarely do creatures other than lava duct crawlers approach the gates, and dignitaries from the kobolds and goblins always travel with a fire giant escort (else they'd

never survive the Lower Eye). The guards do have sharp ears, though, particularly if rumors of intruders in the Eye have filtered down to the citadel from Singe or some other source.

Finely crushed cobblestones pave the square courtyard beyond the gate, and — upon the north and south walls — remarkable carvings of two wise and majestic orcs stand, one holding a bow, the other a saber. A successful Knowledge (religion) check (DC 26) identifies the carvings as Tallon and Vallon Zek, respectively, two powerful servants of Rallos Zek (worshippers of Rallos Zek receive a +6 bonus to the check). A table and two stools sit along the north wall, against which four spears lean.

Iron Gate: 40 feet high and 25 feet wide: 5 feet thick; hardness 36, 400 hp; Stuck DC 50; Locked DC 60; Pick Lock DC —.

F-2: Common Quarters [EL 22-23 (ave.)]

All buildings noted as F-2 are identical in content, if not in structure. Most follow a trapezoidal design with 30-foot ceilings and stone stairs built into one wall, leading to a second floor. The downstairs is a living area with 2 to 4 stone chairs intricately carved and padded with kobold pelts or other cushions. Walls are decorated with (flame resistant) tapestries, paintings, or carvings detailing the family history of those who dwell there and their ancestors. Combining the information spread throughout the citadel would result in a nearly complete history of the Krombral from the time of Rallos Zek's assault upon the gods.

The upstairs of each home contains an enormous bed for the adults; children generally sleep on mats on the floor. Other common items include a chest, weapons, ceremonial clothing, and alcoholic spirits; each home has treasure appropriate to giants.

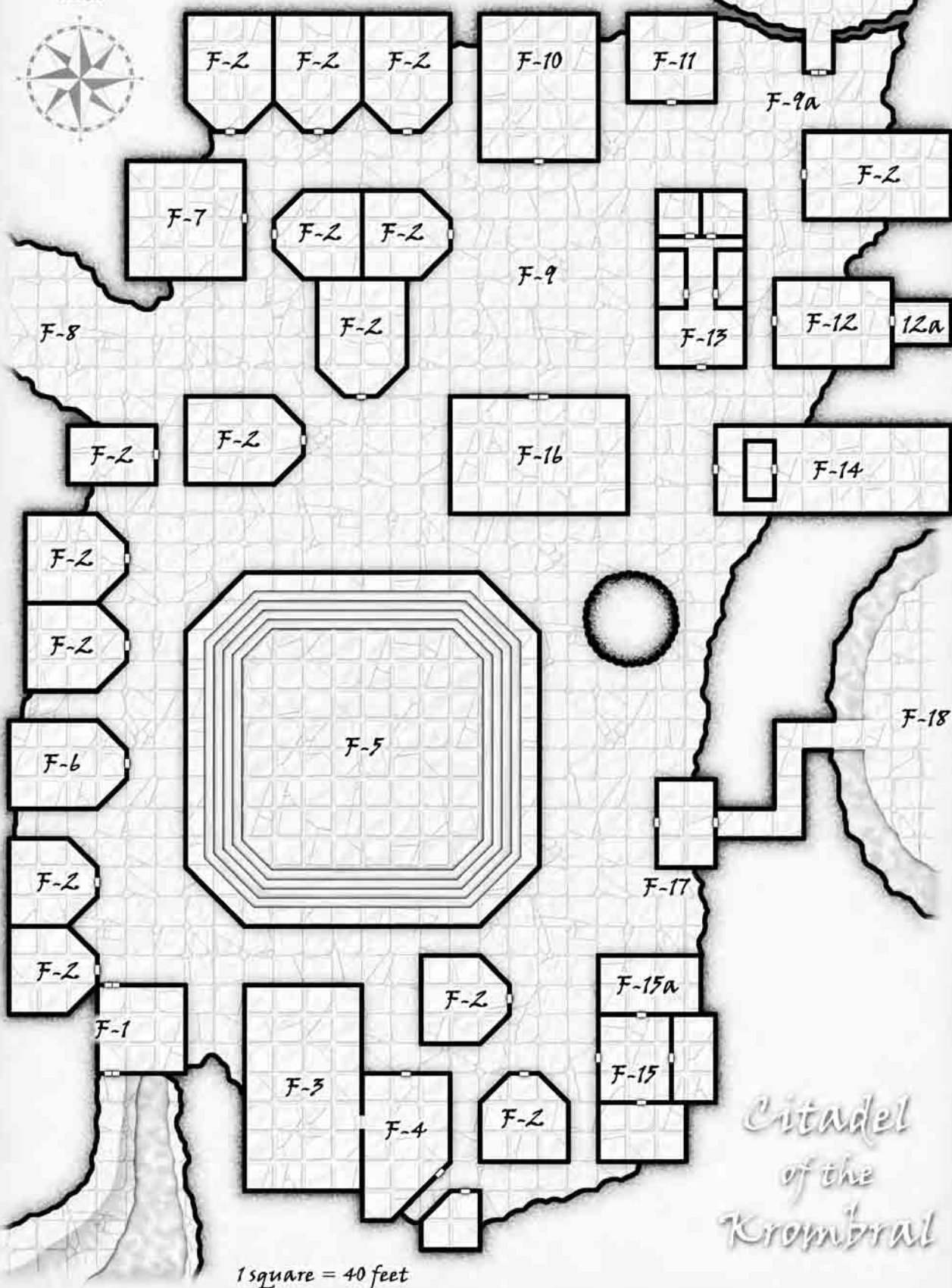
Each home houses an adult male and adult female giant and 1d3-1 younger giants, although not all are present at all times, particularly during the workday; there is a 60% chance that any young giant in a home is a noncombatant child or infant.

F-3: Grand Hall

Six pillars carved in the likenesses of ancient fire giant kings support the entablature topping this great hall. The walls are uncharacteristically smooth compared to other Krombral structures, but spidery veins of violet quartz weave through the stone, glowing eerily in the faint light of the citadel. Carvings on the architrave depict the faces of male and female fire giants and their names, written in the ancient language of the giants. These are the great stonemasons of the Krombral, from Pyrius Smolderstone to Ulata Stonelocks, honored in effigy for as long as their works survive. No doors bar access to the hall, allowing a full view inside without risking entry.

Three massive stone tables dominate the hall's interior, each 11 feet high, arranged in a horseshoe pattern. Only the table opposite the entry has a proper chair of worked stone lined with obsidian and lapis lazuli, while barrel-shaped boulders suffice for seating elsewhere. A brazier at each corner awaits fuel to better illuminate the hall; what dim light passes through the pillars scarcely reaches the rear table. An elaborate mosaic of red, gold, and bronze-colored stones set into the ceiling resembles the dragon Lord

North



1 square = 40 feet

*Citadel
of the
Krombrail*

Nagafen — a less than subtle reminder of his place in Krombral society.

While the hall is usually empty, the entire fire giant population gathers here for festivals celebrating ancient victories and allegiance to Rallos Zek. Elder giants take their places at the tables while the youngest stand around the edges of the chamber. Officials give speeches and the assemblage enjoys potent spirits and roasted meats and eggs from rockworms, drakes, and other beasts of the Lower Eye. An open doorway centered along the north wall leads to the companion building housing the kitchen.

F-4: Krombral Cookhouse [EL 23]

A slender (10-ft.-wide) alley separates the cookhouse from the Grand Hall (although it does not appear on the map, due to the enlarged scale); a ramp descending from the Hall's northern door bridges the gap. A few perfunctory carvings emblazon the outside of the cookhouse, further accentuating the Hall's grandeur.

The cookhouse interior is what one expects of a kitchen built to serve dozens, only in gigantic proportions. Iron and ceramic pots, crocks, skillets, and pans fill the shelves of one wall while pegs on the opposite wall hold knives, tongs, ladles, and other necessary implements. An enormous brick oven occupies the east wall, side-by-side with a giant cauldron and two enormous stills. Stone tables run along the kitchen's center. Clay jars atop one such table hold a supply of fungus-based spices native to the Eye (often procured from Singe, who in turn acquires them from goblins and kobolds).

Stairs along the northeast wall access the second floor, which doubles as a living space and bedroom for Calis Searsmoke (*male fire giant, Exp 4, NE; Nagafen*), his wife Forta (*female fire giant, Exp 4, NE; Nagafen*) and their two young children (noncombatants). Calis and Forta are used to crafting feasts from limited stores, relying on ingenuity and tricks picked up over many decades to fill the bellies of their customers, particularly during celebrations. As most giants lack the patience or interest to specialize in baking and brewing, the Searsmokes have created a niche for themselves in Krombral society by excelling at both, at least by fire giant standards.

A small storage building set into the rock southeast of the cookhouse holds dry goods, casks of ale, spare tools, and worn implements.

F-5: The Arena [EL 0 or 26+]

The largest independent structure in the citadel is this arena. A testament to both the artisanship and the bloodlust of the Krombral, every carving, sculpture, and mosaic here illustrates fire giants waging war against their enemies in striking, if gigantic detail. Colored pigments, gems, and crystals accentuate every scene. Stairs at each corner lead to amphitheatre seating, while a ramp along the north wall leads down to the preparation room. From there, contestants can enter the pit to do battle.

As creatures born to war, the Krombral thrive on battle. Even under the most favorable circumstances (i.e., conquering nations, blood pooled like congealed lava around their feet, etc.), fire giants enjoy testing their skills against one another. After hundreds of years spent mastering unfavorable circumstances, their mock battles are an al-

most daily occurrence now. Only the most grievous affront or accusation prompts trial by combat; however, as a warrior race, other types of trials are unheard of in Krombral culture. These fights are rarely to the death; a fire giant has not committed so serious a crime since the coming of Nagafen.

Zashir Charbrow, weaponmaster and instructor, spends most of his time in the arena teaching younger giants the art of war. If the Weaponmaster is present, 1d4+2 young giants attend him as students, practicing with sword, spear, fist, and boulder for several hours a day. On occasion, Warlord Skarlion (see Area F-6) joins Zashir in teaching, passing on not only further lessons in tactics but also hints of his personal philosophy regarding the current status of the Krombral (see the introduction to this chapter for details). Those giants who respond appropriately become Skarlion's favored pupils, privy to favors and individual instruction from the warlord himself.

There's little of value here. The weapons in the preparation room are meant for the hands of giants, and the Weaponmaster does not dwell here (he lives in one of the homes marked F-2, where he usually keeps his chainmail armor). However, a search of the arena's decorations reveals the presence of precious gems and minerals (Spot DC 18). A character spending 15 minutes and succeeding on the Spot check may attempt to pry loose one of the following (roll 1d10):

1-2.	Amethyst
2-3.	Emerald
4.	Fire opal
5-7.	Malachite
8-9.	Opal
10.	Ruby

Needless to say, defacing the temple amounts to blasphemy in the eyes of the Krombral, and anyone caught doing so would be lucky to escape with a quick death.

Weaponmaster Zashir Charbrow, Male Fire Giant, War 10: CR 26; SZ Huge giant (Fire); HD 25d8+300 plus 10d12+120; hp 618; Init +2 (Dex); Spd 50 ft.; AC 30 [flat-footed 28, touch 10] (-2 size, +2 Dex, +20 natural); BAB +28; Grap +56; Atk +48/+44/+40/+36/+32 melee (2d8+32, crit x3, masterwork Gargantuan spear) and slam +41 melee (2d6+10 plus *daze* [Fort neg., DC 30]), or slam +46/+42/+38/+34/+30 melee (2d6+30 plus *daze* [Fort neg., DC 30]), or +29/+25/+21/+17/+13 ranged (2d8+20, 30 ft., rock); Face 10 ft. by 10 ft.; Reach 15 ft.; SA improved grab, rock throwing; SQ berserking, damage reduction 10/-, fire subtype, lesser mantle of power, rock catching, SR 35, Taunt bonus +3, ultravision; Res CR 25, FR —, MR 15; AL NE; Fac Krombral, Nagafen; SV Fort +33, Ref +13, Will +14; Str 51, Dex 15, Con 35, Int 12, Wis 12, Cha 11.

Skills: Climb +24, Jump +24, Listen +17, Spot +17, Taunt +19, Trade Skill (blacksmithing) +11.

Languages: Giant (4), Common (2), Dragon (2), Goblin (1).

Feats: Alertness, Cleave, Dodge, Double Attack, Great Cleave, Improved Slam, Iron Will, Parry, Point Blank Shot, Power Attack, Skill Talent (Taunt), Weapon Focus (spear), Weapon Specialization (spear).

Possessions: Masterwork Gargantuan spear, sack, 8 throwing rocks, 23 pp.

F-6: Skarlon's Manse [EL 28]

This foreboding structure mirrors the arena in its artistic inclinations, with veins of crimson quartz like rivulets of blood evoking images of violence and slaughter. An iron door prevents casual intrusion; a brass ring is in place 15 feet from the ground for visitors to announce themselves.

Warlord Skarlon lives here with his wife Ordel (*female fire giant, War 3/Ari 3, NE; Krombral*) and twin daughters Skila and Vemi (*female young fire giants, War 4, NE; Krombral*). Skarlon desired sons, but rather than ostracize the undesired daughters, he trains them with far greater rigor than he applies to other students. If threatened by intelligent intruders, the daughters feign weakness until they find an advantage, then leap upon their foes like tigers, skillfully working together against their targets. Skarlon does not parley with trespassers. Rather, he sees any invader as the temporary holder of one of his trophies — who is about to give the trophy up, along with his life.

Skarlon's living area doubles as a trophy room, exhibiting weapons, shields, banners, and body parts from scores of the Warlord's victims. Many of these are most certainly not recent acquisitions, which prompts speculation: Are these the trophies of Skarlon's ancestors, or does he actually predate the retreat of the Krombral into Solusek's Eye?

The upstairs bedroom lacks the downstairs charm, though Skarlon's bed lies buried beneath the pelt of some monstrous, extinct beast twice the size of the largest mammoths of Everfrost. A chest holds Skarlon's wealth, mostly ancient coins and jewelry from ages past, and a stout metal frame by the bed holds his weapons close by while he sleeps.

If Skarlon becomes aware of intruders in the Krombral citadel, he rapidly organizes a defense based upon the best information available. However, he focuses his security measures on protecting the temple, the storehouses, and King Tranix, leaving only a perfunctory guard at the gates of Nagafen's lair. In truth, Skarlon dreams of adventurers destroying the dragon, then falling themselves to the Warlord's blade as he and his guards arrive "too late." Still, Skarlon places little value in dreams and does what he can to sway the minds of the Krombral to his side.

In combat, Skarlon wields his personal weapon, which he calls his "*razing blade*," with a light spear in his off-hand. He eschews the use of thrown boulders (although he has no problem with other giants hurling them), preferring to loom over his opponent to gloat before impaling the unfortunate creature. Skarlon also disdains armor, as much to feed his own ego as to indirectly mock his liege's use of full armor.

Warlord Skarlon, King's Champion, Male Fire Giant, War 12: CR 28; SZ Huge giant (fire); HD 25d8+325 plus 12d12+156; hp 668; Init +2 (Dex); Spd 50 ft.; AC 30 [flat-footed 28, touch 10] (–2 size, +2 Dex, +20 natural); BAB +30; Grap +58; Atk +53/+48/+43/+38/+33 melee (2d8+26 plus 2d6 fire, crit 17–20, *razing sword of Skarlon*) and +44 melee (2d8+10, crit x3, off-hand masterwork Gargantuan spear) and slam +43 melee (2d6+10 plus *daze* [Fort neg., DC 30]), or slam +48/+44/+40/+36/+32 melee (2d6+30 plus *daze* [Fort neg., DC 30]); Face 10 ft. by 10 ft.; Reach 15 ft.; SA improved grab, rock throwing; SQ berserking, damage reduction 10/–, fire subtype, lesser mantle of power, rock catching, SR 35, Taunt bonus +3, ultravision; Res CR 30, FR —, MR 20; AL NE; Fac Krombral; SV Fort +33, Ref +13, Will +14; Str 50, Dex 14, Con 36, Int 17 (13), Wis 18 (14), Cha 13.

Skills: Climb +24, Jump +24, Listen +22, Spot +22, Taunt +20, Trade Skill (blacksmithing) +14.

Languages: Giant (4), Common (1), Dragon (2), Kobold (2), Goblin (3).

Feats: Alertness, Cleave, Dodge, Double Attack, Dual Wield, Great Cleave, Improved Slam, Iron Will, Parry, Point Blank Shot, Power Attack, Skill Talent (Taunt), Weapon Focus (1-H greatsword), Weapon Specialization (1-H greatsword).

Possessions: *Razing sword of Skarlon* (see Appendix 2), masterwork Huge spear, *polished mithril torc* (see Appendix 2).

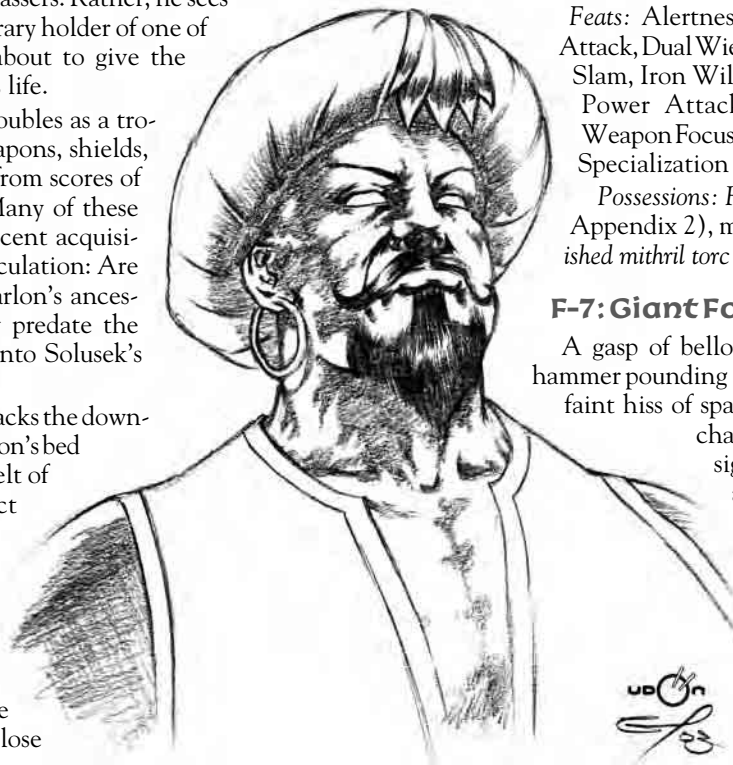
F-7: Giant Forge [EL 24]

A gasp of bellows, the crackle of flames, hammer pounding in a steady rhythm, and the faint hiss of sparks hitting water — if the characters cannot divine the significance of these sounds, at least the outer walls' carvings make it abundantly clear that this building houses a smithy. The building lacks a door and includes a skylight over the forge to provide ventilation. The forge stands against the rear wall, accompanied by hammers, anvils, tongs, and other tools

of a blacksmith's trade, all sized for giants of course.

Currently, the primary concern of this forge seems to be supplying miners with equipment: shovels, picks, hammers, chisels, fittings for lamps, braziers, and other such gear abound throughout the cluttered shop, providing a number of excellent hiding places for weary adventurers. However, several marvelously crafted swords and spears also line the walls awaiting owners.

Innumerable years spent at the forge have freckled the hands and face of blacksmith Oregim Anvilheart (*male fire giant, Exp 7, NE; Nagafen*) with soot, marks he wears with the same pride warriors receive from their scars. His wife Anar (*female fire giant, Com 6, NE; Nagafen*) and son Hanric (*male fire giant, Exp 4, NE; Nagafen*) assist him at the forge, gather materials from the miners, and sell finished goods to other giants and the occasional worthy kobold or goblin. Oregim's skill at creating masterwork (and better) weapons and providing suitable shafts, rods,



and the like for other kinds of magical items makes him one of the most prized members of the Krombral community.

F-8: Mines [EL 23+]

Centuries into their self-imposed exile, the fire giants learned the importance of keeping themselves occupied. Unable to wage war in the outside world, they wield their weapons against each other (in the arena) and against their very prison (in the mines). Unlike the long shafts found in the mines of other races, Krombral mines are entire caverns, excavated of all their stone, ore, and gems, utilizing every substance pulled from the mines for blacksmithing, jewelcraft, sculpture, pottery and erecting new structures.

At any time, 1d4+4 young fire giants and 1d3–1 adults are present, all swinging picks smithed by Oregrim Anvilheart. Their foreman, Orden Coalbeard (*male fire giant, Mil 4/Exp 6, NE; Nagafen*), observes and guides the miners' progress. A particularly stout and well-muscled giant, Orden does little more than eat, sleep, spar in the arena, and further the progress of the mine. His hair burns like other fire giants, but dark tongues of flame overshadow the usual red and orange, hence his name.

F-9: Courtyard

Eight braziers light this open area, exposing the presence of a dozen or so wrought-iron benches and several boulders carved into stools. A balcony on the northwest corner of King Tranix's palace (Area F-16) overlooks this courtyard. From here, the king issues announcements to the full Krombral assembly. Because the threat of real danger to the giants is low and there are typically few changes over the course of a decade here, such proclamations are rare, usually

unnecessary reminders of upcoming celebrations or decrees from Lord Nagafen.

Because this is a common area, check for random encounters every 10 minutes here (rather than every 20 minutes) and add +1 to the checks.

F-9a: A heavy iron lattice placed here divides the fire giant citadel from Mother's cavern (Area L-19 in the Shaft). A heavy bar keeps the gate closed, preventing entry by spiders and the like from the Lower Eye. A Small character might squeeze through the lattice (Escape Artist DC 21); smaller characters can pass through freely.

A single fire giant often stands near the gate, but leaves periodically to patrol the western part of the citadel for 30 minutes of every hour. This is a perfunctory duty given to young adult fire giants who have attained some level of martial skill (use typical adult fire giant stats), so the guard rarely pays much attention to so unlikely a route of invasion as Mother's lair unless senior guards or officials are nearby to observe his dedication.

Iron Lattice-Work Gate: 3 feet thick; hardness 36, 360 hp; Stuck DC 40; Locked DC 50; Pick Lock DC 35.

F-10: Temple to Rallos Zek [EL 25+]

The detailed carvings along the temple's architrave tell the story of Rallos Zek's war against the gods. No pretense is made regarding the motives of the war, no cry of subjugation or unfair treatment at the hands of other gods blights this shrine to the grandeur of battle. No, Rallos and his followers made war simply for the glory of conquest — a war for the sake of war. The sculptor displays no shyness in relating the defeat of her people and their allies. How can there be any dishonor in defeat when the victors comprise



the entire pantheon of gods and their creations? The temple serves as memorial to the bravest warriors and most skilled tacticians ever to exist at one time, as testament to their unequalled prowess, and as harbinger for the end times, when the forces of Rallos Zek shall no doubt rise again in splendor and bloodshed.

Carvings and sculpture throughout the interior of the temple portray specific instances of victory on the part of the forces of Rallos Zek, from the defeat of the elves and dwarves to the ascension into the outer planes, to the great invasion into the Plane of Earth. Red crystalline formations bathe the main chamber in blood-hued light, enhancing the armored features of the temple's statue of Rallos Zek. This magnificent sculpture of metal and stone stands 50 feet high, a figure covered in full plate mail and helm and armed with an immense bastard sword, its point rising to meet the temple's ceiling.

The Krombral believe that the time shall come when Rallos Zek breathes life into this statue, and that it will lead the fire giants into war once again against the children of the other gods.

In the absence of Krombral high priest Kindleheart (see *Realms of Norrath: Everfrost Peaks*), the assistant priest Emberfrost oversees the religious functions of the high priest's post. Slender for a fire giant, Emberfrost is also partially bald, so his hair burns rather like a melted halo in the crimson light of the temple. While the assistant priest respects his superior, he finds Kindleheart's devotion to Nagafen disturbing in light of the Krombral's true master and creator. Emberfrost is sympathetic to Skarlion and, if he were more politically minded, might conspire with the Krombral warlord regarding the giants' future direction.

Always present in the temple are 2 giant warriors and 2 fire giant acolytes (*young fire giants*, Clr 3, NE; *Nagafen*). The warriors stand sentry just inside the temple's double iron doors, while the apprentices wander about the nave attending to their duties.

In combat, Emberfrost stands to the rear casting spells while the guards and acolytes engage intruders.

Treasure: Kindleheart and Emberfrost do accept donations from giant parishioners, but, given the limited economy of the citadel, they have few ways to spend them. A huge, locked iron chest (hardness 10, 280 hp; Break DC 40; Pick Lock DC 35) contains 850 pp, 3,600 gp, 4,000 sp, and 40 gems of various types.

Emberfrost, Assistant High Priest, Male Fire Giant, Clr 11: CR 25; SZ Huge giant (fire); HD 25d8+250 plus 11d8+110; hp 535; Init +0; Spd 50 ft.; AC 30 [flat-footed 30, touch 8] (–2 size, +20 natural, +2 armor); BAB +26; Grap +53; Atk slam +43/+39/+35/+31/+27 melee (2d6+29 plus *daze* [Fort neg., DC 29]), or +25/+21/+17/+13/+9 ranged (2d8+19, 30 ft., rock); Face 10 ft. by 10 ft.; Reach 15 ft.; SA improved grab, rock throwing, spells; SQ damage reduction 10/–, divine power (receive divine aura), fire subtype, lesser mantle of power, rock catching, SR 35, ultravision; AL NE; Fac Krombral, Nagafen; SV Fort +28, Ref +11, Will +22; Str 48 (47), Dex 11, Con 31, Int 14, Wis 20, Cha 15.

Skills: Channeling +32, Climb +19, Jump +19, Knowledge (mysticism) +11, Knowledge (religion) +11, Listen +16, Meditation +20, Spot +16, Trade Skill (blacksmithing) +10.

Languages: Giant (4), Common (2), Dragon (4), Goblin (3), Kobold (3).

Feats: Cleave, Combat Casting, Double Attack, Improved Slam, Iron Will, Mental Clarity, Power Attack, School Specialization (alteration).

Cleric Spells Usually Prepared (mana cost): *Cancel magic* (5), *daring* (10), *gate* (12), *healing* (10), *root* (5), *smite* (12), *stun* (6), *yaalp* (1). Save DC 15 + spell level.

Mana Pool: 110.

Possessions: Raw silk vestments, large belt pouch, *imbued deity of Rallos Zek*, chest key, 5 throwing rocks.

F-11: Forge and Kiln [EL23 or 24]

A second smithy occupies the western citadel wall just south of the gate to Mother's lair. While the forge and tools associated with it are not as elaborate here as are those in Area F-7, this building also houses kiln, tumbler, special knives, and other tools of the jewelfrafter's trade.

Lorzh Ashplume (*male fire giant*, Exp 6, NE; *Nagafen*) and his wife Viragga (see below) work here, plying their various trade skills with materials brought from the mines. While Oregrim Anvilheart focuses on metal weapons and tools, Lorzh and Viragga craft more delicate wares, ornaments suitable for persons and places. Samples of their skill populate this building and their home across from it: pottered, graven, or cast statuettes of giants at war; gem-studded brooches, rings, and necklaces (all giant-sized, of course); vessels and eating utensils crafted of precious metals; and so on.

While an average example of fire giant build, Lorzh stands in the shadow of his wife, who is as stout and broad-shouldered as any in the citadel. With a face like weathered brick and a smoldering temper, Viragga rules this family firmly, a fact that many other fire giants would find much more humorous if she didn't regularly best them in the arena. There is a 50% chance that a fire giant warrior is also present — one of the couple's children, now with a family of his own, who is here to assist with his parents' business.

Treasure: All of the products here are of superb quality, but sized for fire giant stature and, in many cases, too difficult even to remove from the lair to make it worthwhile. Characters may pluck 20+1d10 gems from their moorings if they take time to pillage the jewelry on the table. While the pieces are skillfully and artistically wrought, they are impractical ornaments for beings so much smaller than a fire giant.

Viragga Ashplume, Female Fire Giant, Exp 5/War 1: CR 22; SZ Huge giant (fire); HD 25d8+300 plus 5d6+60 plus 1d12+12; hp 509; Init +1 (Dex); Spd 50 ft.; AC 29 [flat-footed 28, touch 9] (–2 size, +1 Dex, +20 natural); BAB +22; Grap +50; Atk slam +40/+36/+32/+28/+24 melee (2d6+30 plus *daze* [Fort neg., DC 30]), or +22/+18/+14/+10/+6 ranged (2d8+20, 30 ft., rock); Face 10 ft. by 10 ft.; Reach 15 ft.; SA improved grab, rock throwing; SQ berserking, damage reduction 10/–, fire subtype, lesser mantle of power, rock catching, SR 35, ultravision; AL NE; Fac Krombral, Nagafen; SV Fort +29, Ref +10, Will +15; Str 50, Dex 13, Con 34, Int 12, Wis 13, Cha 9.

Skills: Appraise +6, Climb +22, Jump +22, Listen +15, Sense Motive +6, Spot +16, Trade Skill (blacksmithing) +7, Trade Skill (jewelcraft) +20, Trade Skill (pottery) +10.

Languages: Giant (4), Common (1), Goblin (2).

Feats: Alertness, Double Attack, Improved Slam, Iron Will, Power Attack, Skill Talent (Trade Skill [jewelcraft]).

F-12: Magi Rokyl's Abode [EL 30]

Bas-relief images of fire giants engaged in wizards' duels with various entities cover the outer walls of this dwelling, various smooth crystals accentuating eyes, pendants, and representations of mystical hand-held items. The giants' opponents vary in size and form, from beings as familiar as elves and gnomes to unrecognizable and extinct servants of the gods. If the images are to be believed, the Krombral once held vast control over the forces of magic, particularly fire, which daunted even the legions of the outer planes. On either side of the structure's iron doors, sculpted plumes of smoke bear two perfectly spherical crystals 4 feet in diameter, each of which glows brightly with lava light. The doors themselves are outfitted with massive brass rings 18 feet above the ground and cast in the shape of flaming circlets.

Passing through the entryway reveals a stunning panoply of crystal-generated colors. Red, violet, orange, blue, and green lights bathe the single, magnificent room in a kaleidoscopic blend. A translucent crystal sphere rests at the room's center upon a 15-foot alabaster pedestal. Light from this object feeds multi-colored crystal and quartz formations that grow upon the room's walls and ceiling like ivy. In the hands of a lesser artist, the effect might be painfully garish, but the creator of this wonder captures in idealized abstraction the light and color and form of the surface world.

Magi Rokyl (see below), leader of the fire giant wizards, created the light sculpture that decorates the first floor of his home over the course of a decade. From his earliest years in the Eye, he found that his aptitude for manipulating crystals rivaled his skill with raw magic. Combining these talents has allowed him to produce a number of magic items, including the renowned channeling crystals that bear his name.

Rokyl is an unassuming fire giant, resembling an average guard more than the most powerful spellcaster in the Eye. His wife, Mizena (*female fire giant wizard*, *Wiz 2*, *NE*; *Krombral*, *Nagafen*), is among the loveliest of giants in the citadel. Her hair falls in a burning plume down her back, its lustrous orange perfectly complementing her emerald eyes. Mizena wears a scarlet silk vest to advantage, and a spellcaster who watches her for a moment realizes the powerful magic contained in her *golden efreeti pantaloons* (see Appendix 2). These were a gift from Efreeti Lord Djarn, albeit one given under duress. In return, Rokyl suggested to his fellow giants that the efreeti presented no real danger and might even be

of benefit to them given his understanding of the many elementals residing throughout Solusek's Eye.

Rokyl and Mizena openly support King Tranix's and Lord Nagafen's policies of patience and restraint, earning both the enmity of Warlord Skarlon and his fellow conspirators. Rokyl remembers too well the faces of giants — dear friends of his — rendered feeble of mind by the Rathe's decree, and he fears such a punishment far more than physical death.

The giant wizards kindly allow invaders to depart if the characters agree to leave their magic items behind. Rokyl then uses *decession* to transport the characters to the ledge above the caldera outside the goblin realm.

Treasure: Rokyl's preference for treasure begins and ends with magic items, although he has few beyond those he created himself. A small chest upstairs contains a few coins: 40 pp, 88 gp, and 136 sp. Mizena enjoys jewelry; indeed, it's a vice that plagues Rokyl's prudent pocketbook and would bankrupt them quickly if they lived in a standard economy. She has 12 sets of earrings set in silver, gold, and platinum, and wears a variety of gems at all times: 8 rings and a selection of 6 necklaces featuring topazes, emeralds, star rubies, amethysts, fire opals, and other gems (GM's choice). Her only constant adornment is a *platinum imbued fire opal tiara*.

Magi Rokyl, Male Fire Giant Wizard, Wiz 10 (always buffed with *diamondskin*): CR 29; SZ Huge giant (fire); HD 25d8+250 plus 10d4+100; hp 505 + (8d10+2)x2 = ave. 597; Init +1 (Dex); Spd 50 ft.; AC 39 [flat-footed 38, touch 14] (–2 size, +1 Dex, +20 natural, +5 armor, +4 shield, +1 deflection); BAB +23; Grap +46; Atk slam +36/+31/+26/+21/+16 melee (2d6+22), or +23/+18/+13/+8/+3 ranged (2d8+15, 30 ft., rock); Face 10 ft. by 10 ft.; Reach 15 ft.; SA *call flame*, improved grab, rock throwing, spells; SQ damage reduction 10/–, extended enhancement III, fire affinity, fire subtype, Greater Specialization (evocation), greater wizardries (mana burn, rapid casting, spell fury), improved damage II, lesser mantle of power, rock catching, SR 35, quicken mastery, ultravision, +1 magic saves; Res CR 12, FR —, MR 22; AL NE; Fac Krombral, Nagafen; SV Fort +27, Ref +13, Will +21; Str 41 (43), Dex 13, Con 30, Int 30 (25), Wis 18 (15), Cha 14.

Skills: Appraise +18, Channeling +48, Climb +18, Jump +18, Knowledge (geography) +28, Knowledge (history) +36, Knowledge (local lore) +28, Knowledge (mysticism) +39, Knowledge (nature) +22, Knowledge (peerage) +16, Knowledge (planar travel) +21, Knowledge (religion) +25, Listen +24, Meditation +48, Search +13, Spellcraft +39, Spot +24, Trade Skill (calligraphy) +25, Trade Skill (jewelcraft) +31, Trade Skill (tailoring) +23.



Languages: Giant (4), Ancient Giant (4), Common (4), Dragon (4), Elder Dragon (4), Gnome (3), Goblin (4), Kobold (4).

Feats: Alertness, Combat Casting, Embed Augmentation, Embed Enhancement, Imbue Power, Imbue Process, Iron Will, Mental Clarity, Mystic Capacity [x2], Power Attack, School Specialization (evocation), Spell Focus (evocation).

Call Flame (Sp): Magi Rokyl can *call flame* as an attack action, once per round, at a cost of only 4 mana. This creates a downward blast of flame that deals 10d6 points of fire damage (Reflex half, DC 30) to all creatures within a cylindrical area (20-ft. radius, 40 feet high). He can use this attack at up to medium range (380 feet).

Wizard Spells Usually Prepared (mana cost, modified for fire affinity and Greater Specialization): *Annul magic* (13), *Atol's spectral shackles* (21), *draught of Jiva* (33), *elemental armor* (17), *eye of Tallon* (11), *lure of flame* (24), *lure of frost* (72), *pillar of flame* (28), *see invisibility* (4), *tears of Solusek* (31). Caster level 28th; save DC 20 + spell level, or DC 23 + spell level for evocation spells.

Mana Pool: 578.

Fire Affinity (Ex): Due to their strong natural affinity with fire, fire giant wizards pay only 50% of the usual mana cost for fire spells they cast. Further, they learn and cast fire-based spells as if they were 1 spell level lower (thus, a wizard with caster level 18 can learn 10th-level fire spells as if they were only 9th). However, they must pay 50% additional mana for cold-based spells, and learn and cast them as if such spells were 1 level higher.

Possessions: +3 Huge raw silk robe, polished mithril mask (see Appendix 2), lava torc (see *Realms of Norrath: Everfrost Peaks*), platinum imbued fire opal amulet, Rokyl's greater channeling crystal (see Appendix 2).

F-12a [EL 20]: A tapestry portraying Rallos Zek standing victorious atop a mound of slaughtered foes conceals a doorway (Search DC 18) leading to a hidden shrine buried within the cavern wall. Clearly not part of the original construction, the room is roughly hewn while little attention has been given to architectural aesthetics. In the chamber's center stands a statue as tall as a fire giant, an alabaster humanoid with fire opal eyes bearing a long spear and wearing a blazing crown. A Knowledge (religion) check informs a character that this is Solusek Ro, the Burning Prince, and the true object of devotion for Rokyl, Mizena, and a few other wizards in their confidence.

More interestingly, characters capable of seeing invisible creatures may make an opposed Spot check (against the target's Hide check) to notice a gnome hiding behind a tall, marble lectern. The gnome is Velteppis, chief wizard of the

Solusek Mining Company. Beyond this, the little wizard prefers to ask questions rather than answer them (and keep in mind that he has no way of knowing that the players might have befriended the Company); if spotted, he inquires bluntly as to whom the characters are and what they are doing in the shrine, and, unless they state that they have come for him, he tells them to go do it elsewhere. If the characters press him, though, Velteppis heaves a weak sigh, sits on the statue's pedestal, and speaks:

I am the only survivor of an expedition seeking a source of magical power within Solusek's Eye. The Prince of Fire is my patron, so I had a particular interest in examining Solusek's Eye, while other members of the team prepared other aspects of the operation. Unfortunately, we lost a few members in the Lower Eye, including my apprentice, Bendi [see Area L-17], who was drained of life by a huge yellow spider.

I and the others, our bodies exhausted and our mana nearly so, decided to return at once to the Company headquarters, but one by one my companions perished. Finally, having reached the Shaft by way of the spiders' lairs, I used the last of my power to levitate up, but was spotted and chased by the most enormous spider I have ever seen. I fled quickly down the Shaft to the first opening I came across, and soon arrived here in the citadel of the fire giants.

Squeezing through the gate, I crept invisibly into the city in search of food. Mizena, the lady giant in the next room, found me and scooped me up before I realized I had been seen; I thought at first I was bound for a stewpot, but she brought me here to Rokyl. The two of them are fellow wizards, as it turns out, and fellow worshippers of Solusek Ro, and they have helped to keep me hidden from the other giants ever since.

Of course, Velteppis does leave a few parts of his story out. In fact, a chance meeting with the great drake Singe allowed him to exchange information with Rokyl over the past year. Deciding that they had an interest in working with one another, they conceived a plan: Velteppis convinced Captain Binnupple to approve his expedition to the Lower Eye. Once the expedition was wiped out, through no fault of Velteppis's, the wizard did indeed seek the Shaft as a last ditch effort to save himself — not in order to return upward, though, but to enter the Krombral city through the one entrance he knew but would not otherwise have tried because of the danger posed by the Mother. Once in the city, Velteppis sought not food, but Magi Rokyl and, as luck would have it, found his wife.

The little wizard asks about the Company and its wellbeing. His concern and his sorrow for the loss of expedition members is genuine, but he feels that the knowledge he can gain here will, in the end, justify any losses resulting from his actions. If Rokyl still lives, he asks



the characters to leave the giant wizard alone, and asks them to take a message to Captain Bipnupple informing him of what has transpired. If Rokyl has perished (at the PCs' hands), Velteppis castigates the characters for their unthinking murder of his benefactor, whom he thought of as a good, devoted wizard. That said, nothing remains for him here, and so he offers to assist the party in returning to the Upper Eye, but only if they leave the giant city at once. If the party seems inimical to the gnome, he simply gates himself to North Karana as soon as the opportunity presents itself.

Master Wizard Velteppis, Male Gnome, Wiz 20: CR 20; SZ Small humanoid (gnome); HD 20d4+60; hp 116; Init +4 (Dex); Spd 20 ft.; AC 19 [flat-footed 15, touch 15] (+1 size, +4 Dex, +4 armor); BAB +10; Grap +4; Atk +10/+6/+2 (1d3–1, crit 19–20, *Combine dagger*); SA spells; SQ affliction haste II, gnome traits, greater wizardry (rapid casting), Greater Specialization (evocation), infravision, quicken mastery, reagent conservation I, +3 fire and poison saves; Res CR 3, FR 17, MR 5, PR 10, SoR 4; AL N; Fac Solusek Mining Co., Eldritch Collective; SV Fort +9, Ref +12, Will +16; Str 6 (7), Dex 19 (15), Con 16 (12), Int 25 (20), Wis 15 (13), Cha 15 (13).

Skills: Appraise +9, Channeling +26, Climb +0, Disable Device +15, Escape Artist +11, Hide +14, Knowledge (construction and engineering) +17, Knowledge (geography) +15, Knowledge (mysticism) +27, Listen +8, Meditation +30, Search +9, Sneak +6, Spellcraft +30, Spot +5, Trade Skill (jewelcraft) +22, Trade Skill (tailoring) +21, Trade Skill (tinkering) +20.

Languages: Gnome (4), Common (4), Dragon (2), Giant (3), Goblin (4), Kobold (1).

Feats: Dodge, Embed Enhancement, Heighten Spell, Imbue Power, Imbue Process, Iron Will, Lightning Reflexes, Mystic Capacity, School Specialization (evocation).

Wizard Spells Usually Prepared (mana cost, modified for Greater Specialization and *platinum ruby bracelet*): *Bonds of force* (10), *Elnerick's entombment of ice* (32), *North gate* (48), *ice shock* (22), *lightning shock* (24), *nullify magic* (6), *shock spiral of Al'Kabor* (27), *thunder strike* (20), *yonder* (1). Save DC 17 + spell level.

Mana Pool: 287.

Possessions: *Green silken drape*, *Combine dagger*, belt pouch, *molten cloak*, *drake-hide leggings*, *aqualung* (33 hrs. remaining), *gnomish vanishing device* (7 min. remaining), *gold bloodstone bracelet*, *platinum ruby bracelet*, *gold imbued fire opal ring*, *gold emerald ring*, *bag of the tinkers*, *gnomish chalk*, spellbook, spell component pouch.

Velteppis (buffed with *elemental shield*, *greater shielding*, and *see invisible*): hp 141; AC 21 [flat-footed 17, touch 15] (+1 size, +4 Dex, +6 armor); SQ *see invisible*, +2 cold, fire, and magic saves; Res CR 11, FR 25, MR 11.

F-13: Hall of Wizardry [EL 27]

A lattice of lava rock and crystal interlaces with the stone of this building in a manner similar to several other areas within the citadel. Stepping through the stone doors reveals a similar pattern within, casting an eerie violet glow over the entire structure. The hall contains a central meeting area in front with four private chambers toward the rear. Each chamber contains one occupant, a fire giant wizard studying or practicing his or her craft. The hall itself is immune to all magic- and fire-based effects, allowing for a measure of safety for the wizards who practice their craft here.

Upon noticing the presence of intruders, each wizard races against the others to put his or her lessons to use in destroying the characters. In their haste, though, they overlook the potential need to call for aid, and no fire giant considers the sounds of explosions within the wizards' hall to be a cause for alarm.

Treasure: The wizards possess 4d10 pp and 5d10 gp each, as well as their *channeling crystals*. However, each office also contains several runes of interest, some with multiple copies, to researching wizards: in total, there are runes of Nagafen (x5), Rallos Zek (x3), Solusek Ro (x3), Al'Kabor (x1), Impetus (x1), and Inverse (x2).

F-14: Mausoleum [EL 27]

Solemn carvings on this building's marble walls portray the passage of the dead, rising again in the next life as spectral warriors in eternal service to Rallos Zek. The marble has a peculiar reddish hue, as if reflecting lava light, although no lava is near. This color is not part of the marble itself, but swirls like mist within the stone. Even the wizards and priests cannot explain what it signifies.

These outer walls do not convey the true depth of the Mausoleum, for the building extends deep into the rock surrounding the Krombral city. Every few decades, the giants extend it a little further, for in fulfilling its purpose this building requires additional space. The Krombral die infrequently, but their bodies cannot be cremated, so the caretakers bury them whole in coffins of granite, iron, or marble, according to their station.

Inside the marble front doors (treat as any other Krombral stone doors) is a narthex with two braziers that cast their light upon a gong fully 15 feet in diameter, which faces the door. Two passages lead thence to an atrium with a separate room between them. This room contains sheets of obsidian inscribed with a list of all the Krombral dead since the wars of Rallos Zek (!). Jars of chemicals used to preserve and embalm the bodies of the fallen are also kept here.

Three pillars separate the atrium from the nave, but rather than rows of seats for worshippers, this section contains coffins upon matching pedestals stretching into the distance. Beside each coffin stands a slender iron poll topped by a sheet of metal. Inscribed on this is the record of the deceased giant's name and deeds of note. The longest such records are those closest to the atrium, and include battles fought and enemies slain during the war against the gods.

At all times, 2 female giant warriors stand within the narthex; their black sashes mark them as belonging to the families that have preserved the mausoleum for centuries. Beyond, 4 more female giants — also wearing black sashes — roam the depths of the mausoleum attending to a variety of duties: preparing sheets of obsidian and iron pedestals for inscriptions, cleaning and dusting, preparing embalming chemicals, etc.

Lorca of the Grave (*female fire giant*, Ari 2/Exp 6, N; *Krombral*), an ancient crone of a giant, watches over the attendants, most of whom are her children on through to great-great-great grandchildren. Lorca's title is synonymous with her station, but privately she muses on how it shall soon be doubly appropriate. She is the oldest giant dwelling in Solusek's Eye and among the most revered. Her sallow skin is jaundiced rather than blazing beneath her

black silk robe, her eyes wrinkled and tired beneath hair that burns with silvery light; Lorca remembers Rallos Zek's folly with bittersweet fondness. The women of her family have always recorded the great deeds and victories of the Krombral warriors and sorcerer-kings, even as they strode across Norrath and into the planes. After the Rathe, Lorca and her elders collected what bodies they could and brought them into Solusek's Eye. She's read the plaques beside their coffins hundreds of times, remembering her part in a history most of her kind now regard as ancient legend.

Lorca's neutrality with respect to good and evil stems less from a kind heart and more from weary insouciance. Nonetheless, she forcefully admonishes intruders for trespassing on this holiest of sites, ordering them to be gone: "There is nothing for you here." Lorca fights if compelled to do so; indeed, she is heedless of her own life. Having lived so long, she deems the era of her race as having passed. Whether the dragon leads the Krombral into Norrath once more means little compared to the glory of an army led by Rallos Zek, and the gods are unlikely to free him from the Planes of Power.

The tomb's guards and attendants share nothing of Lorca's fatalism, eagerly attacking those who do not belong. Due to the depth of the mausoleum, the attendants generally take 1d6 rounds to reach the site of battle from wherever they are working. If the battle goes poorly, a guard or attendant strikes the gong repeatedly in order to summon aid.

There is no treasure kept here.

F-15: Torture Pit and Guest Rooms [EL 22]

Skeletons cover this building, both carvings and actual bones mounted on the stone. Most races find representation here, including some, such as mermaids, that seem terribly out of place. Quartz crystals of various hues act as eyes for many of the skulls, and the positioning of bones locks certain skeletons in a frozen dance. Clearly, whoever designed this building cared for effect rather than design.

The interior of the building is as plain as any in the citadel. Three stone doors with metal shutters at a giant's eye-level lead to holding cells. Each of these doors, in turn, has a smaller embedded door suitable for Medium-size humanoids. The north and east rooms are empty — the fire giants keep few prisoners for long — the west door leads to the quarters of the Cyth, icy goblins in service to Nagafen's consort, the great Lady Vox.

Most of the time (75%), one finds Advisor Neuroth (*male fire giant*, Exp 7, DN; Nagafen) here, a hunched, overweight fire giant red-faced as much by race as by drink. His title is a self-imposed bit of humor, for his "advising" takes the form of torture-assisted interrogation. For now, he is also the chief caretaker of the Cyth, a duty he regards as having slightly greater appeal than tossing dung in the lava pit. He takes every opportunity to terrify his guests in ways both subtle and overt, but only to humor himself. Indeed, no fire giant appreciates a good laugh as much as Neuroth, a worthy trait for one so disfigured and reviled.

Ironically, as much as his fellow fire giants dislike Neuroth, Lord Nagafen takes great pleasure in his company, enjoying the giant's sardonic wit and irreverence. Neuroth relishes the glares he receives from those less intimate with the great dragon, and has heartily rebuffed attempts from both

Rokyl and Skarlton to bring him to their causes. Neuroth, for all his sarcasm, feels a true sense of duty to Nagafen: After so many centuries of imprisonment, the dragon faces brief moments of depression-induced madness, and Neuroth's depraved sense of humor lifts Nagafen from these black moods. Not even Neuroth wants an ancient, insane dragon rampaging through Solusek's Eye.

While in some ways "less evil" than other fire giants, no one should interpret Neuroth's jesting as hint of a kind disposition. The twisted giant would as soon use the characters as puppets to humor (or feed) Nagafen as he would overlook their presence or give them aid. Neuroth does not fight unless forced to do so, preferring to flee and call upon the warriors to do what they are trained to do — and if invading parties of surface-dwellers are attacking citizens within the citadel, the guards certainly aren't doing it very well.

Treasure: A locked chest on a shelf 20 feet above the floor contains a few things Neuroth has confiscated from various guests over the years: a *climber's claw* (see Appendix 2); an ogre-sized flask of *frothy goblin tonic* (see Appendix 2); a *ruined lava pendant*; several broken parts of a clockwork guardian; a potion of *rejuvenation*; a *Combine claymore*; and an *enhancement potion* (fire resistance [8]).

F-15a [EL 14]: The 6 Cyth who share this room as their apartment are not in a comfortable position. Following an initial audience that lasted days, Lord Nagafen ordered them to be kept safe and comfortable while awaiting his commands. The fire giants interpreted this command far differently than the Cyth, assigning them all to this single room adjoining that of the torturer, "Advisor" Neuroth. From there they've witnessed the anguish suffered by inferno goblins at the torturer's hands on several occasions, live in a constant state of hunger, and refuse to step outside their quarters for fear of accidentally fusing with the sole of a giant's boot.

Months have since passed with no word from the dragon. In the meantime, the terrible heat of Solusek's Eye cracks and blisters skin adapted to sub-zero temperatures. Accustomed to lives of privilege and comfort in Permafrost, here the giants treat them as playthings and pets. They do not harm the Cyth, but references to Nagafen's "emergency food supply" leave the goblins terrified. Zamaren is their leader, a proud warrior-priest not quite humbled by the poor conditions into which he's been thrust. Whenever the situation threatens to break his spirit, he remembers the mission entrusted to him by his patron and his need to support the deteriorating spirits of his companions. Zamaren puts up a brave front, demanding from the giants the rights of comfort they warrant as Lady Vox's chosen priests. However, with every day that passes Lady Vox seems further away, and the heat of Solusek's Eye threatens to cook the Cyth inside their own skins.

If confronted by hostile characters, Zamaren pleads their case as prisoners of the Krombral who only wish to escape before the giants serve them at their next feast. If allowed to live, they do not challenge the characters but rather do their best to stay out of sight and observe the proceedings. If the characters defeat Lord Nagafen, the Cyth cheer their efforts and ask for assistance in leaving this hellish place, that they may return to their homes. The Cyth do not fight

unless attacked, and even then seek only to escape. Note that due to the heat, the Cyth are unlikely to be wearing their armor. Only if they have time to prepare for a confrontation do they don their breastplates, and if forced to run they cast them off as quickly and clumsily as possible.

Cyth Diplomatic Guards (5), Male Icy Goblin*, War 5: CR 10; Medium-size humanoid (goblin) [cold]; HD 7d8+27 plus 5d12+15; hp 115; Init +2 (Dex); Spd 20 ft. in armor, 30 ft. base; AC 18 [flat-footed 16, touch 12] (+2 Dex, +1 natural, +5 armor); BAB +11; Grap +14; Atk +15/+10/+5 melee (2d6+4, crit 19–20/x3, masterwork greataxe), or 2 claws +14 melee (1d6+3), or +13 ranged (1d6+3, 10 ft., throwing axe); SQ berserking, cold subtype, damage shield [cold] (4), Taunt bonus +2, ultravision; AL OE; Fac Vox; SV Fort +12, Ref +9, Will +5; Str 16, Dex 14, Con 16, Int 10, Wis 12, Cha 8.

Skills: Balance +4, Climb +5, Hide +5, Jump +7, Listen +5, Sense Motive +7, Sneak +6, Spot +4, Wilderness Lore +2.

Languages: Goblin (4), Dragon (4), Giant (2).

Feats: Alertness, Combat Reflexes, Double Attack, Endurance, Great Fortitude, Improved Critical (greataxe), Power Attack.

Possessions: Bronze breastplate, icy greaves (see *Realms of Norrath: Everfrost Peaks*), masterwork greataxe, 2 throwing axes.

Zamaren, Cyth Diplomat, Male Icy Goblin*, Clr 5/War 5: CR 12; Medium-size humanoid (goblin) [cold]; HD 7d8+27 plus 5d8+15 plus 5d12+15; hp 124; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft. in armor, 30 ft. base; AC 18 [flat-footed 16, touch 12] (+2 Dex, +1 natural, +5 armor); BAB +14; Grap +18; Atk +20/+16/+12/+8 melee (1d8+8, crit 19–20/x3, +2 keen spear), or 2 claws +18 melee (1d6+4), or +16 ranged; SA spells; SQ berserking, cold subtype, damage shield

[cold] (4), divine power (receive divine aura), Taunt bonus +2, ultravision; AL OE; Fac Vox; SV Fort +15, Ref +10, Will +11; Str 19, Dex 15, Con 16, Int 11, Wis 16, Cha 13.

Skills: Balance +4, Channeling +10, Climb +5, Diplomacy +4, Hide +5, Jump +6, Knowledge (religion) +4, Knowledge (warcraft) +4, Listen +5, Meditation +9, Sense Motive +8, Sneak +6, Spot +4, Wilderness Lore +2.

Languages: Goblin (4), Common (1), Dragon (4), Giant (4).

Feats: Alertness, Combat Casting, Double Attack, Endurance, Great Fortitude, Improved Critical (spear), Improved Initiative, Power Attack.

Cleric Spells Usually Prepared (mana cost): Center (7), divine aura (2), endure fire (3), fear (7), light healing (5), reckless strength (5), root (5), yaulp (1).

Mana Pool: 30.

Possessions: Bronze breastplate, icy greaves (see *Realms of Norrath: Everfrost Peaks*), +2 keen spear, message to Lord Nagafen (see sidebar).

* Icy goblins (or Cyth) are printed in full in *Realms of Norrath: Everfrost Peaks*, but all the information necessary to run this encounter is present in the stat blocks above.

F-16: King Tranix's Palace [EL 30+]

Some 90 feet to the southeast of the palace, a twisting column of black stone laced with tiny gold veins rises, over 100 feet in diameter, to the ceiling of the Krombral city's cavern. It is a peculiar formation that, counter to the layperson's guess, is wholly natural — or, at least, it was present in its current form when the Krombral first arrived.

The Diplomat's Message

The following message appears, written in Elder Dragon by a goblin hand, in a scroll tube borne by Lady Vox's Cyth ambassador to Nagafen.

*My Lord Nagafen,
I have lived too long in this bitter state to spend time on words of devotion and praise. I no longer know if what I feel is truly love or simply a sense of purpose. I suppose that question awaits our reunion, dear lord.
Now to the point of this missive: The egg — our egg — lies safe within my chamber, as it has for many, many months. Life stirs inside its silvery shell, faint but potent, a precursor to the child of our dreams. It is ready, and I await the birth of our child . . . but it will not hatch, dear lord. Our egg will not hatch here, and I dare not force our child's birth only to risk his death. Permafrost's cold cannot harm the child, but he also needs fire to warm his blood into life — your fire.*

Warmed by the power within Solusek's Eye, our child shall rise from the shell within a month, ready to learn your wisdom, ready to accept his role in bringing change to Norrath and bringing us together once more. The time has come, dear lord, for our imprisonment to end, for a new life to begin as rulers of the skies. By Veeshan's grace, may it be so.

But, dear lord, I cannot bear to part with it unless I am certain. Kindheart suspects the source of my ire and has hinted at his interest in returning to Solusek's Eye with any gifts of importance I may wish to entrust to him. But what if one of the younger races discovers your priest during his journey? What if the Lords, our gaolers, still watch, and witness what we attempt to do?

Forgive me, dear lord, but I fear to part with our egg just now. I pray that Veeshan has granted you the wisdom that I lack and that even as you hear these words you know a solution to our dilemma. I await your word, dear lord, and hope that your faith and trust remain strong, even as mine waver.

— Your Lady Vox

Black marble walls laced with gold, similar to those of the great column, somehow enlarge King Tranix's palace beyond its true proportions, an impressive trick of the eye when viewed against the looming backdrop of the arena. Ornate within and without, the castle's layout is contrastingly simple. A half-dozen pillars support the second floor and frame Tranix's throne, a single block of red marble that radiates heat like a volcano. The most salient decorations on the lower level are a series of banners, pennants, and flags, all ancient and tattered, belonging to cities and nations conquered by the Krombral long ago. Few fire giants remember even half the names that match these trophies; only Tranix himself and Lorca of the Grave (see Area F-14) remember them all.

Stairs to the north ascend to a stone door that, in turn, opens into Tranix's private quarters, a vast, if spare apartment that hardly seems fitting for a king of conquerors, aside from its impressive black marble walls and furnishings. The room features a bed covered with some enormous animal's pelt, several finely carved stone tables and chairs, numerous masterwork weapons (sized for giants), and a pedestal upon which sits the bust of a female fire giant — Tranix's deceased queen, Marezza. A large balcony overlooks the courtyard between Tranix's palace and the temple to Rallos Zek. From here, the king issues proclamations or opens celebrations with perfunctory speeches.

King Tranix rarely leaves his throne, sleeping perhaps one day in four and rarely attending duels in the arena. His scarred but sturdy frame has witnessed hundreds of battles; his rough hands have ended the lives of ancient beings never again seen in Norrath or beyond. Yet the king is hardly kingly now. His piercing silver eyes and blazing mane of hair topped by a magnificent crown suggest the mantle of authority, but the scar across his face — a deep, sickly violet chasm running from his left temple to right jowl — signifies submission and obedience, two qualities possessed by no true king. Lord Nagafen marked King Tranix thus, only hours after devouring his wife; Marezza could not abide the thought of service to a lizard, whatever its size.

Now the king does little more than make announcements on Nagafen's behalf, passing the rest of each day remembering the glory of ages past. Despite Nagafen's actions, Tranix supports the dragon, seeing their alliance as the only sure way for the Krombral to return to any sort of meaningful power. After all, if Nagafen's preparations take into account facing off against the Dragon Lords, the distraction should give the fire giants time to establish footholds beyond the Lavastorm Mountains. With nothing else to live for but a return to glory, or at least the thought of dying in a blaze of same, Tranix bides his time and waits on the dragon's word.

Constantly attending the king are 4 giant warriors, stolidly watching for threats none of them expect, but each is more than willing to give their king his due. During the daytime, there is a 20% chance that Warlord Skarlon, Magi Rokyl, or the priest Emberfrost are present (roll separately for each giant). Each speaks with Tranix regularly, though such conversations tend to be one-sided, culminating with a nod or shake of the king's head and a grunt of assent or denial.

If attacked, Tranix wades in with little concern for his own safety, hoping for a memorable battle to close out his life or perhaps to rejuvenate his flagging spirit. He fights as he did in his youth, slamming opponents with his massive, gauntleted fists rather than resorting to other weaponry. His guards care far more for their liege's well-being than he does himself, but they dare not rob Tranix of a kill except to save the king's life.

Treasure: Tranix cares little for coins and gems, but a being in his position naturally acquires such trivialities. A chest in his room contains 1,100 pp, 4,000 gp, and 30 gems of varying types. A large jeweled box (sized like a normal chest to the characters, worth 8,000 gp) contains a few pieces of giant-sized jewelry formerly owned by the king's wife: fire opal earrings shaped like curving scimitars (1,250 gp); a platinum necklace with rubies centered by a jacinth (21,000 gp); two silver bracelets studded with amethysts (5,000 gp each); and her delicate crown of platinum and sapphires, once beautiful and infused by powerful magic, now partially reduced to slag (but still worth 4,000 gp).

King Tranix, Male Fire Giant, War II/Ari 6: CR 29; SZ Huge giant (fire); HD 25d8+325 plus 11d12+143 plus 6d8+78; hp 750; Init +3 (Dex); Spd 40 ft. in armor, 50 ft. base; AC 44 [flat-footed 41, touch 11] (-2 size, +3 Dex, +20 natural, +13 armor); BAB +33; Grap +60; Atk slam +51/+47/+43/+39/+35 melee (2d6+31 plus daze [Fort neg., DC 29], crit 19-20); Face 10 ft. by 10 ft.; Reach 15 ft.; SA blinding [armor], improved

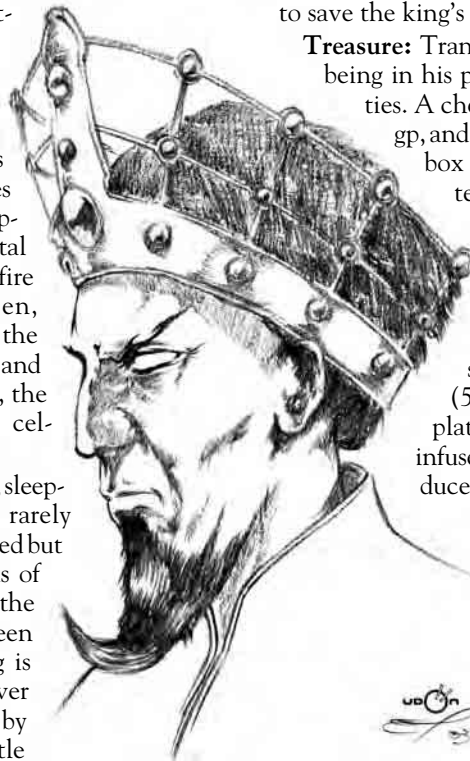
grab, rock throwing; SQ berserking, damage reduction 10/-, fire subtype, lesser mantle of power, heavy fortification (immune to criticals), process defense, rock catching, SR 35, Taunt bonus +3, ultravision, +2 magic save; Res CR 35, ER 10, FR —, MR 28, SoR 10; AL NE; Fac Krombral, Nagafen; SV Fort +36, Ref +18, Will +21; Str 48, Dex 17 (13), Con 36, Int 16, Wis 17, Cha 18 (14).

Skills: Bluff +13, Climb +18, Diplomacy +16, Intimidate +22, Jump +17, Knowledge (history) +8, Knowledge (peerage) +8, Knowledge (warcraft) +22, Listen +16, Sense Motive +13, Spot +16, Taunt +22, Trade Skill (blacksmithing) +14.

Languages: Giant (4), Ancient Ogre (4), Common (3), Dragon (4), Goblin (4), Kobold (4), Old Orc (4).

Feats: Alertness, Cleave, Combat Reflexes, Double Attack, Finishing Blow, Great Cleave, Improved Critical (slam), Improved Disarm, Improved Slam, Iron Will, Leadership, Lightning Reflexes, Parry, Power Attack, Weapon Focus (slam), Weapon Specialization (slam).

Possessions: Huge mithril plate armor, crown of King Tranix (giant-sized).



F-17: Vestibule [EL 25]

A stone dragon, rampant, stands upon a pedestal on either side of the great iron doors leading to the vestibule. The bronze dragon on the right has fire emerald eyes, which gaze into twin orbs of amethyst belonging to the dragon on the left, a beautiful creature of alabaster. A thief wishing to acquaint herself with these magnificent gems must scale the dragons to their full 24-foot height (Climb DC 15), but finds her efforts duly rewarded: each gem is twice normal size and worth five times the standard value.

However, attempting to remove the gems from either statue causes the other to roar, sending forth a blast of elemental energy upon the would-be thief.

The vestibule's interior is unremarkable, being simply a guard post. A white banner hangs on either side of the doors, bearing an abstract representation of Lord Nagafen. The other walls are empty, although two braziers at the center of each illuminate the room.

Two fire giants — a warrior and a wizard — stand guard here at all times.

Lady Vox Trap: CR 12; 40-ft. cone of frost, covering the head of the bronze (Nagafen) statue, dealing (3d10)x10 cold (Reflex half, DC 28); Search DC 28; Disable Device DC 28. *Note:* A character who takes damage from the blast must make a subsequent Dexterity check (DC 28) or fall 24 feet, for an additional 2d6 points of damage. A prospective thief who disables the alabaster (Lady Vox) statue and then tries to remove its gems is still struck by the trap that emanates from the Nagafen statue, and vice versa.

Lord Nagafen Trap: CR 12; 40-ft. cone of flame, covering the head of the Vox statue, dealing (4d8)x10 fire (Reflex half, DC 28); Search DC 28; Disable Device DC 28. *Note:* As Vox trap.

F-18: Lord Nagafen's Lair [EL 34]

The tunnel from the vestibule opens into an immense, domed cavern afire with lava light. A bridge of natural stone crosses a moat of eternally molten rock that surrounds the circular base of stone that is Nagafen's Lair. Nearly 100 feet long from nose to tail tip, the great bulk of Lord Nagafen dominates the lair. The gold flecks of his underside become visible as he rises to investigate any disturbance in his lair. Black smoke bellows from his nostrils, and huge, penetrating eyes scour every familiar corner for trespassers. Upon discovery of such, Nagafen unleashes a roar of challenge that shakes the entire labyrinth, sending goblins into panic and kobolds into prayer. Then Lord Nagafen speaks.

Lord Nagafen is one of the most dangerous beings on Antonica. There are older dragons, but few combine the unbridled ferocity and tactically astute mind of Nagafen.

If he is attacked, he leaps to the top of the dome, exhales goutts of fire upon his opponents, and then falls upon them with tooth, claw, and sheer power. He uses his Power Attack feat judiciously, striking at healers while using Parry to block the melee attacks of others. Nagafen enjoys the rare opportunity to fight, so he reserves his dragon fear ability for only the most dangerous of encounters. If faced with lesser opponents he toys with them, perhaps feigning capitulation only to roar back to life and rain destruction upon his foes.

A Brier Biography

Though he is the youngest among the ancients (even Lady Vox is his elder), Nagafen gained great favor in the dragon courts as a skilled fighter and strategist. While he did not join Trakanon's initial assault upon the iksar, Nagafen provided information and strategic advice that resulted in the complete destruction of the iksar navy. During the war that followed, Nagafen sought to guide the Ring of Scale to victory, but the great dragon Jaled'Dar respectfully relegated Nagafen to the role of advisor. Ultimately, Jaled'Dar perished, Trakanon retreated to Old Sebilis, and Nagafen found himself enamored of the cherished priestess of Veeshan, Lady Vox.

The Dragon Lords discovered their affair shortly after its consummation and pursued the couple to Antonica. They discovered Lady Vox ensconced in the fortress of Permafrost and bound her there with powerful magics. Likewise, the Lords drove Nagafen into the Lavastorm Mountains and imprisoned him deep inside Solusek's Eye, erecting insurmountable wards to bind him into his lair. Only then did they depart, the demands of draconic justice met.

Facing an eternity of imprisonment, Nagafen immediately set to work preparing for the day he would free himself and his lady. He quickly formed a relationship with the nearby fire giants who, over the centuries, have come to revere Nagafen as a mighty leader. The giants, in turn, forced obeisance from the rest of the Eye's inhabitants, allowing Nagafen the greatest measure of personal safety possible.

Nagafen has long experimented with the power of the Eye itself, studying and manipulating its effects while creating ever more powerful guardians for his haven. Recently, news arrived by way of the Cyth that Lady Vox had birthed her egg. However, the egg will not hatch in Permafrost — and Nagafen has just the answer.

It could not be a simple matter of coincidence, for only the most inhospitable conditions can prevent a dragon's egg from hatching. It must be that Veeshan herself holds the child in its shell, waiting for it to be delivered to Nagafen, waiting for it to meet the power of Solusek's Eye... and to be changed. Augmented by the inherently destructive forces of the Eye and carefully raised by a most attendant and determined father, the child would exceed fabled Kerafym in power, both physically and magically.

With their godlike son to assist, Lord Nagafen and Lady Vox will have their revenge upon the Dragon Lords, and then they will cleanse Norrath of all the lesser races, reclaiming it for the glory of the Wurmqueen.



However, Nagafen does not attack intruders immediately unless he is first attacked. He wishes to learn of the outside world, particularly regarding what great powers are abroad in this age. Nagafen is especially curious about the status of Mayong Mistmoore, although he asks in an off-handed manner to conceal his interest. Once satisfied with the knowledge gained, Nagafen prepares to dine.

Any battle within this large chamber is complicated by the fact that the surrounding lava sometimes seems to have a life of its own; it occasionally erupts in a paroxysm that covers the entire surface area of Lord Nagafen's Lair, dealing 3d10 points of fire damage (Reflex half, DC 25; followers of Solusek Ro may save for no damage) to all therein. To determine when the lava erupts, roll 1d20 each round. The chance is a cumulative 1 in 20, so it erupts on a 1 in the 1st round, a 1 or a 2 in the 2nd round, etc. Once the lava erupts, the chance resets to 1 in 20 for the next round, and builds upward again from there.

Lord Nagafen has mystically attuned himself to these strange eruptions, so that he actually heals 3d10 hit points whenever one occurs.

Treasure: Lord Nagafen has no practical interest in gold, but he's always had a fondness for its look, its feel, and the effect it has on lesser creatures. While he possesses several bags of platinum (9,500 pp), his bed of gold contains well

over 200,000 gp, a treasure to make even Torvonnilous wring his hands in envy.

But a slight problem exists for characters anticipating what uses they might have for such a hoard: Every last piece has melted at least partially in the lair's heat, fusing it to all adjoining pieces. In effect, Nagafen's treasure consists of 1 enormous mass of precious metal that weighs several tons.

Characters distraught over this state of affairs may take heart, though, for in addition to many loose gems (250 of various types, but heavy on fire opals and amethysts), the horde includes an array of powerful magic items: a *bladestopper*; *Blight*, *hammer of the scourge* (see Appendix 2); a *cloak of flames*; a *gold-plated koshigatana* (see Appendix 2); *Selo's drums of the march* (see Appendix 2); and a wizard's rune of the Astral.

Lord Nagafen, Male Great Dragon, War 25: CR 33; SZ Gargantuan dragon (62 ft. long, plus 32 ft. tail); HD 42d12+546 plus 25d12+325; hp 1,399; Init +12 (+8 Wis, +4 Improved Init); Spd 50 ft., fly 180 ft. (poor) [but can't fly effectively inside]; AC 48 [flat-footed 45, touch ?] (–4 size, +3 Dex, +39 natural); BAB +67; Grap +100; Atk bite +84 melee (4d6+21) and 2 claws +82 melee (2d8+10, crit 19–20) and 2 wing slams +82 melee (2d8+10 plus *daze* [Fort neg., DC 31]) and tail slap +82 melee (4d6+31), or +66 ranged; Face 20 ft. by 60 ft.; Reach 15 ft. (20 ft. with tail slap); SA area taunt, breath weapon, crush 4d6+31, disciplines (Mighty Strike, Warrior's Charge), dragon fear (Will DC 41), spell-like abilities, tail sweep 2d8+31; SQ berserking,

blindsight 420 ft., damage reduction 30/+5 and 18/–, disciplines (Evasive, Fearless, Resistant), dragon agility, dragon mass, dragon senses, fast healing 25, immunities, mantle of power, SR 29, Taunt bonus +6; Res AR 50, CR 40, DR 50, ER 75, FR 240, MR 75, PR 50, SoR 75; AL DE; Fac Nagafen; SV Fort +50, Ref +34, Will +39; Str 52, Dex 16, Con 37, Int 30, Wis 27, Cha 25.

Skills: Appraise +39, Bluff +37, Channeling +33, Diplomacy +27, Escape Artist +43, Hide –9, Intimidate +57, Knowledge (folklore) +45, Knowledge (geography), +58, Knowledge (history) +52, Knowledge (local lore [Solusek's Eye]) +75, Knowledge (mysticism) +45, Knowledge (religion) +47, Knowledge (warcraft) +50, Listen +46, Meditation +52, Search +56, Sense Motive +29, Spellcraft +39, Spot +46, Swim +38, Taunt +56, Wilderness Lore +49.

Languages: Dragon (5), Elder Dragon (5); Ancient Iksar (3), Common (4), Dark Elf (4), Giant (4), Goblin (4), Kobold (4).

Feats: Alertness, Cleave, Combat Reflexes, Enhance Breath Weapon, Extend Breath Weapon, Finishing Blow, Great Cleave, Improved Critical (claw), Improved Initiative, Improved Slam (wings, tail), Leadership, Multiattack, Parry, Power Attack, Quicken Spell-Like Ability, Riposte, Scent, Snatch, Sunder.

Breath Weapon (Su): Every 1d6 rounds, 42/day — 100-ft. cone of fire, (4d8+1)x10 points of fire damage (Reflex half, DC 34).

Spell-Like Abilities (mana cost; save DC): *Enticement of flame* (40), *identify* (8), *inferno of Al'Kabor* (104; DC 30; 50-foot radius burst), *lava storm* (33; DC 26), *rend* (47; DC 29). Lord Nagafen may summon any creature to within 20 feet of himself as if by the wizard spell *decession* (20); he need not be able to see the target to use this ability.

Mana Pool: 588.

Mantle of Power (Su): Anyone trying to cast a spell or use a spell-like or supernatural ability upon Lord Nagafen from beyond 20 feet from him (or upon another creature within 20 feet of him) finds that spell or ability entirely ineffectual. Similarly, anyone within 20 feet of Lord Nagafen cannot cast spells or use abilities upon targets outside the mantle. This aura does not affect Lord Nagafen's ability to cast spells or use his powers upon creatures either inside or outside the mantle.

Additionally, Nagafen's mantle has become heavily imbued with the power of Solusek's Eye, weakening the effects of cold-based spells within the mantle by subtracting 1 from

The Heart of Fire

The *Heart of Fire*, that artifact sought so desperately by the gnomes of the Solusek Mining Company, *does* exist, and it's within the chambers of Lord Nagafen himself. The lava within the great dragon's cave harbors a grotto within its molten depths, and within this grotto is an orb of lava far hotter than the mundane kind. In fact, any creature not immune to fire that touches the orb must make a Fortitude save (DC 40); if the save fails, the portion of the body contacting the *Heart of Fire* (hand, tentacle, etc.) is disintegrated, as the spell *disintegrate*. Nonmagical objects that touch the *Heart* are automatically destroyed.

The *Heart of Fire* leaks a little of its power into the surrounding lava all the time, and when the lava here erupts, some of that magical nature is transmitted by ancient fissures to regions higher in Solusek's Eye.

Because of its nature, the *Heart of Fire* is virtually impossible to contain, and because Lord Nagafen effectively stands guard over it, it is unlikely to be obtained. However, in the event that the characters have the means and opportunity to utilize it (assuming too they accurately locate it...), then the GM must determine what wondrous powers it possesses. That a good blacksmith might use it to imbue great power into weapons and armor is a given, but since the artifact is indeed connected to Solusek Ro himself in some way, the possibilities are far, far greater than that...

every die's result (minimum of 1 per die). For example, an *ice comet* successfully cast upon Nagafen (or upon some creature within his mantle) deals only (4d8–4)x10 points of damage. Note that this reduction is in addition to that normally encountered when casting cold spells in Solusek's Eye (see "A Snowball's Chance in Hell" in Chapter 1).

Possessions: Red dragon tooth (see Appendix 2).

Appendix One: Creatures of Solusek's Eye

Noxious Spider ("Honey Spider")

	Large Magical Beast
Hit Dice:	21d10+84 (199 hp)
Initiative:	+5 (Dex)
Speed:	60 ft., climb 40 ft.
AC:	26 (−1 size, +5 Dex, +12 natural)
BAB/Grp:	+21/+31
Attacks:	Bite +27/+22/+17/+12/+7 melee
Damage:	Bite 2d6+9 plus poison
Face/Reach:	10 ft. by 10 ft./5 ft.
Special Attacks:	Honeyed web, noxious vapors, poison
Special Qualities:	Acid vulnerability, damage reduction 4/−, immunities, resistances, spell resistance 18, tremorsense 30 ft., ultravision, vermin
Saves:	Fort +16, Ref +17, Will +8
Abilities:	Str 22, Dex 21, Con 18, Int 2, Wis 13, Cha 13
Skills:	Climb +15, Hide +13, Jump +12, Listen +6*, Sneak +13, Spot +12
Feats:	Alertness, Riposte, Run, Special Ability Focus (poison), Weapon Focus (bite)
Climate/Terrain:	Any mountains and underground
Organization:	Solitary, pair, or colony (3–6)
Challenge Rating:	16
Treasure:	Standard
Alignment:	Always neutral
Advancement Range:	22–30 HD (Large); 31–42 HD (Huge)
Faction:	None

Description

These giant arachnids are found only in volcanic regions. They seem indifferent to particular temperatures, and thrive where sulfur hangs heavily in the air. Given their peculiar habits and physiology, as well as their inherent resistance to magic and tough exoskeleton, many sages assume that the noxious spider was magically altered from some less advanced form of arachnid.

Noxious spiders range in color from bright yellow to golden brown, often dappled with green or brown marks. Ironically, the webs they secrete emanate a pleasantly

sweet scent, leading to the nickname "honey spider." These webs do not have the same degree of adhesive power of those from other large spiders, but the very fluid that tantalizes the nostrils of potential prey paralyzes those who come in contact with it. A noxious spider remains out of sight, listening for a creature in spasm — a sure sign one has succumbed to its web's poison. The spider then covers its victim with more webbing and carries the unfortunate to its lair, to be devoured at its leisure.

When under attack, the noxious spider releases toxic vapors from vents on its abdomen. The gas attacks the sensory organs and digestive system of its attackers, rendering the victims helpless. The spider then either escapes or weaves its honey web over the incapacitated creature.

Noxious spiders prefer to dwell alone, but share meals if circumstances force them to dwell in proximity. This cooperation seems to be a matter of instinct based on mating habits rather than any conscious goodwill, as the arachnids lack the intelligence to form more organized social structures.

Combat

Noxious spiders prefer to lurk in shadows and wait for the sound of struggling prey that signals a meal. They set their webs like traps, lightly occluding passages that see considerable traffic. Creatures slowed but not stopped by the webs find themselves stalked by the fast-moving spider; one noxious emission is usually enough to ensure a meal.

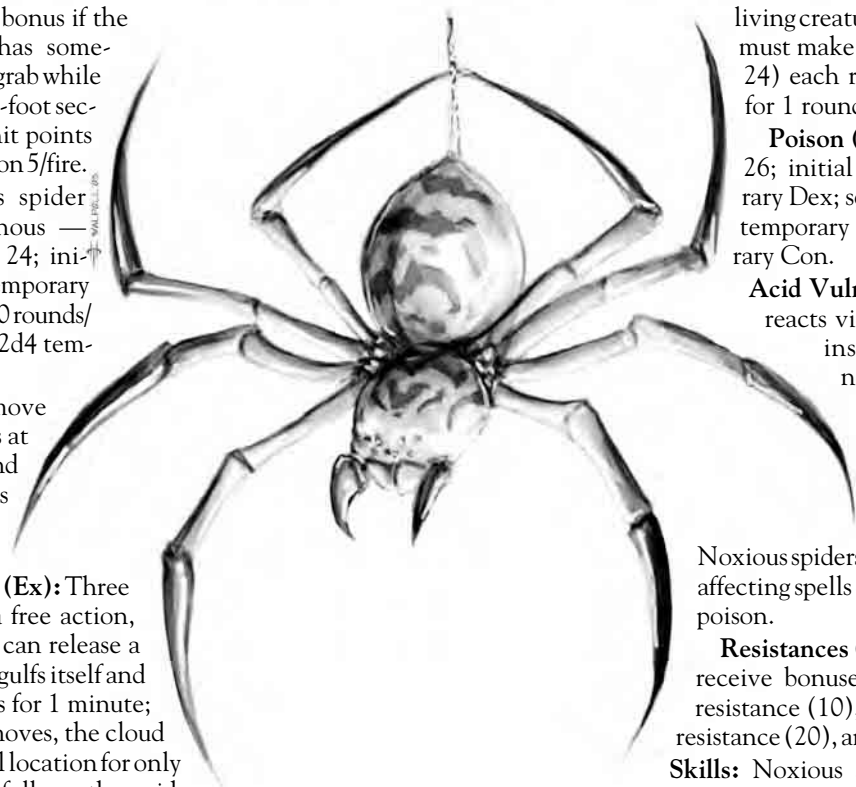
Honeyed Web (Ex): Noxious spiders create sheets of sticky webbing from 10 to 30 feet square, depending on the size of the area to be covered. They position these webs to snare both ground-bound and flying creatures. Any herbivorous or omnivorous creature coming within 10 feet of a noxious spider's web must make a Will save (DC 10) or walk into the web, seeking the source of the wonderful aroma; whether this property is effective or not, approaching creatures must succeed at a Spot check (DC 20) to notice a web; otherwise, they stumble (or fly) into it and become trapped. The web anchors the trapped target in place, allowing no movement. An entangled creature can escape with a successful Escape Artist check (DC 18) or burst the web with a successful Strength check (DC 24); either is a standard action. 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 of web has 6 hit points and damage reduction 5/fire.

Worse, noxious spider web silk is poisonous — Contact, Fort DC 24; initial damage 2d4 temporary Dex, *nauseated* for 10 rounds/secondary damage 2d4 temporary Dex.

A spider can move across its own webs at its climb speed and can use its tremorsense ability across its web.

Noxious Vapors (Ex): Three times per day, as a free action, the noxious spider can release a cloud of gas that engulfs itself and all adjacent squares for 1 minute; if the spider then moves, the cloud remains in its initial location for only 1 round, but also follows the spider during its move, and lingers for 1 round in any squares through which the spider passed during its movement. Any



living creature in the affected area must make a Fortitude save (DC 24) each round or be *nauseated* for 1 round.

Poison (Ex): Bite — Fort DC 26; initial damage 1d6 temporary Dex; secondary damage 1d6 temporary Dex and 1d6 temporary Con.

Acid Vulnerability (Ex): Acid reacts violently with the toxins produced inside a noxious spider's body; such attacks deal double damage to the spider except on a successful save.

Immunities (Ex): Noxious spiders are immune to mind-affecting spells or effects, disease, and poison.

Resistances (Ex): Noxious spiders receive bonuses of cold and magic resistance (10), electricity and sonic resistance (20), and fire resistance (40).

Skills: Noxious spiders receive a +4 bonus to Hide, Jump, Sneak, and Spot checks. Within range of the spider's tremorsense ability, it gains a +10 racial bonus to Listen checks.

Solusek Kobold

Medium-Size Humanoid (Kobold)

Hit Dice:	24d8+144 (252 hp)
Initiative:	+2 (Dex)
Speed:	30 ft., climb 30 ft.
AC:	28 (+2 Dex, +16 natural)
BAB/Grp:	+18/+23
Attacks:	2 claws +23 melee and bite +18 melee
Damage:	Claw 1d10+5/19–20; bite 1d6+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Resistances, scent, ultravision
Saves:	Fort +14, Ref +16, Will +9
Abilities:	Str 20, Dex 15, Con 22, Int 11, Wis 16, Cha 7
Skills:	Climb +16, Listen +19, Spot +19, Wilderness Lore +9*
Feats:	Alertness, Combat Reflexes, Great Fortitude, Improved Critical (claws), Power Attack, Riposte
Climate/Terrain:	Warm mountains and underground
Organization:	Solitary, pair, band (3–9), or tribe (10–40 plus 100% noncombatants plus 1 sub-leader of 3rd level per 15 adults and 1 leader of 4th–7th level)
Challenge Rating:	12
Treasure:	Standard
Alignment:	Usually orderly evil
Advancement Range:	By character class
Faction:	Solusek Kobolds

Description

Solusek kobolds have patchy dark brown or black fur, often with white or gray spots and stripes. They typically reach about 6 feet in height and have sharp black claws. Due to the scorched environment in which they dwell, Solusek kobold fur is tough and bristly; exposed skin bears a pinkish sunburned hue.

Unlike most other kobolds, those of Solusek's Eye live in a rigidly defined society, with one's life and duties determined largely by what clan he or she is born into. Generations of shamanic rule have produced an intensely religious society devoted to serving their patron deity (Solusek Ro) and the many earth and fire spirits of the region, and to defending their god-given territory against all intrusion.

Solusek kobolds rarely wear conventional armor, although leaders sometimes don protective gear taken from conquered enemies. Instead, they don shirts and leggings woven from their own coarse fur. The common kobold uses teeth and claws as often as forged weapons, but those of rank among the warrior caste often possess obsidian weapons imbued with the power of Solusek's Eye.

Combat

Solusek kobolds fight fiercely; those of the warrior and hunter clans battle to the death defending their lair. Raiding parties are less zealous, willing to live to fight another day if odds are not in their favor.

Resistances (Ex): Solusek kobolds receive racial bonuses of sonic resistance (4) and fire resistance (12).

Skills: Kobolds receive a +4 racial bonus on Spot and Listen checks. *When tracking by scent, a kobold receives a +2 racial bonus on Wilderness Lore checks.

Solusek Kobold Shamans

Every generation, each clan within the Solusek tribe trains at least one promising young kobold as a shaman. Solusek kobold shamans use the statistics shown below; where no alternate entry appears, use the information provided in the stat block above for standard Solusek kobolds.

Combat

Kobold shamans are not afraid of combat, but they usually understand the need for them to stay back and use their healing and buffing powers to aid the warriors of the tribe.

Initiative: +3 (Dex)

AC: 29 (+3 Dex, +16 natural)

BAB/Grp: +18/+22

Attacks: 2 claws +22 melee and bite +17 melee

Damage: Claw 1d10+4/19–20; bite 1d6+2

Special Attacks: Spell-like abilities

Special Qualities: Alchemy mastery, resistances, scent, spirit masteries, ultravision

Saves: Fort +14, Ref +17, Will +11

Abilities: Str 18, Dex 17, Con 22, Int 14, Wis 20, Cha 8

Skills: Channeling +33, Climb +18, Heal +19, Knowledge (folklore) +10, Knowledge (nature) +10, Knowledge (religion) +14, Listen +23, Meditation +32, Spellcraft +14, Spot +23, Trade Skill (alchemy) +13, Wilderness Lore +14*

Feats: Alertness, Combat Casting, Combat Reflexes, Great Fortitude, Improved Critical (claws), Power Attack, Riposte, School Specialization (alteration)

Challenge Rating: 15

Spell-Like Abilities: A typical Solusek kobold shaman's spell-like abilities (and the mana cost for each) are as follows: *Burst of strength* (3), *cancel magic* (5), *frost strike* (17), *healing* (10), *infectious cloud* (13), *insidious fever* (5), *spirit of cheetah* (3), *talisman of the beast* (4). Caster level 12th; save DC 15 + spell level. Mana Pool: 120.

Spirit Masteries: A typical Solusek kobold shaman has the *hungry spirits* and *spirit lore* (Combat Casting) spirit masteries.

Solusek Kobold Erwoo (Senior Shamans)

The most ancient and experienced of kobold shamans, called *erwoo*, are equal to nobles in their authority over clan affairs.

Most erwoo are conversant, if not fluent, in Dragon.

Combat

Erwoo are much less likely than younger shamans to enter combat, for they know that while they are still capable enemies, their great age has nonetheless weakened their muscles and sinews. Instead, they fight from the rear wherever possible, hurling magic at their foes and buffing allies with their mighty powers. It is a point of high honor



among warriors of the Solusek tribe to die in the defense of an erwoo.

An erwoo is always of the eldest age category (venerable; see “Age” in Chapter 6 of the *EQ: Player's Handbook*), and its statistics reflect this fact. Solusek erwoo use the stats shown below; where no alternate entry appears, use the information provided in the stat block above for standard Solusek kobolds.

Hit Dice: 24d8+72 (180 hp)

Initiative: +0

AC: 26 (+16 natural)

BAB/Grp: +18/+19

Attacks: 2 claws +19 melee and bite +14 melee

Damage: Claw 1d10+1/19–20; bite 1d6

Special Attacks: Spell-like abilities

Special Qualities: Alchemy mastery, Greater Specialization (alteration), resistances, scent, spirit masteries, ultravision

Saves: Fort +11, Ref +14, Will +13

Abilities: Str 12, Dex 11, Con 16, Int 17, Wis 25, Cha 11

Skills: Channeling +30, Climb +17, Heal +27, Knowledge (folklore) +12, Knowledge (nature) +12, Knowledge (religion) +18, Listen +30, Meditation +34, Spellcraft +18, Spot +30, Trade Skill (alchemy) +15, Wilderness Lore +16*

Feats: Alertness, Combat Casting, Combat Reflexes, Great Fortitude, Improved Critical (claws), Power Attack, Riposte, School Specialization (alteration)

Challenge Rating: 18

Spell-Like Abilities: A typical erwoo's spell-like abilities (and the mana cost for each, modified for its Greater Specialization ability) are as follows: *Cancel magic* (5), *enstill* (9), *greater healing* (23), *insidious fever* (5), *raging strength* (9), *scourge* (28), *talisman of Tnarg* (19), *winter's roar* (25). Caster level 18th; save DC 17 + spell level. Mana Pool: 252.

Spirit Masteries: A typical erwoo has the *hungry spirits* and *spirit lore* (Combat Casting) spirit masteries.

Appendix Two: New Magic and Trade Skill Items

Magic Items

Arcsheer

Description: The Efreeti Lord Djarn enhanced and enlarged a common *obsidian scimitar* taken from the Solusek kobolds, transforming it into this sleek, deadly weapon. The air surrounding *Arcsheer* roils like desert heat, and a hissing sound accompanies the blade as it strikes the wielder's enemies.

Powers: This +4 *Huge scimitar* has the *flaming*, *hardness*, and *keen* qualities. However, it deals 1d6 points of fire damage to its wielder each round it is held (treat this as a DOT effect for as long as it held during consecutive rounds).

Arcsheer (2d6+4 plus 2d6 fire, crit 15–20, delay 4; AC 5, hardness 16, 26 hp, Break DC 31)

Dex +2, AC +1, cold resistance (4), cold saves +1.

Bonus types: Ability score = augmentation. AC = deflection. Attack = enhancement. Damage = enhancement. Resistance = augmentation. Save = augmentation.

Caster Level: 12th.

Market Price: 101,250 gp.

Slot: Slashing.

Weight: 7 lbs.

Blazing Quartz Shortspear

Description: The goblin Vaidek, chief of King Grenolsh's scouts, discovered the quartz crystal that tops this spear during one of his expeditions along the lava duct that divides the kobold and goblin realms. While it is a capable weapon, the quartz glows with lava light, requiring a sheath of some sort in order for its wielder to maintain stealth.

Powers: This weapon acts as a +2 *spear* with the *flaming* and *speed* qualities. It's not particularly aerodynamic, however, suffering a –2 penalty when used as a ranged weapon.

Blazing Quartz Shortspear (1d8+2 plus 2d6 fire, delay 4; AC 6, hardness 7, 10 hp, Break DC 25)

Electricity resistance (2), fire resistance (4), sonic resistance (2).

Bonus types: Attack = enhancement. Damage = enhancement. Resistances = augmentation.

Caster Level: 6th.

Market Price: 46,000 gp.

Slot: Piercing.

Weight: 3.5 lbs.

Blight, Hammer of the Scourge

Description: The ancient barbarian shaman Homrif, who came to be known as "the Scourge," christened his newly forged hammer with bile from the livers of diseased wolves, infusing the weapon with spirits of virulence. In battle, Homrif preferred direct combat to the casting of spells, afflicting his foes with an illness that dissolved flesh and bone. Eventually, rumors circulated that Homrif had given himself over to the worship of Bertoxxulous. Despite his protests of innocence and his threats of revenge, the leaders of Halas exiled Homrif forever. None know how Homrif perished, but he never took his revenge upon Halas, and his weapon, which he called *Blight*, faded from history.

This warhammer lacks decoration, but its black iron head constantly exudes an unpleasant-smelling gray ooze that, oddly enough, protects its wielder from disease.

Powers: This +4 *two-handed hammer* has the *bludgeoning* quality. It can also process (Proc DC 27) the spell *scourge* upon the target on a successful strike.

Blight (2d6+4 plus *scourge* proc, crit 19–20, delay 6; AC 6, hardness 12, 24 hp, Break DC 29)

Con +3, Int +3, Wis +3, disease resistance (4), disease save +1.

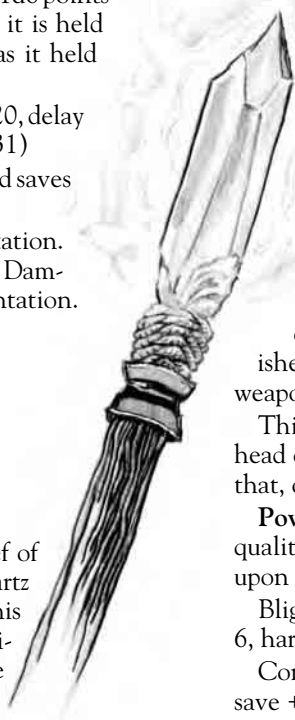
Bonus types: Ability scores = enhancement. Attack = enhancement. Damage = enhancement. Resistances = augmentation. Saves = augmentation.

Caster Level: 17th.

Market Price: 205,920 gp.

Slot: Blunt.

Weight: 14 lbs.



Charred Guardian Armor

Description: By exposing lacquered pieces of plate armor to the lava of Solusek's Eye, the gnomes of the Solusek Mining Company imbued it with mystical properties. Because the lacquer requires powdered jacinth and the technique's failure rate is high, only a single suit is currently in the gnomes' possession, under the ownership of Captain Bipnupple. The Company sent a second suit by caravan to Ak'Anon, but the caravan never arrived.

The armor is colored a dull russet brown where the immersion did not scorch it black.

Powers: This armor acts as +2 *Small full plate* with the *light fortification* and *spell resistance [fire]* 15 qualities.

Charred Guardian Armor (AC +10, max Dex +1, check -5; hardness 12, 22 hp, Break DC 27)

Str +1, Dex +1, Con +2, Int +1, fire resistance (5), poison resistance (2), fire save +1.

Bonus types: None.

Caster Level: 6th.

Market Price: 32,450 gp.

Slot: Body.

Weight: 27 lbs.

Climber's Claw

Description: This grappling hook's claws gleam with tiny diamond tips, the only hint of its magical nature. The standard 50-foot silk rope attached to the hook seems mundane and easily replaced should it wear or a better rope be found.

Powers: When thrown, the climber's claw automatically catches the nearest protrusion. If no convenient outcropping is nearby, the claw sinks into stone or wood enough to provide a safe climb. A simple command (e.g., "Release") followed by a shake of the rope causes the claw to loose itself from its mooring, making it ideal for both scaling and rappelling. Using this item grants a climber a +8 circumstance bonus on Climb checks.

Caster Level: 3rd.

Market Price: 900 gp.

Slot: Miscellaneous.

Weight: 4 lbs.

Crystal Face Wrap

Description: Slender threads of silk bind a thousand tiny, multi-faceted crystals into a wrap meant for winding about the wearer's head. The crystals interact with one another, collecting light from all directions and transmitting it to the wearer's eyes. Though highly disorienting, the wrap does allow enhanced vision in all directions, making it ideal for sentries.

Powers: The wearer may see in all directions and receives a +6 competence bonus to Spot checks. In total darkness, a character without infravision or ultravision sees as though by starlight (up to 25 feet). The character cannot be flanked, but is susceptible to gaze and blinding attacks even if not directly facing the source of the attack.

However, rapid movement while wearing the wrap produces vertigo; a character moving at faster than half-speed must succeed at a Balance check (DC 18) or suffer a -4 penalty to Dexterity, skill checks, and attack rolls for 1 full round.

Caster Level: 9th.

Market Price: 4,000 gp.

Slot: Face.

Weight: 0.5 lbs.

Crystalline Orb

Description: Seeing without being seen can grant one a tremendous advantage; to this end, items for scrying are popular among rogues, scouts, spies, and kings. A weak example of such devices is the *crystalline orb*, fashioned from the corneas of giant spiders and bound with mana-charged silk. The magic does not persist beyond a few uses, but allows limited viewing across short distances.

Powers: As a full-round action, a character gazing into the orb may invoke an effect identical to the spell *eye of Zomm*. After 5 uses, the orb turns an ashen color, its magical properties drained.

Caster Level: 5th.

Market Price: 2,000 gp (fully charged).

Slot: Miscellaneous.

Weight: 0.5 lbs.

Diamond-Tipped Obsidian Shard

Description: This singular discovery in the kobold mines of Solusek's Eye immediately became the symbol of the obsidian workers of Clan Arookhyip. The diamond tip gleams with the inner fire of the Eye's mystical energies and melds seamlessly into its obsidian shaft. On rare occasions, the kobold Erwookh (high shaman) allows the clan to withdraw the shard, not for use as a weapon, but to aid in difficult mining operations or in the crafting of potent obsidian weapons.

Powers: This weapon functions as a +4 *dagger* with the *hardness*, *keen*, and *ponderous* qualities. It can also process (Proc DC 20) the *flaming* ability on a successful hit.

Diamond-Tipped Obsidian Shard (1d3+4 and *flaming* proc, crit 17-20, delay 6; AC 10, hardness 14, 13 hp, Break DC 30)

Mana +5, fire resistance (4), fire save +1.

Bonus types: Mana = enhancement. Resistance = enhancement. Save = enhancement.

Caster Level: 12th.

Market Price: 78,805 gp.

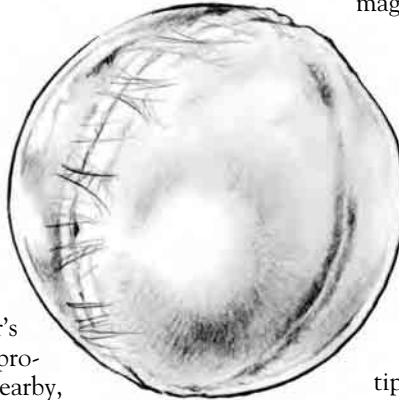
Slot: Piercing.

Weight: 3 lbs.

Efreeti War Spear

Description: A golden corona surrounds this favored weapon of noble efreeti warriors, a massive spear composed of a solid bronze-like metal.

Powers: This +2 *Huge spear* has the *flaming*, *hardness*, *keen*, and *returning* qualities.



Efreeti War Spear (2d6+2 plus 2d6 fire, crit 19–20/x3, delay 5; AC 5, hardness 13, 36 hp, Break DC 29)

Caster Level: 6th.

Market Price: 99,810 gp.

Slot: Piercing/throwing.

Weight: 13.5 lbs.

Fire Crystal Staff

Description: More a rod than staff, this length of petrified wood bears a luminescent crystal atop it, attached by a twisting lattice of igneous rock. When used as a weapon, the crystal blazes like a hot coal as fire leaps toward the target.

Powers: This weapon functions as a +1 staff with the *enhanced process* and *hardness* qualities, although it cannot be used as a double weapon. Up to 3 times per day, it may process (Proc DC 20) the *shock of fire* spell on a successful strike.

Fire Crystal Staff (1d6+1 plus *shock of fire* proc, delay 5; AC 6, hardness 8, 9 hp, Break DC 24)

Caster Level: 3rd.

Market Price: 11,910 gp.

Slot: Blunt.

Weight: 6 lbs.

Fire-Tipped Obsidian Javelin

Description: A favorite weapon of hunters from among the Solusek kobolds, these javelins add a fiery burst to wounds made by their razor-sharp tips.

Powers: This +2 javelin has the *flaming* and *keen* qualities.

Fire-Tipped Obsidian Javelin (1d6+2 plus 2d6 fire, crit 19–20, delay 5; AC 7, hardness 8, 7 hp, Break DC 24).

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 6th.

Market Price: 50,302 gp.

Slot: Piercing.

Weight: 2.5 lbs.

Fleshripper

Description: Fearsome weapon of the kobold King Rarook, this dark metal axe gleams with reflected lava light, showering the area with noisome sparks of dark energy.

Powers: This greataxe has a +4 bonus to hit and +2 bonus to damage, as well as the *keen* and *mighty cleaving* qualities. Up to 7 times per day, it may process (Proc DC 21) the spell *word of shadow* on a successful strike.

Fleshripper (2d6+2 plus *word of shadow* proc, delay 6; AC 6, hardness 9, 17 hp, Break DC 26)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 10th.

Market Price: 123,840.

Slot: Slashing.

Weight: 18 lbs.

Foreman's Tunic

Description: One of countless magic items that have come into goblin ownership due to the misfortune of others, this tunic originally belonged to a leading miner in the Solusek Mining Company who ventured too far from the stronghold while surveying. Crafted with a technique similar to that used to make a *bag of the tinkers*, the tunic adjusts to fit nearly any body perfectly, offering weightless protection with minimal encumbrance.

Powers: This light tunic acts as +2 leather armor with the *light fortification* quality. Though it has mass, its magical nature makes it weightless while worn.

Foreman's Tunic (AC+4, max Dex +8, check +0; hardness 4, 5 hp, Break DC 24)

Str +1, Wis +1.

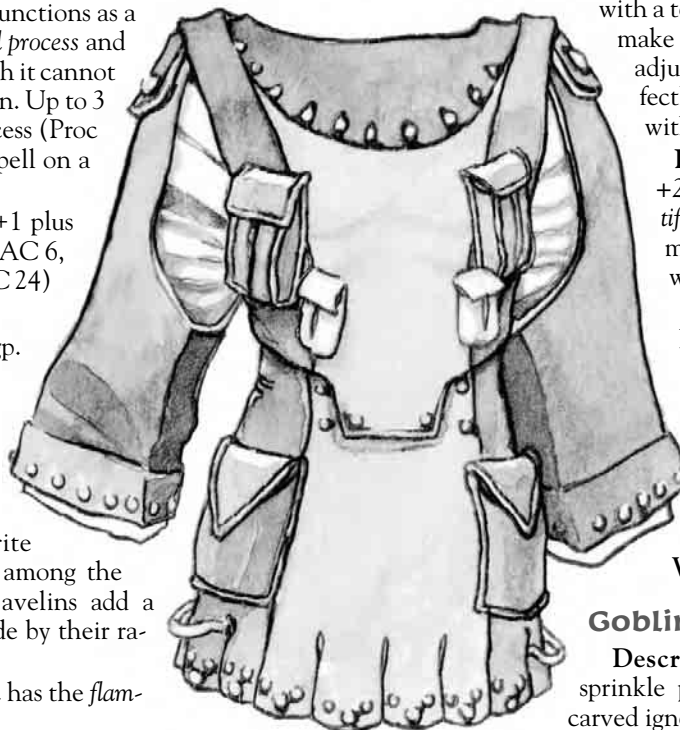
Bonus types: None.

Caster Level: 6th.

Market Price: 15,160 gp.

Slot: Body.

Weight: 4 lbs./0 lbs. (while worn)



Goblin Fire Totem

Description: Fire goblin shamans sprinkle powdered quartz crystals onto carved igneous rock to create totems such as these. Ironically, non-goblins experience much more benefit than the totems' fire-immune crafters.

Powers: A character who holds this item in his or her hand gains the following benefits:

Mana +1, fire resistance (4), fire save +1.

Bonus types: Mana = augmentation. Resistance = arcane. Save = arcane.

Caster Level: 2nd.

Market Price: 1,200 gp.

Slot: Miscellaneous.

Weight: 0.8 lbs.

Goblin Skull Fetish

Description: The symbol of Clan Arkrar'arr's loyalty among the Solusek kobolds, this skull has had eyes mounted in it that are actually those of some variety of giant spider, and from its mouth issue the mandibles of some monstrous insect. Slender, tough strands of spider silk bind the fetish together, and a beaten silver chain allows the wearer to loop it about the neck or suspend it from the waist.

Powers: The fetish allows the bearer to cast the *fleeing fury* spell on a selected target as a free action once every 1d4 rounds.

Str +1, Con +1, hp +6, mana +4.

Bonus types: Ability scores = enhancement. Hit points = enhancement. Mana = enhancement.

Caster Level: 6th.

Market Price: 46,560 gp.

Slot: Neck or Waist.

Weight: 5 lbs.

Golden Chitin Bracer

Description: Whatever magical techniques produced the gigantic beetles and spiders of Solusek's Eye also suffused these creatures with mystical properties that last even beyond death. The portion of a noxious spider's exoskeleton that encases the brain makes a suitable bracer, once properly extracted, shaped, and dried, and, with the proper rituals, it can be made to bear beneficial enchantments for its wearer.

Powers: Int +2, all saves +1.

Focus effect: Extended Affliction II.

Bonus types: Ability score = enhancement. Save = augmentation.

Caster Level: 10th.

Market Price: 14,250 gp.

Slot: Wrist.

Weight: 1 lb.

Golden Efreeti Pantaloon

Description: Woven from the silk of creatures native to the Plane of Sun, these soft, billowing pants immediately draw attention due to their deep golden color, unusual in Norrath. While they resemble the boots crafted by Lord Djarn in hue, the similarity ends there.

Powers: These pants size themselves to fit any wearer and can be worn under most forms of armor. Once per day, the wearer may cast the *levitate* spell on herself.

Hp +10, mana +6, acid resistance (4), acid saves +1.

Focus effect: Extended Range II.

Bonus types: Hit points = enhancement. Mana = enhancement. Resistance = enhancement. Save = enhancement.

Caster Level: 10th.

Market Price: 47,940 gp.

Slot: Legs.

Weight: 1 lb.

Gold-Plated Koshigatana

Description: Like *electrum-bladed koshigatana*, these weapons are remnants of a lost age, their style and origin unknown. Each appears as a slightly curved, short-bladed, rapier-like weapon, with an engraved hilt and colorfully embroidered hilt. Such weapons are now generally found only in the hoards of dragons or in equally secret or mythic places.

Powers: This weapon functions as a +5 rapier with the *great speed* and *hardness* qualities. It may process (Proc DC

21) the *dismiss summoned* spell upon its target on a successful strike.

Gold-Plated Koshigatana (1d4+5 plus *dismiss summoned* proc, delay 2; AC 7, hardness 17, 11 hp, Break DC 31).

Caster Level: 15th.

Market Price: 2,420,350 gp.

Slot: Piercing.

Weight: 4 lbs.

Greater Ring of the Goblin Lords

Description: The creator of the *rings of goblins lords* also made a superior version for himself. Identical in all respects to its lesser fellows, the goblin kings keep this secret to themselves to avoid falling victim to the greed of their kin.

Powers: Str +1, Dex +1, Con +1, AC +1.

Focus effect: Affliction Haste I.

Bonus types: Ability scores = enhancement. AC = deflection.

Caster Level: 5th.

Market Price: 9,500 gp.

Slot: Finger.

Weight: 0.1 lbs.

Heartleech

Description: Veins of pulsing violet light permeate the obsidian blade of this vile, wickedly curved sword. These

veins brighten noticeably as the weapon draws forth the lifeblood of its victims.

Powers: Heartleech is a +3 *falchion* with the *enhanced process*, *keen*, and *unholy* qualities. Once per day, it can process (Proc DC 21) the *malise* spell (Fort negates, DC 21) on a successful strike.

Heartleech (2d4+3 plus 2d6 unholy, crit 15–20, delay 6; AC 6, hardness 13, 28 hp; Break DC 29)

Hp +7, mana +5.

Bonus types: Attack = enhancement. Damage = enhancement. Hit points = enhancement. Mana = enhancement.

Caster Level: 11th.

Market Price: 132,250 gp

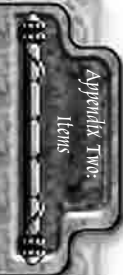
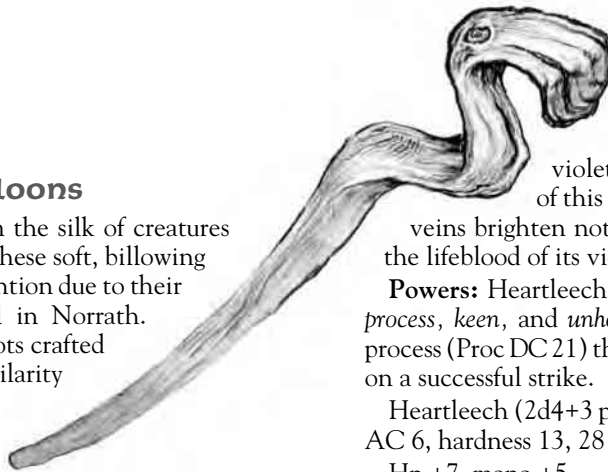
Slot: Slashing

Weight: 15 lbs.

Hierophant's Crook

Description: This gold-flecked staff is just over 6 feet in height, with a dogleg twist near its top. Druidic lore tells of eleven such staves, one for each of the then newly created druid rings of Norrath. The *Hierophants' Crooks* are now thought lost or destroyed, though rumors tell of one in the hands of a particularly venerable druid living deep in the Wakening Lands of Velious.

Powers: Unwieldy in combat, this weapon functions as a +3 *staff* with the *enhanced process*, *hardness*, and *ponderous* qualities; it cannot be used as a double weapon. It can process (Proc DC 27) the *earthquake* spell on a successful strike if the wielder wishes, as long as he stands on natural stone or earth.



Hierophant's Crook (1d6+3, delay 6; AC 6, hardness 10, 13 hp, Break DC 27)

Str +3, Dex +3, Wis +3.

Bonus types: Ability scores = enhancement. Attack = enhancement. Damage = enhancement.

Caster Level: 17th.

Market Price: 128,300 gp.

Slot: Blunt.

Weight: 8 lbs.

Igneous Spear

Description: A shaft of fire-treated hardwood supports a twisted head of toughened lava rock strengthened by the power of Solusek's Eye. The spear exudes warmth and provides the wielder significant advantages against some of the more dangerous inhabitants of the underworld.

Powers: This +2 *spear* has the *bane* [magical beasts] and *returning* qualities.

Igneous Spear (1d6+2 plus *bane*, delay 5; AC 6, hardness 7, 10 hp, Break DC 25)

Hp +5, mana +4, cold resistance (6), cold save +1.

Bonus types: Attack = enhancement. Damage = enhancement. Hit points = augmentation. Mana = augmentation. Resistance = enhancement.

Caster Level: 6th.

Market Price: 110,008 gp.

Slot: Piercing.

Weight: 6 lbs.

Kingspear

Description: Not a spear at all, but a greatsword, the *Kingspear* has served as the personal weapon of inferno goblin kings for twelve generations. Despite the broadness of its blade, particularly toward the tip, the *Kingspear* weighs somewhat less than other swords of its size. Goblin script covers the blade, but it seems far too masterful a work to have come from goblin forges. Some who know of it feel that the *Kingspear* is far older than the twelve generations ascribed to it; indeed, they suspect it dates to the time of goblin servitude to Rallos Zek during his war against the gods.

Powers: This +3 *Huge greatsword* has the *massive* and *speed* qualities, and can process (Proc DC 20) the *sonic* quality on a successful strike.

Kingspear (4d6+3 and *sonic* proc, delay 6; AC 6, hardness 18, 13 hp, Break DC 30)

Dex -1, Con +2, cold resistance (3), sonic resistance (6), sonic saves +1.

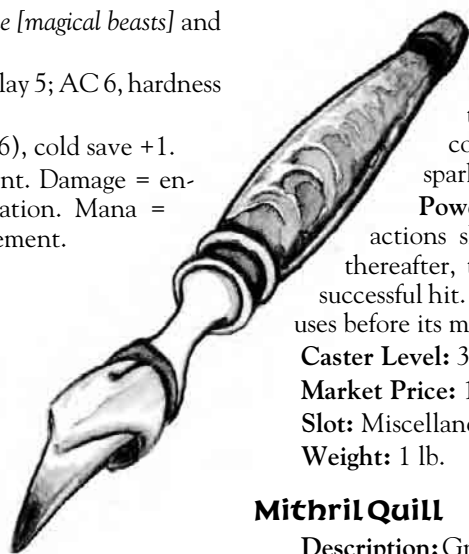
Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Resistances = augmentation. Saves = augmentation.

Caster Level: 9th.

Market Price: 137,400 gp.

Slot: Slashing.

Weight: 12 lbs.



Large Soiled Bag

Description: Whether this sack was magical to begin with or has been transformed by some strange properties of the sonic bat dung it is used to carry cannot be known. Yet somehow this badly stained container lightens the load of any objects placed within it.

Powers: The bag may hold up to 3 cubic feet of material and renders all objects placed within it weightless. However a character may clean it, though, the stench of giant bat guano forever radiates from the bag when it is opened.

Caster Level: 4th.

Market Price: 1,600 gp.

Slot: Miscellaneous.

Weight: 1 lb.

Lava-Honed Whetstone

Description: This flat, fine-grained stone features warm red flecks sparkling against its charred surface. It warms the hand that holds it, though not uncomfortably, and emits a small shower of sparks when applied to a weapon.

Powers: A character must spend 2 full-round actions sharpening her weapon. For one hour thereafter, the weapon deals +1 damage on each successful hit. A typical stone of this sort has 1d20+40 uses before its magic is spent.

Caster Level: 3rd.

Market Price: 1,200 gp (50 charges).

Slot: Miscellaneous.

Weight: 1 lb.

Mithril Quill

Description: Gnome wizard Gabbie Mardoddle accepted this quill as part of a trade from an Erudite traveler. She finds it a perfect fit for her tiny hands and ideal for clear record-keeping.

Powers: This quill grants a +2 bonus on Trade Skill (calligraphy) checks.

Bonus type: Skill = competence.

Caster Level: 2nd.

Market Price: 350 gp.

Slot: Miscellaneous.

Weight: 0.1 lbs.

Obsidian Flamberge

Description: This mammoth sword stretches over 6 feet in length. Its size and pure black color make it an intimidating weapon.

Powers: This weapon functions as a falchion with a +2 bonus to attacks and a +4 bonus to damage, as well as the *flaming*, *keen*, and *massive* qualities. Up to 5 times per day, it can also process (Proc DC 20) the *obsidian shatter* power on its target with a successful strike: this is an effect identical to the spell *immolate* (save DC 25).

Obsidian Flamberge (2d6+4 plus 2d6 fire and *obsidian shatter* proc, crit 15-20, delay 6; AC 6, hardness 17, 12 hp, Break DC 31)

Caster Level: 15th.

Market Price: 192,375 gp.

Slot: Slashing.

Weight: 17 lbs.

Obsidian Ring

Description: The great drake Kindle slew a fierce kobold warrior to gain this ring, a single black hoop of polished obsidian.

Powers: This ring grants the wearer the Dodge feat. If the wearer already possesses the Dodge feat, he instead gains Improved Dodge. If he possesses Improved Dodge, he receives an additional +1 dodge bonus to AC that can be applied to a separate target (bringing the total dodge bonus for his two feats and the ring to +4).

Hp +4.

Bonus types: Hit points = enhancement.

Caster Level: 4th.

Market Price: 6,700 gp.

Slot: Finger.

Weight: 0.1 lbs.

Obsidian Studded Leather

Description: A kobold noble of Clan Arookhyip once replaced the metal studs of a suit of leather taken from a fallen invader with bits of enchanted obsidian. The result is only slightly more durable than mundane studded leather, but provides a few additional benefits.

Powers: This +1 *studded leather* has the *invulnerability* and *process defense* qualities.

Obsidian Studded Leather (AC +4, max Dex +5, check +0; hardness 4, 8 hp, Break DC 22)

Str +2, Con +2, electricity resistance (3), fire resistance (5), sonic resistance (3), fire save +1.

Bonus types: None.

Caster Level: 9th.

Market Price: 30,360 gp.

Slot: Body.

Weight: 7 lbs.

Orb of Tishan

Description: The *orb of Tishan* appears as a translucent, glowing sphere set in a short, crystalline shaft that serves as a grip. It's no longer clear whether Tishan was actually a person or a place, but the source responsible for producing these orbs created several — although most are thought to have been lost or destroyed — perhaps intending to use them in the creation of large spaces of anti-magic. Despite their fragile appearance, the orbs make effective weapons, augmenting the wielder's blow with concussive force.

Powers: This device functions as a +4 *light mace* with the *brilliant energy*, *enhanced process*, *ghost touch*, and *speed* qualities. It can process (Proc DC 26) the *tashania* spell on a successful strike.

Orb of Tishan (1d6+4 plus *tashania* proc, delay 4; AC 7, hardness 9, 13 hp, Break DC 27)

Str +3, Con +3, mana +5.

Bonus types: Ability scores = enhancement. Attack = enhancement. Damage = enhancement. Mana = enhancement.

Caster Level: 27th.

Market Price: 4,576,310 gp.

Slot: Blunt.

Weight: 3 lbs.

Painbringer

Description: Forged by a kobold master smith from the obsidian-laced ore of Solusek's Eye, this blade has been wielded by the champions of the kobold kings for generations. In battle, it spreads the pain of its target to those nearby, hissing like bubbling lava as it does so.

Powers: This falchion has a +2 bonus to attacks and a +3 bonus to damage, as well as the *unholy* quality. It can process (Proc DC 20) the *word of pain* spell on a successful strike.

Painbringer (2d4+3 plus 2d6 *unholy*, delay 5; AC 7, hardness 12, 9 hp, Break DC 28)

Caster Level: 7th.

Market Price: 60,875 gp.

Slot: Slashing.

Weight: 14 lbs.

Platinum Dragon Totem

Description: This dragon statuette fits in the palm of a human's hand. When being used, its tiny crystalline eyes glow a bright green, infusing the bearer with virility and magical energy. Some say the source of its power is not in the skill of its craftsman, but instead originates with the queen of all dragonkind, Veeshan.

Powers: A character holding the statuette in her hand gains the following benefits:

Hp +8, mana +10.

Bonus types: Mana = divine. Hit points = divine.

Caster Level: 10th.

Market Price: 44,000 gp.

Slot: Miscellaneous.

Weight: 1 lb.

Polished Mithril Mask

Description: This gleaming mask reshapes itself to emulate the wearer's face, both in form and size.

Powers: Int +3, Wis +3, AC +1.

Focus effect: Improved Damage II.

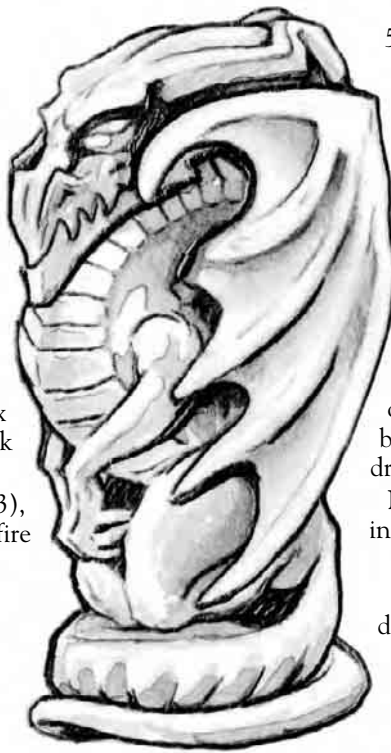
Bonus types: Ability scores = enhancement. AC = deflection.

Caster Level: 10th.

Market Price: 31,500 gp.

Slot: Face.

Weight: 0.5 lbs.



Polished Mithril Torc

Description: This smoothly twisting band of giant manufacture illuminates both the wearer and the surrounding area.

Powers: Being of giant manufacture, the torc is useless to characters smaller than Large size. It illuminates the area around its wearer like a torch.

Int +4, Wis +4.

Focus effect: Mana Preservation II.

Bonus types: Ability scores = enhancement.

Caster Level: 10th.

Market Price: 50,000 gp.

Slot: Neck.

Weight: 4 lbs.

Prayers of Life

Description: This scroll contains calligraphic phrases scribed by an avatar of Rodcet Nife. To gaze upon the words brings a sensation of calm and quietude; to read them grants wondrous healing to the supplicant and nearby companions.

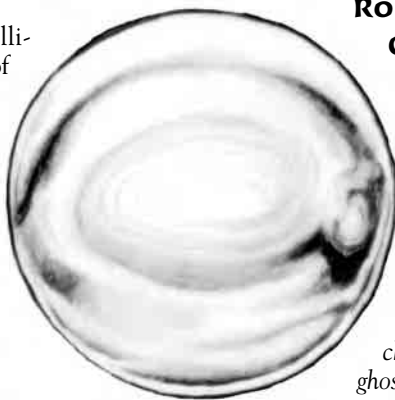
Powers: The bearer may invoke the spell *word of healing* spell up to once per day.

Caster Level: 23rd.

Market Price: 112,000 gp.

Slot: Miscellaneous.

Weight: 0.1 lbs.

**Rokyl's Greater Channeling Crystal**

Description: Fire Giant Magi Rokyl discovered a method of increasing the magical conductivity of his crystals. Thus far, it's a secret he's kept to himself, having crafted but one of these potent spheres. Other than a faint scarlet glow, it physically resembles his other *channeling crystals* in all ways.

Powers: This greater version of a Rokyl's *channeling crystal* acts as a +3 *buckler* with the *ghost touch* and *reflection* qualities.

Rokyl's Greater Channeling Crystal (AC +4, arcane 0%, check +0)

Hp +15, mana +10, magic resistance (4), magic save +1, fire resistance (-4), fire save -1.

Focus effect: Extended Enhancement III.

Bonus types: AC = armor (shield). Hit points = enhancement. Mana = augmentation. Resistance = enhancement. Save = enhancement.

Caster Level: 15th.

Market Price: 565,360 gp.

Slot: Shield.

Weight: —.

Razing Sword of Skarlön

Description: This enormous, majestic greatsword combines a surprising degree of artistry with terrible power in dispatching the wielder's enemies. The mithril blade glows like blood-streaked lava, setting ablaze the bodies of those it slays.

Powers: This +4 *Huge greatsword* has the *flaming*, *keen*, and *sundering* qualities, and grants its wielder *infravision* while held. The body of any creature slain by this blade bursts into flame and is incinerated 1d6+4 rounds later; a spell of the *cancel magic* line can halt this incineration with a successful dispel check (DC 22). An incinerated creature cannot be resurrected.

Razing Sword of Skarlön (2d8+4 plus 2d6 fire, crit 17–20, delay 6; AC 4, hardness 16, 63 hp, Break DC 34)

Caster Level: 12th.

Market Price: 250,000 gp.

Slot: Slashing.

Weight: 35 lbs.

Red Dragon Tooth

Description: Lord Nagafen extracted this rotten tooth from his own jawbone decades after feasting on a necromancer who thought that one might force bargains from a great dragon. When the tooth's root collapsed, and Nagafen realized immediately that he could combine the necromancer's power with his own to make an intriguing

and useful item. He then set the tooth back into his mouth in a platinum setting, where it awaits activation.

Powers: As a full-round action, the tooth's possessor may break away the false cap, releasing a type 12 skeletal pet, as that called forth by the spell *invoke death*. This pet obeys the tooth's possessor in the manner of all summoned pets. If the character uncapping the tooth already possesses a pet, the two pets then engage in battle, neither obeying the character until one has destroyed the other. The victor then serves the character normally.

The *red dragon's tooth* may be used only once.

Caster Level: 23rd.

Market Price: 13,800 gp.

Slot: Miscellaneous.

Weight: 6 lbs.

Runed Mithril Bracer

Description: This sturdy armband pleases the eye with its intricate designs, and it clarifies the mind while worn.

Powers: Str +1, Wis +2.

Focus effect: Reagent Conservation III.

Bonus types: Ability scores = augmentation.

Caster Level: 15th.

Market Price: 17,000 gp.

Slot: Wrist.

Weight: 2 lbs.

Scepter of Flame

Description: This scepter appears as a 3-foot rod of curling igneous rock with tiny fire opals embedded within its crevices. At the bearer's command, the scepter radiates intense heat.

Powers: This item functions as a +2 heavy mace with the *flaming* quality, although its flames must be turned on and off by command word. Once every 1d4 rounds, the wielder can invoke an effect identical to the spell *fire flux*.

Scepter of Flame (1d8+2 plus 2d6 fire, delay 5; AC 8, hardness 11, 11 hp, Break DC 27)

Mana +3, fire resistance (2), magic resistance (2)

Bonus types: Attack = enhancement. Damage = enhancement. Mana = enhancement. Resistances = enhancement.

Activation: Command Word (*fire flux*; *flaming* quality). Use Activated [all other powers].

Caster Level: 6th.

Market Price: 55,524 gp.

Slot: Blunt.

Weight: 5.5 lbs.

Scorched Stonestaff

Description: This shard of petrified wood bears marks of charring from exposure to lava-borne flames, and a white-hot coal set into its rounded head burns eternally. Too large and heavy to make an effective weapon for most wielders, it nonetheless provides other benefits to its possessor.

Powers: This item functions as a greatclub with a +1 bonus to attacks and a +4 bonus to damage, as well as the *hardness*, *ponderous*, and *spell resistance [fire]* 15 qualities; in addition, it can process (Proc DC 21) the *flaming* quality on a successful strike.

As well, five times per day, a dedicated divine spellcaster wielding the staff may invoke a power identical to the spell *Ro's fiery sundering*. Finally, the staff grants its wielder the benefit of *flowing thought I*.

Scorched Stonestaff (1d12+4 plus *flaming* proc, delay 7; AC 7, hardness 14, hp 54, Break DC 30)

Str +1, Con +1, Wis +1, hp +5, mana +5.

Bonus types: Ability scores = augmentation. Attack = enhancement. Damage = enhancement. Hit points = augmentation. Mana = augmentation.

Activation: Spell Trigger [cleric, druid, or shaman] (*Ro's fiery sundering*).

Caster Level: 19th.

Market Price: 661,310 gp.

Slot: Blunt.

Weight: 17 lbs.

Seafarer's Bracelet

Description: Lost at land for generations, this wide, silvery-blue bracelet depicts a sleek ship at full sail pursued by great, curling waves. Originally forged by an enchanter in service to Antonius Bayle III's naval officer, Admiral Vaius, the seafarer's bracelet disappeared from Qeynos over a century ago, though rumors had it passing through many

hands. Whose hands brought it to Solusek's Eye is unknown, but they've almost certainly handled their last piece of stolen property.

Powers: This bracelet confers *enduring breath* upon the wearer at will, and it grants a +4 bonus on Swim checks. Once per day, the wearer can invoke an effect identical to the spell *magnify*, lasting for up to 15 minutes.

Cold resistance (3), electricity resistance (3), sonic resistance (3)

Bonus types: Skill = competence. Resistances = enhancement.

Caster Level: 15th.

Market Price: 36,800 gp.

Slot: Wrist.

Weight: 0.5 lbs.

Selo's Drums of the March

Description: The legendary bard Selo allegedly crafted but two of these drums, one for each hand should he "feel a drumming mood coming on."

He told no one the secret of their construction, not even what beast's hide he used. His only clue was to say, "You cannot run to the place where such beasts dwell."

Powers: This drum grants its user a +3 bonus on Perform (drums) or Play Percussion Instrument checks and on a bard's Perform checks when twisting songs, as long as one of the songs being twisted is a percussion song. All of the bard's percussion songs played with this drum produce effects as if the bard were 3 levels higher, or 4 levels for those songs actually bearing Selo's name.

Bonus type: Skills = competence.

Caster Level: 6th.

Market Price: 6,000 gp.

Slot: Miscellaneous.

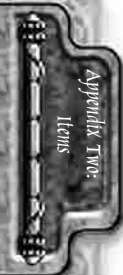
Weight: 1 lb.

Shield of the Slain Unicorn

Description: This fire-hardened wooden shield bears an unusual ornament — the spiraling horn of a unicorn passing through its center. Unicorns dwell nowhere near the Lavastorm Mountains, so how it came into possession of Solusek kobolds is a mystery. Elder shamans repeat an old story of a bargain struck between a kobold champion many generations past and a Teir'Dal necromancer; those who believe the tale worry that the bargainer may yet return to exact payment for his gift.

Powers: This +1 large wooden shield has the *bashing* and *hardness* qualities. The bearer also receives a +1 bonus to his bashing attack rolls and deals an additional 1d8+3 points of piercing damage on bash attacks using the shield. (That is, a Medium-size wielder deals 1d4+Str damage for the bash, plus 1d8+3 damage for the horn.)

The shield itself is tremendously resistant to damage, receiving bonuses of acid, cold, electricity, fire, magic, and



sonic resistance (10). (These bonuses do not apply to the wielder, but only to the shield itself.)

Shield of the Slain Unicorn (AC +3, arcane failure 15%, check +0; hardness 8, 23 hp, Break DC 24)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 4th.

Market Price: 31,000 gp.

Slot: Shield.

Weight: 6 lbs.

Soft Chitin Armor

Description: The shell released by a stone spider's molt can be made to fit human-sized and larger races almost as if it were a natural carapace. Pliable but resilient, the shell boosts the reflexes of the wearer as if it retained a faint, instinctual awareness.

Powers: This armor is the equivalent of +3 *studded leather* with the *arcane harmony* and *spell resistance [sonic]* 18 qualities.

Brown Chitin Armor (AC +6, max Dex +5, Check +0; hardness 5, 9 hp, Break DC 24)

Str +2, Dex +3, Con +3, Wis +2, hp +10, mana +8, disease resistance (5), disease save +1.

Bonus types: None.

Caster Level: 10th.

Market Price: 317,825 gp.

Slot: Body.

Weight: 30 lbs.

Sparkcutter

Description: The heavy blade of Captain Bipnipple's small sword reflects unseen sparks. This inner fire makes itself felt during combat, however, as the sparks occasionally shower forth in a blaze upon the Captain's target.

Powers: This +3 *short sword* has the *hardness* and *sundering* qualities. It can process (Proc DC 20) the *flaming* quality on a successful strike.

Sparkcutter (1d6+3 plus 2d6 *flaming* proc, delay 5; AC 9, hardness 13, 7 hp, Break DC 27)

Fire resistance (3).

Bonus types: Attack = enhancement. Damage = enhancement. Resistance = enhancement.

Caster Level: 9th.

Market Price: 50,620 gp.

Slot: Slashing.

Weight: 4.5 lbs.

Staff of Writhing

Description: The haft of this skull-topped staff seems to squirm in the bearer's grip, though it loses none of its firmness when wielded in battle. Wherever the staff's shadow falls the air also blurs and writhes, producing discomfort for onlookers, especially when the shadow passes their way. The skull seems to be that of a goblin, but it, too, often warps in shape, grinning wickedly as it spews dancing particles of magical energy at its target.

Powers: This weapon functions a +2 *heavy flail* with the *bludgeoning* quality. In addition, it can process (Proc DC 20) the *chaotic feedback* spell on a successful strike.

Staff of Writhing (1d10+2 plus *chaotic feedback* proc, crit 17–20, delay 5; AC 6, hardness 6, 11 hp, Break DC 23)

Cha –3.

Bonus types: Ability score = enhancement. Attack = enhancement. Damage = enhancement.

Caster Level: 6th.

Market Price: 17,330 gp.

Slot: Blunt.

Weight: 14.5 lbs.

Tattered Gnomish Cloak

Description: Hilo Bocktroddle, rogue of the Solusek Mining Company, brought this fine cloak of black muslin on the journey to Solusek's Eye. Fellow gnomes noted that it blurred his image when worn full about the shoulders, concealing his presence from casual observation. During Velteppis' expedition into the Eye's depths, Hilo thought to secure a pair of death beetle wings to craft a pair of *black chitin leggings*, but he scouted too far ahead, bringing doom upon himself.

Powers: Wearing this cloak grants a +5 bonus on Hide checks. The cloak changes size to accommodate humanoids of sizes Tiny through Large.

Bonus type: Skill = enhancement.

Caster Level: 15th.

Market Price: 625 gp.

Slot: Back.

Weight: 0.5 lbs.

Thundershaft

Description: This hammer is actually a single mass of gray, azurite-flecked stone splintered from a boulder outside the Eye by a fork of lightning three kobold generations ago. Taken by the Keeper of the Hall who witnessed the event, *Thundershaft* remains the symbol of that office in the present day. When the hammer is held, the wielder's body tingles uncomfortably; in combat, the hammer drives crackling electrical energy into the bodies of those it strikes.

Powers: This +3 *warhammer* has the *bludgeoning* quality. It can also process (Proc DC 20) the *shock* quality on a successful strike.

Thundershaft (1d8+3 plus *shock* proc, crit 19–20/x3, delay 5; AC 7, hardness 13, 16 hp, Break DC 29)

Electricity resistance (4), electricity saves +1.

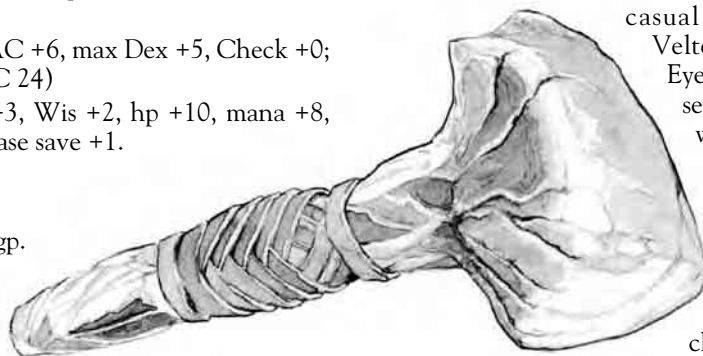
Bonus types: Attack = enhancement. Damage = enhancement. Resistance = augmentation.

Caster Level: 9th.

Market Price: 50,824 gp.

Slot: Blunt.

Weight: 8 lbs.



Turquoise Eyepatch

Description: This attractive eyepatch features a triangular piece of turquoise in its center, with a purple quartz crystal fitted in turn into a hole at the turquoise's center.

Powers: The wearer gains a +1 bonus on Spot checks, and the eyepatch does not interfere with normal vision.

Con +1, Int +1, Cha +1.

Bonus types: Ability scores = augmentation. Skill = enhancement.

Caster Level: 3rd.

Market Price: 9,100 gp.

Slot: Face.

Weight: 0.1 lbs.

New Trade Skill Items

Clockwork Metal Purifier

Description: This device resembles a 3-foot-high windmill. The users slides impure ingots of metal into an aperture atop the purifier. Its blades turn quickly, expanding and flattening in a respiratory process that filters out and traps impurities. Despite its weight, the purifier proves a far less cumbersome and labor-intensive method of attaining top-quality precious metals for jewelcraft than the traditional methods.

Powers: To create a single bar of metal, the purifier requires an ingot or a number of coins of the correct metal type that are equal in value to 110% of a purified bar of metal's market price (e.g. to create a purified silver bar requires 55 normal silver coins). Creating an electrum bar requires the equivalent of 20 gp and 35 sp.

The purifier takes 1 hour to completely refine a single bar of metal.

Market Price: 900 gp.

Weight: 30 lbs.

Components Required: Four fire drake lungs, residue of lava elemental, 4 sheets of metal, 1 cog, 1 gear, 4 metal twine, 1 ceramic-lined still, class 3 mana battery.

Trade Skill (DC): Tinkering (27).

Frothy Goblin Tonic

Description: Unpleasant tasting even to goblins, this "tonic" maintains its popularity for its alcoholic content and regenerative properties — a double blessing for any warrior race.

Powers: *Frothy goblin tonic* facilitates the healing of wounds, granting the character fast healing at a rate of 1d4 hit points per minute until the tonic's effects wear off 10 minutes later. However, in addition to the normal effects of alcohol, the character suffers a slow (2) effect for the tonic's duration.

Market Price: 10 gp/bottle.

Alcohol Tolerance DC: 20.

Components Required: Solusek's Eye lava rock dust, rockworm blood, beer, Solusek fungus spores.

Trade Skill (DC): Brewing (21).

Lava Potion

Description: Sometimes a slain lava elemental splits open to reveal its intact heart; crushing this gravelly core into paste and mixing it with the correct ingredients creates a brew that causes a fiery aura to burst forth from the drinker's pores. The gnomes of the Eldritch Collective within the Solusek Mining Company have discovered a way to make similar potions using magically active lava from the *Heart of Fire*. Though painful, the protection this aura offers is well worth the discomfort.

Powers: The drinker of this concoction takes 1d4 points of fire damage each round for 1d3 rounds, but is then under the effect of the *inferno shield* spell for the next 30 minutes.

Market Price: 1,500 gp.

Weight: 2 lbs.

Components Required: Lava elemental heart or *Heart of Fire* lava, jatamasi, Solusek ash, *firewater*.

Trade Skill (DC): Alchemy (25) or brewing (29).

Lava-Seared Rockworm Loaf

Description: Rockworms such as those raised by the flame goblins of Solusek's Eye or caught by the gnomes of the Solusek Mining Company provide the meat for this dish, a disturbingly juicy loaf with heavy flavors that crawl through sinuses, esophagus, trachea, and thence onto parts less known. The dish simultaneously strengthens skin and dulls pain, but anaesthetizes the mind as well.

Powers: This loaf grants the eater damage reduction 1/— for 5 hours after eating, but also imposes a –1 penalty to Intelligence during that time.

Size: Meal (varies).

Portion: A single lava-seared rockworm loaf typically serves 6 individuals of the same size as the cook.

Market Price: 85 gp/serving.

Components Required: Solusek rockworm meat, lava (to cook with, not as an ingredient), heavy pie crock, Solusek fungus spores.

Trade Skill (DC): Baking (30).

Unsound Tunic

Description: The dark elf Lynada fashioned this tunic from the leathery wings of a sonic bat. While neither as resilient nor as fashionable as raw silk, the *unsound tunic* protects the body from overwhelming bursts of sound.

Powers: This +1 cloth armor has the spell resistance [sonic] 31 quality.

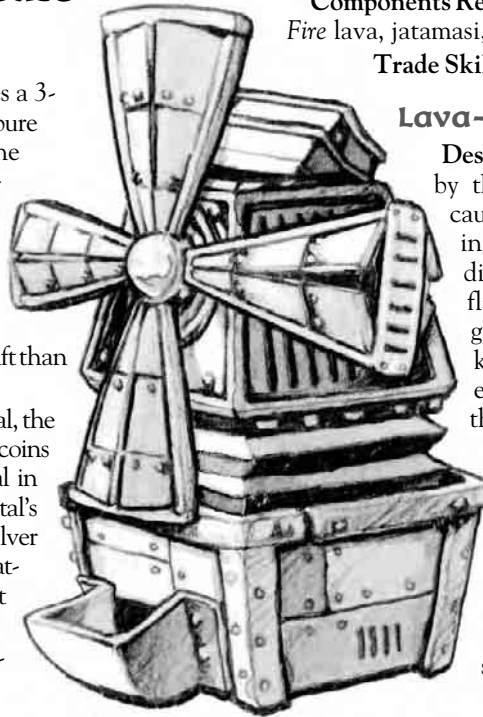
Unsound Tunic (AC +2, max Dex +9, check +0, hardness 2, 2 hp, Break DC 22)

Sonic resistance (8), sonic save +2.

Market Price: 66,355 gp.

Components Required: 2 sonic bat wings, 12 enchanted silver threads.

Trade Skill (DC): Tailoring (30).



Appendix: Open Game License

Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0: Any and all Sword and Sorcery Studio or Sony logos and identifying marks and trade dress, including all Sword and Sorcery Studio or Sony Product and Product Line names, including but not limited to EverQuest, EverQuest: Role-Playing Game, "It's Your World Now"; all text under the "Description" header of any creature, spell, true ritual, magic item, artifact, or NPC's listing; any elements of the EverQuest or Norrath setting, including but not limited to capitalized names, names of artifacts, characters, countries, creatures, geographic locations, gods, historic events, magic items, organizations, songs, spells, "shadow knight" and "iksar"; any and all stories, storylines, plots, thematic elements, and dialogue; and all artwork, symbols, designs, depictions, illustrations, maps and cartography, likenesses, poses, logos, symbols, or graphic designs, except such elements that already appear in the System Reference Document and are already OGC by virtue of appearing there. The above Product Identity is not Open Game Content.

Designation of Open Game Content: Subject to the Product Identity designation above, the remainder of this volume is designated as Open Game Content and may only be used in accordance with the Open Game License.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

EverQuest Role-Playing Game: Player's Handbook Copyright 2002, Sony Computer Entertainment America Inc.

EverQuest Role-Playing Game: Monsters of Norrath Copyright 2002, Sony Computer Entertainment America Inc.

EverQuest Role-Playing Game: Game Master's Guide Copyright 2003, Sony Computer Entertainment America Inc.

Realms of Norrath: Freeport Copyright 2003, Sony Computer Entertainment America Inc.

Befallen Copyright 2003, Sony Computer Entertainment America Inc.

Realms of Norrath: Everfrost Peaks Copyright 2003, Sony Computer Entertainment America Inc.

EverQuest Role-Playing Game: Al'Kabor's Arcana Copyright 2003, Sony Computer Entertainment America Inc.

EverQuest Role-Playing Game: The Temple of Solusek Ro Copyright 2003, Sony Computer Entertainment America Inc.

EverQuest Role-Playing Game: Luclin Copyright 2003, Sony Computer Entertainment America Inc.

EverQuest Role-Playing Game: Monsters of Luclin Copyright 2004, Sony Computer Entertainment America Inc.

Realms of Norrath: Forests of Faydark Copyright 2004, Sony Computer Entertainment America Inc.

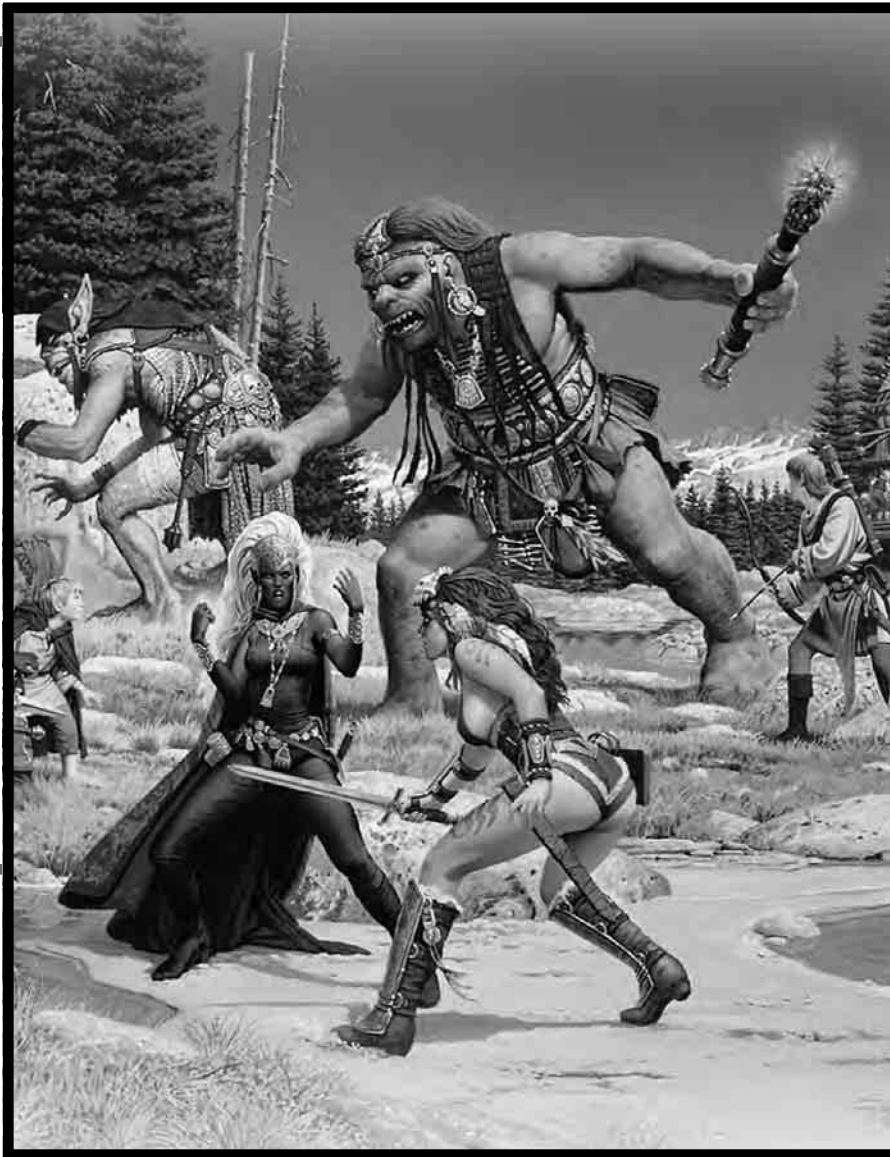
Solusek's Eye Copyright 2004, Sony Computer Entertainment America Inc.

Coming Next for the Everc



**Realms of Norrath:
Dagnor's Cauldron**

Quest Role-Playing Game!



**Heroes of
Norrath**

**Coming in 2004:
The Plane of Hate**



**SONY ONLINE
ENTERTAINMENT**

SONY AD FROM PAGE 144 of FORESTS OF FAYDARK

EVERQUEST

20
ROLE-PLAYING GAME

Solusek's Eye

Journey to the Center of the Earth

What has lured the gnomes of Ak'Anon from their home in the Steamfont Mountains, across Faydwer and the vast Ocean of Tears, to create an outpost in possibly the most unforgiving and dangerous environment on all of Norrath?

The region of caverns and lava-filled tunnels known as Solusek's Eye is in the heart of the Lavastorm Mountains near its namesake, a gigantic caldera of lava whence Solusek Ro himself is said to sometimes gaze upon the world. It's here that the gnomes and their clockwork minions defend a small portion of the caves from kobolds and goblins, as well as from seemingly unnatural predators like stone spiders and sonic bats. Did the gnomes come for the enormous mineral and gem deposits, or is the Solusek Mining Company just a cover for a more ambitious undertaking?

And the mystery deepens: Why, unbeknownst to the gnomes, does the mighty red dragon Lord Nagafen demand that his servants — fire giants, goblins, and kobolds alike — stay their hands from exterminating the tinkering intruders?

100% compatible with 3.5 edition fantasy role-playing rules

This sourcebook details the history and present circumstances of the complicated environment in and around Solusek's Eye, including complete settlements of goblins, kobolds, and gnomes, as well as the Citadel of the Krombral, a city teeming with fire giants who avoided the ancient curse of idiocy that affected many of the giant race. In addition, for the first time anywhere, this sourcebook offers a true sneak-peek at some of the new material that will appear online in EverQuest II.

For instance, what part do the gnomes *really* play in the politics of Solusek's Eye?



www.EQrpg.com

1-58846-062-2 WW16522 \$19.95 U.S.



9 781588 460622



5 1995

