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Dungeon Crawl Classics #41

The Lost Arrows of Aristemis

by Smaugdragon
AN ADVENTURE FOR CHARACTER LEVELS 1-3

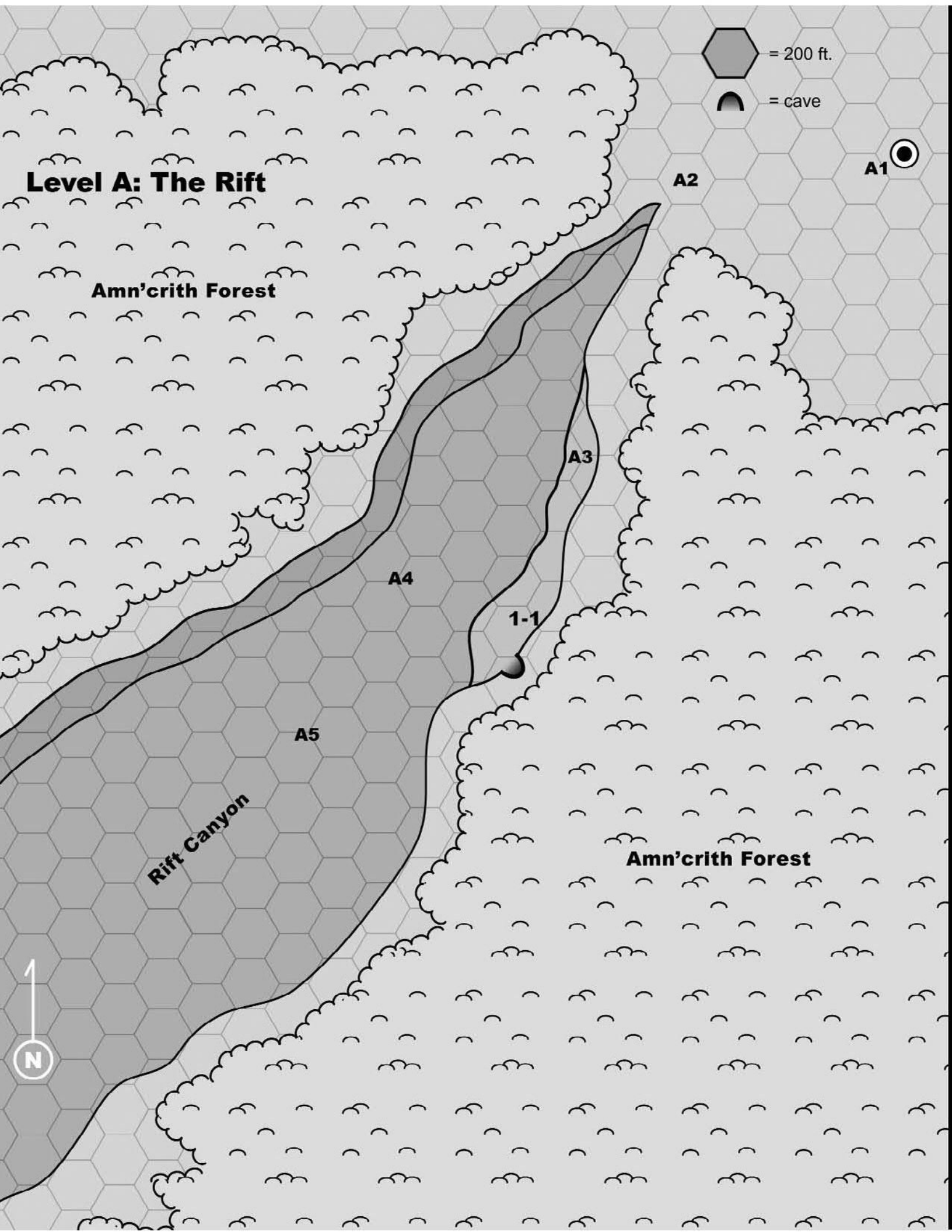


Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics adventures don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't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

There have always been caravan raiders. But in the last few years, the raiders have turned into slavers and expanded to helpless farms and villages. The slavers have struck even the Holy Order – but one recovered victim has brought back wild tales of holy artifacts of Aristemis! Can you break the slavery ring and recover the relics?

If you enjoy this adventure, look for the rest of the Dungeon Crawl Classics series!





Level A: The Rift

Amn'crith Forest

 = 200 ft.
 = cave

A1

A2

A3

A4

1-1

A5

Rift Canyon

Amn'crith Forest


N

canyon

ladder
to 2-1

1-1

1-3

1-3

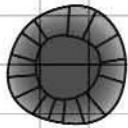
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Level 1: Goblin Warrens

1-4

1-13

1-8



1-5

1-7

1-6

1-9

1-10

1-11

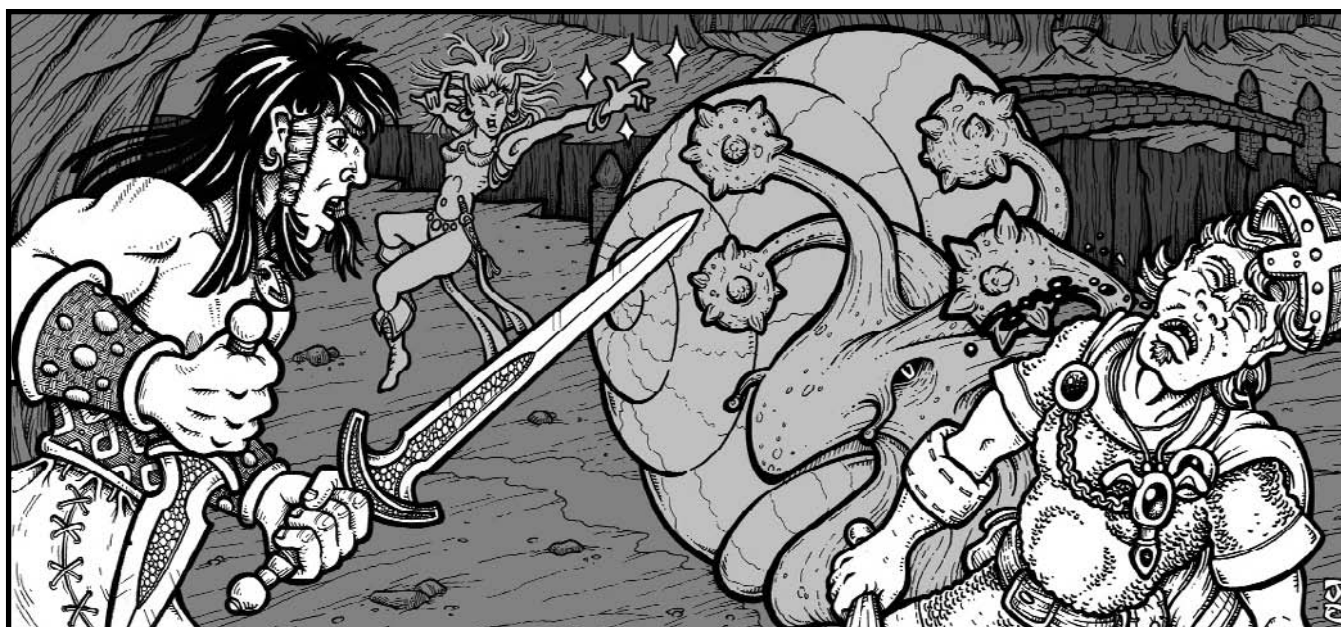
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Dedication: I dedicate this to my sons, Bruce and Patrick, to show them dreams do come true with hard work, devotion and dedication.



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

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Introduction

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

The Lost Arrows of Aristemis is designed for four to six characters of 1st through 3rd level. A fighter, rogue, cleric and spellcaster of some sort need to be in the mix. The cleric should optimally be a priest of Aristemis, but any good-aligned god will do. The original party included a host of NPC co-adventurers, stalwart warriors all. Feel free to include any NPC you may need to help (or hinder) your party.

Adventure Summary

There have always been caravan raiders hailing from the winding canyon known as the Rift of Amn'crith, but under the direction of a wicked drow known only as the Duke, the humanoids of the Rift have turned slavers and begun preying upon helpless farms and villages. In pursuit of captured slaves, the PCs delve into the Rift, uncovering the ruins of an ancient gnomish enclave and the remains of an ancient mystery. The Lost Arrows of Aristemis call from deep beneath the earth. Can the PCs break the slavery ring and recover the lost relics?

Game Master's Section

Encounter Table

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

Author's Note

In the dark, dank recesses of history, when the great EGG ruled the game, I wrote several dungeon crawls, designed for TSR's campaign setting. As time and tide changed, 2nd edition came out and I tried these dungeon crawls in a variety of settings. If you enjoy this version, updated to 3.5 rules, let me know and I'll make more.

– Bruce "Smaugdragon" Boughner

Loc	Pg	Type	Encounter	EL
1-1	9	C	Blood boulder	2
1-2	10	C	Goblin guards (2)	1
1-3	10	T	Spell trap	3
		T	Sliding wall trap	
1-4	11	C	<i>Krinchok</i> (goblin chieftain Ftr1), goblin guards (2)	2
1-5	11	C	Goblin	4
		T	Stinging dust trap	
1-6	12	C	Goblin	1
		T	Basic arrow trap	
1-9	13	C	Goblin cook, kobold kobold slaves (4)	2
1-10	13	C	<i>Wharmog</i> (goblin shaman Clr1), goblin	1
1-11	14	C	Goblins (2)	1
1-12	14	C	Mudmen (2)	2
1-13	15	C	<i>Whiskers</i> , pseudo-dragon	1
2-1	17	T	Rung trap	2
2-2	17	T	<i>Ghoul touch</i> trap	3
2-3	17	C	Asherake	3
2-4	18	C	Animated statue	2
2-5	18	C	Gold scarab swarm	1
2-6	18	C	Vilstrak (2)	1
2-7	19	C	Poltergeist	2
2-10	19	C	Screaming devilkin	2
2-11	20	C	Dire corbies (2)	2
2-12	20	T	Spike stair trap	2
		C	Mites (4)	
2-13	20	C	Ogren (2)	2
2-14	20	C	Flumph, vortex	3
2-15	21	C	Grimlocks (2)	2
3-1	22	T	Pit trap	2
3-2	22	C	Hobgoblins (2)	2
3-3	23	C	<i>Durgchet</i> (ogre), <i>Duke Shargr't</i> (drow Ftr2)	5
3-4	23	C	Spider Swarm	1
3-5	24	C	Ettercap	3

Loc	Pg	Type	Encounter	EL
3-6	25	C	Large spider	2
3-8	25	C	Hobgoblins (2)	1
3-9	26	C	Hobgoblins (3)	2
3-10	26	C	Doppelganger	3
3-11	26	C	Goblins (2)	1
3-12	27	C	Mesaw, dakon ranger	3
3-15	27	C	Skeletons (3)	1
3-16	28	C	Skulks (2)	2
4-1	28	C	Gambado	3
4-2	29	T	Burning hands trap, 3 spear traps	3
4-3	29	C	Mawler	4
4-4	30	C	Dark creepers (4)	5
4-5	30	C	Dark stalker	3
4-6	31	C	Bonesnapper	3
4-8	31	C	Flail snail	3
4-10	32	T	Net trap	2
4-11	32	T	Arrow trap	1
4-12	32	T	Block trap	3
4-13	32	C	Ankhegs	5
4-14	33	C	Necrophidius	3
4-15	33	C	Shanta, songdragon	6
4-16	34	C	Wererats (4)	5

Scaling Information

The Lost Arrows of Aristemis is designed for four to six characters of levels 1-3. GMs can modify the adventure to challenge a weaker or more powerful group with the following guidelines:

Weaker Parties (3 or fewer characters): For any encounter with multiple creatures, include only 1 creature of each type. Replace the asherake in area 2-3 with a pestie; remove the ogre from area 3-3; replace the ettercap in area 3-5 with a hobgoblin; replace the doppelganger in area 3-10 with a duergar rogue with a good Disguise skill; replace the mawler in area 4-3 with a darkmantle hidden in the ceiling.

Stronger Parties (7 or more characters, or higher than 3rd level): For any encounter with a goblin or hobgoblin, add 2 more of that type. Increase the levels of all classed opponents by +2 and increase the DC of all traps by +5. Add 4 hobgoblin guards to area 3-3; double the number of wererats in area 4-16.

Getting the Players Involved

The actions of the slavers have sparked the fear and ire of many parties, giving a GM a wide breadth of possibilities for luring PCs into the adventure.

- **Local Authorities:** The mayors of nearby towns, the baron of the duchy, or a band of landed aristocrats send out criers in search of heroes. Soon every barkeep, fence and guildmaster knows the same; that the courageous and clever can make a quick bit of coin investigating the slavers of the Amn'crith Rift. Alternately, criminal PCs could be escorted to the lip on the canyon as punishment for violation of local law.
- **Quest for the Lost Relics:** Priests belonging to good-aligned orders and sects have two reasons to investigate the Rift: to break the slavery ring, and to reclaim the lost Arrows of Aristemis. The party's cleric is approached by a local bishop and told of

DCC World

If you are using the world of Áereth from DCC #35: Gazetteer of the Known Realms, this adventure takes place north of the Amn'crith Forest. A festering wound cut into the face of the wild north, the Rift of Amn'crith has long been home to bands of wicked humanoids. Throughout time various goblin, kobold, and giant warlords have claimed sovereignty over the terrible place, and the canyon walls are riddled with caves, fortresses, fallen citadels and the like – some abandoned, others still occupied by their ferocious inhabitants. A tribe of feral elves is rumored to make their home somewhere in the Rift, forsaking the customs of their kind for the ways of savages.



the order's plight. Wary that fly-by-night heroes might try to abscond with the relics, the bishop insists that a lawful good paladin accompany the PCs. (This is an opportunity to introduce support NPCs into weak parties.)

- **Plea from the Locals:** A farmer who has lost both his children to the slavers makes a personal appeal to the party, begging them to rescue his lost children (This peasant can be a relative of a PC, or a serf working a noble PC's manor.). The farmer has little to offer in return except his thanks and the renown the characters would gain from performing the dangerous rescue attempt.
- **Bounty:** Both Shargr'rt the drow and Durgchet the ogre are notorious slavers, feared across the land. The local authorities have offered a 250 gp bounty for the capture of either villain, or proof of their deaths.

Background Story

The Rift of Amn'crith has always been home to bands of humanoid raiders, but the goblin and kobolds have always limited their raids to stealing livestock from isolated farmsteads and ambushing poorly defended merchant trains. Brave souls have always earned good coin marching alongside the caravaners, and many notable heroes began their adventuring careers within sight of the Rift.

But recently, the tenor of the raids has changed. The humanoids, previously craven and disorganized at best, began mounting cunning ambushes – and met with terrifying success. First beasts, wagons, and guards started to disappear. Then farmsteads within three leagues started to report raiders that stole children in the night; finally entire families of peasants went missing. The rangers and constables sent to investigate deduced that a new force was at work in the depths of the canyon, and a search party of rangers, allied with two

The Lost Arrows of Aristemis

Those succeeding on a DC 12 Bardic Knowledge or Knowledge (religion) check know the following legend of the Arrows of Aristemis. Priests of Aristemis automatically pass the check.

During a battle between the gods of good and the infernal powers, a quiver containing nine arrows fell from the heavens. Where it struck the ground, earthquakes shook the night, rocks were melted to slag, and the very land was split in two. Humans, elves, dwarves and their ilk fled the destruction, and their absence was immediately exploited by the wicked humanoid and goblinoid races. The arrows and quiver were scattered among the debris of the newly created canyon, hundreds of miles long and nearly a thousand feet deep.

As long as memory has endured, the canyon's monstrous inhabitants have warred over the arrows. The resulting strife has reduced the number of tribes in the canyon to a mere five. These five tribes have continued to fight over 8 of the 9 arrows, although the quiver and last arrow have not been found.

The true, divine power of the arrows is only accessible to those of divine birth. To mortals, the arrows are but +1 arrows of slaying, the target differing according to an arrow's fletching.

Fletching	Slay Target	Adventure Location
Red	Plants	Area 3-6
Yellow	Animals	Area 3-6
Orange	Goblinoids	Area 4-5
Green	Humans	Area 1-12
Blue	Oozes	Area 1-12
Indigo	Evil outsiders	Area 4-14
Violet	Monstrous humanoids	Undiscovered
White	Dragons	Area 1-11
Black	Undead	Area 1-11

The arrows are crafted from a golden shaft of ash and inscribed with ancient, runic characters. If fired from a bow blessed by a high priest of Aristemis (9th level or higher), the arrows will return to the archer's quiver on the 2nd round after they are fired. The quiver is crafted from the leather skin of an unknown beast and is stitched with golden thread depicting a sunrise. When filled with the nine arrows, the quiver grants a *cure serious wounds* effect three times a week

Moderate necromancy and conjuration; CL 12th; Craft Magic Arms and Armor, *cure serious wounds*, *finger of death*; Price: per arrow 1,500 gp, the quiver 10,000 gp, as a set 20,000 gp

priests of Aristemis and a halfling scout, braved the canyon's dark recesses. The search party was never heard from again.

In the Straits of Ymtal to the west, a Kalian corsair captured a slave vessel making its way toward the Southern Province. Among the slaves on board was a man claiming to be a priest of Aristemis – a member of the missing search party. His body was a mass of whip scars and cruel brands, but the priest was able to haltingly recount the tragedy that struck his scouting party. A freak avalanche took their rear guard and the rogue succumbed to a spear trap. Pressing on, the survivors discovered a system of tunnels and chambers in the canyon wall and was in the process of exploring them when they came across a pit full of humans, halflings and elves – all bound and branded as slaves.

Helping the slaves to freedom, the search party stumbled into the lair of a goblin chief and a strangely familiar display of arrows – the Lost Arrows of Aristemis.

Moments later the party was beset by a veritable army of goblins, and when the priest awoke he was at the bottom of a goblin slave pit, branded and bound. The only other survivor was a ranger, who died shortly after trying to escape the goblins' slave pit. The priest and his fellow slavers were taken by underground tunnels to the coast where they were loaded onto a slaver ship. The ship was on its way to Punjar when it was caught by Kalian marines.

With the GM's approval, the PCs can request an interview with the priest. The poor soul's name is Codin, and so long as the PCs are respectful he does his best to recount his adventures. Codin can offer a rough description of the adventure up to area 1-4, doing his best to help the characters in any way he can. His ordeal has left him frail and nervous, so any outbursts will end the interview. His fellow priests will only allow the characters to perform a few minutes of questioning, for fear of breaking Codin's fragile mental state.

The canyon is remote and requires at least one week's travel through wild lands from Stagdale, the nearest town. Caravans are forced to cross this region to reach the coast, so there is ample opportunity for the characters to seek employ as caravan guards, and any local can suggest this.

Player Beginning

With a caravan: Read or paraphrase the following:

The journey was slow as the wagons made their way across the rough, dusty tracks that pass for roads through this area. The horizon is made of haystack-sized mounds of black rock covered in gray dust and patches of vegetation which range from thorn bushes to scrub grass to wildflowers. Gullies and dry creek beds line the areas where the rock doesn't stand, and in many places the wagons had to be pulled through washed-out areas where the rainy season's flash-floods had carved away the road. It is a harsh land but not lifeless; as deer, grouse, coyotes, and rabbits are common sights... at least at first. But they become less frequent as you approach the canyon. While the road was long and dry, you arrive at the head of the canyon without incident.

Without a caravan: Read or paraphrase the following:

You made good time through the wild lands, taking advantage of the early morning hours when the heat wasn't so bad. By midday, the sun's heat radiated not only from the sky, but also from the dust-strewn rock hills that surrounded the roadway. No landmarks were visible from the road, but climbing one of the jagged hills allowed you to get your bearings. A few times you were almost certain that something was tracking you, but it never got close enough to see and it seems to have lost interest as you approached the canyon. Whatever it was had little fear of a small armed party, it seems, but decided that the canyon posed too much risk. The other wildlife that you had seen along the way – birds, rabbits, deer, and coyotes – seems to have disappeared from the area near the canyon as well.



Level A – The Rift

The canyon is narrow and easily hidden by the rolling landscape unless one knows where to look. It grows deeper and wider toward the center, the divine weapons' point of impact. Much of the canyon area outside the warrens and caves is beyond the scope of this adventure, but a few important features are noted. GMs are encouraged to add or remove areas based on the extent of their characters' exploration or as needed to tie in this adventure to any larger campaign plots.

Note that most parties, and especially those starting out the adventure at 1st level, will need to camp quite often. Areas A-1 and A-5 were specifically designed as camp sites for the group. Camping in area A-1 allows the characters to ignore the random encounter roll, while evil creatures will avoid area A-5 if they can help it.

Random Encounters

Every two hours, roll a d20. On a 1-3, roll a d6 against the table below to determine what the characters encounter:

d7 result	Encounter	EL
1-2	Goblin patrol	2
3-4	Hobgoblin patrol	3
5	Human ranger	2
6	Dire weasel	2
7	Griffon	4

Goblin Guards (2): CR 1/3; Small Humanoid (Goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk/Full Atk morningstar +2 melee (1d6) or javelin +3 ranged (1d4); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

Possessions: leather armor, shield (light wooden), small morningstar, 6 small javelins, 3 days worth of smoked rabbit, 1d6 sp.

Hobgoblins (2): CR 1/2; Medium Humanoid (Goblinoid); HD 1d8+2; hp 6; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +1; Grp +2; Atk/Full

Atk longsword +2 melee (1d8+1/19-20) or javelin +2 ranged (1d6+1); SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +1, Will -1; Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

Skills and Feats: Hide +3, Listen +2, Move Silently +3, Spot +2; Alertness.

Possessions: Studded leather armor, shield (light wooden), longsword, 4 javelins, coins pouch with 1d12 sp and 1d6 gp.

Human Ranger: Tarl is a ranger who has been searching this region for signs of the slavers. If the characters can gain his trust, he will tell them that the most recent batch of slaves was brought in last night. He mentions a young boy who matches Etim's description. He refuses to join the party, as he believes someone keeping watch on the warrens is more important than risking his hiding place.

Tarl, Rng 2: CR 2; Medium Human; HD 2d8+4; hp 16; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +2; Grp +3; Atk/Full atk short sword +3 melee (1d6+1/19-20) or shortbow +4 ranged (1d6); SQ Combat style (archery), favored enemy (goblins), wild empathy; AL NG; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 14, Int 8, Wis 12, Cha 10.

Skills and Feats: Hide +7, Move Silently +7, Listen +6, Spot +8, Search +1, Survival +3, Swim +3, Climb +6, Jump +3; Alertness, Point Blank Shot, Track.

Possessions: Short sword, studded leather armor, short bow, quiver with 20 arrows, bedroll, backpack, 2 weeks rations, 2 waterskins.

Dire Weasel: CR 2; Medium Animal; HD 3d8; hp 13; Init +4; Spd 40 ft.; AC 16, touch 14, flat-footed 12; Base Atk +2; Grp +4; Atk Bite +6 melee (1d6+3); Space/Reach 5 ft./5 ft; SA Attach, blood drain; SQ Low-light vision, scent; AL N; SV Fort +3, Ref +7, Will +4; Str 14, Dex 19, Con 10, Int 2, Wis 12, Cha 11.

Skills and Feats: Hide +8, Listen +3, Move Silently +8, Spot +5; Alertness, Stealthy, Weapon Finesse.

Attach (Ex): The dire weasel latches onto the opponent's body after a successful bite, losing its Dex bonus to AC. The opponent must achieve a pin against the

Gamescience Dice

The wandering monster tables in this adventure utilize the unique dice manufactured by Gamescience. Gamescience is a pioneer in the development of new polyhedrons. After all, they invented the 100-sided die – what could be cooler than that? Their product line also includes the 1d3, 1d5, 1d7, 1d14, 1d16, 1d24, and 1d30. If you don't have the appropriate dice for the wandering monster tables in this adventure, you can substitute other dice as appropriate: for 1d3, divide 1d6 by 2; for 1d5, divide 1d10 by 2; for 1d7, roll 1d6+1; and so on. To acquire some of these amazing dice for yourself (yes, they're real), ask for Gamescience dice by name at your local game store, or visit www.goodmangames.com.

creature to remove it.

Blood Drain (Ex): A dire weasel drains blood for 1d4 points of Constitution damage each round it remains attached.

Griffon: CR 4; Large Magical Beast; HD 7d10+21; hp 59; Init +2; Spd 30 ft., fly 80 ft. (average); AC 17, touch 11, flat-footed 15; Base Atk +7; Grp +15; Atk Bite +11 melee (2d6+4); Full Atk Bite +11 melee (2d6+4) and 2 claws +8 melee (1d4+2); Space/Reach 10 ft./5 ft; SA Pounce, rake; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +8, Ref +7, Will +5; Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8.

Skills and Feats: Jump +8, Listen +6, Spot +10; Iron Will, Multiattack, Weapon Focus (bite).

Pounce (Ex): If a griffon dives upon or charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +8 melee, damage 1d6+2.

Areas of the Map

Area A-1 – Farmstead: Read or paraphrase the following:

Peasants have set up a farmstead, where the river opens into a floodplain. The farmstead is defended by pickets, trenches, and some children standing as sentries with pans and spoons as alarm bells – a meager defense at best.

This area is away from the road, and the PCs may never see it unless they actively seek out the victims of the most recent raids. If the children catch sight of the PCs, they raise the alarm, bringing their father, Vargas, running in from the fields.

A graying man with hard muscles born from a life of labor, Vargas is the patriarch of this family. His wife Myna is still grieving for their missing son Temmas, but Vargas knows that he must defend his other four children, and does not have the luxury of grief. PCs speaking with Vargas may notice that the man seems nervous (Sense Motive, DC 15). Vargas owes a criminal syndicate a great deal of money – not so much that they would pay bounty hunters enough to bring them out to this inhospitable place, but enough that if they returned to a major city Vargas and his family would be killed or worse. He sees no choice but to remain here and defend his family as best he is able.

Vargas tells the PCs that his family was attacked yesterday at dusk. He knows other victims claim to have seen goblins at work, but he never saw the kidnappers. His son, Etim, was bringing in a flock of sheep from a pasture near the river. Vargas has seen from the tracks that the goblins – if that's who it was – came at the boy from the west, using the sheep as cover. They grabbed the boy and ran.

If Vargas discovers that the characters are headed into the cavern, it is suddenly clear that his stoic response is mostly an act. He begs them to find his son and bring him back to them. He and the other remaining farmers can't offer much for clearing out the threat, but he promises the group that they will collect what little they have in exchange for their children, or if their children are lost, at least the destruction of the slavers.

Vargas' son, Etim, can be found in area 4-15.

Area A-2 – Canyon Entrance: Read or paraphrase the following:

The canyon starts as a small, jagged crack in the earth, then pitches sharply down. It is only fifty feet across at the widest part visible from the entrance. Following the canyon floor will be hard, as it is filled with boulders and pits.

A DC 8 Spot check uncovers a trail that runs along the side of the canyon. There are many footprints here. A DC 10 Track check allows the character to tell the tracks were made recently. With a Track result of 15 or higher the character can determine that the footprints were made by Small and Medium-sized creatures. With a result of 20 or higher, the character can determine that the tracks were mostly human, goblin, and hobgoblin. With a result of 25 or higher, the character can determine that there are older tracks of a smaller race – probably kobold – but these tracks have not been made for some time.

A DC 15 Knowledge (nature) check reveals that this canyon was not produced by natural means. The best guess is that some tremendous magic created this canyon many generations ago.

Area A-3 – Canyon Trail: Read or paraphrase the following:

It doesn't take long before the brightness of day is lost in the gloom of the canyon walls. Plant life is scarce below the rim and snakes and insects are the only obvious wildlife. The trail downward is too narrow and steep for horses or wagons. The trail appears to be well traveled here.

This trail runs about 10 feet above the boulders of the canyon floor and leads to area 1-1. Characters can climb down from here to area A-4 if they succeed on a DC 15 Climb check, although soon the floor drops further away and becomes lost in the shadows that fill the deeper parts of the canyon. If the characters are on this path during midday, they may notice the sun briefly shines down to the bottommost part of the canyon, revealing something

shining brightly at the lowest level. A DC 10 Spot check allows the character to understand it to be a pool of water.

Area A-4 – Upper Ledge: Read or paraphrase the following:

This area is dark and rarely sees the sun. Except for a small sliver of blue over your head you could easily believe you were underground. The ledge is composed of rough boulders, forcing you to leap from one to the next and making travel slow and dangerous. The walls rain down occasional sand and pebbles – another boulder falling from above would spell certain doom.

Traveling through this area requires a DC 10 Climb or Jump check every 10 minutes because of the need to scramble across rocks or leap from one safe surface to another. Failure by 4 or less means the character has 5 minutes of delay. Failure by 5 or more means the character has a short fall incurring 1d3 points of damage and causing 10 minutes of delay.

Area A-5 – Divine Impact: Read or paraphrase the following:

There is a deep shaft in the canyon here. Like a nail splitting wood, something struck this site with great force and cracked the earth to either side. At the bottom of the shaft, about fifteen feet below the floor of the rest of the canyon, is a pool of water.

A DC 15 Bardic Knowledge or Knowledge (religion) check reveals that this is where the Arrows of Aristemis came crashing to the earth (Priests of Aristemis get a +4 circumstance bonus on the Knowledge check.). Any results above 25 further reveal that anyone who bathes in the pool when it is in the light of the sun – only 10 minutes at midday – receives the benefit of an *aid* spell as cast by a 5th-level cleric. The area is holy to Aristemis, and is permanently affected by a *consecrate* spell. Water taken from this site is amazingly clean and sweet, but otherwise unremarkable.

Level 1 – Goblin Warrens

The goblins have occupied an ancient, gnomish dwelling. The corridors display clear evidence of having been worked. The work is crude but effective and looks to be several generations old. Little has been done in the way of ornament.

Unless otherwise noted, the chambers and corridors are all “gnome-sized,” peaking at only 6 feet in height.

Hewn Stone Wall: 5 ft. thick (at least); hardness 8; hp 900 (per 5 ft. thickness); Break DC 65; Climb DC 30.

Thick wooden door with simple iron hinges and cross braces: 2 in. thick; hardness 5; hp 20; break DC 23 (stuck), 25 (locked).

Random Encounters

Every two hours, roll a d20. On a 1-2, roll a d5 against the table below to determine what the characters encounter:

d5 result	Encounter	EL
1	Collapsing roof	2
2-3	Goblin patrol	2
4	Medium monstrous spider	1
5	Gelatinous cube	3

Collapsing Roof: The goblins are not the best engineers, and the caves are in disrepair. A weak point in the supports can be spotted with a DC 20 Knowledge (architecture and engineering) or DC 20 Craft (stonemasonry) check, and dwarves will be aware of it when they come within 10 feet of it. Passing under the weakened ceiling is enough to cause a collapse. Only a portion of the wall or ceiling falls, so the damage is only 2d6, or a DC 15 Reflex save for half damage. Characters are not trapped by the rubble, and can clear the passage with 10 minutes of work or make a DC 10 Climb check to get over the rubble without clearing it.

Goblin Guards (2): CR 1/3; Small Humanoid (Goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk/Full Atk morningstar +2 melee (1d6) or javelin +3 ranged (1d4); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

Possessions: leather armor, shield (light wooden), small morningstar, 6 small javelins, 1d12 sp.

Monstrous Spider, Medium: CR 1; Medium Vermin; HD 2d8+2; hp 11; Init +3; Spd 30 ft., climb 20 ft.; AC 14, touch 13, flat-footed 11; Base Atk +1; Grp +1; Atk/Full Atk bite +4 melee (1d6 plus poison); SA Poison, web; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits;

AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int –, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +7, Jump +0, Spot +4; Weapon Finesse.

Poison (Ex): Fort DC 12, damage 1d4 Str.

Web (Ex): Escape artist DC 12, Break DC 16, 6 hp.

Gelatinous Cube: CR 3; Large Ooze; HD 4d10+32; hp 54; Init -5; Spd 15 ft; AC 4, touch 4, flat-footed 4; Base Atk +3; Grp +7; Atk slam +2 melee (1d6 plus 1d6 acid); Space/Reach 10 ft./5 ft; SA Acid, engulf, paralysis; SQ Blindsight 60 ft., immunity to electricity, ooze traits, transparent; AL N; SV Fort +9, Ref -4, Will -4; Str 10, Dex 1, Con 26, Int –, Wis 1, Cha 1.

Acid (Ex): Does not harm metal or stone.

Engulf (Ex): A target of engulf can make attacks of opportunity in lieu of their DC 13 Reflex save, success on the save means pushed back or aside, failure means they are subject to paralysis and acid.

Paralysis (Ex): A target hit by the slam or engulf attack must make a DC 20 Fortitude save or be paralyzed for 3d6 rounds. A paralyzed victim is automatically engulfed.

Transparent (Ex): It takes a DC 15 Spot check to notice the cube, so walking into a cube means the cube automatically engulfs the target.

Areas of the Map

Area 1-1 – Goblin Passage (EL 2): Read or paraphrase the following:

The trail from above widens out to where a large group of creatures could comfortably stand. The area is littered with boulders up to the edge of the trail, a cliff that drops many hundreds of feet.

A ladder is hidden behind some boulders, which is revealed by a Spot check (DC 22). The ladder is used by the goblins to climb down to area 2-1.

A blood boulder has moved into this area and started to prey on the goblins. The boulder lies in wait for anyone to pass beneath from a ledge 10 feet above the trail.

Tactics: As the characters pass the area just before the trail widens, call for a Spot check contested by the boulder's Hide check. A successful Spot check allows the characters to see the blood boulder, but if they move to stand on the trail under it they still take the failure conditions. If they fail, they take 1d6 points of damage from stones the blood boulder pushes down on top of them (Reflex save DC 15 for half).

If the party is unaware of the blood boulder after this, they can make another contested Spot check.



If the boulder remains undetected, it will target the strongest PC, attempting to overrun. Following this the boulder attempts to grab, following with blood drain on the subsequent round. The blood boulder will repeat this pattern, holding a target it has grabbed as long as it can, until it has done 4 points of Con damage. At this point it will return to its ledge to digest its meal.

Blood Boulders: CR 2; Small Aberration; HD 2d8+4; 13 hp; Init -1; Spd 50 ft; AC 20, touch 10, flat-footed 20; Base Atk +1; Grp +1; Atk/Full atk slam +6 melee (1d4+6); SA Blood drain, improved grab, overrun; SQ Blindsight 50 ft., camouflage, damage reduction 5/bludgeoning; AL N; SV Fort +2, Ref -1, Will +2; Str 18, Dex 9, Con 14, Int 2, Wis 8, Cha 6.

Skills and Feats: Hide +5, Spot +2; Improved Overrun, Power Attack.

Blood Drain (Ex): With a successful grapple check the blood boulder can drain blood doing 1d4 Con damage, after 4 Con damage it rolls away.

Improved Overrun (Ex): The blood boulder has a +8 to overrun checks and is immune to the opponent's reaction knockdown attempt.

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

Before you lies a tunnel carved out of the rock of the canyon walls, it is tall enough for a very tall human to walk under and wide enough for three men to walk abreast. There are sculp-

tures carved into the rock that show gnomes in battle. The tunnel ends in two doors.

Carved out of solid rock are bas-relief sculptures depicting the gnomes' rise to dominance in these caves. The doors are made of dark wood and have twin handles carved in likeness of 2 flaming hands. A DC 17 Spot check permits PCs to notice cleverly hidden arrow slits in the cave wall; a DC 23 Spot check will uncover two hidden doors on either side of the tunnel.

Tactics: A pair of goblin guards lurk behind the hidden door, bows at the ready. The goblins fire their bows at the first PC to enter, expecting this to frighten away the rest.

The goblins' planning – and courage – doesn't extend much further than this initial ambush. If the characters press forward despite the arrows the guards will try to flee back to area 1-4 to warn the others, joining their tribe in the defense of their chieftain.

Goblin Guards (2): CR 1/3; Small Humanoid (Goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk short spear +1 melee (1d6) or short bow +3 ranged (1d4); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

Possessions: leather armor, shield (light wooden), small morningstar, short bow, quiver with 6 arrows, 1d6 sp.

Area 1-3 – Guard Room (EL 3): Read or paraphrase the following:

Broken furniture and weapons litter the dusty chamber. Arrow slits, covered in cobwebs, are placed in the far wall.

The guard room has fallen into disuse since the goblins won the caves from the gnomes. The goblin shaman, Wharmog, has cast a *cause fear* spell on each of the secret doors, gambling that the spell will ward off intruders.

Where the chamber meets the southern corridor, there is a pressure plate hidden on the floor. Stepping on a plate causes a pair of 5-foot thick rock walls to slide out from the corridor walls, trapping unsuspecting victims in the 5 foot gap between the sliding walls. There is a slim chance that a sliding wall catches slow PCs, crushing them against the walls.

Cause Fear trap: CR 2; magical device; location trigger (alarm); no reset; spell effect (*cause fear*, 1st-level sorcerer, one creature of 5 HD or less flees for 1d4 rounds, DC 11 Will save negates); Search DC 26; Disable Device DC 26.

Sliding Wall Trap: CR 1; mechanical; touch trigger; repair reset; Atk +5 melee (1d6); Search DC 16; Disable Device DC 16.

Area 1-4 – The Great Hall (EL 2): Read or paraphrase the following:

An enormous chamber opens before you. A throne sits atop a raised dais at the far end of the room. Behind the throne rises an eight-foot high idol of a bat-winged goblin, the wicked being is decorated with skulls strung like beads on a necklace. Rough, barbaric tapestries depict the goblin's battles with the other humanoid tribes; some are recognizable, while others are not.

Atop the dais sits a balding goblin with a flat nose, pointed ears and a mouth filled with sharp teeth and fangs. The goblin is flanked by a pair of guards; they snarl and grip their javelins fiercely.

The goblin atop the throne is Krinchok, chief of the goblin tribe. Krinchok attempts to treat with the party, offering to show the heroes his current line of slaves, bringing out the kobold kitchen servants for the PCs' pleasure (Any human slaves have departed for the lower levels of the rift.).

Krinchok offers the PCs their choice of the next batch of slaves that come in, but if pressed, will admit that the last group of slaves has already been sent to slave markets. If the characters demand to be taken to see the other slaves, Krinchok insists that they prove their intentions by placing their hands reverently on the idol to his god.

A DC 18 Knowledge (religion) check allows PCs to recognize the idol as Grissvelx, a minor goblin god. The idol is carved of solid obsidian and crawls with lice and fleas. Any good-aligned character touching it is cursed with an infestation of vermin, inflicting 2 points of temporary Charisma damage. Anyone flinching away from the vermin (DC 17 Will save) arouses Krinchok's suspicions.

Should the party act with hostility towards the goblins or aversion to the slaves, Krinchok and his guard will attack. Given the chance, Krinchok will try to subdue the PCs for sale. The 2 guards (or 4 if the guards from the arrow slits have gotten back to this room) engage the PCs in melee, while Krinchok picks off PCs with his bow. If the guards are slain or

if Krinchok is in danger, the chieftain flees, sounding an alarm to draw goblins into the fray from areas 1-5, 1-6, and 1-10.

He fights with his tribe in defense of the warrens unless it is clearly a losing battle, at which point the chieftain flees to the duke to beg for his aid.

If captured and interrogated, Krinchok reveals that this chamber is the first stop for any slaves taken by the goblins. After sufficient numbers of slaves have been gathered, the slaves are marched deeper into the canyon. The Duke demands 1-2 slaves as tribute or gold before allowing the goblins to pass his watch point. From there the slaves are marched into the dark lower caverns and across the rock bridge to a secret exit from the canyon, where they are sold to hobgoblin slavers. This is all that Krinchok knows, and no amount of torture or interrogation will reveal any more, although the chieftain might certainly make up stories to appease overzealous interrogators.

Behind the tapestries lie the doors that lead to the guardrooms (areas 1-3). A DC 5 Search check reveals the doors.

Treasure: One guard wears a cloak with a gold cloak clasp (worth 15 gp) and carries a silvered throwing dagger. The second guard wears a set of silver bracers (worth 5 gp each). Krinchok wears a crude, gold-plated crown (worth 30 gp by weight), and wears a torc of beaten silver (worth 20 gp).

Krinchok, Goblin Chieftain, Ftr 1: CR 1; Small Humanoid (Goblinoid); HD 1d10+2; hp 12; Init +7; Spd 30 ft.; AC 18, touch 15, flat-footed 15; Base Atk +1; Grp -3; Atk Short sword +2 melee (1d4) or short bow +6 ranged (1d4); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +3, Will +1; Str 11, Dex 17, Con 14, Int 8, Wis 12, Cha 8.

Skills and Feats: Bluff +1, Hide +7, Move Silently +7, Ride +7, Sense Motive +3; Improved Initiative, Point Blank Shot.

Possessions: Bejeweled studded leather armor (worth 25 gp), platinum encrusted short sword (worth 100 gp), masterwork short bow, quiver with 20 silvered arrows, *ring of protection* +1.

Goblin Guards (2): CR 1/3; Small Humanoid (Goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk Morningstar +2 melee (1d6) or javelin +3 ranged (1d4); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

Possessions: leather armor, shield (light wooden), small morningstar, 6 small javelins, 1d12 sp.

Area 1-5 – Warrens (EL 4): Read or paraphrase the following:

This floor of this chamber is covered, wall-to-wall, with animal hides. Some are ratty and mildewed, others covered with lice and fleas.

Eight small chests are hidden under the furs (Search, DC 8), and all are locked (Open Lock, DC 22). A lone goblin is hidden in far corner of the room, burrowed beneath the furs as he struggles to open a chest. The goblin will attack if cornered, but given the chance he tries to flee, returning a short while later with his kin.

Treasure: The chests are buried beneath piles of furs in a rough circle in the center of the room – starting from the one nearest the door and proceeding clockwise, each chest can be numbered 1-8. The red wooden ball in chest 6 belonged to Emit, the son of Vargas and Myna.

Chest	Treasure	Trap
1	<i>Potion of cure light wounds</i>	None
2	Dirty garments, a primitive carving of Grissvelx	None
3	<i>Potion of delay poison</i>	Poison needle trap
4	60 arrows	None
5	<i>Bracers of armor</i> + 1	Stinging dust trap
6	Masterwork thieves tools, red wooden ball	None
7	2 rock crystals (worth 1 gp each)	None
8	Empty	None

Goblin Thief: CR 1/3; Small Humanoid (Goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk Morningstar +2 melee (1d6) or javelin +3 ranged (1d4); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness

Possessions: leather armor, shield (light wooden), small morningstar, 6 small javelins, 1d12 sp.

Stinging Dust Trap: CR 3; mechanical; touch trigger; repair reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (1 rounds); poison (improvised from unsavory components, DC 15 Fortitude save resists, Initial Damage 1d6-2 Wis; Secondary Damage 1d4 Con); Search

DC 20; Disable Device DC 16.

Poison Needle Trap: CR 1; mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus green-blood oil poison); Search DC 22; Disable Device DC 20.

Area 1-6 – Barracks (EL 1): Read or paraphrase the following:

This warren has two small pallets covered with furs, a table littered with mead cups, and a large locked chest. A portly goblin is asleep against the chest, a battleaxe resting on its belly. The axe rises and falls with the goblin's snores.

The lieutenant attacks if awakened by the PCs entering the chamber. He has no desire to die alone, and squeals for help, even as he charges into battle.

Treasure: The chest is locked (Open Lock DC 23) and trapped with an arrow trap. PCs succeeding in opening the chest discover 120 sp (monthly troop wages) and a *potion of spider climb*, kept in a ceramic bottle cast in the shape of long-legged spider.

Goblin Lieutenant: CR 1/3; Small Humanoid (Goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk battleaxe +2 melee (1d6/x3); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

Possessions: battleaxe, leather armor, shield (wooden, light), 2 silver bracers (worth 15 gp each).

Arrow Trap: CR 1; mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/x3, arrow); Search DC 20; Disable Device DC 20.

Area 1-7 – Captain's Quarters: Read or paraphrase the following:

The items in this room are clearly in better condition than other areas. This room has a large fur-covered pallet, and the walls are covered in rotting tapestries. Thick rugs, once fine but now soiled, line the floor.

Hidden under a stone beneath the pallet in the southeast corner of the room (Search check, DC 26) is a coffer filled with 125 gp, and a jeweled arm-band decorated with paste gems (worthless, but appearing to be worth 500 gp).

Area 1-8 – Slave Pit: Read or paraphrase the following:

This very large room has a deep pit filled with posts and pillars with chains attached. The place stinks of blood, urine and feces, but is empty of victims at the moment. A rack of shelving sits on one wall. Chains, clamps and other restraints hang from the rack as well as branding tools. Fire braziers, hammers, bolts and a pair of anvils are placed about the room.

A close search of the tools (Search, DC 10) reveals a slim box containing a stack of worn parchment – maps drawn in ink and charcoal. An examination allows a DC 11 Knowledge (Local) check to reveal them to be maps of the local area with farmsteads, villages, thorps and towns marked down. Some of these maps indicate slave markets in nearby kingdoms, others are partial maps of the Underdeep. The majority of the pages are signed in a crude hand; although some were drawn with a flowing script and bear the mark of a spider web composed of chains.

GMs are encouraged to use these papers to introduce plot hooks and mysteries for later adventures.

Area 1-9 – Kitchen (EL 2): Read or paraphrase the following:

A large fire pit and oven dominate this room. A pantry and larder stand off to the side. Nearer to the door is a large dining table covered in deep cuts and scars in its once fine wooden face – goblin graffiti. The far wall is lined with stolen foodstuffs and cooking utensils.

A goblin dressed in an apron orders four small kobolds about the room, waving a cleaver menacingly.

If the kobold slaves were never brought to the chieftain to offer to the characters, they are found here. Otherwise, only the cook is still here, stirring a stew containing identifiable humanoid body parts.

Tactics: The kobold slaves immediately flee the party, vanishing into the dungeon in an attempt to make their way to area 2-4. The cook will attempt to bluff his way towards the secret door. If allowed to flee, the cook raises an alarm.

Treasure: There is little here to interest civilized folk. The foodstuffs have all been ruined by the dark, wet conditions of the caves. Mold and fungus grows on stolen wheels of cheese, worms have infested the sacks of flower, and the wine has soured into vinegar. A careful search of the pantry (Search, DC 20) uncovers a platinum clasp forged in the shape of an oak leaf. The clasp belonged to

an elf knight; the poor soul was eaten by the goblins and now the clasp is all that remains of his legacy. The clasp was given to the knight by an elven lady-in waiting. If returned to the sylvan realms, the PCs earn themselves a fae patron. Otherwise the clasp can be sold for 250 gp.

Goblin Cook: CR 1/3; Small Humanoid (Goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 13, touch 12, flat-footed 11; Base Atk +1; Grp -3; Atk/Full Atk cleaver +2 melee (1d3); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

Possessions: Bloody leather apron, cleaver.

Kobold Slaves (4): CR 1/4; Small Humanoids; HD 1d8; hp 4; Init +1; Spd 30 ft.; AC 13, touch 12, flat-footed 12; Base Atk +1; Grp -4; Atk improvised kitchen utensils -3 melee (1d4-1); SQ Darkvision 60 ft, Light Sensitivity; AL LE; SV Fort +2, Ref +1, Will -1; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Craft (Trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (Miner) +2, Search +2, Spot +2.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

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

The door scrapes open to reveal a temple dedicated to some sort of goblin god. The walls and ceiling are covered in concentric circles of frescoes depicting rats, fleas, flies, and goblins. The room is dominated by an altar flanked with sweeping batwings; an enormous sacrificial bowl, half-filled with blood, rests before the altar.

Two goblins stand before the altar. The larger of the two is dressed in dark feathers and ratty furs over his leather armor. The other, smaller goblin, carries a buckler decorated with carved runes.

The shaman, Wharmog, and his acolyte immediately attack the party, screaming wildly. Those able to speak Goblin will hear the pair shouting gibberish about heresy and blasphemy. While the assistant closes for melee, Wharmog hangs back, attempting to summon a fiendish dire rat and cast *protection from good* to aid his acolyte.

Once those are used up or if his acolyte falls, he will attack himself, giving his life rather than allow the temple to be desecrated.



Treasure: Inside the bowl, coated in blood, are 201 cp, 75 sp, and 14 gp. The chamber is lit by two silver-plated candelabras (worth 15 gp each).

Wharmog, Goblin Shaman, Clr 1: CR 1; Small Humanoid (Goblinoid); HD 1d8-1; hp 7; Init +1; Spd 30 ft.; AC 14, touch 12, flat-footed 13; Base Atk +0; Grp -4; Atk +1 *light mace* +2 melee (1d4+1); Full Attack +1 *light mace* +2 melee (1d4+1); Space/Reach 5 ft./5 ft.; SA Command undead 4/day (+1, 2d6+2); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +1, Will +4; Str 10, Dex 12, Con 8, Int 13, Wis 15, Cha 12.

Skills and Feats: Concentration +3, Hide +5, Knowledge (religion) +5, Move Silently +5, Ride +5, Spellcraft +5; Blind-Fight, Spell Focus (necromancy)

Cleric Spells Prepared (DC = 12 + spell level, 13 + spell level for Necromancy spells): 0 – *detect magic*, *cure minor wounds* (x2); 1st – *cure light wounds*, *protection from good**, *summon monster I*.

Domains: Evil, Darkness

Possessions: +1 *light mace*, leather armor, feather headdress.

Goblin Acolyte: CR 1/3; Small Humanoid (Goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 13, touch 12, flat-footed 12; Base Atk +1; Grp -3; Atk *light mace* +2 melee (1d4); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

Possessions: buckler, *light mace*.

Area 1-11 – Chieftain’s Chamber (EL 1): Read or paraphrase the following:

This richly styled room is filled with hunting trophies, furs, rugs and tapestries. A pair of goblin females are lounging atop a mound of furs. Two arrows hang on the wall above the pile of furs.

The concubines are modestly dressed and possess no weapons. They scream in alarm at the sight of the party. The goblins flee if they can, attempting to get help. If there is no help to be found, they will come back with weapons to ambush the group.

Treasure: Hidden behind the head of a dire boar in a hole in the wall (Spot check DC 28) is a small locked coffer containing 4 crudely cut violet garnet stones (50 gp each).

The arrows hanging on the wall are the black and white *Arrows of Aristemis*. Resting atop a low stone table is a stack of crude maps drawn on aged parchments. A successful Knowledge (local) check (DC 11) allows PCs to recognize local features. The maps depict nearby farmsteads, villages, thorps and towns.

The secret door on the south wall requires a Search DC 15 to find.

Goblin Concubines (2): CR 1/3; Small Humanoid (Goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk +2 unarmed melee (1d2); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

Area 1-12 – Underground Pool (EL 2): Read or paraphrase the following:

A yawning cavern looms before you. The walls of the cave are decorated with images of a gnome, her arms wide open. The bas-reliefs have deteriorated with age and constant moisture, so that they are nearly unrecognizable. The cavern’s original purpose is lost to time. Now the first ten feet of the room is covered by a viscous pool of glistening mud.

There are four ways to enter this room, all from the northern wall. The western-most door is plainly visible. The northwestern door is concealed and requires a DC 10 Search check. The northeastern and eastern doors are secret doors and require a DC 15 Search check to find.

The pool gives off a small amount of divination and necromantic magic. Should PCs approach within 5 feet of the water, mudmen rise from the shallows of

the water to defend their home.

The green and blue *Arrows of Aristemis* are hidden in the mud at the base of the pool. The magic of the arrows has spawned a pair of mudmen. The 2 attack anything coming near the pool.

Mudmen (2): CR 1; Medium Elemental (water, earth); HD 2d8+4; 13 hp; Init +0; Spd 10 ft; AC 12, touch 10, flat-footed 12; Base Atk +1; Grp +3; Atk Slam +3 melee (1d4+2) or mud bomb +2 ranged touch; Full Atk 2 slams +3 melee (1d4+2) or mud bomb +2 ranged touch; SA Engulf, mud bomb; SQ Alternate form, damage reduction 5/magic, darkvision 60 ft., elemental traits, mindless, mud pool; AL N; SV Fort +5, Ref +0, Will +0; Str 14, Dex 10, Con 14, Int –, Wis 10, Cha 10.

Mud Bomb (Ex): Any target hit takes -2 circumstance penalty on attack, -4 penalty to Dex, DC 15 Reflex save (failed stuck to ground, success moves at half speed), DC 15 Concentration check to cast spells, DC 20 Str check to break or 10 hp of damage (for bludgeoning damage half goes to target half to mud, or person can use edged weapon on self with no damage), mud lasts 20 minutes.

Alternate Form (Su): Natural state is a mud puddle, effectively invisible and immune to non-spell attacks.

Mud Pool: Mudmen cannot leave their mud pool. They can sense anything within 120 ft. entering the mudpool.

Vulnerabilities(Ex): *Dispel magic* does direct damage (1d6/level) as does *transmute mud to rock* (1d8/level), though a mudman gets Fortitude save for half (DC 10 + spell level + relevant attribute bonus for caster’s class).

Area 1-13 – Collapsed Chamber (EL 1): Read or paraphrase the following:

A small pile of coins sits in the center of a partially collapsed chamber. A tiny dragon, a foot long and reddish-purple in color, rests atop the pile, its wings closely folded against its sides.

This chamber is home to the pseudodragon Whiskanrandiul. Whiskers has tricked the goblins into thinking it is a baby red dragon, sent by the goblins’ god to serve as a divine messenger.

Whiskers demands “sacrifices” from the goblins, and has received five young girls so far. He has tricked the goblins into believing that he eats the girls, and constantly demands more. Whiskers hides the girls amid the collapsed rubble, patiently waiting for an opportunity to sneak them out of the canyon.

Tactics: Whiskers will attempt to fool the party into believing he is a baby red dragon. If the bluff fails, he will speak telepathically with one member of the party (selecting a cleric or sorcerer if possible). If the party takes no hostile action, Whiskers befriends the group, revealing the five girls hiding behind a fallen piece of wall. If the PCs have defeated all of the goblins, Whiskers will offer to lead the girls home. Otherwise, he will join the PCs to root out the remainder of the slavers. If no one suggests anything else, he will want to escort the girls back home with or without the characters.

Treasure: In the hoard are 231 gp, an *elixir of fire breath*, and 3 aquamarines (worth 50 gp each). A gold bracelet inlaid with citrines (worth 120 gp) is currently worn by Melissa. If the PCs claim the horde of treasure Rhia will be quick to point out that the bracelet came from the horde. Whiskers has no use for the treasure, but would prefer that at least one share goes to each of the girls' families.

Whiskers, Pseudodragon: CR 1; Tiny Dragon; HD 2d12+2; 15 hp; Init +2; Spd 15 ft, Fly 60ft (good); AC 18, touch 14, flat-footed 16; Base Atk +2; Grp -8; Atk sting +4 melee (1d3-2 plus poison); Full Atk sting +4 melee (1d3-2 plus poison) and bite -1 melee (1); SA Poison; SQ Blindsense 60 ft., darkvision 60 ft., immunity to sleep and paralysis, low-light vision, spell resistance 19, telepathy 60 ft.; AL NG; SV Fort +4, Ref +5, Will +4; Str 6, Dex 15, Con 13, Int 10, Wis 12, Cha 10.

Skills and Feats: Diplomacy +2, Hide +20 (+24 in forests or overgrown areas), Listen +9, Search +6, Sense Motive +7, Spot +9, Survival +1 (+3 following tracks); Alertness, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 14, Initial damage sleep 1 minute; secondary damage sleep 1d3 hours.

Whisker's Girls

The children have no combat skills and only 4 hp apiece. They are terrified and say little, relying on Whiskers to speak on their behalf. They are indifferent to newcomers and have learned to be suspicious of everyone.

The children are meant to be an early reward for PCs motivated by saving the slaves. If juggling this many NPCs seems daunting to the GM, they can easily be removed.

Georgia: The toughest of the girls is Georgia, a mute. She has broad shoulders, and she might appear to be a boy were it not for her braids. Whisker's ability to use telepathy to communicate with her has made her treasure his companionship, and she might not want to leave him.

Melissa: Melissa is on the lookout for a way to escape the goblin warrens with treasure in hand. She is eager to take a share of Whisker's loot before she leaves.

She is envious of Brandis' experience and yearns to see the City.

Ummi: Ummi is a responsible girl who has always cared for her family's herds. Now she applies the same focus to ensuring that the girls are kept safe and well-fed. Occasionally she has snuck out against Whisker's recommendation in search of food.

Brandis: The most urban of the girls, 14-year old Brandis is from a village. Her home town has a temple, an inn, and sees some merchant traffic, making her the most cosmopolitan of the five. She carries herself with an air of jaded detachment, believing that she has seen all that the world has to offer.

Rhia: The youngest of the five, Rhia looks to the others in all things. She grew up on a farm nearby and knows Vargas and his family. The other girls take special care of Rhia.

Level 2 – Kobold Caverns

For half a century, the kobolds of these caverns have played the goblin tribe off of the hobgoblins below and charged tolls from all that passed by their caverns. But Duke Shargr't had no intention of paying tolls to the kobolds, and wiped out the clan. Since then some wandering predators have taken up residence in the kobold caverns. Like the goblin warrens, the kobold caverns are built for small-sized creatures, with ceilings standing only 6 feet high at their peak, unless otherwise noted.

Hewn Stone Wall: 5 ft. thick (at least); hardness 8; hp 900 (per 5 ft. thickness); Break DC 65; Climb DC 30.

Aged wooden door with rusted hinges and cross braces: 2 in. thick; hardness 3; hp 15; break DC 17 (stuck), 19 (locked).

Random Encounters

Every two hours, roll a d20. On a 1-4, roll a d5 against the table below to determine what the characters encounter:

d5 Result	Encounter	EL
1	Duergar Scouts	4
2	Kobold Skeletons	1
3	Grick	3
4	Hobgoblin Squatter	1/2
5	Grimlock Scavengers	3

Duergar Scouts (3): CR 1; Medium Humanoid (Dwarf); HD 1d8+5; hp 9; Init +0; Spd 20 ft.; base speed 20 ft.; AC 17, touch 10, flat-footed 17; Base Atk +1; Grp +2; Atk/Full Atk Warhammer +2 melee (1d8+1/x3) or light crossbow +1 ranged (1d8/19-20); SA Duergar traits, spell-like abilities; SQ Darkvision 60 ft., duergar traits; AL LE; SV Fort +4*, Ref +0*, Will -1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4.

Skills and Feats: Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +3, Move Silently -4, Spot +2; Toughness.

Possessions: chainmail, heavy shield (steel), warhammer, light crossbow, bolt case with 12 bolts.

Spell-Like Abilities: 1/day - *enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries.

Light Sensitivity (Ex): Duergar are dazzled in bright sunlight or within the radius of a *daylight* spell.

Kobold Skeletons: CR 1/3; Small Undead; HD 1d12; hp 6; Init +6; Spd 30 ft.; AC 16, touch 13, flat-footed 14; Base Atk +0; Grp -5; Atk spear +0 melee (1d6-1); Full Attack spear +0 melee (1d6-1); Space/Reach 5 ft./5 ft.; SA -; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort

+0, Ref +2, Will +2; Str 9, Dex 15, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: —; Improved Initiative

Possessions: Spear, leather armor

Grick: CR 3; Medium Aberration; HD 2d8; hp 9; Init +2; Spd 30 ft., climb 20 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +3; Atk tentacle +3 melee (1d4+2); Full Atk 4 tentacles +3 melee (1d4+2) and bite -2 melee (1d3+1); SQ Damage reduction 10/magic, darkvision 60 ft., scent; AL N; SV Fort +0, Ref +2, Will +5; Str 14, Dex 14, Con 11, Int 3, Wis 14, Cha 5.

Skills and Feats: Climb +10, Hide +3 (+11 in rocky areas), Listen +6, Spot +6; Alertness, Track.

Hobgoblin Squatter: CR 1/2; Medium Humanoid (Goblinoid); HD 1d8+2; hp 6; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +1; Grp +2; Atk longsword +2 melee (1d8+1/19-20); SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +1, Will -1; Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8;

Skills and Feats: Hide +3, Listen +2, Move Silently +3, Spot +2; Alertness.

Possessions: longsword (rusty), scale mail armor.

Grimlock Scavengers (2): CR 1; Medium Monstrous Humanoid; HD 2d8+2; hp 11; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +2; Grp +4; Atk battleaxe +4 melee (1d8+3/x3); SQ Blindsight 40 ft., immunities, scent; AL NE; SV Fort +1, Ref +4, Will +2; Str 15, Dex 13, Con 13, Int 10, Wis 8, Cha 6;

Skills and Feats: Climb +4, Hide +3 (+13 when underground), Listen +5, Spot +3; Alertness, Track.

Blindsight (Ex): Grimlocks sense anything within 40 ft. as a sighted creature would, but beyond 40 ft. targets are treated as having total concealment;

Immunities(Ex): Grimlocks are immune to gaze, visual effects, illusions, and other attacks that rely on sight.

Possessions: Battleaxe.

Areas of the Map

Area 2-1 – Canyon Ledge (EL 2): Read or paraphrase the following:

The ladder from above ends atop a narrow ledge. A short distance away is a pair of stout wooden doors. Beyond the doors, the ledge runs to an iron ladder leading even deeper into the canyon.

The doors are partially closed. Small-sized PCs can squeeze past, but the stuck doors must be pulled open (DC 17 Strength check) for Medium-sized or larger PCs to pass.

Descending Further into the Canyon: Those pressing deeper into the canyon might elect to use the second ladder. The ladder is built of iron, with two-inch diameter rungs that are hammered and anchored into the cliff walls and spaced for kobold-sized creatures. The ladder is trapped, however, to deter those that might try to invade the kobold stronghold from below. Any Medium-sized figure on the ladder that reaches any fourth ring from the top springs the trap. The rungs snap into the wall plunging anyone on the ladder to the floor of the canyon. By the time the survivors stop rolling (taking 4d6 points of falling damage), they find themselves in area A-4.

Successfully navigating the ladder brings PCs to area 3-1.

Rung Trap: CR 2; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); Search DC 16; Disable Device DC 20.

Area 2-2 – Entryway (EL 3): Read or paraphrase the following:

The hallway leads to a portcullis that seems wedged in place. Just past the portcullis is a single scarred door, marked with a crudely drawn skull.

The portcullis appears solid but is brittle. It can be pried open (DC 20 Strength check). As the first PC passes the portcullis, a *magic mouth* says in Common, “*The kobolds of this canyon resisted the progress of the tribes to greatness. Respect your betters or suffer the same fate!*”

The door is locked (DC 21 Open Lock check) and trapped with a *ghoul touch* spell. The spell explodes with negative energy if the door is forced in any way. The spell resets automatically, but can be disarmed for 5 rounds by speaking the password, “Dorimus.” The asherake in area 2-3 knows the password.

Ghoul Touch Trap: CR 3; magic device; touch trigger; automatic reset; spell effect (*ghoul touch*, 3rd-level wizard, DC 13 Fortitude save negates); Search DC 27; Disable Device DC 27.

Area 2-3 – Reception Hall (EL 3): Read or paraphrase the following:

The room is empty except for a bed of dried grass and twigs. Standing in the center of the room is a giant, furred humanoid with enormous wings. The beast turns his wolf-like head toward you and snarls in hunger!

The room has been stripped clean except for the nest of grass and branches. An asherake now makes his home here, hiring himself out to the goblins as added muscle on slaving raids. The asher-

ake attacks without provocation, trying to subdue the survivors in order to sell them to the Duke.

Treasure: The asherake keeps its ill-gotten gains hidden in a nook beneath a loose flagstone in the floor. A DC 20 Search check reveals the flagstone, but a DC 20 Strength check is required to lift the stone. Hidden beneath are 3 rawhide bags. The first contains 310 cp, the second holds 190 sp, and the last contains 70 gp.

Asherake: CR 3; Large Monstrous Humanoid; HD 6d8+12; hp 39; Init +8; Spd 30 ft, fly 70 ft (average); AC 18, touch 13, flat-footed 14; Base Atk +6; Grp +13; Atk bastard sword +8/+3 melee (1d10+4/19-20) or claw +8 melee (1d6+3); Full Atk bastard sword +8/+3 melee (1d10+4/19-20) and bite +6 melee (1d8+1) or 2 claws +8 melee (1d6+3) and bite +6 melee (1d8+1); SA Flying Grapple; SQ Darkvision 60 ft., scent; AL LE; SV Fort +4, Ref +9, Will +5; Str 16, Dex 19, Con 14, Int 12, Wis 11, Cha 13.

Skills and Feats: Hide +6, Intimidate +7, Listen +6, Move Silently +6, Search +4, Spot +4; Flyby Attack, Improved Initiative, Multiattack.

Flying Grapple (Ex): If the asherake hits a Medium or smaller opponent with both claws it can start a grapple as a free action without provoking an attack of opportunity and can then fly off with the target if successful.

Possessions: leather armor, bastard sword.

Area 2-4 – Chief’s Chamber (EL 2): Read or paraphrase the following:

A shattered statue lies in the center of the room. On the east wall is a dark stone pedestal. Written in blood on the wall are the words “In the Great War, the Kobolds called upon their Gods, who rained down destruction upon us all. Let none touch this place lest they raised the Gods’ ire.”

When the hobgoblins invaded the kobold caverns, the kobold’s chieftain fled to this room, and begged the aid of his god. The kobold’s god answered, animating a statue that laid waste to the invaders. This is the statue that lies shattered in the middle of the floor. A successful DC 14 Intelligence check allows a PC to recognize the statue as depicting an idealized kobold.

If the statue is manipulated in any way, roll a d20. On 1-5 the statue reconstructs itself, returning to fight in defense of the kobold caverns. If the PCs begin to reassemble the statue, it automatically reconstructs itself after over half of its body has been reassembled.

Apart from the statue, the chamber has been stripped bare.



A successful DC 18 Search check reveals the secret door in the south wall.

Animated Statue: CR 2; Medium Construct; HD 2d10+20; hp 31; Init +0; Spd 40 ft.; AC 14, touch 10, flat-footed 14; Base Atk +1; Grp +2; Atk slam +2 melee (1d6+1); SQ Construct traits, darkvision 60 ft., low-light vision, hardness 5; AL N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 10, Con -, Int -, Wis 1, Cha 1.

Hardness (Ex): An animated object has the same hardness it had when it was animated.

Area 2-5 – Chief’s Refuge (EL 1): Read or paraphrase the following:

The fleshless skeleton of a kobold lies here, face down on a pile of treasure, its ribcage pierced by several arrows. A black smear leads from the door to the body.

A successful DC 11 Spot check will note that some of the coins appear to be moving. A horde of gold scarabs rests atop the pile of coins. The scarabs swarm anyone who disturbs the coins.

Treasure: Apart from the scarabs, the pile of coins is made up of 100 gp. Two of the arrows in the kobold skeleton are +1 arrows. Buried at the base of the pile of coins is a scroll of protection from good.

A successful DC 18 Search check reveals the secret door in the north wall.

Gold Scarab Swarm: CR 1; Diminutive vermin (swarm); HD 3d8+6; hp 19; Init +3; Spd 20 ft., climb 20 ft.; AC 17, touch 17, flat-footed 14; Base Atk +1; Grp -; Atk swarm (2d6); Full Atk swarm (2d6); Space/Reach 10 ft./0 ft.; SA Distraction; SQ Darkvision 60 ft., immune to weapon damage, swarm traits, vermin traits; AL N; SV Fort +5, Ref +4, Will +1; Str 1, Dex 17, Con 14, Int -, Wis 10, Cha 2.

Skills and Feats: Climb +11, Listen +4, Spot +4; -

SA – Distraction (Ex): Any living creature that begins its turn with a gold scarab swarm in its space must succeed on a DC 13 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Area 2-6 – Servant’s Quarters (EL 1): Read or paraphrase the following:

This room was once filled with furniture. Now all is smashed beyond recognition. Piles of broken wood, torn cloth, and bent nails lie scattered about the chamber.

Amid the destruction of this chamber, a pair of vilstrak lay in wait. The tunnel thugs will wait for the party to search the rubble of the room and then strike with surprise.

Treasure: Hidden beneath the rubble in the far corner of the room is a crushed sack. Inside the sack are 12 cp and a gold ring (worth 15 gp).

Vilstrak (2): CR 1/2; Medium Aberration; HD 1d8+; hp 5; Init +0; Spd 30 ft.; AC 18, touch 10, flat-footed 18; Base Atk +0; Grp +2; Atk slam +2 melee (1d4+2); Full Atk 2 slams +2 melee (1d4+2); Space/Reach: 5 ft./5 ft.; SQ Darkvision 60 ft., merge with earth; AL N; SV Fort +1, Ref 0, Will +2; Str 14, Dex 11, Con 12, Int 6, Wis 10, Cha 8.

Skills and Feats: Hide +2 (+10 in rocky surroundings), Listen +3, Spot +3; Alertness.

Merge with earth (Su): As a standard action a vilstrak can merge with earth or stone as *meld into stone* (CL 12) but it can see what goes on outside and remain in this condition as long as it likes.

Area 2-7 – Storeroom (EL 2): Read or paraphrase the following:

This storeroom contains weapons and armor sized to fit small humanoids. A rack of short swords hangs on one wall, a barrel of javelins stands in one corner, and suits of leather armor hang from the ceiling. The gear is rusted and in ill repair.

A poltergeist has made its home here. Disturbing the weapons causes them to fly about the room chaotically, striking out against intruders. If the PCs flee the room, the poltergeist is unable to give chase.

The room contains are 5 short swords, 15 javelins, 9 daggers, and 2 battle axes, but the armor has rotted beyond recovery.

Poltergeist: CR 2; Medium Undead (Incorporeal); HD 2d12; hp 13; Init +1; Spd 10 ft, Fly 20 ft (good); AC 12, touch 12, flat-footed 11; Base Atk +1; Grp –; Atk thrown object +2 ranged*; Dmg by weapon; SA Fear, telekinesis; SQ Darkvision 60 ft., incorporeal traits (+1 weapon or better to hit), natural invisibility, unnatural aura, undead traits; AL LE; SV Fort +0, Ref +1, Will +4; Str –, Dex 13, Con –, Int 5, Wis 12, Cha 12.

Skills and Feats: Listen +6, Spot +5; Alertness.

Telekinesis (Su): Hurls one object within 10 ft. to a distance of 60 ft. as *telekinesis* (caster level 6) except no Concentration check required, limit to one object or creature per round, and DC 12 Will save is allowed to resist being hurled.

Natural Invisibility (Su): The poltergeist's invisibility cannot be dispelled or negated even by *invisibility purge*.

Unnatural Aura (Su): Animals sense the presence of a poltergeist within 30 ft., will not approach, and panic if force to approach for as long as they are within 30 ft.

Area 2-8 – Barracks: Read or paraphrase the following:

The room has long since been stripped bare. All that remains are nests of straw and dirty rags.

A close search of the chamber (Search, DC 18) reveals a secret panel. The secret door opens inward, revealing a small storage nook. Atop a shelf, resting on a teak weapons rack, is a +1 dagger. At the back of the chamber is a second secret door, leading to area 2-11. The secret door can be found with a DC 20 Search check.

Area 2-9 – Supply Room: Read or paraphrase the following:

This room is a clutter of rusted cauldrons, broken barrels, old lanterns, iron rods and other discarded garbage.

This room once held cooking supplies and dry goods that the kobolds used in their daily lives. There are still some usable oil lanterns hidden in the piles (DC 15 Search check). In the oil reservoir of one lantern are a pair of small fire opals worth 25 gp each.

Area 2-10 – Cooking Area (EL 2): Read or paraphrase the following:

A fire pit and rusted pots and utensils dominate this room. In the far corner a little bat-winged humanoid crouches over the corpse of some goblinoid. When it sees you, the beast begins to wave its barbed tail and spindly arms, wailing shrilly.

This was once where the kobolds prepared their meals. Now it is the lair of a devilkin. A dozen devilkins were summoned to help overcome the defenders, but now only this one remains.

Tactics: Once the devilkin begins its howling scream, it will fly as fast as possible at the PCs, striking with its tail stinger. The beast fights to the death.

Treasure: The devilkin has slain a hobgoblin that managed to sneak up from the depths. The corpse of the hobgoblin wears torn chain mail and a *cloak of elvenkind*, and lies atop a purse containing 13 sp.

Screaming Devilkin: CR 2; Small Magical Beast; HD 3d10; hp 16; Init +3; Spd 5 ft, Fly 30 ft (poor); AC 18, touch 14, flat-footed 15; Base Atk +3; Grp –1; Atk/Full Atk tail-barb +4 melee (1d4); SA Scream; AL LE; SV Fort +3, Ref +6, Will +1; Str 10, Dex 17, Con 10, Int 6, Wis 11, Cha 12.

Skills and Feats: Listen +4, Move Silently +5, Spot +4; Alertness, Dodge.

Scream (Ex): A painful scream that effects all creatures within 60 ft. a Fortitude save (DC 12) prevents the characters from being dazed for the duration of the scream, though the victim can repeat the save each round. Spell casting requires a Concentration check (DC 11) but *silence* negates the effect of the scream.

Area 2-11 – Master Room (EL 2): Read or paraphrase the following:

Rotten tapestries adorn the walls of this once fine chamber. A fine candelabra lies crushed on the floor. Fur rugs, taken from some enormous dire beast, are stained with mold and rot.

Amid the rubble you spy a pair of wingless bird-men, their talons and beaks encrusted with dried blood.

This was once the chamber of the kobold chieftain. Not it is now the nest to a pair of dire corbies.

There is a secret door into this room which can be discovered from the hallway side or the inside of the room with a DC 14 Search check.

Tactics: The dire corbies will swarm the party attempting to overwhelm with their numbers. If the party goes down or is disarmed they will taunt and tease their victims (much like a cat does a mouse) before slaying them. The dire corbies will fight to the end.

Treasure: Crushed beneath the candelabra is the desiccated corpse of a hobgoblin warmonger. The once fearsome beast was laid low when the kobolds sprung the candelabra trap on him. A close Search (DC 15) of the war hero uncovers his sig-

nature weapon: a masterwork battleaxe.

Dire Corbies (2): CR 1; Medium Monstrous Humanoid; HD 2d8+2; hp 11; Init +1; Spd 30 ft; AC 14, touch 11, flat-footed 13; Base Atk +2; Grp +5; Atk claw +5 melee (1d4+3); Full Atk 2 claws +5 melee (1d4+3); SQ Darkvision 60 ft.; AL NE; SV Fort +1, Ref +4, Will +3; Str 16, Dex 12, Con 13, Int 6, Wis 10, Cha 8;

Skills and Feats: Climb +5, Hide +2, Listen +3, Spot +3; Blind-Fight.

Area 2-12 – Collapsed Hallway (EL 2): Read or paraphrase the following:

A long stairway leads up into shadowed darkness. At the very top, you can barely make out what appears to be a collapsed hallway.

Some mites have cut away at the stairs until they are ready to collapse. If weighted with more than 75 lbs., an individual step falls flat, causing a victim to slide to the base of the steps, taking 2d4 points of falling damage. Heroes can arrest their fall by making DC 15 Reflex save or Tumble check.

If the group falls prey to the trap, 4 mites emerge from their burrow at the top of the stairs, and swarm down the broken staircase towards the PCs.

Tactics: The mites will only strike if they feel they have an advantage or surprise over the party. If their trap is disarmed they will stalk the party until the heroes move away from the vicinity of the stairway.

Treasure: The mites' prize possession is a *dagger of venom*. Their burrow also has a small canvas sack containing 23 cp.

Common Mite (4): CR 1/4; Small humanoid; HD 1d8+1; hp 5; Init +1; Spd 20 ft.; AC 12, touch 12, flat-footed 11; Base Atk +1; Grp -3; Atk club +3 melee (1d4) or bite +2 melee (1d3); Full Attack club +3 melee (1d4) and bite -2 melee (1d3); Space/Reach 5 ft./5 ft.; SA —; SQ Darkvision 60 ft.; AL LE; SV Fort +1, Ref +3, Will +0; Str 11, Dex 13, Con 12, Int 8, Wis 11, Cha 6.

Skills and Feats: Craft (trapmaking) +4, Hide +6, Move Silently +3, Spot +1; Weapon Focus (club)

Area 2-13 – Practice Pit (EL 2): Read or paraphrase the following:

A pit stands in the center of this room. Sword pommels, targets, and the bones of past victims lie scattered about the rim of the pit.

A pair of large, stocky humanoids, with dark brown hides and carrying longspear are crouched here, drawing something in the dusty floor.

A pair of ogren are here, plotting an attack on the grimlocks in area 2-15. The ogren are engrossed in their plans, and suffer a -2 penalty to Listen or Spot checks. The ogrens fight fiercely, trying to force the PCs into the pit, where they finish them off.

The pit is 10 feet deep, with smooth walls that can only be climbed with a DC 20 Climb check. The base of the pit is littered with skeletons, their bones picked clean by rats.

Treasure: One of the skeletons still wears a gold ring worth 15 gp.

Ogren (2): CR 1; Medium Humanoid (Ogre); HD 2d8+4; hp 13; Init +0; Spd 30 ft; AC 12, touch 10, flat-footed 12; Base Atk +1; Grp +4; Atk longspear +5 melee (1d8+4 x3) or Spear +1 ranged (1d8+3 x3); SQ Darkvision 30 ft, ogre blood; AL NE; SV Fort +5, Ref +0, Will +0; Str 16, Dex 10, Con 14, Int 10, Wis 10, Cha 8;

Skills and Feats: Listen +3, Move Silently +6, Spot +3; Weapon Focus (longspear).

Possessions: longspear, canvas sack, wine-skin, 2 weeks trail rations, 73 gp.

Area 2-14 – The Well (EL 3): Read or paraphrase the following:

The mouth of a wide well dominates this chamber. A howling wind howls up from the well, whipping through the room. Something dances on the wind, hovering just above the lip of the well.

In the well lurks a vortex – an air elemental placed in the well to allow access between the levels (see below). The thing floating on the air is a flumph. The flumph enjoys the swirl caused by the vortex, and it has made it a bit giddy. If someone enters the room, the flumph will maneuver to fall upon them.

The vortex will not leave the well itself but will prevent anyone from going down the well except its masters (the Duke and his minions).

At the base of the well is an opening to area A-4. Climbing down the well requires a DC 22 Climb check. Many corpses remain at the base of the well. A Knowledge (nature) check (DC 17) will identify remains as orcs, goblins, and hobgoblins.

Flumph: CR 1; Small Aberration; HD 2d8; hp 9; Init +3; Spd Fly 20 ft (Average); AC 20, touch 14, flat-footed 17; Base Atk +1; Grp -3; Atk nauseating spray +5 ranged touch (sickened) or spikes +5 melee (1d6 plus 1d4 Acid); SA Acid, SQ Darkvision 60 ft., low-light vision, nauseating spray; AL LG; SV Fort +0, Ref +3, Will +5; Str 10, Dex 16, Con 11, Int 10, Wis 14, Cha 10.

Skills and Feats: Hide +9, Listen +4, Move Silently +5, Search +2, Spot +4; Weapon Finesse (Spikes).

Acid (Ex): 1d4 damage for 2d4 rounds.

Nauseating Spray (Ex): A line 1 ft. by 1 ft. by 20 ft. once every 1d4 rounds causes nausea for 1d4 rounds (Fortitude Save DC 11 negates), the smell lingers and can be detected 100 ft. away.

Vortex: CR 2; Medium Elemental (Air); HD 3d8+6; hp 19; Init +4; Spd Fly 60 ft (Perfect); AC 20, touch 14, flat-footed 16; Base Atk +2; Grp +3; Atk slam +6 (Whirlwind); SA Whirlwind; AL CN; SV Fort +3, Ref +7, Will +1; Str 12, Dex 19, Con 14, Int 2, Wis 11, Cha 11.

Whirlwind (Su): Creatures smaller than the vortex must make two DC 15 Reflex saves when they come in contact with the vortex; if they fail the first they take 1d4 damage, and if they fail the second they are picked up, taking 1d4 damage each round, though flying creatures are allowed a DC 15 Reflex save each round to escape after the damage has been dealt for the round. Creatures as large as or larger than the vortex merely take the first Reflex save and are not subject to the second effect of being picked up.

Area 2-15 – Storage Area (EL 2): Read or paraphrase the following:

This room is adorned with a number of wooden and metal racks, though all are empty now. A pair of grey-skinned humanoids with empty eye sockets spins towards you, battleaxes held in bloodied hands.

This room once served as a storage area for tools. The pair of grimlocks were trapped in this chamber while searching the dungeons. They have both been driven to the point of insanity and fight to the death in their quest for freedom.

The door to this chamber is concealed from both sides and requires a successful DC 17 Search check to be discovered.

Grimlocks (2): CR 1; Medium Monstrous Humanoid; HD 2d8+2; hp 11; Init +1; Spd 30 ft; AC 15, touch 11, flat-footed 14; Base Atk +2; Grp +4; Atk battleaxe +4 melee (1d8+3/x3); SQ Blindsight 40 ft, immunities, scent; AL NE; SV Fort +1, Ref +4, Will +2; Str 15, Dex 13, Con 13, Int 10, Wis 8, Cha 6;

Skills and Feats: Climb +4, Hide +3 (+13 when underground), Listen +5, Spot +3, Alertness, Track.

Possessions: battleaxe.

Level 3 – The Lower Reaches

Some 13 years ago, a rogue drow named Shargr't defeated the hobgoblin chieftain of the Lower Reaches and took control of the tribe. Nearly a generation later, the self-appointed Duke, aided by his ogre bodyguard, has transformed life in the canyon with his far-reaching, sinister plans. It was the Duke that started the slave raids, creating a market both with drow traders and with neighboring kingdoms, changing the humanoid tribes from raiders to slavers. The higher profits enjoyed by the goblins drove them farther and wider afield, ever in search of more and more slaves.

It is up to the GM to determine the Duke's ultimate goal. Perhaps he is an agent working to establish an outpost for his fellow dark elves, or perhaps the drow is an outcast, struggling to make his way in the surface world. Regardless, the villain can provide a host of adventure seeds for an ongoing campaign.

Hewn Stone Wall: 5 ft. thick (at least); hardness 8; hp 900 (per 5 ft. thickness); Break DC 65; Climb DC 30.

Aged wooden door with rusted hinges and cross braces: 2 in. thick; hardness 3; hp 15; break DC 17 (stuck), 19 (locked).

Random Encounters

Every two hours, roll a d20. On a 1-2, roll a d5 and consult the table below to determine what the characters encounter:

d5 Result	Encounter	EL
1-2	Hobgoblin patrol	2
3	Escaped slave	1/4
4	3 dire rats	4
5	Allip	3

Hobgoblins (2): CR 1/2; Medium Humanoid (Goblinoid); HD 1d8+2; hp 6; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +1; Grp +2; Atk longsword +2 melee (1d8+1/19-20) or javelin +2 ranged (1d6+1); Space/Reach 5 ft./5 ft; SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +1, Will -1; Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

Skills and Feats: Hide +3, Listen +2, Move Silently +3, Spot +2; Alertness.

Possessions: longsword, studded leather armor, light shield (wooden), belt pouch with 1d12 sp.

Girt, Kobold Slave: CR 1/4; Small Humanoid; HD 1d8; hp 4; Init +1; Spd 30 ft; AC 13, touch 12, flat-footed 12; Base Atk +1; Grp -4; Atk dagger +1 melee (1d4-1); SQ Darkvision 60 ft, Light Sensitivity; AL LE; SV Fort +2, Ref +1, Will -1; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Craft (Trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (Miner) +2, Search +2, Spot +2; Alertness.

Possessions: dagger.

Dire Rats (3): CR 1/3; Small animal; HD 1d8+1; hp 5; Init +3; Spd 40 ft., climb 20 ft.; AC 15, touch 14, flat-footed 12; Base Atk +0; Grp -4; Atk bite +4 melee (1d4 plus disease); SA Disease; SQ Low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse.

Disease (Ex): Filth fever (bite, Fort DC 11, incubation 1d3 days, damage 1d3 Dex and 1d3 Con).

Allip: CR 3; Medium Undead (Incorporeal); HD 4d12; hp 26; Init +5; Spd fly 30 ft. (perfect); AC 15, touch 15, flat-footed 14; Base Atk +2; Grp -; Atk incorporeal touch +3 melee (1d4 Wisdom drain); SA Babble, madness, Wisdom drain; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL NE; SV Fort +1, Ref +4, Will +4; Str -, Dex 12, Con -, Int 11, Wis 11, Cha 18.

Skills and Feats: Hide +8, Intimidate +7, Search +4, Spot +7, Survival +0 (+2 following tracks); Improved Initiative, Lightning Reflexes.

Babble (Su): Sane creatures within 60 ft. must succeed on DC 16 Will save or be affected as though by *hypnotism* spell for 2d4 rounds. This is a sonic mind-affecting compulsion affect (save is good for 24 hours).

Madness (Su): Thought detection, mind control, or telepathic affects targeted at the allip cause the opponent 1d4 Wis damage.

Wisdom Drain (Su): Each time the allip hits with its touch attack it drains 1d4 Wisdom and gains 5 temporary hit points.

Areas of the Map

Area 3-1 – Pit Trap (EL 2): Read or paraphrase the following:

The passageway wends left then right before turning right again and widening before a set of double doors. Just before the doors is a portcullis, raised to the ceiling.

The double doors are stuck, but not locked, and can be opened with a DC 23 Strength check.

Hidden in the corridor, just before the doors, is a pit trap. PCs failing a DC 20 Reflex save, fall 40 feet to the base of the pit, taking 4d6 points of falling damage. At the base of the pit is the corpse of a hobgoblin. The corpse has rusted chainmail armor, a broken longsword, and single golden bracer worth 15 gp.

Double doors: 2 in. thick; hardness 5; hp 20; Break DC 23 (stuck), 25 (locked).

Pit Trap: CR 2; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); Search DC 20; Disable Device DC 20.

Area 3-2 – Portcullis Winch Room (EL 1): Read or paraphrase the following:

The narrow hallway terminates at a wall covered in gears and chains. A single lever is attached to a brake. A pair of burly hobgoblins, girded in banded armor, longswords hanging at their sides, are on duty.

Narrow slits permit the viewing of area 3-1. The hobgoblins are assigned to watch the hall, dropping the portcullis if they witness the PCs pass. The beasts take up arms and run to area 3-3 in defense of their liege, the Duke.

Pulling the lever drops the portcullis. Raising the lever allows the counterweights to pull the portcullis back up.

Hobgoblins (2): CR 1/2; Medium Humanoid (Goblinoid); HD 1d8+2; hp 6; Init +1; Spd 30 ft.; AC 19, touch 11, flat-footed 18; Base Atk +1; Grp +2; Atk longsword +2 melee (1d8+1/19–20) or javelin +2 ranged (1d6+1); SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +1, Will -1; Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

Skills and Feats: Hide +3, Listen +2, Move Silently +3, Spot +2; Alertness.

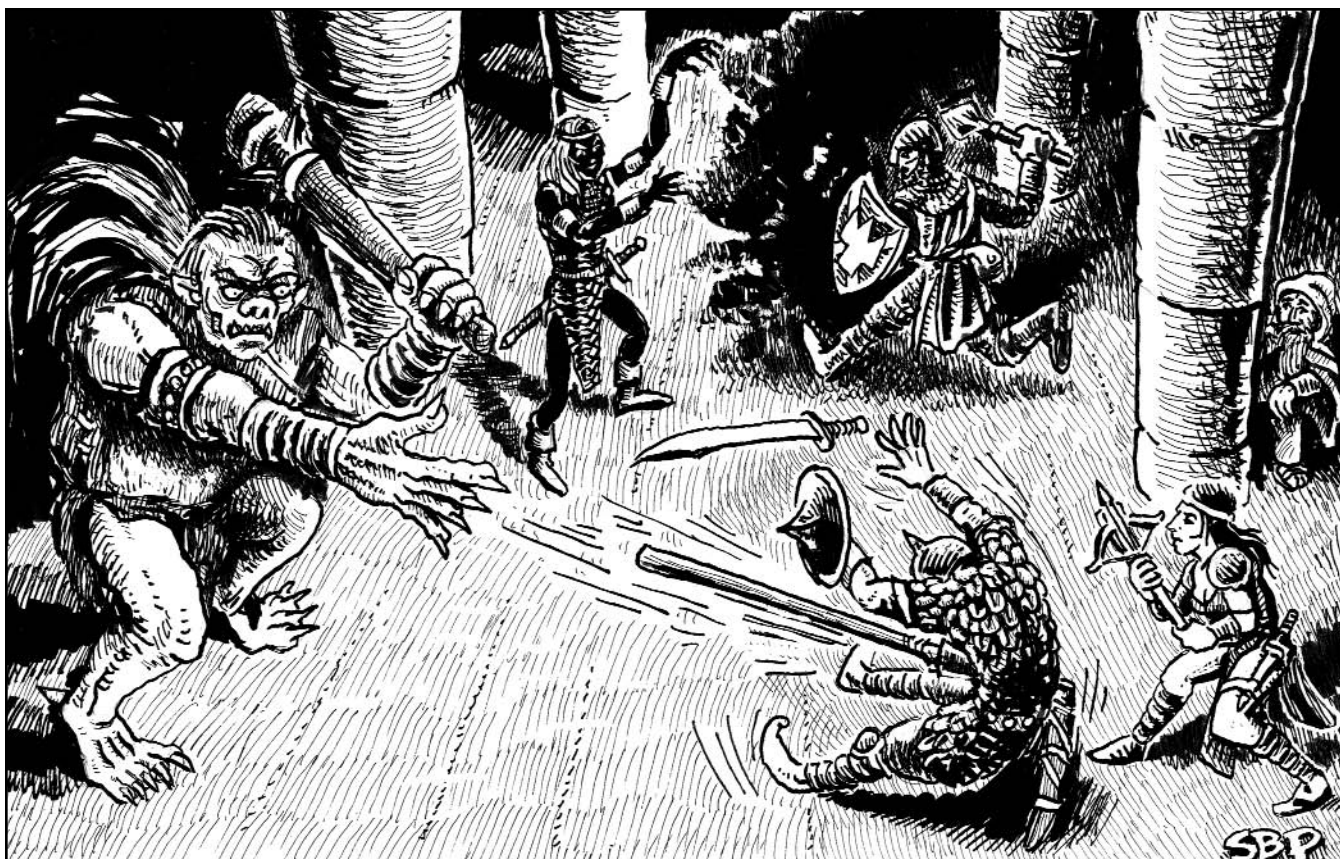
Possessions: banded armor, heavy shield (wooden), longsword, belt pouch with 2d20 sp.

Area 3-3 – Audience Chamber (EL 5): Read or paraphrase the following:

A single great throne dominates this room. High atop the throne sits an imperious dark elf, armored in black chain, and wearing a furred cloak. Standing before the throne is an enormous ogre with dull yellow skin and filthy, oily black hair.

“Lords and ladies, most beneficent and kind.” The drow raises a single, thin hand, and beckons you to enter. “Welcome to my domain.”

Unless he has been warned about the group beforehand, the Duke will treat with the party to determine their intentions. He will start by trying to convince the group that he is willing to help them find the slavers and stop them, claiming that the slavers have been kidnapping his people as well. If the group falls for these lies, he will try to separate them and subdue the heroes, one by one.



If captured, the Duke confesses that the slaves that the PCs are looking for have already been sold to wererat slavers, who are making their way out of the canyon.

Treasure: The Duke keeps little in the way of treasure here. His throne is decorated with a plethora of lesser gems, worth a total of 250 gp.

A secret door in the south-east wall opens to area 3-2. It can be found with a DC 18 Search check, unless the guards from area 3-2 have joined the duke, in which case they will not bother to close the door.

Duke Shargr'rt, Drow Ftr 2: CR 3; Medium Humanoid (elf); HD 2d10+2; hp 17; Init +2; Spd 20 ft.; AC 19, touch 12, flat-footed 16; Base Atk +2; Grp +4; Atk masterwork longsword +5 melee (1d8+2/19-20); Full Attack masterwork longsword +3 melee (1d8+2/19-20) and masterwork dagger +3 melee (1d4+1/19-20); Space/Reach 5 ft./5 ft.; SA Spell-like abilities; SQ Darkvision 120 ft., drow traits, spell resistance 13; AL NE; SV Fort +4, Ref +2, Will -1; Str 14, Dex 15, Con 13, Int 12, Wis 8, Cha 14.

Skills and Feats: Bluff +4, Diplomacy +6, Intimidate +7, Listen +1, Search +3, Sense Motive +2, Spot +1; Negotiator, Two-Weapon Defense, Two-Weapon Fighting.

Spell-Like Abilities: 1/day – *dancing lights*, *dark-*

ness, *faerie fire*. Caster level 2nd.

Possessions: +1 *chainmail*, masterwork longsword, masterwork dagger, platinum circlet (50 gp), large belt pouch with 72 gp.

Durgchet, Ogre: CR 3; Large Giant; HD 4d8+11; 29 hp; Init -1; Spd 30 ft; AC 16, touch 8, flat-footed 16; Base Atk +3; Grp +12; Atk great club +8 melee (2d8+7) or javelin +1 ranged (1d8+5); Space/Reach 10 ft./10 ft; SQ Darkvision 60 ft, low light vision; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (greatclub).

Possessions: greatclub, hide armor, great helm decorated with 3 emeralds (worth 150 gp), large belt pouch with 55 gp.

Area 3-4 – Durgchet's Chamber (EL 1): Read or paraphrase the following:

This chamber is very spare with only a pallet and a large, crudely built chest. A wine jug rests atop the chest, beside a pair of cracked femurs.

This chamber is where the ogre sleeps and eats. The chest contains ogre-sized rough spun clothes. The wine is potent but otherwise mundane. The leg-bones are indeed dwarven, "harvested" from an unfortunate slave.

A careful search of the chamber (DC 21) reveals a loose stone in the floor. Beneath the stone is the ogre's treasure trove. A large spider swarm lurks in the shadows inside the treasure-nook. The spider swarm attacks anyone other than the Duke or Durgchet disturbing the horde. Under the stone is a crude, unpolished piece of jade (80 gp), 349 gp, and 201 sp, kept in a large canvas sack.

Spider Swarm: CR 1; Diminutive Vermin (Swarm); HD 2d8; hp 9; Init +3; Spd 20 ft., climb 20 ft.; Space/Reach 10 ft./0 ft.; AC 17, touch 17, flat-footed 14; Base Atk +1; Grp -; Atk/Full Atk Swarm (1d6 plus poison); SA Distraction, poison; SQ Darkvision 60 ft., swarm traits, tremorsense 30 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +0; Str 1, Dex 17, Con 10, Int -, Wis 10, Cha 2.

Skills: Climb +11, Listen +4, Spot +4.

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d3 Str. The save DC is Constitution-based.

SA – Distraction (Ex): Any living creature that begins its turn with a gold scarab swarm in its space must succeed on a DC 13 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Area 3-5 – Duke's Chamber (EL 3): Read or paraphrase the following:

The door opens to reveal a richly appointed chamber, complete with a palatial bed, thick rugs, embroidered pillows and detailed tapestries. In the south-east corner of the chamber is large desk piled high with parchments.

Crouched atop the canopy of the bed is a fearsome ettercap. As the PCs enter, make contested Spot checks against the ettercap's Hide skill. If the PCs fail to beat the ettercap's Hide check, the beast waits until they all enter the room before attacking them with its web. If the PCs succeed in noticing the ettercap, it hurls its web on its first action, hoping to trap some of the PCs outside the chamber. Regardless, the ettercap is an agent of the spider goddess sent to defend – and watch over – the Duke, and will fight to the death against intruders.

The papers littering the desk are all maps detailing the lands surrounding the canyon, with a focus on the population centers: farmsteads, villages, thorps and towns. Notes on some of the maps indicate known slave markets of the South Province, while a successful DC 16 Knowledge (geography) check reveal other notes to indicate locations deep beneath the surface of the earth. All of the pages and notes are drawn in a delicate, flowing script. A successful DC 19 Forgery check reveals that the author is none other than the Duke.

A false drawer in the desk conceals a hidden recess that can be found with a DC 20 Search check. Hidden in the recess is a *sacrificial +1 dagger*, blessed by Tororthun, the goddess of Spiders and Malice. The dagger's pommel is forged in the shape of an eight-limbed female drow. Any drow faithful to Tororthun can detect the dagger within 60 feet, and will do his or her utmost to recover the dagger and return it to a high priestess of Tororthun.

The tapestry on the west wall is extremely elaborate, depicting a drow coronation ceremony and mass blood sacrifice being performed for the pleasure of the Goddess of Spiders. Directly beneath the image of Tororthun is a hidden panel that, if depressed, opens a sliding panel on the south wall of the room. The panel can be found with a DC 25 Search check

The secret door to the south can be detected with a DC 20 Search check, but can only be opened by depressing the panel in the western wall. The secret door has a hardness of 5 and 25 hit points, or can be broken in with a DC 25 Strength check.

Ettercap: Medium Aberration; CR 3; HD 5d8+5; 27 hp; Init +3; Spd 30 ft., Climb 30 ft.; AC 14, touch 13, flat-footed 11; Base Atk +3; Grp +5; Atk bite +5 melee (1d8+2 plus poison); Full Atk bite +5 melee (1d8+2 plus poison) and 2 claws +3 melee (1d3+1); SA Poison, web; SQ Low light vision; AL NE; SV Fort +4, Ref +4, Will +6; Str 14, Dex 17, Con 13, Int 6, Wis 15, Cha 8;

Skills and Feats: Climb +10, Craft (Trapmaking) +4, Hide +9, Listen +4, Spot +8; Great Fortitude, Multiattack.

Poison (Ex): Injury, Fortitude DC 15, initial damage 1d6 Dex, secondary damage 2d6 Dex.

Web (Ex): Eight times per day can throw a web used like a net with max range 50 ft. and range increment 10 ft. (DC 13 Escape Artist or DC 17 Strength check to escape).

Area 3-6 – Treasure Room (EL 2): Read or paraphrase the following:

Just beyond the secret door, you spy a narrow chamber, filled – wall to wall – with chests and coffers!

A large spider, fed and tended by the ettercap, guards this room. It is trained to recognize the duke and the ettercap, and will attack anyone else. The spider lurks in the shadows of the ceiling, casting a web and dropping on the first PC to enter the room.

There are 4 chests and 6 coffers in the treasure vault. All but two are locked. Each container is detailed below:

Container	Treasure	Lock
Chest 1	300 gp in 10 small leather bags	DC 20
Chest 2	<i>Bag of Tricks</i> (gray)	None
Chest 3	701 cp covering 3 <i>potions of cure serious wounds</i>	DC 20
Chest 4	A living pegasus egg resting on a bed of straw	DC 25
Coffer 1	None	DC 15
Coffer 2	A ring of keys to all the other chests and coffers, <i>potion of gaseous form</i>	DC 30
Coffer 3	Red and yellow <i>Arrows of Aristemis</i>	DC 25
Coffer 4	A bag of 20 flawed gems worth a total of 100 gp.	None

Spider, Large: CR 2; Large Vermin; HD 4d8+4; 22hp; Init +3; Spd 30 ft., Climb 20 ft.; AC 14, touch 12, flat-footed 11; Base Atk +3; Grp +9; Atk bite +4 melee (1d8+3 plus poison); Space/Reach 10 ft./5 ft; SA Poison, web; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +5, Ref +4, Will +1; Str 15, Dex 17, Con 12, Int –, Wis 10, Cha 2.

Skills: Climb +11, Hide +3, Jump +2, Spot +4.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d6 Dex, secondary damage 1d6 Dex.

Web (Ex): Eight times per day can throw a web used like a net with max range 50 ft. and range increment 10 ft. (DC 13 Escape Artist or DC 17 Strength check to escape).

Area 3-7 – Hourglass Cavern: Read or paraphrase the following:

A natural cavern stretches out before you. In the center of the cavern is an enormous hourglass, at least 3 feet in height. The hourglass has been tipped over and partially covered with rubble. In its place have been raised dozens of altars depicting spiders and many-legged female drow.

This cavern was once a shrine to the deity of time and foresight, Choranus. Although the Duke is not particularly religious, he has defaced the shrine in order to appease visiting drow clergy. The Duke's efforts have done little to dismiss the inherent magic of the cavern.

If a PC rights the hourglass, then turns it over, she will receive a vision of her immediate future in the



shifting sands. Apply a +2 circumstance bonus to all attacks and saving throws for the next 2 hours. This effect only works once every 24 hours, and only for one PC each time. If more than one character moves the hourglass at the same time, roll a die to see who gets the benefit. The divine relic can be used 10 times before losing all its powers. The hourglass weighs 500 lbs.

Area 3-8 – Guardroom (EL 1): Read or paraphrase the following:

This room contains a crude, rough-hewn table and several wooden stumps. The chamber is lit by a hanging oil pot that flickers and spits. Sitting atop the stumps are a pair of hobgoblins, engrossed in a game of dice. A jug of wine sits atop the table beside a pile of golden coins.

The hobgoblins suffer a -5 to Listen and Spot checks to notice the PCs. They leap to their feet as soon as they notice the PCs. One has a horn at his belt and attempts to sound it, warning the others in area 3-9.

If faced with overwhelming numbers, the hobgoblins make fighting withdrawals, in an attempt to join their fellows in the barracks.

There are 23 gp in the pot atop the table. One of the dice is loaded and rolls sixes 75% of the time. The jug of wine is empty.

Hobgoblins (2): CR 1/2; Medium Humanoid

(Goblinoid); HD 1d8+2; hp 6; Init +1; Spd 30 ft.; AC 19, touch 11, flat-footed 18; Base Atk +1; Grp +2; Atk longsword +2 melee (1d8+1/19-20) or javelin +2 ranged (1d6+1); SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +1, Will -1; Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

Skills and Feats: Hide +3, Listen +2, Move Silently +3, Spot +2; Alertness.

Possessions: banded armor, large shield (wooden), longsword, 3 javelins. One of the hobgoblins carries a ring of keys that opens the cells in area 3-11 to 3-16.

Area 3-9 – Barracks (EL 2): The door to this area is stuck and must be opened with a DC 20 Strength check. Once PCs bypass the door, read or paraphrase the following:

The door opens into what can only be a barracks. Rows of bunks and footlockers line the wall, and the air stinks of filthy hobgoblin sweat and rotting meat. Against the far wall of the room is a large fire pit and cauldron, and hanging from the walls are dozens of battle trophies – the skulls of humanoids, broken shields, and captured weapons. A weapons rack holds several longswords and javelins, while suits of worn banded armor hang from stands along the wall.

Three hobgoblins are resting in the chamber. There is a 50% chance that they are asleep when the PCs enter. This is reduced by 20% if the PCs took more than one attempt to open the door, or made a great deal of noise outside the room before entering.

If awakened, the hobgoblins leap to their feet, taking up arms. Unable to don their armor, the hobgoblins fight with wild abandon, doing everything in their power to bring the PCs low.

There is a secret door to the hallway, which can be found from either side of the wall with a DC 13 Search check.

Treasure: A narrow fissure in the ceiling funnels the smoke from the fire pit. Hidden 2 feet up the fissure (Search, DC 20) is a leather sack containing the hobgoblin's treasure: 73 gp and a large jug containing 2 *potions of neutralize poison*.

There are 5 suits of banded mail in the barracks, 7 longswords, and 30 javelins.

Hobgoblins (3): CR 1/2; Medium Humanoid (Goblinoid); HD 1d8+2; hp 6; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +1; Grp +2; Atk longsword +2 melee (1d8+1/19-20) or javelin +2 ranged (1d6+1); SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +1, Will -1; Str 13, Dex 13, Con 14, Int

10, Wis 9, Cha 8.

Skills and Feats: Hide +3, Listen +2, Move Silently +3, Spot +2; Alertness.

Possessions: longsword, up to 10 javelins apiece.

Area 3-10 – Cell Block: Read or paraphrase the following:

The narrow hallway terminates after a short distance. A trio of doors, bound in iron, with barred iron windows, stand on each side of the corridor.

The cell block is watched over by a doppelganger who has hidden himself in area 3-13, masquerading as a prisoner. A DC 15 Track check permits a PC to notice that the hall has been recently disturbed. A successful DC 20 Tracking check allows the tracker to notice that a humanoid recently moved from area 3-10 to 3-13.

Area 3-11 – Cell (EL 2): This door is locked with a crude lock (Open Lock, DC 15). When PCs open the door, read or paraphrase the following:

Three goblins are huddled miserably at the back of the cell. They are bruised and bloody, and watch you with wide, fearful eyes.

The goblins were captured while trying to locate the Duke's hidden treasure vault. They have been imprisoned for the last several weeks, and the Duke has had the goblins tortured regularly.

If the PCs show any hesitation, the goblins rush them, attempting to break past the heroes, fleeing into the dungeon. If the goblins are interrogated they know that the slaves the PCs are looking for were sold to drow traders a few days ago. The goblins believe, but are not certain, that the drow traders are headed towards slave markets hidden far in the Underdeep.

Thick wooden door with simple iron hinges and cross braces: 2 in. thick; hardness 5; hp 20; break DC 23 (stuck), 25 (locked).

Goblin Prisoners (2): CR 1/3; Small Humanoid (Goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk unarmed attack +2 melee (1d2 nonlethal); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

Area 3-12 – Cell (EL 5): This door is locked with a crude lock (Open Lock, DC 15). When PCs open the door, read or paraphrase the following:

A large gorilla-like creature with golden brown fur and fierce eyes shuffles back and forth, its leg chained to the wall. It turns towards you with a snarl, flexing its filthy claws.

It is unknown how the Duke acquired the dakon, a creature normally found thousands of miles south, in the tropical jungles of the Lostlands. The creature has been driven mad by the separation from his mate and perceives all "Northerners" to be in league with the slavers.

If released, Mesaw hurls himself at the nearest creature, attempting to fight his way free of the cell. If the characters can successfully calm him down through spells, Mesaw will verify the goblins' story. Mesaw refuses to join or aid the PCs, striking out on his own for his distant homeland.

Mesaw, Dakon Rgr 2: CR 3; Large Monstrous Humanoid; HD 4d8+16; hp 33; Init +4; Spd 30 ft., climb 30 ft.; AC 17, touch 13, flat-footed 13; Base Atk +4; Grp +14; Atk claw +9 melee (1d6+6); Full Attack 2 claws +9 melee (1d6+6); Space/Reach 10 ft./10 ft.; SA Combat style (two-weapon), favored enemy hobgoblin +2; SQ Darkvision 60 ft., wild empathy; AL LN; SV Fort +7, Ref +10, Will +4; Str 23, Dex 19, Con 18, Int 8, Wis 12, Cha 12.

Skills and Feats: Climb +14, Heal +6, Jump +7, Knowledge (nature) +2, Listen +5, Move Silently +5, Spot +5, Survival +6; Alertness, Self Sufficient, Track*

Possessions: None

Area 3-13 – Cell: This door is closed but not locked. When PCs open the door, read or paraphrase the following:

A disheveled girl in her early twenties is huddled in the cell, barefoot, and wearing a torn dress. She retreats to the far corner of the room, watching you with fearful eyes.

The disheveled child is actually the doppelganger jailor from area 3-10. If approached with kindness, the "girl" begs to join the PCs, swearing to aid them in their quest if they will only lead her to safety.

The doppelganger waits for an opportunity return to its true form, attacking PCs alone. If there is no opportunity, it will accompany them and cause trouble as it can until it can slip away.

Doppelganger Jailor: CR 3; Medium Monstrous Humanoid (Shapechanger); HD 4d8+4; 22 hp; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +4; Grp +5; Atk slam +5 melee (1d6+1); SA Detect thoughts; SQ Change shape, immunity to sleep and charm effects; AL NE; SV Fort +4, Ref +5, Will +6; Str 12, Dex 13, Con 12, Int 13, Wis 14,

Cha 13.

Skills and Feats: Bluff +10, Diplomacy +3, Disguise +9 (+11 acting), Intimidate +3, Listen +6, Sense Motive +6, Spot +6; Dodge, Great Fortitude.

Detect Thoughts (Su): Doppelgangers can continuously use *detect thoughts* as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Area 3-14 – Cell: This door is neither locked or closed. Read or paraphrase the following:

This cell is empty, save for a broken skeleton in rotting rags, collapsed before a set of shackles bolted to the stone wall. Piles of moldy straw are scattered about the cell.

A DC 14 Search check reveals a *bag of holding* hidden under some straw. Inside the bag are two potions: *reduce person* and *spider climb*. The potions were key to an escape plan that was never put into motion.

Area 3-15 – Cell (EL 1): This door is locked with a crude lock (Open Lock, DC 15). When PCs open the door, read or paraphrase the following:

Scattered humanoid-sized bones litter the floor of the cell. Piles of straw and torn rags a cast, obscuring the corners of the floor.

If anyone enters the cell to examine the bones or search for treasure the bones animate into skeletons that draw hidden scimitars from beneath the piles of straw and attack the PCs.

The Duke captured the skeletons years ago, but unable to command them, elected to keep the undead in the cell until he could decide on a use for them.

Skeletons (3): CR 1/3; Medium Undead; HD 1d12; 6 hp; Init +5; Spd 30 ft.; AC 13, touch 11, flat-footed 11; Base Atk +0; Grp +1; Atk scimitar +1 melee (1d6+1/18-20) or claw +1 melee (1d4+1); SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con –, Int –, Wis 10, Cha 1.

Feats: Improved Initiative.

Possessions: scimitar.

Area 3-16 – Cell (EL 2): This door is locked with a crude lock (Open Lock, DC 15). When PCs open the door, read or paraphrase the following:

A pair of shadowy silhouettes can barely be made out in the darkest corner of the cell. They watch you with their round, wet eyes, and soft, child-like appearance.

A tribe of skulks were the original inhabitants of the lower caverns and raided the upper levels for food and treasure before being conquered by the Duke and his hobgoblins. The Duke destroyed most of the tribe and sold off the rest, only these two remain.

The skulks will plead to be released, offering to guide the PCs in their search for the slaves. The skulks will take the first opportunity to flee, returning with other denizens of the canyon to attack the PCs at their convenience.

Skulks (2): CR 1; Medium Humanoid (skulk); HD 2d8+2; 11 hp; Init +6; Spd 30 ft; AC 13, touch 12, flat-footed 12; Base Atk +1; Grp +1; Atk/Full Atk unarmed +1 non-lethal (1d2+1); SA Sneak attack +1d6; SQ Low-light vision, untrackable; AL CE; SV Fort +1, Ref +5, Will +1; Str 10, Dex 14, Con 12, Int 10, Wis 12, Cha 6.

Skills and Feats: Hide +22, Move Silently +14, Spot +2; Improved Initiative.

Untrackable (Ex): Skulks can pass through forest and subterranean settings almost without a trace (double the DC for any tracking attempt).

Area 3-17 – Sloping Passageway: Read or paraphrase the following:

This passage slopes downward into the dark.

Dwarves can detect the exact grade (DC 5) at 3 degrees. The passage continues for 2 miles before opening to area 4-1.



Level 4 – The Caverns

The caverns are home to a settlement of dark creepers – some of the oldest denizens of the Rift – as well as the remnants of a culture that predates even the creepers. The walls of the caverns are natural stone carved by water, hand or magic. Unless noted, there are no light sources, and the natives make their way through the darkness with an innate skill that can only be marveled at by surface-dwelling explorers. Most corridors and chambers are 12 feet in height.

Hewn Stone Wall: 5 ft. thick (at least); hardness 8; hp 900 (per 5 ft. thickness); Break DC 65; Climb DC 30.

Aged wooden door with rusted hinges and cross braces: 2 in. thick; hardness 3; hp 15; break DC 17 (stuck), 19 (locked).

Random Encounters

This area, dominated by an ancient temple and the dark creeper settlement, does not have enough wandering creatures to trigger random encounter checks. The area is well settled and under the control of the dark creepers.

Areas of the Map

Area 4-1 – Antechamber (EL 3): Read or paraphrase the following:

After following the sloping corridor for what seems like hours, the passage widens to an open chamber. Two iron-bound doors exit the chamber. In the south-west corner of the room is dusty skull resting atop a pile of rubble.

Both doors are locked and must either be picked with a DC 22 Open Lock check, broken in with a DC 22 Strength check, or beaten down (hardness 3; hp 30).

The skull resting atop the pile is actually a gambado, an aberration resembling a skull attached to a long cylindrical torso with two long arms ending in claws. The beast waits for its prey to try to open the doors before springing upon them unawares. Its true nature can be noted by PCs inspecting the pile of rubble or with a DC 18 Spot check.

Gambado: CR 3; Medium Aberration; HD 4d8+8; 26 hp; Init +1; Spd 40 ft; AC 14, touch 11, flat-footed 13; Base Atk +3; Grp +5; Atk bite +5 melee (1d8+2); Full atk bite +5 melee (1d8+2) and 2 claws +0 melee (1d4+1); AL CN; SV Fort +3, Ref +2, Will +5; Str 14, Dex 12, Con 14, Int 6, Wis 12, Cha 8.

Skills and Feats: Hide +6, Jump +9, Listen +3, Spot +6; Alertness, Skill Focus (Hide).

Locked doors: 4 in. thick; hardness 3; hp 30; break DC 19 (stuck), 22 (locked).

Area 4-2 – Passageway (EL 3): Read or paraphrase the following:

The narrow corridor is bisected by beams of light that join creating a plane of light. The stone walls are engraved with scrolling runes that run the length of the hall.

The runes are carved in an ancient, pictographic dialect of Common. A successful DC 10 Knowledge (religion) or Decipher Script check reveals that this passage leads to the temple of the “Perfect One.” A successful DC 20 Knowledge (religion) check allows a PC to recognize tell-tale signs attributing the temple to Neshti, the goddess of thieves.

The light comes from a *continual flame* concealed behind the wall and directed by a series of mirrors. The beams of light form a plane of light that bisects the corridor as indicated on the map. If the light is broken, it triggers a *burning hands* spell, and a trio of spear traps. The spell targets the creature (if any) breaking the pane of light. The spears target the first 3 creatures standing in the hall, from east to west.

Burning Hands Trap: CR 2; magic device; proximity trigger (light); automatic reset; spell effect (*burning hands*, 1st-level wizard, 1d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.

Spear Trap (3): CR 1; mechanical; location trigger; manual reset; Atk +10 ranged (1d8/x3, spear); Search DC 20; Disable Device DC 20.

Area 4-3 – Temple of the Perfect One (EL 4): Read or paraphrase the following:

Before you stands the ruins of an ancient temple. Dust and cobwebs cover clay mosaics, and pieces of fallen ceiling tile litter the floor. Untouched in the center of the chamber is the statue of a blindfolded woman of no specific race or origin.

Before the statue is a flat stone altar. Atop the altar rests an embroidered prayer cloth. Sitting directing in the center of the cloth is a large electrum statuette, formed in the shape of a single eye.

This temple was once sacred to the goddess Neshti, the patron of good thieves. The temple has long since fallen into neglect, and no longer carries Neshti’s blessing. Some of the temple’s decorations still remain, however.

The “prayer cloth” atop the altar is actually a mawler – a creature similar to an executioner’s hood. It was captured by the dark creepers and placed in the temple to ward off intruders. The mawler launches itself at anyone coming close enough to disturb the



electrum statuette, and fights to the death, driven by a madness born of hunger.

The electrum eye is cast of the purest electrum and worth 500 gp. Anyone examining the statue and succeeding on a DC 15 Spellcraft check realizes that, while the eye is not yet enchanted, it was created by a wizard to accept *scrying* and *divination* spells.

PCs examining the statue discover that it is wearing an actual suit of +1 *chain mail*.

Mawler: CR 4; Tiny Aberration (Shapechanger); HD 6d8+12; 39 hp; Init +3; Spd 20 ft.; AC 16, touch 12, flat-footed 16; Base Atk +4; Grp -3 (+9 worn); Atk bite +9 melee (1d4+1); Space/Reach 2-1/2 ft./0 ft; SA Improved grab, constrict 1d4+1, vorpal bite; SQ Darkvision 60 ft., magic aura, mimic shape; AL NE; SV Fort +4, Ref +5, Will +7; Str 13, Dex 16, Con 14, Int 5, Wis 11, Cha 11.

Skills and Feats: Disguise +14, Hide +14, Listen +2, Spot +2; Alertness, Iron Will, Weapon Finesse (bite).

Vorpal bite (Ex): A critical hit when biting severs the limb the Mawler was attacking.

Magical Aura (Su): A Mawler continuously emits a moderate aura of Transmutation magic.

Area 4-4 – Main Cavern (EL 5): Read or paraphrase the following:

This huge cavern houses a number of crude huts built around a central fire pit. Small fields of glowing fungus can be seen behind the huts

and a crude irrigation system channels water to the tiered fields. In and around the fields you can spy small humanoids with pale, pallid flesh and beady eyes, large hooked noses, and hooves instead of feet. The creatures are swathed in dark cloth from head to hoof.

Decades ago the dark creepers were forced out of the Underdeep by the encroachment of drow raiders. The creepers have adapted well to their home, and survive by trading with the Duke and exacting tolls from the goblin slave trains. The tribe receives trade goods from the goblin slave trains in exchange for passage through their caverns.

Their history of violence has embittered the creepers to outsiders. Unless the PCs successfully disguise themselves as agents of the Duke, the dark creepers will attack first and save their questions for captives.

Tactics: Upon sighting the PCs, the dark creepers will scatter. Two will sneak towards, then attempt to sneak up upon the PCs, attempting to flank them, while the other two will withdraw to alert the dark stalker in area 4-6.

Treasure: The dark creepers keep their treasure hidden in the rocky soil of their huts. A treasure cache can be found with a DC 20 Search check. Hut A has 230 sp; hut B has 2 small rubies (worth 50 gp); hut C has a +1 dagger concealed in the niche; hut D has 2 jeweled belts (worth 50 gp).

Dark Creepers (4): CR 2; Small Humanoid (Dark Creeper); HD 1d8+2; 6 hp; Init +3; Spd 30 ft; AC 17, touch 14, flat-footed 14; Base Atk +1; Grp -3; Atk dagger +3 melee (1d3+1); SA Create darkness, death throes; SQ Darkvision 60 ft, detect magic, light blindness, natural armor, see in darkness; AL CN; SV Fort +2, Ref +5, Will +0; Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 6.

Skills and Feats: Climb +3, Hide +11, Listen +4, Move Silently +8, Sleight of Hand +6, Spot +4; Alertness.

Create Darkness (Su): Three times per day, a dark creeper can create an effect identical to the darkness spell (caster level 5th).

Death throes (Ex): When dark creeper is killed, all creatures within 10 ft. make a DC 12 Fortitude save or be blinded for 1d6x10 minutes as the spell blindness.

Detect magic (Su): A dark creeper can continuously detect magic as the spell (caster level 5th).

See in darkness (Ex): Dark creepers can see perfectly in darkness of any kind, including that created by deeper darkness spells.

Possession: Dagger.

Area 4-5 – Dark Stalker Hut (EL 3): Read or paraphrase the following:

This hut contains a pallet, a chest, and a stone table and 2 chairs. A woven blanket is draped across the pallet. In the center of the hut is a small fire pit.

If the dark stalker hasn't been alerted by the dark creepers in area 4-5, he is here, resting on the pallet. If surprised, the stalker invites the PCs into his hut, then casts *fog cloud* and attempts to flee the hut, calling all surviving dark creepers to his side.

If the dark stalker was given warning of the PCs, he is hidden in the shadows of the hut, ready to attack the PCs as they enter the hut.

Treasure: Under the table is a loose stone over a small pit. The pit can be found with a DC 20 Search check. Hidden in the pit are 5 leather pouches containing a total of 100 gp, a *wand of detect secret doors* with 15 charges left, and the orange-fletched *Arrow of Aristemis*.

Dark Stalker: CR 3; Medium Humanoid (Dark Stalker); HD 2d8+4; 13 hp; Init +3; Spd 30 ft; AC 18, touch 13, flat-footed 15; Base Atk +1; Grp +2; Atk/Full Atk short sword +4 melee (1d6+1 plus poison); SA Create darkness, death throes, fog cloud, poison use; SQ Darkvision 60 ft, detect magic, light blindness, natural armor, see in darkness; AL CN; SV Fort +2, Ref +6, Will +1; Str 13, Dex 16, Con 14, Int 10, Wis 13, Cha 15.

Skills and Feats: Hide +9, Listen +5, Move Silently +9, Sleight of Hand +5, Spot +5; Weapon Finesse.

Possessions: short sword, 4 javelins.

Create Darkness (Su): Three times per day, a dark stalker can create an effect identical to the darkness spell (caster level 6th).

Fog cloud (Su): Twice per day, a dark stalker can create a *fog cloud* (as the spell, caster level 6th).

Death throes (Ex): When dark stalker is killed it explodes like the *fireball* spell cast by a third level caster (20 ft. radius, 3d6 fire damage, DC 14 Reflex save for half).

Poison: Small centipede poison (Injury DC 11, 1d2 Dex primary and secondary damage).

Detect magic (Su): A dark stalker can continuously detect magic as the spell (caster level 6th).

See in darkness (Ex): Dark stalkers can see perfectly in darkness of any kind, including that created by deeper darkness spells.

Area 4-6 – Bone Cave (EL 3): Read or paraphrase the following:

Hundreds upon hundred of bones litter the floor of this cave. Lounging in the far shadows is a

large lizard, easily the size of large dog. The lizard eyes you with cold eyes, its split tongue flicking out of its mouth, testing the air.

This rapacious little beast will immediately attack anyone except the dark stalker or the dark creepers. The bones belong to victims that the dark creepers fed the bonesnapper.

Treasure: Hidden among the bones is a *javelin of lightning*. The javelin can be found with a DC 15 Search check.

Bonesnapper: CR 3; Medium Beast; HD 4d10+12; 34 hp; Init +2; Spd 20 ft; AC 16, touch 12, flat-footed 14; Base Atk +4; Grp +6; Atk bite +7 melee (1d8+2); Full Atk bite +7 melee (1d8+2) and tail slap +2 melee (1d3+1); SA Improved grab; SQ Darkvision 60 ft., low-light vision; AL N; SV Fort +7, Ref +6, Will +2; Str 14, Dex 14, Con 16, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +2 (+6 in Woodlands), Listen +7, Spot +6; Alertness, Weapon Focus (bite).

Area 4-7 – Collapsed Cavern: This cavern appears empty, with piles of fallen rubble scattered across the floor. A DC 18 Search check uncovers a cache of supplies hidden under a pile of rocks. The food has been left so long that it has been reduced to dust, and the weapons (3 short swords) and armor (5 suits of small-sized chainmail) have rusted beyond usefulness. However, a +1 *light steel shield of bashing* remains.

Area 4-8 – Main Entry Hall (EL 3): Read or paraphrase the following:

The pair of ornamented double doors once warded this chamber. Now the doors hang from the their hinges, smashed into shattered beams. Just beyond the doors you can see a rock bridge spanning a canyon. An incredibly large snail stands between you and the bridge, its shell shimmering with slime, and four bludgeons in place of a head and antennae.

A mighty flailsnail has made this chamber its home. The beast lives off whatever creatures wander by. It attacks any creatures that come its way, devouring them before moving on to others.

In the past, goblin slavers have thrown slaves to the beast to distract it. Remnants of the devoured victims, embedded in foul flailsnail scat, litter the room.

Flailsnail: CR 3; Large Magical Beast; HD 4d10+8; 30 hp; Init -1; Spd 10 ft; AC 18, touch 8, flat-footed 18; Base Atk +4; Grp +10; Atk tentacle slam +6 melee (1d8+2); Full atk 4 tentacle slams +6 melee (1d8+2); Space/Reach 10 ft./5 ft; SQ Darkvision 60 ft., immunities (fire and poison), light-blindness, low-light vision, warp magic; AL N; SV Fort +6, Ref

+0, Will +1; Str 15, Dex 8, Con 14, Int 5, Wis 10, Cha 2.

Skills and Feats: Hide -1, Listen +5; Alertness, Weapon Focus (tentacle slam).

Warp Magic (Ex): each spell targeted at the snail produces a random effect (1d10).

- 1-2: Spell misfires, caster is disoriented 1d4 rounds and must make a concentration check to further cast spells (DC10)
- 3-4: Spell misfires, creature closest to the snail is affected
- 5-6: Spell functions normally
- 7-9: Spell fails, nothing happens
- 10: Spell rebounds on caster

Area 4-9 – Causeway: Read or paraphrase the following:

A narrow stone bridge crosses over a dark canyon. You can hear the roar of rushing of water coming up from below, and dark mists drift about the canyon.

30 feet beneath the stone bridge is a raging river. The bridge is slick with condensation and any PC failing a DC 15 Balance check while crossing must succeed on a DC 13 Reflex check or fall into the river. PCs must make immediate DC 15 Swim checks or be swept down stream. Those carried away by the current are washed down river and into the canyon. The trip takes 10 rounds; each round the PC must make a DC 10 Swim check or take 1d4 points of bludgeoning damage.

Area 4-10 – Net Trap (EL 2): A hidden tripwire was placed here by the slavers to discourage “poachers.” The tripwire can be discovered with a DC 20 Search check. If the wire is tripped, a weighted net drops from above.

There is a 1 in 5 chance that sound of the trap draws the attention of a small ankheg. If the ankheg investigates, it arrives 5 minutes after the trap was triggered.

Large Net Trap: CR 2; mechanical; location trigger; manual reset; Atk +5 melee (see note); Search DC 20; Disable Device DC 25. Note: Characters in 10-ft. square are grappled by net (Str 18) if they fail a DC 14 Reflex save.

Ankheg: CR 3; Large Magical Beast; HD 3d10+12; 23 hp; Init +0; Spd 30 ft., Burrow 20 ft; AC 18, touch 9, flat-footed 18; Base Atk +3; Grp +12; Atk bite +7 melee (2d6+7 plus 1d4 Acid); Space/Reach 10 ft./5 ft; SA Improved grab, spit acid; SQ Darkvision 60 ft, low-light vision, tremorsense 60 ft; AL N; SV Fort



+6, Ref +3, Will +2; Str 21, Dex 10, Con 17, Int 1, Wis 13, Cha 6.

Skills and Feats: Climb +8, Listen +6, Spot +3; Alertness, Toughness.

Spit acid (Ex): Once every 6 hours an ankheg can spew a 30 ft line of acid that does 4d4 damage (Reflex save DC 14 for half damage). This attack removes the acid damage from the ankheg's bite attack for 6 hours.

Area 4-11 – Arrow Trap (EL 1): A tripwire concealed among the brush and debris of the cavern mouth is tied to a arrow trap aimed towards the back of the creature triggering the trap. Placed here by the slavers to discourage “poachers,” the arrow trap has claimed more than one victim over the last several months. Hidden in the nearby rubble (Search, DC 15) PCs can find the corpses of 3 goblins. A DC 15 Heal check reveals that all of the goblins died from arrow wounds. A search of the corpses (Search, DC 17) discovers that one of the desiccated corpses still has a masterwork silvered dagger concealed in a foot wrap.

Basic Arrow Trap: CR 1; mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/x3, arrow); Search DC 20; Disable Device DC 20.

Area 4-12 – Block Trap (EL 3): Two pressure plates along the wall are tied to a falling block trap. Stepping on either of the plates triggers a falling block trap that randomly targets a victim within 5 feet of the plate. The last of the traps left by the slavers, the trap is also the most deadly.

A DC 15 Spot check permits PCs to notice the markers left by the slavers to designate the trap's triggers. An “X” drawn in charcoal, the marker has been drawn on the floor directly before both of the pressure plate triggers.

Stone Blocks from Ceiling: CR 3; mechanical; location trigger; repair reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20.

Area 4-13 – Egg Hatchery (EL 5): Read or paraphrase the following:

This chamber reeks of rotten eggs. In it are two large insect-like creatures with a tough brown shell and black eyes above two large mandibles burrowing in rock and dirt.

Two of 6 Ankheg eggs have recently hatched. Four of the eggs did not hatch and have begun to rot. The young Ankhegs have made this their lair until they grow large enough to move off on their own.

The Ankhegs will immediately attack, sensing food and fight blindly to the end. There is no treasure here, as the ankhegs have little use for such.

Ankhegs(2): CR 3; Large Magical Beast; HD 3d10+12; 28 hp; Init +0; Spd 30 ft., Burrow 20 ft; AC 18, touch 9, flat-footed 18; Base Atk +3; Grp +12; Atk bite +7 melee (2d6+7 plus 1d4 Acid); Space/Reach 10 ft./5 ft; SA Improved grab, spit acid; SQ Darkvision 60 ft, low-light vision, tremorsense 60 ft; AL N; SV Fort +6, Ref +3, Will +2; Str 21, Dex 10, Con 17, Int 1, Wis 13, Cha 6.

Skills and Feats: Climb +8, Listen +6, Spot +3; Alertness, Toughness.

Spit acid (Ex): once every 6 hours an ankheg can spew a 30 ft line of acid that does 4d4 damage (Reflex save DC 14 for half damage). This attack removes the acid damage from the ankheg's bite attack for 6 hours.

Area 4-14 – Snake Lair (EL 3): Read or paraphrase the following:

This dry chamber smells faintly of serpents. The pale bones of many creatures litter the floor, in piles and collected in the corners of the chamber.

A bone serpent was set here many decades ago to guard the chamber, which once contained a vast treasure. Now the necrophidius continues to perform its duties, even though it has long since outlived its masters. A DC 15 Spot check can identify the serpent among the various piles of bones.

If the contents of the room are disturbed, the necrophidius rises up, performing its dance of death, before closing to engage the heroes in combat.

Treasure: All that remains of this once mighty horde is 103 gp, 1 small diamonds (50 gp each) and the golden leather *Quiver of Aristemis*. Held within the quiver is the indigo *Arrow of Aristemis*.

Necrophidius: CR 3; Medium Construct; HD 3d10+30; 46 hp; Init +3; Spd 30 ft, AC 18, touch 12, flat-footed 15; Base Atk +2; Grp +6; Atk bite +4 melee (1d8 plus paralysis); Space/Reach 10 ft./5 ft; SA Dance of death, paralysis; SQ Construct traits, damage reduction 5/bludgeoning, darkvision 60 ft.; AL N; SV Fort +1, Ref +4, Will +1; Str 10, Dex 17, Con –, Int –, Wis 11, Cha 12.

Skills and Feats: Move Silently +11; Weapon Finesse.

Dance of death (Su): Those within 30 ft. viewing the dancing snake must succeed on a DC 12 Will save or be unable to act for 2d4, as by the *daze* spell for the duration of the effect.

Paralysis: A creature bitten by a necrophidius must succeed on a DC 12 Fortitude save or be paralyzed for 1d6 minutes.

Area 4-15 – Songstress’ Lair (EL 6): Read or paraphrase the following:

The chamber before you seems utterly out of place from all the previous rooms, caverns and caves you’ve seen in this ill-fated place. The chamber is clean and well tended. Small, delicate lanterns adorn the walls and cast a gentle light about the room. A small, well-kept bed stands in one corner, and a table, covered with neatly ordered stacks of sheet music, occupies the center of the room.

A young girl, certainly no more than fourteen years of age, works at the table, intently recording notes onto a sheet of parchment.

This cave chamber is the home of Shanta Harrownote, a juvenile songdragon who has disguised herself in the form a 14-year-old girl. Shanta has come to the Rift in her quest to write an epic ballad about the Arrows of Aristemis. She has no interest in taking part in the adventures, and indeed strives to maintain her distance from the violence and suffering around her.

Despite her best intentions, Shanta has been unable to remain entirely aloof. Etim, the child stolen from the homestead on the edge of the Rift, is hidden under Shanta’s bed. The songdragon happened upon Etim as the child fled the slavers. Now she hides him, no longer able to maintain her distance from the world around her. Shanta desperately wants the child to return to safety, but refuses to blindly trust strangers with the life of an innocent. If the PCs behave in a manner befitting to heroes,

Shanta will trust them with her secret, but if they fail to live up to her exacting moral standards, the dragon may elect to destroy the PCs out of frustration at the failures of the lesser races.

Shanta will act very much like a teenage child away from home for the first time. She is afraid of the slave trade coming through the area, mainly due to the presence of the Duke. She is not afraid to change to dragon form to scare away her enemies, but will first attempt to use her bardic abilities to charm others into helping her.

If she needs to take draconic form, Shanta appears as a slim iridescent ivory dragon with long limbs.

Treasure: Shanta has little care for treasure. She carries a +1 *rapier* on her hip, and wears a *choker of eloquence* (see page 58), granting her +5 to Diplomacy, Bluff and Perform (Sing) checks.

Shanta Harrownote, Juvenile Songdragon: CR 6; Medium dragon (sonic); HD 13d12; hp 86; Init +1; Spd 40 ft., fly 200 ft. (good); AC 22, touch 10, flat-footed 22; Base Atk +13; Grp +14; Atk Bite +14 melee (1d8+1) or +1 *rapier* +15 melee (1d6+2/18-20); Full Attack Bite +14 melee (1d8+1) and 2 claws +12 melee (1d6) and 2 wings +12 melee (1d4) or +1 *rapier* +15/+10/+5 melee (1d6+1/18/20); Space/Reach 5 ft./5 ft.; SA Bard spells, breath weapon, spell-like abilities; SQ Alternate form, blindsense 60 ft., darkvision 120 ft., enchantment resistance, immune to paralysis, sleep, and sonic;

Shanta’s Songs

Shanta is easily able to reach epic levels of performance. With the right song, she can move an enemy to become her friend. Use the chart below to show what the result of her perform check does to the attitude of NPCs, and note that when Shanta tries to encourage the players to help take Etim back to his parents, she can move an NPC from Indifferent to Helpful without even adding a d20. Players can decide what effect the music would have on their character, but they should not be able to ignore such an exquisite performance. Because this is not a magical effect, immunities to mind control are not applicable.

Epic Performance Impact on Attitude

Initial	Hos	Unf	Indif	Friend	Help
Hostile	<20	20	25	35	50
Unfriendly	<5	5	15	25	40
Indifferent	–	–	<11	15	30
Friendly	–	–	–	<11	20

AL CG; SV Fort +8, Ref +8, Will +9; Str 13, Dex 10, Con 10, Int 14, Wis 13, Cha 18.

Skills and Feats: Bluff +27, Concentration +8, Decipher Script +10, Diplomacy +29, Disguise +4 (+6 acting), Gather Information +14, Intimidate +24, Listen +9, Perform +33, Search +12, Sense Motive +9, Spellcraft +10, Spot +9, Survival +1 (+3 following tracks); Investigator, Persuasive, Skill Focus (Perform), Spell Focus (Enchantment), Multiattack.

SA – Breath Weapon (Su): Once every 1d4 rounds, 30-ft. cone, damage 8d4 sonic, Reflex DC 16 half.

Spell-Like Abilities: 3/day – suggestion (DC 17); 2/day – sound burst (DC 16). Caster level 13th.

SQ – Alternate Form (Su): Three times per day, as a standard action, Shanta can assume the form of any animal or humanoid of Medium size or smaller. She currently favors the form of a 14-year-old human girl.

Enchantment Resistance (Ex): Shanta receives a +5 bonus on all will saves made to resist mind affecting spells and effects.

Bard Spells (3/2, DC 14 + spell level, DC 15 + spell level for enchantment spells): 0 - *daze, detect magic, light, lullaby, read magic, summon instrument*; 1st - *charm person, hypnotism, sleep*.

Possessions: +1 rapier, choker of eloquence

Area 4-16 – Slaver's Camp (EL 5): Read or paraphrase the following:

A group of four dirty brigands is camped out in this room, gathered around a fire pit, cooking meat on spits. In the corner of the room are several small children, huddled together, their legs and arms in shackles.

The wererat slavers are on their way to meet a large caravan on the canyon's surface. Desperate, violent souls, they attack at the first sight of others. If the PCs are pretending to be agents of the Duke they might forestall the suspicious wererats, but it is only a matter of time before the wererats detect the PCs' duplicity.

The wererats will remain in human form to fool the party, hoping to catch the PCs unaware. Given the opportunity, the wererats capture the PCs and add them to their train of slaves.

Treasure: In a large, canvas sack the wererats have 23 gp, a *wand of cure moderate wounds* (with 8 charges) and a bandolier of 7 masterwork daggers.

Wererats, Human form (4): CR 2; Medium Humanoid (Human, Shapechanger); HD 1d8+1 plus 1d8+2; 12 hp; Init +0; Spd 30 ft; AC 15, touch 10, flat-footed 15; Base Atk +1; Grp +2; Atk rapier +2 melee (1d6+1/18-20) or light crossbow +1

ranged (1d8/19-20); Space/Reach 5 ft./5 ft; SQ Alternate form, rat empathy, low-light vision, scent; AL LE; SV Fort +5, Ref +2, Will +4; Str 13, Dex 11, Con 12, Int 10 Wis 11, Cha 8.

Skills and Feats: Climb +0, Handle Animal +3, Hide +1, Listen +4, Move Silently +0, Spot +4, Swim +9; Alertness, Dodge, Iron Will, Weapon Finesse.

Rat empathy (Su): Wererats can communicate with rats and dire rats, and have a +4 racial bonus on Charisma-based checks against rats and dire rats.

Possessions: rapier, light crossbow, bolt case with 10 bolts.

Wererats, Dire rat form: CR 2; Small Humanoid (Human, Shapechanger); HD 1d8+1 plus 1d8+2; 12 hp; Init +3; Spd 40 ft, climb 20 ft.; AC 17, touch 14, flat-footed 14; Base Atk +1; Grp -2; Atk/Full Atk Bite +6 melee (1d4+1 plus disease); SA Curse of lycanthropy, disease; SQ Alternate form, damage reduction 10/silver, rat empathy, low-light vision, scent; AL LE; SV Fort +6, Ref +5, Will +4; Str 13, Dex 17, Con 14, Int 10 Wis 11, Cha 8.

Skills and Feats: Climb +11, Handle Animal +3, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Dodge, Iron Will, Weapon Finesse.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a wererats bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Disease (Ex): Filth fever; bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

Wererats, Hybrid form: CR 2; Medium Humanoid (Human, Shapechanger); HD 1d8+1 plus 1d8+2; 12 hp; Init +3; Spd 30 ft, AC 16, touch 13, flat-footed 13; Base Atk +1; Grp +2; Atk rapier +5* melee (1d6+1/18-20) or light crossbow +4 ranged (1d8/19-20); Space/Reach 5 ft./5 ft; SA Curse of lycanthropy, disease; SQ Alternate form, rat empathy, low-light vision, scent; AL LE; SV Fort +6, Ref +5, Will +4; Str 13, Dex 17, Con 14, Int 10 Wis 11, Cha 8.

Skills and Feats: Climb +4, Handle Animal +3, Hide +5, Listen +4, Move Silently +4, Spot +4, Swim +9; Alertness, Dodge, Iron Will, Weapon Finesse.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a wererats bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Disease (Ex): Filth fever; bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

Area 4-17 – Staircase: These stairs lead to the surface, west of the Rift. The cave opens up to a heavily wooded knoll. The entrance to the cave is hidden in a cleft in the knoll, beside a pool of fresh water.

Wrapping Up

With the defeat of the Duke and his wererats, the ring of slavers has been broken and the forces of good have ruled the day. But GMs wishing to continue the storyline can alter the final encounter so that the slaves have already been sold to a party of drow, forcing the PCs to hunt down the drow before they make their escape to the Underdeep.

Alternately, the PCs might be approached by either Whiskers and Shanta, who tell of yet another level of caves. Who can say what untold horrors and riches might exist so far beneath the surface of Äereth? It falls to courageous PCs to discover the answer.

Appendix 1: New Monsters

ASHERAKE

Large Monstrous Humanoid

Hit Dice:	6d8+12 (39 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	30 ft. (6 squares), fly 70 ft. (average)
Armor Class:	18 (-1 size, +4 Dex, +3 natural, +2 leather armor), touch 13, flatfooted 14
BAB/Grapple:	+6/+13
Attack:	Bastard sword +8/+3 melee (1d10+4/19-20) or claw +8 melee (1d6+3)
Full Attack:	Bastard sword +8/+3 melee (1d10+4/19-20) and bite +6 melee (1d8+1); or 2 claws +8 melee (1d6+3) and bite +6 melee (1d8+1)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Flying grapple
Special Qualities:	Darkvision 60 ft., scent
Saves:	Fort +4, Ref +9, Will +5
Abilities:	Str 16, Dex 19, Con 14, Int 12, Wis 11, Cha 13
Skills:	Hide +6, Intimidate +7, Listen +6, Move Silently +6, Search +4, Spot +4
Feats:	Flyby Attack, Improved Initiative, Multiattack
Environment:	Warm forests
Organization:	Solitary, patrol (49), or crew (2080 plus 20 160 noncombatant humanoid slaves, 3 5th level lieutenants, two 7th level sorcerers, and 1 11th level priest as captain)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	By character class
Level Adjustment:	+3



The feared asherake are a loathsome race of flying tigerlike humanoids. They stand about 7 feet tall, are covered with thick fur, and have wings that spread out 10 feet in either direction.

They are intelligent and organized, and their society is hierarchical and highly advanced. The origin of the asherake is not clear. Some say that they hail from a far off plane, while others claim they evolved in distant jungles from hungry beasts. Whatever the explanation, the asherake are here to stay, although not for good.

COMBAT

Asherake are typically raiders, their floating ships attacking a town and carrying off its inhabitants. Asherake always begin combat by dropping a few dozen slaves onto the town in an attempt to demoralize the defenders. These slaves are dropped from a great height for maximum effect. This same tactic is used if the asherake are attacking a military unit, except that the dropped slaves are used as missile weapons to flatten the opposing troops. Falling bodies inflict 1d6 damage for every 20 feet they fall. Typically asherake drop the slaves from 200 feet, for 10d6 points of damage. Asherake also make frequent Intimidate checks to demoralize opponents. After the bombardment, the asherake swoop down and attempt to carry off slaves, using their flying grapple ability. If melee is necessary, or if the asherake fight with flying opponents, they prefer bastard swords to their natural weapons. If higher

level asherake are present, they direct troops and relay orders from the captain, who usually remains on the ship, using his magic to immobilize and bind captured opponents. Asherake sorcerers also remain with their ship, casting *fireball* or *stinking cloud* spells from port-holes at the town or troops below.

Flying Grapple (Ex): If a flying asherake hits a Medium or smaller opponent with both claws, the asherake can start a grapple as a free action without provoking an attack of opportunity or making a touch attack. An asherake who gets a hold usually flies off with the victim, preferably to be added to the ranks of asherake slaves or dropped from a height.

ASHERAKE SOCIETY

The foundation of asherake culture is the principle that all other races are inferior and subservient to them. Their colonies spread like plagues over the land, and they overrun and enslave anyone in their path. Asherake make their homes in huge black flying ships, kept aloft by some arcane magic. These blasted hulks with tattered sails and rank upon rank of black oars are filled with snarling asherake, who attack land based populations and carry them off to a life of bitter servitude. No one has ever gone into the center of their lands and returned, but it is rumored that they are ruled from a mountain kingdom by a mad sorcerer-emperor. As asherake have little noncombative contact with other races, little is understood about their society. Asherake rarely trouble to learn other languages as they have no respect for other cultures. They do know basic commands in Common, which they find useful for giving orders to their slaves. Slaves who manage to escape from their ships say that the asherake are extremely cruel masters; slaves rarely survive more than a year in servitude.

Asherake soldiers are highly organized, and all quite mindful of rank. They perform no labor of their own except for killing and enslaving. All of their needs are catered to by slaves of all races, who feed them, clean for them, manufacture their armor and clothes, entertain them, man the oars on the ships, and even serve as meals for the asherake when no prey population is available. One odious asherake habit is to fatten humans through overfeeding, keeping them in small, tight pens. Refusal to eat is punished by death. Once a pour soul has fattened to a gross degree, he is used as the main course at a sacred asherake feast. The one exception to the slave labor rule is weapon crafting. The asherake never let any slave touch a weapon upon penalty of death. Asherake are quite proud of their weaponsmiths, and the weapons they create are of masterwork quality.

BLOOD BOULDER

Small Aberration

Hit Dice:	2d8+4 (13 hp)
Initiative:	-1
Speed:	50 ft. (10 squares)
AC:	20 (+1 size, -1 Dex, +10 natural), touch 10, flat-footed 20
BAB/Grapple:	+1/+1
Attack:	Slam +6 melee (1d4+6)
Full Attack:	Slam +6 melee (1d4+6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blood drain, improved grab, overrun
Special Qualities:	Blindsight 50 ft., camouflage, damage reduction 5/bludgeoning
Saves:	Fort +2, Ref -1, Will +2
Abilities:	Str 18, Dex 9, Con 14, Int 2, Wis 8, Cha 6
Skills:	Hide +5, Spot +2
Feats:	Improved Overrun, Power Attack
Environment:	Cold mountains
Organization:	Pack (6-12)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	3 HD (Small); 4-6 HD (Medium)

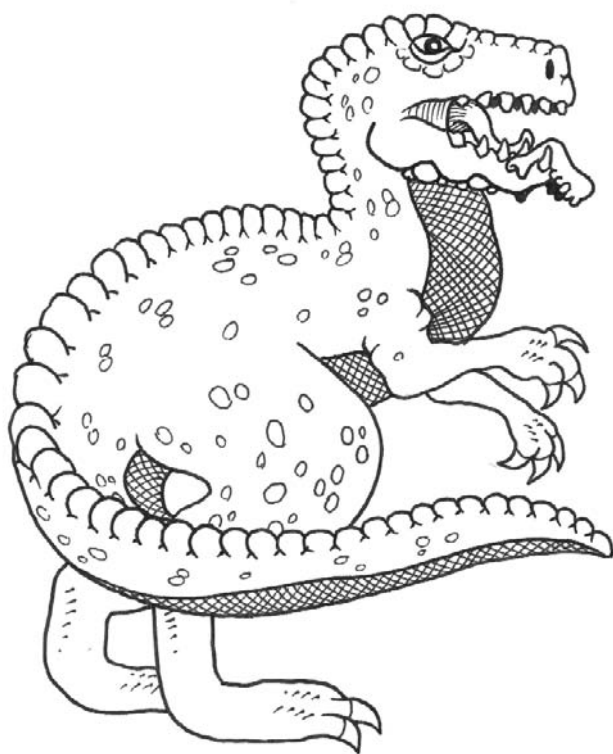
Blood boulders are predators found in rocky terrain such as mountains, hills, and underground caverns. To the unwary traveler, a blood boulder appears as nothing more than a mottled, spherical boulder similar in coloration to the terrain in which it is found. Upon closer inspection, one discovers that this rock is covered with hideous little mouths with needle-sharp teeth, smeared with the blood of its victims.

The blood boulder's tough hide is almost as hard as the stone that it resembles, making an encounter with this mindless marauder a daunting challenge. Blood boulders have no legs, and move by pushing their bodies into a rolling motion. They have no lairs and are nomadic, traveling in packs and searching for new food sources.

Blood boulders reproduce asexually. A group of blood boulder young appears as little more than a group of pebbles. The parents regurgitate their meals over their clutch of young in order to feed them.

COMBAT

Blood boulders packs attack by rolling into their victims and knocking them to the ground. The rest of the pack then rolls onto the victim to drain his blood, leaving little more than an empty husk. The blood boulder's tough outer hide makes it difficult to injure, and its body is covered with small mouths lined with sharp teeth for grip-



ping victims and sucking their blood.

Unless the party sees past the blood boulder's camouflage, its first attack is from surprise. A blood boulder typically charges and tries to overrun its nearest opponent as its first action. If it knocks its opponent prone, it stays in that opponent's space and tries to drain blood; otherwise, the blood boulder tries again, or uses its slam attack.

When the blood boulders have all drunk their fill, they retreat back into hiding.

Improved Grab (Ex): To use this ability, a blood boulder must hit a prone creature with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can drain blood in the following round.

Blood Drain (Ex): A blood boulder can drink a victim's blood with a successful grapple check, dealing 1d4 points of Constitution damage. Once a blood boulder inflicts 4 points of Constitution damage, it rolls away to digest its meal.

Overrun (Ex): A blood boulder has a +4 racial bonus to overrun checks. With the typical blood boulder Strength of 18, this gives it a total bonus of +8. If a blood boulder fails to knock an opponent prone, the opponent may not react to knock down the blood boulder.

Blindsight (Ex): Blood boulders have no eyes, but they are able to perceive their environment to a range of 50 feet due to a special layer of tissue and sensory organs

beneath their tough outer skin. Beyond that range, they are considered blinded. Blood boulders are invulnerable to gaze attacks, visual effects of spells such as illusions, and other attack forms that rely on sight.

Camouflage (Ex): From a distance, a blood boulder's outer skin makes it appear like a small boulder. An observer must make a successful DC 20 Spot or Knowledge (dungeoneering) check to notice that a still blood boulder is actually a living creature.

BONESNAPPER

Medium Magical Beast

Hit Dice:	4d10+12 (34 hp)
Initiative:	+2
Speed:	20 ft. (4 squares)
Armor Class:	16 (+2 Dex, +4 natural), touch 12, flat-footed 14
BAB/Grapple:	+4/+6
Attack:	Bite +7 melee (1d8+2)
Full Attack:	Bite +7 melee (1d8+2) and tail slap +2 melee (1d3+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +7, Ref +6, Will +2
Abilities:	Str 14, Dex 14, Con 16, Int 2, Wis 12, Cha 10
Skills:	Hide +2*, Listen +7, Spot +6
Feats:	Alertness, Weapon Focus (bite)
Environment:	Warm forests
Organization:	Solitary or pack (2-4)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always neutral
Advancement:	5-9 HD (Medium); 10-12 HD (Large)
Level Adjustment:	-

This creature resembles a man-sized upright dinosaur with gray-green flesh mottled with gray spots. Its eyes are scarlet and its teeth are yellow.

The bonesnapper is a descendant of a long-extinct dinosaur (exactly which one is unknown). Though unintelligent, it is fond of collecting and decorating its lair with the jawbones of its victims.

A bonesnapper stands about 5 feet tall and weighs about 500 pounds.

COMBAT

The bonesnapper attacks with its powerful bite and tail slap. After biting a foe, it swings its tail around to smash the same opponent. If flanked or attacked by more than one creature, the bonesnapper divides its attacks between its foes. The bonesnapper fights to the death.

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

Skills: *Bonesnappers have a +4 racial bonus on Hide checks in their natural environment.

DAKON

Large Monstrous Humanoid

Hit Dice: 2d8+4 (13 hp)
Initiative: +2
Speed: 30 ft. (6 squares), climb 30 ft.
Armor Class: 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13
BAB/Grapple: +2/+11
Attack: Claw +6 melee (1d6+5)
Full Attack: 2 claws +6 melee (1d6+5)
Space/Reach: 10 ft./10 ft.
Special Attacks: –
Special Qualities: Darkvision 60 ft.
Saves: Fort +2, Ref +5, Will +4
Abilities: Str 21, Dex 15, Con 14, Int 10, Wis 12, Cha 10
Skills: Climb +13, Listen +6, Move Silently +1, Spot +6
Feats: Alertness
Environment: Warm forest and mountains
Organization: Solitary, gang (2-5), crew (7-18), or band (6-60)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually lawful neutral
Advancement: By character class
Level Adjustment: +3

This creature looks like an ape with brownish-black fur and yellow eyes with black pupils.

Dakons are a race of intelligent apes that make their homes in the warmer regions of the world, though rarely, if ever, near a large expanse of water (they don't like it). They are generally friendly toward humans who share their alignment, and view all other races (even those races of the same alignment as the dakons) with caution and suspicion.

Dakons stand 8 feet tall and weigh about 500 pounds. Dakons speak Common.

COMBAT

Dakons are very passive and docile creatures; they rarely attack except in self-defense. If forced into combat, a dakon attacks with its claws.

Skills: Dakons have a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check,



even if rushed or threatened.

DAKONS AS CHARACTERS

Dakon characters possess the following racial traits.

- +10 Strength, +4 Dexterity, +4 Constitution, +2 Wisdom.
- Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits double those of Medium characters.
- Racial Hit Dice: A dakon begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +0, Ref +3, and Will +3.
- A dakon's base land speed is 30 feet. A dakon has a climb speed of 30 feet.
- Darkvision out to 60 feet.
- +4 natural armor bonus.
- Natural Weapons: 2 claws (1d6).
- Automatic Languages: Common. Bonus Languages: Dwarven, Gnome, Goblin, Orc.
- Favored Class: Fighter.
- Level adjustment +3.

DARK CREEPER

Dark Creeper, 1st-Level Warrior

Small Humanoid (Dark Creeper)

Hit Dice: 1d8+2 (6 hp)
Initiative: +3
Speed: 30 ft. (6 squares)
Armor Class: 17 (+1 size, +3 Dex, +3 natural [see text]), touch 14, flat-footed 14 +1/-3
BAB/Grapple: +1/-3
Attack: Dagger +3 melee (1d3+1)
Full Attack: Dagger +3 melee (1d3+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Create darkness, death throes
Special Qualities: Darkvision 60 ft., detect magic, light blindness, natural armor, see in darkness
Saves: Fort +2, Ref +5, Will +0
Abilities: Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 6
Skills: Climb +3, Hide +11, Listen +4, Move Silently +8, Sleight of Hand +6, Spot +4
Feats: Alertness
Environment: Underground
Organization: Gang (2-4) or clan (20-80 plus 1 dark stalker per 20 dark creepers)
Challenge Rating: 2
Treasure: Standard coins; standard goods; double items
Alignment: Usually chaotic neutral
Advancement: By character class
Level Adjustment: +3

This creature resembles a small humanoid with a light, thin frame. It has gray skin and stark white eyes with gray pupils. It is dressed in brownish-black filthy clothing. The smell of dung and rotted meat hangs in the air around it.

Dark creepers are dwellers that make their homes in the twisting passages and caverns of the subterranean world.

When dark creepers' clothing begins to rot with age and fall from their bodies, they simply add another layer, rather than remove the tattered rags. Dark creepers speak their own babbling language (known as Darkling) understandable only by other dark creepers and dark stalkers (see that entry).

A dark creeper stands 4 feet tall and weighs about 100 pounds.

COMBAT

Dark creepers create darkness to gain the advantage in combat. Once the advantage is obtained, they seek to pilfer valuables from their opponents, favoring magic items over normal items. They are particularly fond of



daggers, rings, and jeweled items. A dark creeper never flees or parleys during combat. They fight until they or their opponents are dead.

Create Darkness (Su): Three times per day, a dark creeper can create an effect identical to the *darkness* spell (caster level 5th).

Death Throes (Ex): When killed, a dark creeper spontaneously explodes in a flash of white-hot light. All creatures within a 10-foot radius must succeed on a DC 12 Fortitude save or be blinded (as the *blindness* spell) for 1d6 x 10 minutes. The save DC is Constitution-based.

Detect Magic (Su): A dark creeper can continuously *detect magic* as the spell (caster level 5th). It can suppress or resume this ability as a free action.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds dark creepers for 1 round. On subsequent rounds, they are dazed as long as they remain in the affected area.

Natural Armor (Ex): Dark creepers' clothing consists of layer upon layer of rotted cloth. When a layer of clothing rots away, the dark creeper simply covers it with a new layer of clothing. This grants the dark creeper a +3 natural armor bonus.

See in Darkness (Su): Dark creepers can see perfectly in darkness of any kind, including that created by *deep-er darkness* spells.

Skills: Dark creepers have a +4 racial bonus on Hide and Move Silently checks.

DARK CREEPER SOCIETY

It is known that subterranean cities of dark creepers exist. Most creatures that have seen these cities venture no closer than necessary, for the route to the city is often lined with traps, snares, and other deadly devices to detour would-be trespassers. Each city is a large circular pit with a spiraling staircase leading down to the multi-layered city. A dark creeper city is constantly shrouded in a cloud of impenetrable darkness. The actual habitat and details of dark creeper society remain a mystery, as those that have ventured into a dark creeper city have yet to return and tell of their exploits. It is believed that the race known as dark stalkers are the leaders of such cities.

DARK CREEPERS AS CHARACTERS

Dark creeper characters possess the following racial traits.

- +6 Dexterity, +2 Constitution, +2 Wisdom, –2 Charisma.
- Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, –4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
- A dark creeper's base land speed is 30 feet.
- Darkvision out to 60 feet.
- +4 racial bonus on Hide and Move Silently checks.
- Special Attacks (see above): Create darkness, death throes.
- Special Qualities (see above): Detect magic, light blindness, natural armor, see in darkness.
- Automatic Languages: Darkling. Bonus Languages: Common, Undercommon, Goblin.
- Favored Class: Rogue.
- Level Adjustment +3.

The dark creeper warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.



DARK STALKER

Medium Humanoid (Dark Stalker)

Hit Dice:	2d8+4 (13 hp)
Initiative:	+3
Speed:	30 ft. (6 squares)
Armor Class:	18 (+3 Dex, +5 natural [see text]), touch 13, flat-footed 15
BAB/Grapple:	+1/+2
Attack:	Short sword +4 melee (1d6+1 plus poison)
Full Attack:	Short sword +4 melee (1d6+1 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Create darkness, death throes, fog cloud, poison use
Special Qualities:	Darkvision 60 ft., detect magic, light blindness, natural armor, see in darkness
Saves:	Fort +2, Ref +6, Will +1
Abilities:	Str 13, Dex 16, Con 14, Int 10, Wis 13, Cha 15
Skills:	Hide +9, Listen +5, Move Silently +9, Sleight of Hand +5, Spot +5
Feats:	Weapon Finesse
Environment:	Underground
Organization:	Solitary, troupe (dark stalker and 2-5 dark creepers), or clan (20-80 plus 1 dark stalker per 20 dark creepers)
Challenge Rating:	3
Treasure:	Standard coins; standard goods; double items
Alignment:	Usually chaotic neutral
Advancement:	By character class
Level Adjustment:	+4

This creature appears as a man-sized humanoid with pallid skin. It is clothed in filthy and tattered robes of blackish-gray. The stench of rotted meat and dung clings to this creature.

If the dark creeper is rarely seen, the dark stalker is even rarer. They are the leaders and commanders of the dark creepers and rule the subterranean cities through might and fear. They wear the same type of filthy dark robes and clothes as the dark creepers. Dark stalkers speak their own babbling language understandable only to other dark stalkers and dark creepers. Some of the more intelligent dark stalkers speak Common.

COMBAT

When first encountered, dark stalkers open combat with their fog cloud and darkness abilities to gain the advantage. Dark stalkers generally try to avoid combat, using their powers to cover their escape. If forced into com-

bat, they attack using their short swords. If defeat is imminent, a dark stalker seeks the quickest means of escape possible.

Create Darkness (Su): Three times per day, a dark stalker can create an effect identical to the *darkness* spell (caster level 6th).

Fog Cloud (Sp): Twice per day, a dark stalker can create a *fog cloud* (as the spell). Caster level 6th.

Death Throes (Ex): When killed, a dark stalker spontaneously explodes in a flash of white-hot flame equal to a *fireball* spell (caster level 3rd); 3d6 points of fire damage, Reflex DC 14 for half. The save DC is Constitution-based and includes a +1 racial bonus.

Dark creepers within 60 feet that witness a dark stalker's death throes must succeed on a DC 15 Will save or flee in terror for 1d6 rounds.

Detect Magic (Su): A dark stalker can continuously *detect magic* as the spell (caster level 6th). It can suppress or resume this ability as a free action.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds dark stalkers for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Natural Armor (Ex): Dark stalkers rarely remove clothing. They add layer after layer as the ones underneath molder away. This grants a dark stalker a +3 natural armor bonus. This bonus stacks with the dark creeper's existing natural armor bonus (which is +2).

Poison Use (Ex): Dark stalkers favor poisoning their weapons. They never accidentally risk poisoning themselves when coating a weapon with poison.

See in Darkness (Su): Dark stalkers can see perfectly in darkness of any kind, including that created by *deeper darkness* spells.

Skills: Dark stalkers have a +4 racial bonus on Hide and Move Silently checks and a +2 bonus on Listen and Spot checks.

DARK STALKER SOCIETY

Wherever a dark creeper city is located, dark stalkers can be found. They are the leaders of the dark creepers and rule with a strong fist. They are ruthless masters, dominating those lesser than themselves (which includes most dark creepers). In times of labor or war, dark stalkers can be seen standing over their dark creeper forces, directing them with a bellowing voice and threats of death to those that fail in their tasks. Some dark creepers have been observed sacrificing items to a dark stalker as if through worship. Whether the lesser creepers view the dark stalkers as deities,

however, is a matter of conjecture.

Dark Stalkers as Characters

Dark stalker characters possess the following racial traits.

- +2 Strength, +6 Dexterity, +4 Constitution, +2 Wisdom, +4 Charisma.
- Size Medium.
- A dark stalker's base land speed is 30 feet.
- Darkvision out to 60 feet.
- Racial Hit Dice: A dark stalker begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +0, Ref +3, and Will +0.
- Racial Skills: A dark stalker's humanoid levels give it skill points equal to 5 x (2 + Int modifier). Its class skills are Hide, Listen, Move Silently, Sleight of Hand, and Spot. Dark stalkers have a +4 racial bonus on Hide and Move Silently checks and a +2 bonus on Listen and Spot checks.
- Racial Feats: A dark stalker's humanoid levels give it one feat.
- +2 natural armor bonus.
- Special Attacks (see above): Create darkness, death throes, fog cloud, poison use.
- Special Qualities (see above): Detect magic, light blindness, natural armor, see in darkness.
- Automatic Languages: Darkling. Bonus Languages: Common, Undercommon, Goblin, Orc.
- Favored Class: Rogue.
- Level adjustment +4.

DIRE CORBY

Medium Monstrous Humanoid

Hit Dice: 2d8+2 (11 hp)
Initiative: +1
Speed: 30 ft. (6 squares)
Armor Class: 14 (+1 Dex, +3 natural), touch 11, flat-footed 13
BAB/Grapple: +2/+5
Attack: Claw +5 melee (1d4+3)
Full Attack: 2 claws +5 melee (1d4+3)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft.
Saves: Fort +1, Ref +4, Will +3
Abilities: Str 16, Dex 12, Con 13, Int 6, Wis 10, Cha 8
Skills: Climb +5, Hide +2, Listen +3, Spot +3
Feats: Blind-Fight
Environment: Underground
Organization: Gang (2-5), hunting flock (6-11), or community flock (10-60 plus 1 leader of 3rd-5th level per 10 adults)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually neutral evil
Advancement: By character class
Level Adjustment: +2

This creature resembles a wingless bipedal crow with slick black feathers, powerful arms that end in razor-sharp claws, and a gold beak.

Dire corbies are humanoid, bipedal birdmen that dwell deep beneath the surface world. They make their homes in large, open caverns, hollowing out individual shelters in the walls themselves. These creatures do not possess wings now, but did in some remote part of their past. Why their wings disappeared and were replaced by claws is unknown.

Dire corbies are omnivores but prefer a diet of fresh meat, enjoying the flesh of subterranean rodents, animals, and even other races. They are particularly fond of the flesh of bats, savoring the leathery grit of their flesh.

Dire corbies speak their own language of clicks and tweets. Those with an Intelligence of 10 or higher speak Common as well.

COMBAT

Dire corbies hunt in flocks. They enjoy the thrill of the hunt and enjoy running their prey down, toying with it before swooping in and tearing it to shreds with their claws. Dire corbies always fight to the death and never flee, even when faced with overwhelming odds.



Skills: Dire corbies have a +2 racial bonus on Listen and Spot checks.

DIRE CORBIES AS CHARACTERS

Dire corby flocks are usually led by fighters. Dire corby characters possess the following racial traits.

- +6 Strength, +2 Dexterity, +2 Constitution, -4 Intelligence (minimum 3), -2 Charisma.
- Medium size.
- A dire corby's base land speed is 30 feet.
- Racial Hit Dice: A dire corby begins with two levels of monstrous humanoid, which provide 2d8 Hit Dice, a base attack bonus of +2, and base saving throw bonuses of Fort +0, Ref +3, and Will +3.
- Racial Skills: A dire corby's monstrous humanoid levels give it skill points equal to 5 x (2 + Int modifier, minimum 1). Its class skills are Climb, Hide, Listen, and Spot. Dire corbies have a +2 racial bonus on Listen and Spot checks.
- Racial Feats: A dire corby's monstrous humanoid levels give it one feat.
- Darkvision out to a range of 60 feet.
- +3 natural armor bonus.
- Natural Weapons: 2 claws (1d4).
- Automatic Languages: Dire Corby. Bonus Languages: Common, Goblin, Undercommon.
- Favored Class: Fighter.
- Level adjustment +2.

FLAIL SNAIL

Large Magical Beast

Hit Dice:	4d10+8 (30 hp)
Initiative:	-1
Speed:	10 ft. (2 squares)
Armor Class:	18 (-1 size, -1 Dex, +10 natural), touch 8, flat-footed 18
BAB/Grapple:	+4/+10
Attack:	Tentacle slam +6 melee (1d8+2)
Full Attack:	4 tentacle slams +6 melee (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft., immunity to fire and poison, light blindness, low-light vision, warp magic
Saves:	Fort +6, Ref +3, Will +1
Abilities:	Str 15, Dex 8, Con 14, Int 5, Wis 10, Cha 2
Skills:	Hide -1, Listen +5
Feats:	Alertness, Weapon Focus (tentacle slam)
Environment:	Underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	None (shell is worth 3,000–5,000 gp)
Alignment:	Always neutral
Advancement:	5-9 HD (Large); 10-12 HD (Huge)
Level Adjustment:	—

This creature looks like a massive version of a normal snail whose head has been replaced with four man-sized tentacles, each ending in a mace-like ball. Its shell is striped in bright colors of red, blue, yellow, and green. Its flesh is gray-blue.

Flail snails are solitary omnivores found in the deepest recesses of caverns, caves, and dungeons. There they sustain themselves on a diet of fungus, mold, and rodents. The shell of a dead flail snail can be sold on the open market for 3,000–5,000 gp.

COMBAT

A flail snail attacks by smashing its prey with its mace-like tentacles. It attacks until either it or its opponents are dead.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds flail snails for 1 round. On subsequent rounds, they are dazzled as long as they remain in the area.

Warp Magic (Su): Any time a spell targets a flail snail, there is a chance it produces a random effect rather than affecting the creature. Only spells that directly affect a flail snail are warped. Area spells are not affected by this ability. Roll 1d10 and consult the table below

to determine random effects.

1d10 Result

1-2	Spell misfires; caster disoriented for 1d4 rounds and must make a DC 10 Concentration check to cast any spell while disoriented.
3-4	Spell misfires; creature nearest the flail snail is affected as if the spell had been cast on him.
5-7	Spell functions normally
7-9	Spell fails; nothing happens
10	Spell rebounds on caster (as spell turning)

GREATER FLAIL SNAIL

For every Hit Dice above 4, a flail snail has one additional mace-like tentacle with which it can attack. Thus, a 6 HD flail snail has 6 tentacles; an 8 HD flail snail has 8 tentacles; and a 12 HD flail snail has 12 tentacles. A greater flail snail has a CR based on its increased Hit Dice (see the MM for monster advancement).

FLUMPH

Small Aberration

Hit Dice:	2d8 (9 hp)
Initiative:	+3
Speed:	Fly 20 ft. (4 squares) (average)
Armor Class:	20 (+1 size, +3 Dex, +6 natural), touch 14, flat-footed 17
BAB/Grapple:	+1/-3
Attack:	Nauseating spray +5 ranged touch (sickened) or spikes +5 melee (1d6 plus 1d4 acid)
Full Attack:	Nauseating spray +5 ranged touch (sickened) or spikes +5 melee (1d6 plus 1d4 acid)
Space/Reach:	5 ft./0 ft. (20 ft. with spray)
Special Attacks:	Acid
Special Qualities:	Darkvision 60 ft., low-light vision, nauseating spray
Saves:	Fort +0, Ref +3, Will +5
Abilities:	Str 10, Dex 16, Con 11, Int 10, Wis 14, Cha 10
Skills:	Hide +9, Listen +4, Move Silently +5, Search +2, Spot +4
Feats:	Weapon Finesse
Environment:	Underground
Organization:	Pair or colony (4-16)
Challenge Rating:	1
Treasure:	None
Alignment:	Always lawful good
Advancement:	3-6 HD (Small)
Level Adjustment:	—



This small strange creature looks like a saucer-shaped jellyfish with many small spike-like tentacles dangling from its underbelly. Its body is milky-white in color. Two short eyestalks protrude from the top of its body. Its eyestalks are gray as are its tentacles. Its eyes are jet black.

Flumphs are small, very strange creatures that spend their days floating along looking for food and water. They are non-offensive and only attack when actively hunting for food. Flumphs prefer the darkness of the underground and are rarely, if ever, encountered above ground. The average flumph is about 2 feet in diameter.

COMBAT

The flumph spends most of its time hunting small animals and vermin, which it kills and devours by dropping on them and piercing them with its acidic spikes. If threatened by a creature larger than itself, it fires its nauseating spray in an attempt to repel its attackers. If this attack fails, the flumph rises above its foes and drops at them, attacking with its spikes.

A flumph is helpless if turned over (requires a successful grapple check).

Acid (Ex): A flumph that hits an opponent with its spikes injects acid into the wound, dealing 1d4 points of acid damage. The acid damage continues for the next 2d4 rounds. Immersion in running water or a DC 15 Heal check stops the acid damage.

Nauseating Spray (Ex): A flumph's nauseating spray is

a 20-foot line that it can fire once every 1d4 rounds. A creature hit must make a DC 11 Fortitude save or be sickened for 5 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same flumph's nauseating spray for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

The odor from this spray lingers in the area (and on any creature hit) for 1d4 hours and can be detected to a range of 100 feet. Creatures that come within 100 feet of an affected area or creature during this time must succeed on a DC 11 Fortitude save or become sickened for 5 rounds.

GAMBADO

Medium Aberration

Hit Dice:	4d8+8 (26 hp)
Initiative:	+1
Speed:	40 ft. (8 squares)
Armor Class:	14 (+1 Dex, +3 natural), touch 11, flat-footed 13
BAB/Grapple:	+3/+5
Attack:	Bite +5 melee (1d8+2)
Full Attack:	Bite +5 melee (1d8+2) and 2 claws +0 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	—
Saves:	Fort +3, Ref +2, Will +5
Abilities:	Str 14, Dex 12, Con 14, Int 6, Wis 12, Cha 8
Skills:	Hide +6, Jump +9, Listen +3, Spot +5
Feats:	Alertness, Skill Focus (Hide)
Environment:	Temperate plains
Organization:	Solitary or gang (2-5)
Challenge Rating:	3
Treasure:	Standard coins; standard goods; no items
Alignment:	Always chaotic neutral
Advancement:	5-8 HD (Medium); 9-12 HD (Large)
Level Adjustment:	—

A dull white humanoid skull lies on the ground in a tangle of sticks, leaves, and twigs.

A gambado makes its lair in a 6-foot deep pit. It hides its body with rocks, leaves, and anything else in the surrounding area, allowing only its head to be seen. Thus, when viewing a hidden gambado, it appears to be nothing more than a humanoid skull resting on the ground. When living creatures approach the gambado, it strikes.

The gambado is a human-sized creature with a cylindri-



cal torso topped by a humanoid skull-like head. Two long arms ending in razor-sharp claws protrude from the body. Its torso ends in three long, single-toed feet. Its body is gray in color and leathery and can be compressed like a spring. This is its primary means of locomotion. By compressing its body, the gambado can spring up or forward.

Gambado are solitary creatures by nature, and on the rare occasion that more than one is encountered, each will have its own lair and pit from which it attacks. The pits are usually close together to maximize their attacks on creatures within the area. Any treasure collected by a gambado is stored on its pit floor or in a small and well-hidden hole (DC 18 Search to find) in the side of its pit.

It is unknown whether gambados can communicate or speak any languages.

COMBAT

A gambado springs to attack any time a living creature comes within 2 feet of its lair. It attacks relentlessly with its bite and claws, but does not fight to the death. If combat goes against it, it seeks the quickest possible means of escape.

GOLD SCARAB SWARM

Diminutive Vermin (Swarm)

Hit Dice:	3d8+6 (19 hp)
Initiative:	+3
Speed:	20 ft. (4 square), climb 20 ft.
AC:	17 (+4 size, +3 Dex), touch 17, flat-footed 14
Base Attack/Grp:	+2/–
Attack:	Swarm (2d6)
Full Attack:	Swarm (2d6)
Space/Reach:	10 ft./0 ft.
Special Attacks:	Distraction
Special Qualities:	Darkvision 60 ft., immune to weapon damage, swarm traits, vermin traits
Saves:	Fort +5, Ref +4, Will +1
Abilities:	Str 1, Dex 17, Con 14, Int –, Wis 10, Cha 2
Skills:	Climb +11, Listen +4, Spot +4
Feats:	–
Environment:	Any
Organization:	Solitary or treasury (2-5 swarms)
Challenge Rating:	1
Treasure:	Double standard coins
Alignment:	Always neutral
Advancement:	–
Level Adjustment:	–

The gold coins suddenly moved on their own and began to scuttle toward their greedy, unfortunate victim.

Gold Scarabs are tiny golden colored beetles that closely resemble coins. They were created by a wizard to guard his treasure vault but he soon found a market for them with other wizards, royalty, dragons, and other sentient beings that hoard money. But soon the control failed as soon as the beetles began to breed among themselves. Many a customer fell victim to their own security as the scarabs stripped them of their flesh and the wizard was eventually assassinated by the relatives of one of his customers.

Gold scarabs live in piles of treasure waiting for someone to come near enough to swarm. Once they have surrounded the victim they slowly eat him tiny bite by tiny bite.

COMBAT

Gold scarabs have a simple strategy: let prey come to them and then overwhelm the prey with numbers. Their camouflage is their best weapon.

Distraction (Ex): Any living creature that begins its turn with a gold scarab swarm in its space must succeed on a DC 13 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Skills: A gold scarab has a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. It uses its Dexterity modifier instead of its Strength modi-

fier for Climb checks. It can always choose to take 10 on a Climb check, even if rushed or threatened.

MAWLER

Tiny Aberration (Shapechanger)

Hit Dice: 6d8+12 (39 hp)
Initiative: +3
Speed: 20 ft. (4 squares)
Armor Class: 16 (+2 size, +4 natural), touch 12, flat-footed 16
BAB/Grapple: +4/-3 (+9 when being worn)
Attack: Bite +9 melee (1d4+1)
Full Attack: Bite +9 melee (1d4+1)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: Improved grab, constrict 1d4+1, vorpal bite
Special Qualities: Darkvision 60 ft., magic aura, mimic shape
Saves: Fort +4, Ref +5, Will +7
Abilities: Str 13, Dex 16, Con 14, Int 5, Wis 11, Cha 11
Skills: Disguise +14, Hide +14, Listen +2, Spot +2
Feats: Alertness, Iron Will, Weapon Finesse
Environment: Any
Organization: Solitary or pair
Challenge Rating: 4
Treasure: None
Alignment: Any evil
Advancement: 7-10 HD (Tiny); 11-12 HD (Small)
Level Adjustment: –

Sages are uncertain as to the origin of the mawler, but speculation ranges from it being related to the mimic to it being somehow related to the executioner's hood (see the Tome of Horrors). Whatever its origins, it is considered by many to be the bane of treasure-seekers everywhere.

A mawler's natural form is that of a small blob of fleshy stuff approximately 2 feet across. Mawlers are rarely ever seen in their natural form, however, as they almost always take the shape of an article of clothing made for a Medium humanoid – meals are easy to come by in that form. A mawler can alter its texture, color, and shape to match such substances as leather and metal.

A single mawler usually takes on the form of a single article of clothing, such as a hat, helmet, scarf, cod-piece, or belt. A pair of these creatures encountered together can take the shape of a pair of boots or a pair of gloves.

COMBAT

A mawler generally does not engage in melee. It lies in wait for an unsuspecting meal to don it. In the rare

instance that a mawler is forced into melee, it attacks with its bite.

When an unsuspecting person dons the mawler, it usually waits 1d3 minutes before attacking with its bite. A mawler that scores a critical and severs a victim's limb tries to move away as quickly as possible to digest the meal.

Constrict (Ex): On a successful grapple check, a mawler deals automatic bite damage each round the hold is maintained.

Improved Grab (Ex): To use this ability, a mawler must hit an opponent up to two sizes larger with its bite attack. It can then attempt a grapple check as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. A mawler being worn as an article of clothing has a +12 racial bonus to grapple checks.

Vorpal Bite (Ex): A mawler that scores a critical hit with its bite attack while being worn severs the extremity that was inside it at the time. For example, a mawler being worn as a boot severs the victim's leg. A mawler can only use its vorpal bite while being worn.

A creature that loses a limb suffers a -4 penalty to skill checks that require the use of two limbs. For example, a victim that loses a hand or arm suffers a -4 penalty to Climb checks, Disable Device checks, and so forth. Further, a creature that loses its primary weapon-wielding arm or hand suffers a -6 penalty when wielding a weapon in its offhand. A creature with the Two-Weapon Fighting feat that loses its primary arm or hand ignores the penalty for wielding a weapon in its offhand.

If the victim loses a foot or leg, the penalty applies to Balance checks, Jump checks, and the like. Additionally, the creature's speed is reduced to one-quarter. If the severed extremity happens to be the head, the victim dies immediately (unless it can live without its head).

Magic Aura (Su): A mawler continuously emits a moderate aura of Transmutation magic. This ability can be negated or dispelled, but the mawler can activate it as a free action on its next turn.

Mimic Shape (Ex): A mawler can assume the general shape of any object that is roughly Tiny size. A mawler's body is fleshy and pliable, but it can alter the rigidity of its body to resemble metal, wood, and even stone. Most mawlers have found that taking on the shape of articles of clothing provides the most ready meals. The ruse can be detected by a Spot check opposed by the mawler's Disguise skill.

Skills: A mawler has a +8 racial bonus on Disguise checks.

MITE

	Common Mite, 1st-Level Warrior Small Humanoid (Goblinoid)
Hit Dice:	1d8+1 (5 hp)
Initiative:	+1
Speed:	20 ft. (4 squares)
Armor Class:	12 (+1 size, +1 Dex) touch 12, flat-footed 11
BAB/Grapple:	+1/-3
Attack:	Club +3 melee (1d4) or bite +2 melee (1d3)
Full Attack:	Club +3 melee (1d4) and bite -2 melee (1d3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +1, Ref +3, Will +0
Abilities:	Str 11, Dex 13, Con 12, Int 8, Wis 11, Cha 6
Skills:	Craft (trapmaking) +4, Hide +6, Move Silently +2, Spot +1
Feats:	Weapon Focus (club)
Environment:	Underground
Organization:	Mob (6-24)
Challenge Rating:	1/4
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	By character class
Level Adjustment:	+0

This creature is a rather ugly humanoid about 2 feet tall. It has long pointed ears and a large round nose. Its skin is grayish-brown.

Mites are thought to be distant relatives of the goblins. Mites live their lives deep under the surface of the earth and are never encountered on the surface world. While sunlight does not harm a mite, it prefers the darkness and dampness of its underground realm.

Common mites speak their own language of garbled twittering, though some can speak Goblin. Pesties generally prefer not to communicate with others (even those of their own race) except through body language and hand signals. It is unknown whether pesties simply cannot or choose not to speak.

COMBAT

Trickery and surprise are the forte of the mite. They avoid direct melee with opponents, preferring to attack from ambush. Often, the first tell-tale signs that mites may be nearby is the plethora of traps, snares, and tripwires encountered. Mites prefer to attack those they feel they can overpower or dispose of quickly. Extremely tough or powerful opponents are ignored and

	Pestie 1st-Level Warrior Small Humanoid (Goblinoid)
Hit Dice:	1d8+1 (5 hp)
Initiative:	+3
Speed:	40 ft. (8 squares)
Armor Class:	14 (+1 size, +3 Dex) touch 14, flat-footed 11
BAB/Grapple:	+1/-3
Attack:	Dagger +5 melee (1d3)
Full Attack:	Dagger +5 melee (1d3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	—
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +1, Ref +5, Will +0
Abilities:	Str 11, Dex 17, Con 12, Int 6, Wis 10, Cha 6
Skills:	Hide +8, Move Silently +8, Sleight of Hand +8, Spot +1
Feats:	Weapon Finesse
Environment:	Underground
Organization:	Solitary or mob (3-8)
Challenge Rating:	1/4
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+1

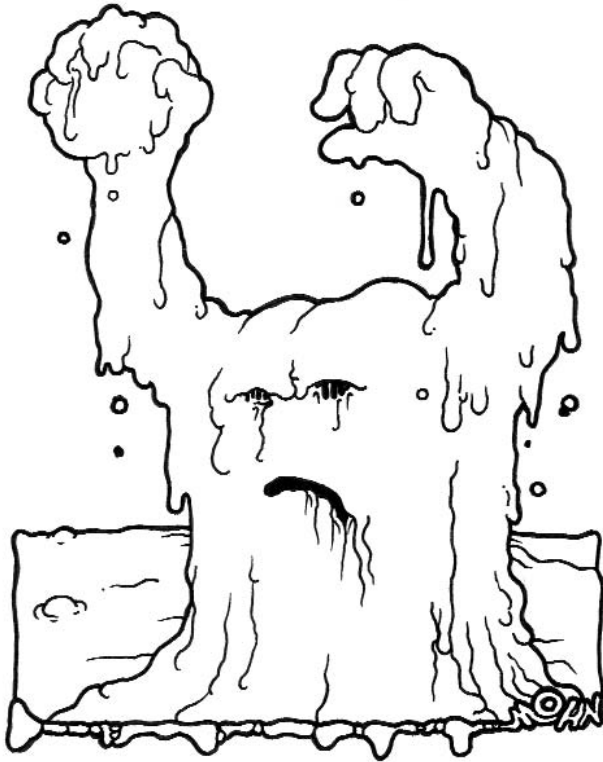
left to pass through unabated or swarmed by a massive number of mites. Though considered unintelligent and stupid by other races, there is a sort of weird cooperation and strategy to mite tactics (that only mites can understand).

A typical mite ambush has the creatures digging narrow tunnels that parallel a dungeon's corridors. When a foe traverses these corridors, the mites burst from the walls and tunnels and strike quickly with their daggers. Opponents are rarely killed, but any knocked unconscious are relieved of coins, weapons, or any other item of value. If forced into melee, mites seek escape at the first possible opportunity. Mites attack with clubs and a bite in combat, while pesties prefer to utilize their great speed and employ hit-and-run tactics to keep opponents off-balance.

Skills: Common mites have a +4 racial bonus on Craft (trapmaking). Pesties have a +4 racial bonus on Move Silently and Sleight of Hand checks.

MITE SOCIETY

Mites make their homes underground in deep, dark dungeons and caverns where they survive by stealing



from those unfortunate enough to wander near their lair. A mite lair is often a large central room or cavern from which many small and winding tunnels lead. A mite lair is a filthy place littered with garbage and refuse. Cleanliness and sanitation are virtually unknown in a mite community. Pesties often are found working with or lairing with goblins or (more usually) common mites. The trapmaking skills of the mite complement the pestie's adeptness at speed and hit-and-run tactics. Mite young are almost never encountered, but a typical lair contains a number of noncombatant young equal to the number of adult mites.

MITES AS CHARACTERS

Common mites and pesties favor the rogue class; leaders tend to be rogues or fighter/rogues. Clerics worship Bugdish and can choose two of the following domains: Earth, Protection, and Trickery. Most mite spell casters are adepts.

Mite characters possess the following racial traits.

- -2 Strength, +2 Dexterity, -2 Intelligence, +2 Wisdom, -2 Charisma (common mite); -2 Strength, +6 Dexterity, -4 Intelligence, -2 Charisma (pestie).
- Small size: +1 bonus to Armor Class, +1 bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits 3/4 those of Medium characters.
- A common mite's base land speed is 20 feet; a pestie's base land speed is 40 feet.

- Darkvision out to 60 feet.
- Natural Weapons: Bite (1d3) (common mite only).
- +4 racial bonus on Craft (trapmaking) checks (common mite); +4 racial bonus on Move Silently and Sleight of Hand checks (pestie).
- Automatic Languages: Mite. Bonus Languages: Goblin, Gnoll, Orc.
- Favored Class: Rogue.
- Level Adjustment +0 (common mite); +1 (pestie).

The common mite and pestie warriors presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

MUDMAN

Medium Elemental (Earth, Extraplanar, Water)

Hit Dice:	2d8+4 (13 hp)
Initiative:	+0
Speed:	10 ft. (2 squares)
Armor Class:	12 (+2 natural), touch 10, flat-footed 12
BAB/Grapple:	+1/+3
Attack:	Slam +3 melee (1d4+2) or mud bomb +2 ranged touch (see text)
Full Attack:	2 slams +3 melee (1d4+2) or mud bomb +2 ranged touch (see text)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Engulf, mud bomb
Special Qualities:	Alternate form, damage reduction 5/magic, darkvision 60 ft., elemental traits, mindless, mud pool
Saves:	Fort +5, Ref +0, Will +0
Abilities:	Str 14, Dex 10, Con 14, Int —, Wis 10, Cha 10
Skills:	—
Feats:	Weapon Focus (mud bomb)
Environment:	Para-Elemental Plane of Mud
Organization:	Solitary, gang (3-6), or pack (7-12)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	3-6 HD (Medium)
Level Adjustment:	—

This stocky humanoid is seemingly composed of mud. It has long, thick arms and bandy legs. Its head is round and featureless.

Their natural form is that of a pool of mud about 5 feet in diameter. In this form, they cannot be discerned from normal mud. Mud pools are formed where the Elemental Plane of Earth and the Elemental Plane of Water commingle in the multiverse, and thus mudmen are born. Occasionally, a vortex opens to a region on

the Material Plane where magical waters have stagnated against the land, thereby forming a mud pool. Mudmen pass through this vortex to the Material Plane. Though not evil, mudmen look with disdain on any who trespass in their mud pools.

COMBAT

When a living creature enters a mud pool, the mudman forms its humanoid shape (as a standard action) and attacks until the opponent is slain or leaves the mud pool. A mudman attacks by pummeling a foe with its fists or by hurling globs of mud. Mudmen are bound to the pool where they are formed or where they enter the Material Plane and cannot leave their mud pool.

A mudman's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Engulf (Ex): A mudman can hurl itself at any creature within 10 feet. If it succeeds on a ranged touch attack, the mudman engulfs the victim's head and upper body in mud that instantly solidifies and cuts off the victim's air. This attack destroys the mudman if it hits; otherwise it reverts to its natural form and must spend one full round reforming.

A character that has no air to breathe can hold their breath for 2 rounds per point of Constitution. After this period of time, the character must make a DC 10 Constitution check in order to continue holding her breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Constitution checks, they begin to suffocate. In the first round, she falls unconscious (0 hit points). In the following round, she drops to -1 hit points and is dying. In the third round, they suffocate.

The mud can be hit automatically and is destroyed when it takes 10 hit points of damage from a bludgeoning weapon. Each successful attack deals half its damage to the mud and the other half to the engulfed victim. The mud can be pried off by a creature that succeeds on two successful DC 20 Strength checks.

Mud Bomb (Ex): A mudman attacks by hurling globs of mud at its opponent. These globs deal no damage and have a range increment of 10 feet. A successful ranged touch attack means the mud glob hits the target and solidifies in the same round.

A creature hit by a mud glob takes a -2 circumstance penalty on attack rolls and a -4 circumstance penalty to effective Dexterity. The creature must succeed on a DC 15 Reflex save or become stuck to the ground. Even on a successful save, the creature moves at half speed. A flying creature is not stuck to the ground, but it must make a DC 15 Reflex save or be unable to fly (assum-

ing it uses its wings to fly) and fall to the ground. The save DC is Constitution-based and includes a +2 racial bonus.

A creature stuck to the ground can break free with a successful Strength check (DC 20) or by dealing 10 points of damage to the hardened mud with a bludgeoning weapon. A creature trying to scrape mud off itself, or another creature assisting, does not need to make an attack roll; hitting the mud is automatic, after which the creature that hit makes a damage roll to see how much of the mud was scraped off. Once free, the creature can move (including flying) at half speed. A character capable of spell casting who is bound by the mud must make a DC 15 Concentration check to cast a spell. The mud becomes brittle and fragile after 20 minutes, cracking apart and losing its effectiveness. The save and check DCs are Constitution-based and include a +2 racial bonus. The Strength check DC is Constitution-based and includes a +7 bonus.

Each additional mud glob that hits an opponent increases the save DCs and check DCs by +1. The circumstance penalties on attack rolls and Dexterity do not increase.

Alternate Form (Su): A mudman's natural form is that of a large puddle of mud. In this form it cannot attack, is effectively invisible until it attacks, and is immune to all attacks, except those from spells. It can assume one other shape; that of a Medium humanoid-shaped creature formed wholly of mud.

Mindless (Ex): Immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects).

Mud Pool (Su): A mudman is linked to its mud pool and cannot leave it. It can sense the presence of anything within 120 feet of it that enters its mud pool (as if by tremorsense). It cannot detect creatures or objects outside its mud pool.

Vulnerabilities (Ex): *Dispel magic* acts as a *fireball* spell, dealing 1d6 points of damage per caster level (maximum 10d6) to all mudmen in a 30-foot radius (no save). *Transmute mud to rock* deals 1d8 points of damage per caster level (maximum 15d8) to all mudmen in the area of effect (Fortitude save for half).

NECROPHIDIUS

Large Construct

Hit Dice: 3d10+30 (46 hp)
Initiative: +3
Speed: 30 ft. (6 squares)
Armor Class: 18 (-1 size, +3 Dex, +6 natural), touch 12, flat-footed 15
BAB/Grapple: +2/+6
Attack: Bite +4 melee (1d8 plus paralysis)
Full Attack: Bite +4 melee (1d8 plus paralysis)
Space/Reach: 10 ft./5 ft.
Special Attacks: Dance of death, paralysis
Special Qualities: Construct traits, damage reduction 5/bludgeoning, darkvision 60 ft.
Saves: Fort +1, Ref +4, Will +1
Abilities: Str 10, Dex 17, Con —, Int —, Wis 11, Cha 12
Skills: Move Silently +11
Feats: Weapon Finesse^B
Environment: Any
Organization: Solitary
Challenge Rating: 3
Treasure: None
Alignment: Always neutral
Advancement: 4-7 HD (Large); 8-9 HD (Huge)
Level Adjustment: —

This creature has a long skeletal body topped with a fanged human skull. Its eyes glow with a hellish red light.

The necrophidius appears to be a great skeletal snake topped with a human skull. To the dismay of some (mainly clerics) it is not undead and therefore cannot be turned or rebuked. The necrophidius is a construct created by an arcane caster to serve as a guardian or assassin. It performs either task with great skill, and being a construct, it never questions its duty as guard or assassin.

A typical necrophidius is 10 feet long.

COMBAT

The necrophidius opens combat with its dance of death ability; entranced victims are bitten and paralyzed. Paralyzed victims are either slain by the necrophidius or left to their own accord (depending on the exact instructions given to the necrophidius by its creator).

Dance of Death (Ex): A necrophidius can entrance opponents by swaying back and forth. Those within 30 feet viewing the dancing snake must succeed on a DC 12 Will save or be unable to act for 2d4 rounds. Victims are dazed (as the *daze* spell) for the duration of the effect and cannot take any action (other than defending themselves). This is a mind-affecting effect. The save DC is Charisma-based.

Paralysis (Su): A living creature bitten by a necrophidius must succeed on a DC 12 Fortitude save or be para-



lyzed for 1d6 minutes. The save DC is Charisma-based.

Skills: The necrophidius has a +8 racial bonus on Move Silently checks.

RATTLER

A variation of the necrophidius, the rattler is constructed from the skeletal remains of a giant rattlesnake. During the creation process, the tail rattle is left intact and magicked to create a *confusion* effect on those that hear it rattle. The rattler uses the same statistics as the standard necrophidius except it does not gain the necrophidius's dance of death special attack. Instead it gains the special attack detailed below.

Rattle (Ex): By shaking its tail rattle, the creature emits a rattling noise to a range of 30 feet. Those within the area that hear this rattle must succeed on a DC 12 Will save or be affected as by a *confusion* spell for 2d4 rounds. The save DC is Charisma-based.

CONSTRUCTION

A necrophidius' body consists of a human skull and the skeletal remains of a constrictor snake treated with rare oils and powders worth at least 1,000 gp. Creating the body requires a DC 15 Craft (sculpting) check.

CL 10th; Craft Construct (see the MM for details), *animate objects*, *charm person* (or *confusion* if creating a rattler), *geas/quest*, *polymorph any object*, *confusion* (rattler necrophidius only); Price 7,500 gp; Cost 4,750 gp + 260 XP.

OGREN

Medium Humanoid (Ogre)

Hit Dice:	2d8+4 (13 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	12 (+2 natural), touch 10, flat-footed 12
BAB/Grapple:	+1/+4
Attack:	Longspear +5 melee (1d8+4, crit x3); or spear +1 ranged (1d8+3, crit x3)
Full Attack:	Longspear +5 melee (1d8+4, crit x3); or spear +1 ranged (1d8+3, crit x3)
Space/Reach:	5 ft./5 ft. (10 ft. with longspear)
Special Qualities:	Darkvision 30 ft., ogre blood
Saves:	Fort +5, Ref +0, Will +0
Abilities:	Str 16, Dex 10, Con 14, Int 10, Wis 10, Cha 8
Skills:	Listen +3, Move Silently +6, Spot +3
Feats:	Weapon Focus (longspear)
Environment:	Temperate hills and plains
Organization:	Solitary, band (5-8), raiding party (6-11 and one leader of 5th-7th level), or clan (10-24, plus 100% noncombatants, one shaman of 5th-7th level, one leader of 7th-9th level, 2-4 ogres, and 5-8 hobgoblins)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adjustment:	+2

This creature looks like a cross between an ogre and a hobgoblin. It appears as a stocky humanoid with a hairy hide of dark brown.

Take the worst traits of a male ogre and the worst traits of a female hobgoblin and mix them together, the result is an ogren: a barbaric and primitive race of individuals that see combat as a way of life and means of entertainment and survival. Combat skills and battle prowess are taught at a very young age among the ogren clans, and it is not unheard of for an entire clan to be led by one who, by any other race would be considered a child, for the mighty rule the weak and the strongest and most combative ogren usually rules a clan.

Ogrens are 6 to 8-feet tall. Their eyes are generally gray or black, though some do have green or blue eyes (though blue eyes are extremely rare). Hair color ranges from brown or black to dark red or gray. Most ogren have long hair and rarely, if ever, sport facial hair. The typical ogren lives to 100 years of age.

Ogrens speak either Goblin or Giant (50% chance of either) and Common.

COMBAT

Ogrens pride themselves on combat and employ varying tactics and strategies when engaged in such affairs. Ogrens prefer straightforward tactics to ambush and chicanery, though if outmatched, they are not above employing such tactics. Ogrens usually use gang tactics in battle and prefer unmatched odds where they clearly have the upper hand (three- or four-on-one suits them just fine).

Ogrens rarely if ever back down from a fight as they are taught that cowardice is equal to weakness. However, they are also taught that it is foolish to fight while your enemy clearly has the advantage and backing away is ok, so long as the odds are made even (or at least turned in the ogren's favor) the next time the two meet.

Ogre Blood (Ex): Fifty percent of ogren have enough ogre blood in their veins to qualify as ogres. Those that qualify are considered ogres for all special abilities and effects.

Skills: Ogrens have a +2 racial bonus on Move Silently checks.

OGREN SOCIETY

Being a primitive people, the ogren clans survive by hunting game and gathering wild fruits, berries, and herbs. Most hunting bands consist of 3-5 males and a tracker (usually an ogren ranger of 3rd level). Ogrens typically hunt large game such as moose, deer, buffalo, bison, elk, humans, and elves. Many a hunting foray has led a band of ogren into a human or elven encampment or settlement. During these raids, targets are often taken alive and carried back to the ogren's lair where they are stored in cages for later consumption. Ogren often fatten up captive humans and elves before eating them (fattening them up provides the ogren clan with more meat). In times when food is scarce, some clans resort to cannibalism and hunt their own (though rarely if ever a member of the same clan; usually an ogren from a rival clan).

Ogren clans are found just about anywhere save the coldest of climates, though they tend to favor temperate climates. Food is hard to come by in such harsh extremes, so they prefer moderate to warm climates where a food supply is readily available. A typical ogren settlement consists of crude huts constructed of wood with thatched or wooden roofs. The huts are spread in a circle around a central meeting ground where they dance, engage in combat, cook their food, and hold yearly rituals.

Each clan typically holds three or more yearly rituals.

Some ogren rituals include the Rites of Manhood, The Taking (marriage), and The Passing (death). During the rites of manhood, a young ogren must display his battle prowess against a member of his clan. These fights are never to the death, but the damage dealt is real. Many ogren proudly display the scars of such fights on their bodies. During The Taking, a male ogren selects a bride from another clan as a mate. The shaman from the male's clan oversees the ceremony and blesses such a union, usually through the ritual sacrifice of a captive human or elf (the blood of either is cast on the ground during this ritual). The last ritual, The Passing, is led by the shaman and consists of the shaman invoking the spirits of dead ancestors to watch over recently slain or deceased ogrens.

OGRENS AS CHARACTERS

Ogren leaders tend to be barbarians. Ogren clerics are usually adepts and are known as shamans among their clans. Ogres worship Tushnak "The Totem God" and can choose from two of the following domains: Animal, Earth, and Evil.

Ogren characters have the following racial traits:

- Strength +6, Constitution +4, Charisma -2.
- Base speed is 30 feet.
- Darkvision to a range of 30 feet.
- Racial Hit Dice: An ogren begins with two levels of humanoid, which provide 2d8 HD, a base attack bonus of +1, and base save bonuses of Fort +3, Ref +0, and Will +0.
- Racial Skills: An ogren's humanoid levels give it skill points equal to 5 x (2 + Int modifier). Its class skills are Listen, Move Silently, and Spot. Ogres have a +2 racial bonus to Move Silently checks.
- Racial Feats: An ogren's humanoid levels give it one feat.
- +2 natural AC bonus.
- 50% of all ogren have ogre blood.
- Automatic Languages: Goblin or Giant (50% chance for either), Common. Bonus Languages: Elven, Goblin or Giant (whichever isn't an automatic language), Orc, Sylvan.
- Favored Class: Barbarian.
- Level Adjustment: +2.

POLTERGEIST

Medium Undead (Incorporeal)

Hit Dice:	2d12 (13 hp)
Initiative:	+1
Speed:	10 ft. (1 square), fly 20 ft. (good)
Armor Class:	12 (+1 Dex, +1 deflection), touch 12, flat-footed 11
BAB/Grapple:	+1/–
Attack:	See text
Full Attack:	See text
Space/Reach:	5 ft./5 ft.
Special Attacks:	Fear, telekinesis
Special Qualities:	Darkvision 60 ft., incorporeal traits, natural invisibility, unnatural aura, undead traits
Saves:	Fort +0, Ref +1, Will +4
Abilities:	Str –, Dex 13, Con –, Int 5, Wis 12, Cha 12
Skills:	Listen +6, Spot +5
Feats:	Alertness
Environment:	Any
Organization:	Solitary or haunting (4-7)
Challenge Rating:	2
Treasure:	None
Alignment:	Usually lawful evil
Advancement:	3-6 HD (Medium)
Level Adjustment:	–

Poltergeists are undead spirits that haunt the area where they died. A poltergeist has no material form and cannot manifest on the Material Plane. Most poltergeists are evil, as they are "trapped" in the area where they were killed and can never leave this area unless they are destroyed. This "prison" drives them mad and they come to hate all living creatures.

COMBAT

Poltergeists cannot manifest on the Material Plane and attack by picking up objects and hurling them at opponents.

Fear (Su): A creature hit by a thrown object must succeed on a DC 12 Will save or flee in terror for 2d6 rounds. A creature that successfully saves is immune to the fear effect of the same poltergeist for the remainder of the encounter. The save DC is Charisma-based.

Telekinesis (Su): A poltergeist can create a telekinetic effect to hurl one object or creature within 10 feet to a distance of 60 feet (no range increment). This ability functions as the combat maneuver version of the *telekinesis* spell (caster level 6th) with the following exceptions: the poltergeist does not have to concentrate to use or maintain this ability; the poltergeist can hurl only one object or creature per round; the poltergeist uses its Charisma modifier (usually +1) to modify

its base attack bonus. A creature targeted by this ability can make a DC 12 Will save to avoid being hurled by the poltergeist. The save DC is Charisma-based.

Natural Invisibility (Su): This ability is constant, allowing a poltergeist to remain invisible even when attacking. This ability is inherent, cannot be dispelled or negated, and is not subject to the *invisibility purge* spell.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a poltergeist at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

SCREAMING DEVILKIN

Small Magical Beast

Hit Dice:	3d10 (16 hp)
Initiative:	+3
Speed:	5 ft. (1 square), fly 30 ft. (poor)
Armor Class:	18 (+1 size, +3 Dex, +4 natural), touch 14, flat-footed 15
BAB/Grapple:	+3/-1
Attack:	Tail-barb +4 melee (1d4)
Full Attack:	Tail-barb +4 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Scream
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +3, Ref +6, Will +1
Abilities:	Str 10, Dex 17, Con 10, Int 6, Wis 11, Cha 12
Skills:	Hide +7, Listen +4, Move Silently +5, Spot +4
Feats:	Alertness, Dodge
Environment:	Any
Organization:	Solitary or pack (2-5)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	4-7 HD (Small); 8-9 HD (Medium)
Level Adjustment:	—

This winged creature is humanoid in appearance with frail and spindly arms and legs. It has a long, thick tail that ends in a wicked barb.

Shrill wails echoing through the night signal the arrival of a screaming devilkin. Screaming devilkins are smallish beasts, humanoid in appearance but with frail and spindly arms and legs. These weak limbs are nearly useless for combat and locomotion, but the screaming devilkin makes up for this disability with its bat-like wings. Although screaming devilkins are fast fliers, they are not particularly agile on the wing. Screaming devilkins also have a long, muscular, barbed tail that is their primary means of physical attack. It should be noted that despite its appearance and name, the screaming devilkin has no connection with outsiders of any type.



A typical screaming devilkin is 3 feet tall and has a wingspan of about 5 feet. Its skin is reddish-brown in color and its eyes are black. Its tail is about 2-1/2 feet long.

COMBAT

A screaming devilkin is a tireless combatant, refusing to back down regardless of how the combat is progressing; it always attacks on sight. It attacks in melee with its barbed tail and screams continuously until it or its opponent is dead.

Scream (Su): A screaming devilkin can howl continuously as a free action. This painful howling affects all creatures within 60 feet that hear it. Affected creatures must succeed on a DC 12 Fortitude save or be dazed (can take no actions but can defend themselves) for as long as the screaming devilkin continues to scream. A dazed creature can attempt a new save each round to break the effect. A creature that successfully saves cannot be affected again by same screaming devilkin's scream for one day. The save DC is Charisma-based.

Conversation, even shouting, is impossible within 60 feet of a screaming devilkin using this ability. Spell casters in the area must succeed on a DC 15 Concentration check each time they try to cast a spell. *Silence* negates the devilkin's scream for the duration of the spell.

SKULK

Medium Humanoid (Skulk)

Hit Dice: 2d8+2 (11 hp)
Initiative: +6
Speed: 30 ft. (6 squares)
Armor Class: 13 (+2 Dex, +1 natural), touch 12, flat-footed 12
BAB/Grapple: +1/+1
Attack: Short sword +1 melee (1d6)
Full Attack: Short sword +1 melee (1d6)
Space/Reach: 5 ft./5 ft.
Special Attacks: Sneak attack +1d6
Special Qualities: Low-light vision, untrackable
Saves: Fort +1, Ref +5, Will +1
Abilities: Str 10, Dex 14, Con 12, Int 10, Wis 12, Cha 6
Skills: Hide +22, Move Silently +14, Spot +2
Feats: Improved Initiative
Environment: Any
Organization: Solitary or band (3-8)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class
Level Adjustment: +2

This lithe, gray-skinned humanoid is completely hairless. It has soft, almost child-like facial features.

Skulks are a race of humanoids that dwell on the fringe of other societies. They are a parasitic race – the humanoid equivalent of rats that survive by theft, subterfuge, and at times outright murder. Skulks are consummate cowards, sneaking into humanoid communities under cover of darkness and taking what they desire. They freeze to immobility and blend in with the background if they are detected and flee at the first opportunity.

Skulks are approximately human-sized, but are very lightly built. They have slender, graceful arms and legs. Skulks have no hair, and their eyes are usually pale blue or pink. The grayish skin of a skulk is leathery to the touch, but the skulk has the natural ability to vary its skin tone to match nearly any environment.

A typical skulk stands 6 feet tall and weighs 140 pounds.

Skulks speak Common.

COMBAT

Skulks never initiate combat unless there is no other option. They prefer to strike from ambush, a tactic aided by their chameleon-like ability to change their skin tone. Skulks are cowardly opponents, attempting to flee as soon as they are injured or the odds are against them.



Sneak Attack (Ex): Any time an opponent would be denied his Dexterity bonus to AC or when the skulk flanks its victim, the skulk deals an extra +1d6 points of damage per attack. This is a racial ability that does not increase with class level but does stack with the sneak attack ability of the rogue class.

Untrackable (Ex): Skulks can pass through forest and subterranean settings almost without a trace (double the DC for any tracking attempt).

Skills: Skulks have a +8 racial bonus on Move Silently checks and a +15 racial bonus on Hide checks (because of their ability to change their skin color).

SKULK SOCIETY

Skulks dwell in small bands or family groups, living a nomadic existence as they travel from place to place. They move constantly so as not to attract undue attention from local militias. A skulk lair will usually be located in an area that is easily concealed, such as a cave or forest. Occasionally, skulks will sneak into a large city's sewer system and set up a more or less permanent presence there, moving their lair from place to place under the city.

Skulks remain hidden during daylight hours, leaving the safety of their lair to conduct forays into the humanoid community under cover of darkness. A favored tactic of a skulk band is to sneak into a residence under cover of darkness and slaughter the entire family. Once that grisly task is complete, the skulks remain to take what they will from the home and leave the following dawn.



SONGDRAGON, JUVENILE

Medium Dragon (Sonic)

Hit Dice:	13d12 (86 hp)
Initiative:	+1
Speed:	40 ft. (8 square), fly 200 ft. (good).
AC:	22 (+12 natural), touch 10, flat-footed 22
Base Attack/Grp:	+13/+14
Attack:	Bite +14 melee (1d8+1)
Full Attack:	Bite +14 melee (1d8+1) and 2 claws +12 melee (1d6) and 2 wings +12 melee (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Bard spells, breath weapon, spell-like abilities
Special Qualities:	Alternate form, blindsense 60 ft., darkvision 120 ft., enchantment resistance, immune to paralysis, sleep, and sonic
Saves:	Fort +8, Ref +8, Will +9
Abilities:	Str 13, Dex 10, Con 10, Int 14, Wis 13, Cha 18
Skills:	Bluff +22, Concentration +8, Decipher Script +10, Diplomacy +24, Disguise +4 (+6 acting), Gather Information +14, Intimidate +24, Listen +9, Perform +29, Search +12, Sense Motive +9, Spellcraft +10, Spot +9, Survival +1 (+3 following tracks)
Feats:	Investigator, Persuasive, Skill Focus (Perform), Spell Focus (Enchantment), Multiattack
Environment:	Urban areas, universities, performance halls, or occasionally remote hermitages
Organization:	Solitary, family (2-3), or band (4-10)
Challenge Rating:	6
Treasure:	Double standard
Alignment:	Always chaotic good
Advancement:	Young adult 17-18 HD; adult 20-21 HD; mature adult 23-24 HD; old 26-27 HD; very old 29-30 HD; ancient 32-33 HD; wyrms 35-36 HD; great wyrms 38+ HD

Level Adjustment: —

This dragon is covered in iridescent ivory scales. Its body is leaner than most dragons. It appears to be a snake with long, delicate limbs and fingers which move too rapidly for the eye to follow.

Songdragons are most closely related to the metallic dragons, but their single-mindedness is unusual even for dragons. Juveniles spend all their time attempting to learn everything about music and the world around

SKULKS AS CHARACTERS

The favored class of a skulk is rogue. Skulks rarely become anything but rogues, as they are far too cowardly ever to pursue actively the combative classes.

- +4 Dexterity, +2 Constitution, +2 Wisdom, -4 Charisma.
- Size Medium.
- A skulk's base land speed is 30 feet.
- Low-light vision.
- Racial Hit Dice: A skulk begins with two levels of humanoid, which provide 2d8 Hit Dice, a base attack bonus of +1, and base saving throw bonuses of Fort +0, Ref +3, and Will +0.
- Racial Skills: A skulk's humanoid levels give it skill points equal to 5 x (2 + Int modifier). Its class skills are Hide, Move Silently, and Spot. Skulks have a +8 racial bonus on Move Silently checks and a +15 racial bonus on Hide checks (because of their ability to change their skin color).
- Racial Feats: A skulk's humanoid levels give it one feat.
- +1 natural armor bonus.
- Special Attacks (see above): Sneak attack.
- Special Qualities (see above): Untrackable.
- Automatic Languages: Common. Bonus Languages: Goblin, Orc, Sylvan.
- Favored Class: Rogue.
- Level adjustment +2

them, hoping to find inspiration for their songs. Many take the form of a humanoid and live in cities, but some venture into the wilderness to explore obscure topics or experiment with new forms of music. Eventually the adult songdragon will feel the need to perform for appreciative audiences.

Also unusual for dragons, songdragons have no desire to hoard any treasure that does not further their craft, though having some gold makes traveling easier. However, they are very covetous about their knowledge and musical experience, and will often demand that those they encounter sing a song from their homeland. Songdragons are always respectful of talent, although they are sometimes known to sneer at a poor performance.

COMBAT

Songdragons prefer using enchantment or talking their way out of bad situations, but heckling or ridiculing their music quickly earns their wrath. Even if they would prefer to entertain, they are still dragons and can defend themselves and their craft.

Alternate Form (Su): A songdragon can assume any animal or humanoid form of Medium size or smaller as a standard action three times per day. This ability functions as a *polymorph* spell cast on itself at caster level 13, except that the dragon does not regain hit points for changing form and can only assume the form of an animal or humanoid. The dragon can remain in its animal or humanoid form until it chooses to assume a new one or return to its natural form.

Bard Spell: A juvenile songdragon casts spell as a 3rd level bard.

Breath Weapon (Su): Juvenile songdragons can produce a sonic breath weapon in a 30 ft. cone every 1d4 rounds. The weapon inflicts 8d4 sonic damage. Succeeding at a DC 16 Fortitude save allows the targets to take half damage.

Enchantment Resistance (Ex): Due to their experience with enchantment, songdragons receive a +5 bonus to Will saves against mind-affecting effects such as charms, compulsions, phantasms, patterns, and morale effects.

Immunities (Ex): A songdragon is immune to sonic attacks in addition to the standard dragon immunities against sleep and paralysis.

Spell-Like Abilities: 3/day – *suggestion* (DC 17); 2/day – *sound burst* (DC 16). Caster level 13th. The save DCs are Charisma-based.

Skills: Songdragons have a +6 racial bonus to Perform checks.

VILSTRAK (TUNNEL THUG)

Medium Aberration

Hit Dice:	1d8+1 (5 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	18 (+8 natural), touch 10, flat-footed 18
BAB/Grapple:	+0/+2
Attack:	Slam +2 melee (1d4+2)
Full Attack:	2 slams +2 melee (1d4+2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	–
Special Qualities:	Darkvision 60 ft., merge with earth
Saves:	Fort +1, Ref +0, Will +2
Abilities:	Str 14, Dex 11, Con 12, Int 6, Wis 10, Cha 8
Skills:	Hide +2*, Listen +3, Spot +3
Feats:	Alertness
Environment:	Underground
Organization:	Gang (2-5) or band (6-20)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually neutral (evil tendencies)
Advancement:	2-3 HD (Medium)
Level Adjustment:	–

This creature is a bipedal man-sized semi-humanoid seemingly carved of stone. It has an insect-like head, long, large arms, and thick, trunk-like legs that end in hoof-like feet.

Vilstraks (or tunnel thugs) dwell underground, away from the surface world. Though they have no allergy or reaction to sunlight, they disdain its existence, preferring the cold, damp blackness of their underground world. A vilstrak's lair is a "pocket" formed deep inside the earth. These pockets have no exits or entrances and are only reachable by those who can pass through stone or earth.

A typical vilstrak stands 6 feet tall and weighs about 200 pounds. Its arms have an extra joint between the elbow and wrist, and its arms end in large, powerful fists of stone. Vilstraks are gray or brown.

COMBAT

Vilstraks are peaceful creatures who avoid combat if possible. They do take great joy and pride in robbing those that invade their territory. A favored tactic of the vilstrak is to hide inside the wall of a dungeon corridor and spring out when prey passes nearby.

Merge with Earth (Su): A vilstrak can merge with earth or stone at will as a standard action. This ability is similar to a *meld into stone* spell (caster level 12th), except that a vilstrak can see what goes on outside and it can remain merged as long as it desires.



Skills: *Vilstraks have a +8 racial bonus on Hide checks when in rocky surroundings.

VORTEX

Medium Elemental (Air)

Hit Dice: 3d8+6 (19 hp)
Initiative: +4
Speed: Fly 60 ft. (perfect) (12 squares)
Armor Class: 20 (+4 Dex, +6 natural), touch 14, flat-footed 16
BAB/Grapple: +2/+3
Attack: Slam +6 melee (see text)
Full Attack: Slam +6 melee (see text)
Space/Reach: 5 ft./5 ft.
Special Attacks: Whirlwind
Special Qualities: Darkvision 60 ft., elemental traits
Saves: Fort +3, Ref +7, Will +1
Abilities: Str 12, Dex 19, Con 14, Int 2, Wis 11, Cha 11
Skills: Listen +3, Spot +3
Feats: Flyby Attack, Weapon Finesse
Environment: Elemental Plane of Air
Organization: Solitary
Challenge Rating: 2
Treasure: None
Alignment: Always chaotic neutral
Advancement: 4-6 HD (Medium); 7-9 HD (Large)
Level Adjustment: –

A swirling and roiling cyclone moves toward you.

A vortex resembles an air elemental in whirlwind form. The creatures make their home on the Elemental Plane of Air.

COMBAT

A vortex attacks by moving on top of an opponent. It has no other means or methods of attack. A creature caught within the vortex's swirling form is spun mercilessly until dead.

Whirlwind (Su): The vortex appears similar to an air elemental in whirlwind form. Its whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 30 feet tall. The vortex controls the exact height, but it must be at least 10 feet.

The vortex's movement does not provoke attacks of opportunity, even if the vortex enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the vortex moves into or through the creature's space.

Creatures one or more size categories smaller than the vortex might take damage when caught in the whirlwind and may be lifted into the air. An affected creature must succeed on a DC 15 Reflex save when it comes into contact with the whirlwind or take 1d4 points of damage. It must also succeed on a second DC 15 Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking 1d4 points of damage each round. A creature that can fly is allowed a DC 15 Reflex save each round to escape the whirlwind. Creatures that cannot fly can attempt to escape by succeeding on a DC 20 Reflex save. The creature still takes damage but can leave if the save is successful. The save DC is Strength based and includes racial bonuses.

Creatures trapped in the whirlwind cannot move except to go where the vortex carries them or to escape the whirlwind. Further, creatures caught within the vortex can take no action (no attacks, no spell casting, etc) other than trying to escape.

The vortex can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume.

The vortex can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A vortex always ejects trapped creatures before returning to its home plane.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the vortex and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

Appendix 2: New Poisons

Dwarfbane (stinkmoss)

Dwarfbane is a moss that grows only in moist underground caverns where the temperature is cool and steady. Its color is a deep blue that borders on purple. Its smell is reminiscent of bay leaves, but with slightly metallic tang. In its natural state, the moss spreads across walls, floors, and ceilings a few hundred feet from a water source. It spreads itself thin, and can often be touched without undue risk. Gloves should be worn when gathering it, however, as the more exposure one receives, the greater the chance of the moss poisoning the gatherer. Once a quantity of it has been gathered, no less than two ounces for a single dose, it need only be ground to a fine paste. This paste is a contact poison that drains the vitality of the victim.

While it is poisonous to all major races, dwarfbane derives its name from its special impact on dwarves, who call it stinkmoss. All dwarves seem to have a natural allergy to dwarfbane, negating their racial ability to resist its poison.

Type: Contact DC 18; Initial Damage: 1d4 Con; Secondary Damage: 2d4 Con; Price: 700 gp; Craft DC: 20.

Stinging Dust

This is a concoction from a random assortment of things that are disgusting or irritating – its ingredients can include dried peppers, stinkbugs, onion skins, excrement, and ash. It is ground finely so it becomes airborne very easily, and quickly fills a small area with a nasty smell. It usually induces choking and tears but then if unchecked can also cause inflammation of the throat and difficulty breathing. Its initial potency varies quite a bit even in the same dose between two different targets, as the ingredients are usually not mixed well and its spread pattern can be erratic.

Type: Inhaled DC 15; Initial Damage: 1d6-2 Wis; Secondary Damage: 1d4 Con.; Price: 50 gp; Craft DC: 8.

Choker of Eloquence

This black and white pearl choker grants a +5 competence bonus on all Bluff, Diplomacy, and Perform (sing) checks.

Faint Transmutation; CL 5th; Craft Wondrous Item, *eagle's splendor*; Price 7,500 gp.

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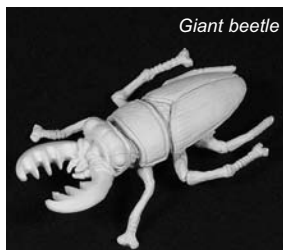
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Kobold Sorcerer



Deadly Fungus



Giant beetle



Giant centipedes



Otyugh



Darkmantle



Stirge Swarm



Lizardman Fighter



Raging Owlbear

Appendix 3: Pregerated Characters

Basic Stats

Character	Torgrym	Kirna	Vadrishar	Thorian	Noga	Odennar
Sex	M	F	M	M	F	M
Race	Dwarf	Human	Elf	Half-Elf	Goblin	Human
Class/Level	Fighter 1	Cleric 1	Wizard 1	Rogue 1	Ranger 1	Paladin
CR	1	1	1	1	1	1
Size	M	M	M	M	S	M
Height	4' 2"	5' 1"	5' 2"	5' 8"	4' 1"	6' 2"
Weight	145 lb.	109 lb.	106 lb.	141 lb.	65 lb.	205 lb.
Alignment	LN	NG	N	CG	CN	LG
AC	17	17	14	16	19	17
Touch	11	12	14	13	15	10
Flat-Footed	16	15	10	13	14	17
Hit Points	14	10	5	8	10	12
Speed	20 ft.	30 ft.	30 ft.	30 ft.	30 ft.	20 ft.
Initiative	+1	+2	+4	+3	+4	+4
Strength	16	14	10	14	12	16
Dexterity	12	14	18	16	18	10
Constitution	18	14	12	14	14	14
Intelligence	10	10	16	12	12	10
Wisdom	12	15	12	12	12	14
Charisma	8	12	8	10	8	14
Fort Save	+5	+4	+1	+2	+4	+4
Ref Save	+0	+2	+4	+5	+6	+0
Will Save	+1	+4	+3	+1	+1	+2
Armor	Scale mail, heavy wooden shield	Studded leather, heavy wooden shield	None	Studded leather	Studded leather, light wooden shield	Chain mail, heavy steel shield
Spell Per Day	None	3/2+1	3/2	None	None	None
Melee Bonus	+4	+2	+0	+2	+3	+4
Ranged Bonus	+1	+2	+4	+3	+6	+1
Damage Adj	+3	+2	+0	+2	+1	+3
BAB	+1	+0	+0	+0	+1	+1
Grapple	+4	+2	+0	+2	-3	+4

Domains & Spellbooks

Kirna Good, Protection

Vadrishar 0 – *arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance*; 1st – *burning hands, mage armor, magic missile, shield, sleep, true strike*

Skills & Feats

	Skills	Feats
Torgrym	Climb +7, Craft (weaponsmith) +6, Intimidate +3, Jump +7	Cleave, Power Attack
Kirna	Concentration +6, Heal +6, Knowledge (religion) +4	Combat Casting, Weapon Focus (heavy mace)
Vadrishar	Concentration +5, Decipher Script +7, Knowledge (arcana) +7, Knowledge (history) +7, Listen +3, Search +5, Spellcraft +7, Spot +3	Scribe Scroll, Spell Focus (evocation)
Thorian	Climb +6, Diplomacy +2, Disable Device +5, Gather Information +2, Hide +7, Listen +6, Move Silently +7, Open Lock +7, Search +6, Spot +6, Tumble +7	Weapon Finesse
Noga	Climb +5, Hide +8, Jump +5, Knowledge (dungeoneering) +5, Knowledge (nature) +5, Move Silently +12, Ride +8, Survival +5	Point Blank Shot, Track
Odennar	Diplomacy +6, Heal +5, Knowledge (religion) +4	Improved Initiative, Weapon Focus (war hammer)

Weapons & Equipment

	Weapons	Magic Items	Other Items
Torgrym	Dwarven waraxe, heavy crossbow, case with 20 bolts	None	Backpack with waterskin, two day's trail rations, bedroll, sack, flint and steel, hempen rope (50 ft.), grappling hook, 3 flasks of alchemist's fire
Kirna	Heavy mace, light crossbow, case with 20 bolts	None	Backpack with waterskin, two day's trail rations, bedroll, sack, flint and steel, 2 vials of antitoxin, 2 torches, silver holy symbol of Aristemis
Vadrishar	Dagger, longbow, quiver with 20 arrows	None	Backpack with waterskin, two day's trail rations, bedroll, sack, flint and steel, 5 candles, two pages of parchment, ink, inkpen, spell component pouch, spellbook
Thorian	Rapier, shortbow, quiver with 20 arrows	None	Backpack with waterskin, two day's trail rations, bedroll, sack, flint and steel, hempen rope (50 ft.), grappling hook, thieves' tools, hooded lantern with 3 pints of oil
Noga	Battleaxe, longbow, quiver with 20 arrows	None	Backpack with waterskin, two day's trail rations, bedroll, sack, flint and steel
Odennar	Warhammer, 2 throwing axes	None	Backpack with waterskin, two day's trail rations, bedroll, sack, flint and steel, 2 torches, silver holy symbol of Aristemis

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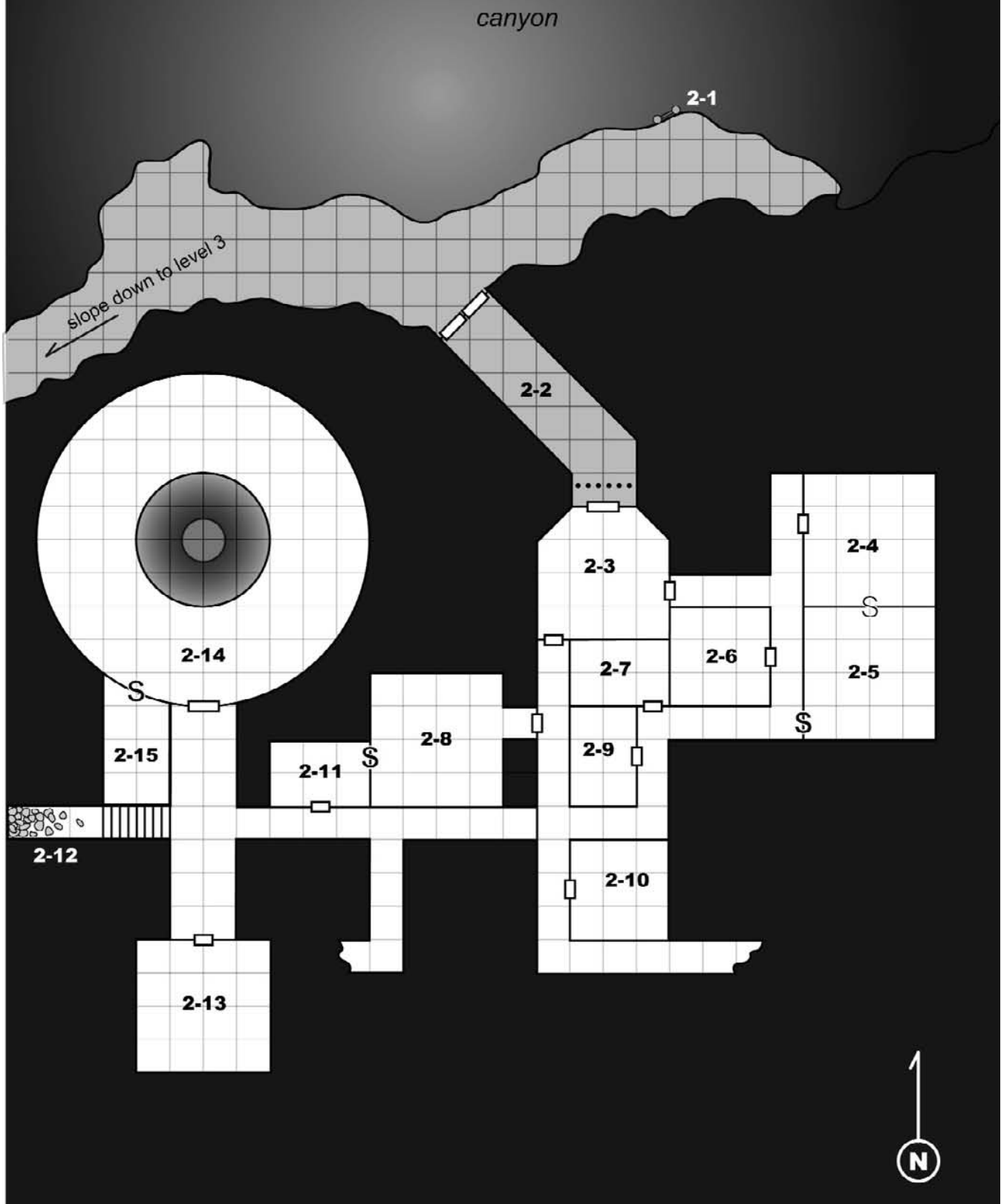
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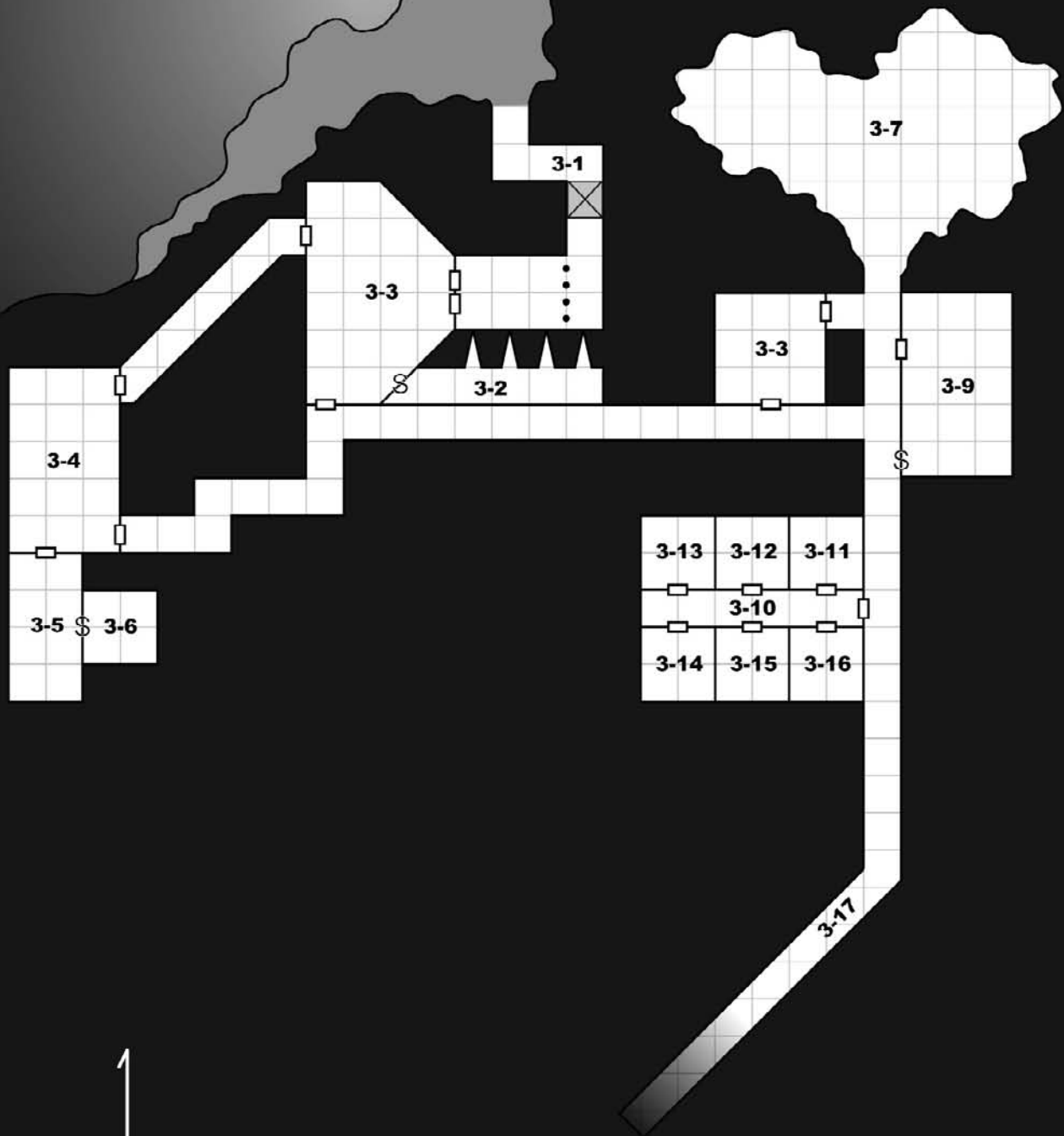
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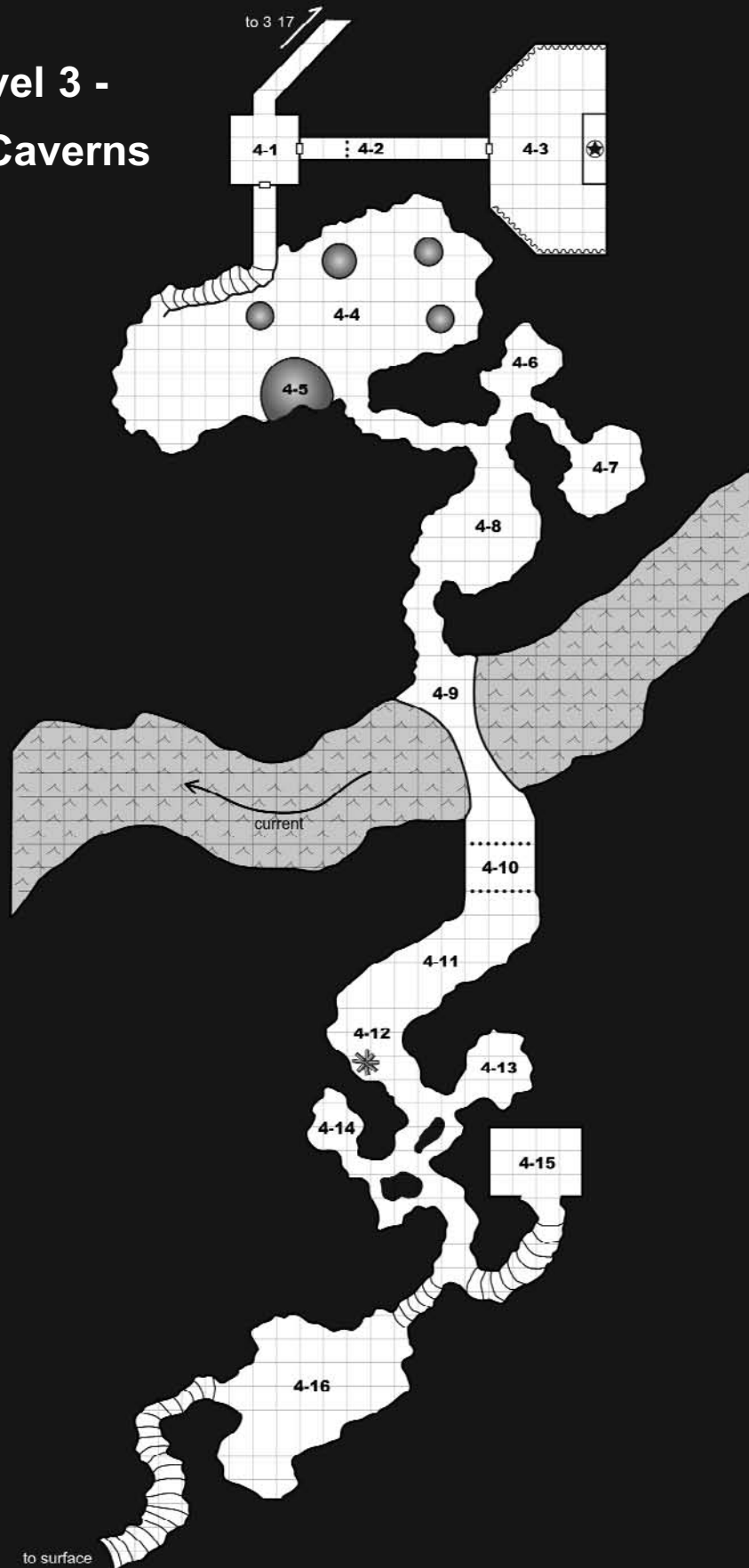
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