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Dungeon Crawl Classics #46

The Book of Treasure Maps

A COMPILATION OF SIX
ADVENTURES FOR ALL LEVELS



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.

Treasure maps have been a staple of great fantasy adventures for generations. This module expands this notion by offering six great treasure map adventures to fantasy gamers. Covering a wide range of levels, each of the adventures revolves around a treasure map of some kind, and the book includes beautiful handouts to bring the maps to life in the hands of your gamers. The traditional "pirate's booty map" is represented, of course, as well as maps that break outside the normal conventions – including one map that, after assembly by the DM, resembles a giant 20-sided gem with inscriptions upon it! Each of the adventures is stand-alone and world-neutral, and given the nature of the treasure map concept, they're easy to drop into any campaign.

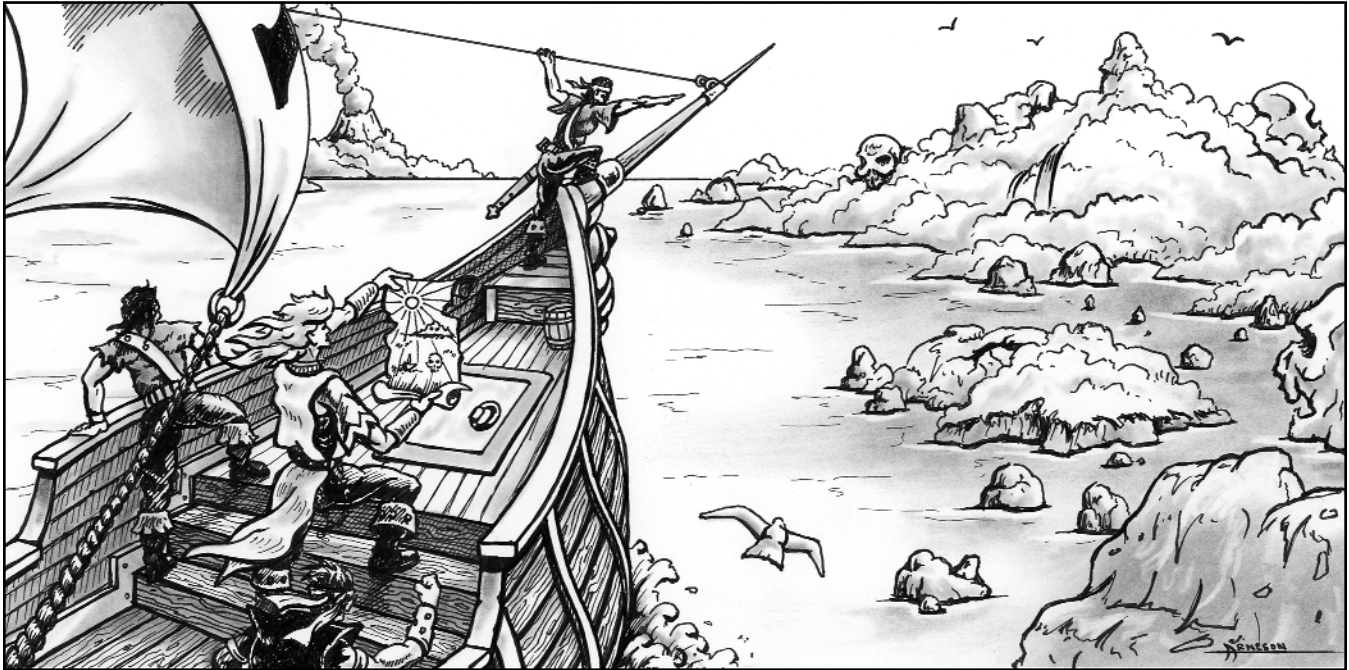
If you enjoy this adventure, look for the rest of the Dungeon Crawl Classics series!



Dungeon Crawl Classics #46

The Book of Treasure Maps

**A COMPILATION OF ADVENTURES
FOR CHARACTER LEVELS 3-16**



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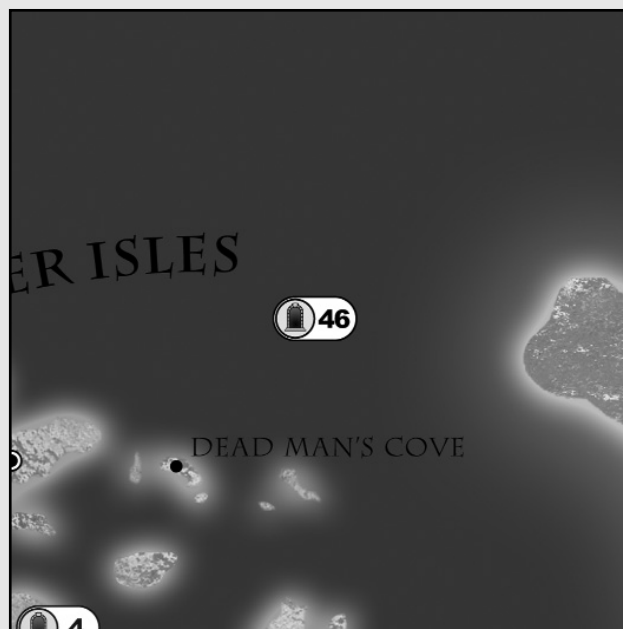


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DCC World

Each of the adventures in this book can be used stand-alone, or set in the world of Áereth from DCC #35: Gazetteer of the Known Realms. In the Known Realms of Áereth, the island on which The Temple's Tribute is set can be found in the Empyrean Ocean, off the north-western coast of the Southern Province, at the start of the chain of that becomes the Barrier Isles.



Dungeon Crawl Classics

The Temple's Tribute

By Kameron M. Franklin
AN ADVENTURE FOR CHARACTER LEVELS 3-5



Introduction

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

The Temple's Tribute is designed for four to six player characters of 3rd through 5th level. While the characters can be of any basic character class, a good mix that includes a rogue and a strong warrior type would be helpful; having at least one cleric is highly recommended.

Adventure Summary

The characters have procured a boat and are sailing to a mysterious island partially revealed on a map in their possession (see handout A on page 15). As they approach the coastline where the village marked on the

map should be, they are attacked by a shark zombie. When they finally land at the village, they find only a few exhausted, gaunt inhabitants who speak fearfully of sickly lights that fill the night skies and dead relatives who rise from the grave and attack after sunset. In fact, zombies are pounding on the gates to the village. Should the characters stay the night, they will be exposed to the rays of negative energy generated by an evil artifact in the center of the island and the remaining villagers will die.

When the characters pass beyond the village's protective walls, they enter a prehistoric jungle. Each day in the open risks an encounter with enervated or zombie dinosaurs, and each night exposes the characters to more negative energy. Following the map, the characters make their way to a rope bridge that crosses a river and is guarded by a hungry, but enervated elasmosaurus.

As the characters climb the switchback trail to the temple at the top of the plateau, skeletal archers shoot at them from guard towers. Inside the temple, necromancers and clerics of Lasheeva defend their profane artifact and years of tribute in gold and gems.

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.

<u>Loc</u>	<u>Pg</u>	<u>Type</u>	<u>Encounter</u>	<u>EL</u>
1-1	5	C	Shark zombie	4
1-2	6	C	1-2 human commoner zombies	2
1-3	6	C	6 human commoner zombies	3
2-1	7	C	Enervated elasmosaurus	4
3-1	8	C	8 human archer skeletons	3
3-2	8	C	Megaraptor skeleton	4
3-3	9	C	2 human Clr2	4
		C	<i>Brucca</i> , Human Clr6	6
3-4	10	T	<i>Glyph of warding</i> (blast)	4
3-5	11	C	<i>Armuum</i> , Half-elf Wiz5	5
		T	<i>Ghoul touch</i>	3
3-6	11	C	Human Clr2	2
3-7	11	C	Human Clr2	2
3-9	12	T	Poison wall spikes	5
		T	Ceiling Pendulum	3

Scaling Information

The Temple's Tribute is designed for four to six characters of 3rd to 5th level, but it can be easily modified for parties of different sizes or levels. Consider adapting the adventure using the following suggestions:

Weaker parties (3 or fewer characters, or lower than 3rd level): Remove the shark zombie from area 1-1 entirely; remove half the zombies from area 1-3; replace the enervated elasmosaurus in area 2-1 with a collapsing bridge trap (CR 1; mechanical; location trigger; bridge collapses entirely when first character reaches middle, plunging them into the river; DC 20 Reflex save avoids; Search DC 24; Disable Device DC 20); remove 2 of the skeletal archers from 3-1; remove the megaraptor skeleton from area 3-2 entirely; lower the human cleric in area 3-3 to 5th level and replace the *glyph of warding* trap in area 3-4 with an *inflict light wounds* trap (CR 2; magic device; touch trigger; automatic reset; spell effect (*inflict light wounds*, 1st-level cleric, 1d8+1, Will save half damage); Search DC 20; Disable Device 26); lower the half-elf wizard in area 3-5 to 4th level and replace the *ghoul touch* trap with a *ray of enfeeblement* trap (CR 2; magic device; touch trigger; automatic reset; spell effect (*ray of enfeeblement*, 1st-level wizard, Atk

+0 ranged touch, 1d6+1 damage to Str); Search DC 26; Disable Device DC 26); replace the poison wall spikes trap in area 3-9 with a wall blade trap (CR 1; mechanical; touch trigger; automatic reset; hidden switch bypass (Search DC 25); Atk +10 melee (2d4/x4, scythe); Search DC 22; Disable Device DC 2).

Stronger parties (7 or more characters, or higher than 5th level): Replace the shark zombie in 1-1 with a dire shark zombie; double the zombies in area 1-3; replace the megaraptor skeleton with a tyrannosaurus skeleton; add 10 human warrior skeletons to area 3-3.

Getting the Players Involved

The adventure begins with the characters already nearing the island by boat. Use the following hooks to provide the appropriate motivation for the PCs:

- One of the PCs inherits an old painting. While getting it repaired and reframed, the PC discovers a half-finished map of an island with markings that indicated the location of some great treasure.
- A cartographer has hired the PCs to complete a half-finished map he recently acquired. There are markings on the map that indicate the possible location of some great treasure.
- An aging sailor regales the PCs with a story of a tropical island he once sailed to, where the natives paid tribute to their god by bringing gold and jewels to a temple on a plateau in the middle of the isle. He has a half-finished map of the isle he is willing to sell them.

Island Nights

A cult of Lasheeva that currently inhabits the temple on the island has recently constructed an artifact they call *Lasheeva's arch*. Every night, this artifact radiates waves of negative energy that extend out in a radius far enough to encompass the entire island. Waves of sickly purple and green light wash across the sky from dusk to dawn. Any living creature caught outside during the night must make a Fortitude save (DC 17) or suffer the effects of an *enervation* spell. A Spellcraft or Knowledge (arcana) check (DC 24) can be made to identify the light as the result of an *enervation* spell effect.

Character Death

PCs that die on the island will be *raised* the following night as a zombie by the necromantic magic of *Lasheeva's arch*. Characters that die in area 3 will be animated as a skeleton by the clerics of Lasheeva and any equipment of value will be stored in the temple vault (area 3-9).

Background Story

Long ago, a small native kingdom ruled this island and erected a great temple to its patron deity. The kingdom often conducted raids on neighboring islands to capture prisoners and gold for sacrifice at the temple. Tales of the wealth hoarded within the temple spread far, and many foreign adventurers came to the island with hopes of infiltrating the temple and stealing some of the fabled treasure. The natives, with the aid of their deity and the monstrous inhabitants of the island jungle, repulsed the would-be raiders time and again.

However, these incursions exposed the natives to something much more deadly than steel and spells. A virulent plague ravaged the island kingdom, reducing the population to a fraction of its numbers. Oppressed neighbors took advantage of the kingdom's sudden weakness and attacked, dragging off uninfected survivors as slaves.

For many years the island sat uninhabited. Eventually, some of the descendants of that kingdom returned to carve out a place for itself. Life was hard for the small group, and while stories were told about the great temple, no one dared to brave the dangerous expanse of jungle between the new village and the ancient temple site.

Recently, a cult of Lasheeva, on the run after being ousted by Lady Mayor Elarabeth of Halcyon, happened upon the island and rediscovered the temple. They began constructing a necromantic artifact called *Lasheeva's arch*. Once the construction of the artifact was complete, the cult dispersed, leaving only a small retinue behind to conduct tests and protect the arch until the group was ready to use it in a revenge plot against Elarabeth.

Player Beginning

Start the adventure by reading the following to the players:

The placid, blue-green waters of the ocean slap playfully against the hull of the ship as it drifts closer to the shore of the jungle island. The sail luffs in the dying wind, and you are once more oppressed by the humidity and heat so common to this clime.

Even though you are still several hundred yards away, you can make out a handful of wooden huts along the beach. There does not appear to be anyone moving about, however.

Area 1: The Village

As the PCs explore the village, have them make a Listen check (DC 5) at various times. Those who are successful hear the muffled thuds of several fists pounding against solid wood, accompanied by faint moaning.

The natives' village consists of four "family" longhouses, two fields used to grow vegetables, and a palisade that surrounds the village and separates it from the encroaching jungle. Each family also owns a fishing canoe, although one of the canoes has a large, jagged hole in the bottom of the hull, the result of the one and only encounter the villagers had with the shark zombie that patrols the waters.

The population of the village has been decimated by the waves of negative energy emitted by *Lasheeva's arch*. The survivors remain inside their huts, slowly wasting away, too afraid of the strange lights in the sky each night and the undead that were once their family and friends to help themselves. The natives will tell the PCs about their plight in halting common, but they will not leave their huts for any reason. A successful Spellcraft or Knowledge (arcane) check (DC 24) will reveal the villagers' symptoms as being the result of prolonged exposure to an *enervation* spell. If the PCs spend the night in the village, any remaining natives they found upon landing will succumb to the necromantic magic of the arch. They should find at least one survivor.

Unless noted otherwise, ceilings are ten feet tall. All walls and doors in this location have the following statistics:

Wood Wall: 6 in. thick; hardness 5; hp 60; Break DC 20; Climb DC 21.

Simple Wooden Door: 1 in. thick; hardness 5; hp 10.

Areas of the Map

Area 1-1 – Shark Zombie Territory (EL 4): (This area is not marked on the map.) The clerics of Lasheeva have animated a shark zombie and commanded it to patrol the waters by the village to keep the natives from fleeing.

Development: When the PCs' boat comes within 30 feet of this area, the shark zombie attacks. The shark zombie has improved cover against any attacks from the boat (+8 bonus to AC, +4 bonus on Reflex saves). PCs who enter the water and are carrying 16 pounds or more will automatically sink if not actively swimming. Slashing or bludgeoning attacks made underwater suffer a -2 penalty and deal only half damage.

Nonmagical fire does not burn underwater. Spells or spell-like effects with the fire descriptor require a Spellcraft check (DC 20 + spell level). If the check

succeeds, the spell creates a bubble of steam instead of its usual fiery effect.

Tactics: The shark zombie will slam the hull of the PCs boat until it breaks. Statistics for an average sailing ship have been provided for the DM. When a PC enters the water, it will immediately switch to its bite attack, concentrating on one opponent at a time.

Sailing Ship Hull: 2 in. thick; hardness 5; hp 20; Break DC 16.

Shark Zombie: CR 4; Large undead; HD 14d12+3; hp 94; Init +1; Spd Swim 60 ft.; AC 17, touch 11, flat-footed 16; Base Atk +7; Atk bite +11 melee (1d8+5) or slam +11 (1d8+4); Full Atk bite +11 melee (1d8+5) and slam +11 (1d8+4); Space/Reach 10 ft./5 ft.; SQ Single action, damage reduction 5/slashing; AL NE; SV Fort +4, Ref +4, Will +9; Str 19, Dex 13, Con 0, Int 0, Wis 10, Cha 1.

Skills and Feats: Toughness.

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

The interior of this simple dwelling is filled with straw mats and woven baskets. A neglected fire pit sits in the middle.

Development: There is a 50% chance 1d2 human commoner zombies when the PCs enter one of the longhouses. If there are no zombies, there is a 25% chance the PCs will find a village survivor. A Search of the huts (DC 20) will uncover a moss agate worth 10 gp.

Human Commoner Zombie: CR 1/2; Medium undead; HD 2d12+3; hp16; Init -1; Spd 30 ft.; AC 11, touch 9, flat-footed 11; Base Atk +1; Atk slam +2 melee (1d6+1); SQ Single action, damage reduction 5/slashing, darkvision 60ft; AL NE; SV Fort +0, Ref -1, Will +3; Str 12, Dex 8, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Toughness.

Area 1-3 – Village Gate (EL 3): The gate is the source of the noises the PCs have been hearing as they explore the village. Several undead are assaulting the jungle entrance to the village. The gates are barred and in no danger of faltering anytime soon. As soon as the PCs open them, the zombies will rush in and attack.

Human Commoner Zombies (6): CR 1/2; Medium undead; HD 2d12+3; hp16; Init -1; Spd 30 ft.; AC 11, touch 9, flat-footed 11; Base Atk +1; Atk slam +2 melee (1d6+1); SQ Single action, damage reduction 5/slashing, darkvision 60ft; AL NE; SV Fort +0, Ref -1, Will +3; Str 12, Dex 8, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Toughness.

Area 2: The Jungle

Read or paraphrase the following as the PCs leave the village:

The interior of the island is a thick, steamy jungle. A sense of uneasiness settles over the group as you travel onward. While the vegetation is lush and vibrant, the cacophony of life is missing. However, there are still signs of wild habitation. Footprints ranging in length from a few inches to several feet cross your path from time to time.

A verdant tropical forest surrounds the central plateau of this island. *Lasheeva's arch* has killed most of the wildlife, but some of the jungle's more robust denizens still cling to life. And there are the zombies.

Wandering Monsters

It is a day's journey from the village to the river crossing (Area 2-1). During that time, the PCs will have a random encounter with one of the monster(s) listed on the table below.

1d10 Encounter

- | | |
|------|---------------------------|
| 1 | Enervated tyrannosaurus |
| 2 | Enervated dire tiger |
| 3-5 | 1d4+4 Dire ape zombies |
| 6-10 | 1d4+2 Deinonychus zombies |

The following statistics are provided for easy reference.

Enervated tyrannosaurus: CR 4; Huge animal; HD 18d8+99; hp180; Init -8; Spd 40 ft.; AC 14, touch 9, flat-footed 13; Base Atk +4; Grp +21; Atk bite +11 melee (3d6+13); SA Improved grab, swallow whole; SQ Enervated, low-light vision, scent; AL N; SV Fort +7, Ref +3, Will -15; Str 28, Dex 12, Con 21, Int 2, Wis 15, Cha 10.

Skills and Feats: Hide -11, Listen +5, Spot +5; Alertness, Improved Natural Attack (bite), Run, Toughness (3), Track.

SA – Improved grab: When a tyrannosaurus hits an opponent up to one size smaller with its bite attack, it can start a grapple as a free action without provoking an attack of opportunity.

SA – Swallow whole: A tyrannosaurus can try to swallow a grabbed opponent of up to two sizes smaller by making a successful grapple check. Swallowed creatures take 2d8+8 points of bludgeoning damage and 8 points of acid damage per round. A swallowed creature can cut its way out using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 12). A medium tyrannosaurus can hold 2 Medium, 8 Small, 32 tiny or 128 diminutive opponents.

SQ – Enervated: The tyrannosaurus suffers from the effects of an *enervation* spell. The tyrannosaurus has 9 negative levels, giving it a -9 penalty on attack

rolls, saving throws, skill checks, and ability checks (this penalty is already reflected in the tyrannosaurus' stat block). If the tyrannosaurus has at least as many negative levels as HD, it dies.

Enervated dire tiger: CR 4; Large animal; HD 16d8+48; hp 120; Init -6; Spd 40 ft.; AC 17, touch 11, flat-footed 15; Base Atk +4; Grp +16; Atk claw +12 melee (2d4+8); Full Atk 2 claws +12 melee (2d4+8) and bite +6 melee (2d6+4); Space/Reach 10 ft./5 ft.; SA Improved grab, pounce, rake; SQ Enervated, low-light vision, scent; SV Fort +5, Ref +4, Will +3; Str 27, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide -1 (+0 in tall grass or heavy undergrowth), Jump +6, Listen +0, Move Silently +3, Spot -1, Swim +2; Alertness, Improved Natural Attack (claw), Improved Natural Attack (bite), Run, Stealthy, Weapon Focus (claw).

SA – Improved grab: When a dire tiger hits an opponent up to one size smaller with its bite attack, it can start a grapple as a free action without provoking an attack of opportunity.

SA – Pounce: If a dire tiger charges, it can make a full attack, including two rake attacks.

SA – Rake: Attack bonus +10 melee, damage 2d4+4.

SQ – Enervated: The dire tiger suffers from the effects of an *enervation* spell. The dire tiger has 8 negative levels, giving it a -8 penalty on attack rolls, saving throws, skill checks, and ability checks (this penalty is already reflected in the dire tiger's stat block). If the dire tiger has at least as many negative levels as HD, it dies.

Dire ape zombie: CR 1; Large undead; HD 5d12+3; hp 35; Init +1; Spd 30 ft., climb 15 ft.; AC 17, touch 10, flat-footed 16; Base Atk +2; Grp +13; Atk claw +9 melee (1d6+7) or bite +9 melee (1d8+7) or slam +9 melee (1d8+7); Space/Reach 10 ft./10 ft.; SQ Single action; SV Fort +1, Ref +2, Will +4; Str 24, Dex 13, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Toughness.

SQ – Single action: Zombies can only perform a single move action or attack action each round. A zombie can move up to its speed and attack in the same round if it charges.

Deinonychus zombie: CR 1; Large undead; HD 4d12+3; hp 29; Init +1; Spd 60 ft.; AC 18, touch 10, flat-footed 17; Base Atk +2; Grp +11; Atk talons +7 melee (2d6+5) or foreclaw +7 melee (1d3+5) or bite +7 melee (2d4+5) or slam +7 melee (1d8+5); Space/Reach: 10ft/5ft; SQ Single action; SV Fort +1, Ref +2, Will +4; Str 21, Dex 13, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Toughness.

SQ – Single action: Zombies can only perform a single move action or attack action each round. A zombie can move up to its speed and attack in the same round if it charges.



Areas of the Map

Area 2-1 – River Bridge (EL 4): Read or paraphrase the following:

The tranquil sound of running water reaches your ears from somewhere up ahead. You quicken the pace until the brush gives way to the banks of a lazy river that runs east to west along the base of a great plateau. You see an old wooden bridge lashed together by weather-worn rope.

Development: This area of the river is patrolled by an enervated elasmosaurus that attacks anything unwary enough to approach the banks or cross the bridge. The bridge is sturdy enough to hold the PCs and their equipment. PCs that attempt to ford the river—after they deal with the elasmosaurus, hopefully—must make a Swim check (DC) or be swept away, taking damage.

Tactics: The elasmosaurus hides just under the river's surface until a PC approaches the bank or gets halfway across the bridge. It will stay 5 feet away from the banks or the bridge to take advantage of its reach, and concentrate on one target at a time. If reduced to half its hit points or less, the elasmosaurus will hide beneath the water and swim away downriver.

Enervated elasmosaurus: CR 4; Huge animal; HD 10d8+66; hp 111; Init -3; Spd 20 ft., swim 50 ft.; AC 13, touch 10, flat-footed 11; Base Atk +2; Grp +18; Atk bite +8 melee (2d8+12); Space/Reach 15ft/10ft; SQ Enervated (5 negative levels), low-light vision,

scent; SV Fort +10, Ref + 4, Will -1; Str 26, Dex 14, Con 22, Int 2, Wis 13, Cha 9.

Skills and Feats: Hide -9 (+3 in water), Listen -1, Spot +4, Swim +11; Dodge, Great Fortitude, Toughness (2).

SQ – Enervated: The elasmosaurus suffers from the effects of an *enervation* spell. The elasmosaurus has 5 negative levels, giving it a -5 penalty on attack rolls, saving throws, skill checks, and ability checks (this penalty is already reflected in the elasmosaurus' stat block). If the elasmosaurus has at least as many negative levels as HD, it dies.

Area 3: The Temple of Lasheeva

Built hundreds of years ago and devoted to the natives' god, the temple has been converted to the cult of Lasheeva's purposes. A Knowledge (religion) check (DC 15) can be made to identify markings that indicate the temple is now dedicated to the Daughter of Nightmares. A path is carved into the side of the plateau, a series of switchbacks leading up to the temple grounds. The temple is lit by torches ensconced along the walls every 30 feet.

Each of the humanoid undead guarding the temple wear an *amulet of bolstering*. This magic item gives the undead an additional 4 HD for determining the effects of turning. A living creature that wears an *amulet of bolstering* must make a Fortitude save (DC 16) or gain a negative level.

Hewn stone walls: 3 ft. thick; Hardness 8; hp 540; Break DC 50; Climb DC 22.

Good wooden doors: 1-1/2 in. thick; Hardness 5; hp 15; Break DC 16 (stuck), 18 (locked).

Areas of the Map

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

Two wooden towers rise into view from the edge of the plateau as you climb up the path. Held up by four thick timbers each, the towers are little more than platforms accessed by ladders. The towers flank a great staircase carved out of the stone.

A soft whistle cuts through the air toward you. Figures move on the tower platforms, and they appear to be armed with bows.

The towers stand 30 feet tall, and hold 4 human archer skeletons each.

Development: The archers start to fire as soon as



the PCs climb up the path to within 100 feet of the stairs. There are four archers per tower. A tower will collapse if one of the supports is destroyed.

Tactics: The archers fire until they run out of arrows (they carry 20 arrows each) or are engaged in melee. In melee, they fight with their claws. The archers will not leave their tower post.

Human archer skeleton (8): CR 1/3; Medium undead; HD 1d12; hp 6; Init +5; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +0; Grp +1; Atk short bow +1 ranged (1d6) or claw +1 melee (1d4+1); SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Improved initiative.

Possessions: short bow, arrows (20), *amulet of bolstering*.

Wooden tower support: 6 in. thick; Hardness 5; hp 60; Break DC 20; Climb DC 21.

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

A massive façade of ancient, dark rock rises from top of the plateau. The craggy surface shows signs of wear from time and the elements, but it is still possible to make out the demonic faces chiseled over the closed, iron-bound doors.

A skeletal nightmare paces back and forth across the entry yard to the temple. It lets out a thunderous roar and charges when it sees you.

Development: A pair of sturdy wooden doors provides the only entrance to the temple, other than the hole in the roof over area 3-3. The doors are unlocked, but guarded by a megaraptor skeleton that attacks anything not wearing an *amulet of bolstering* or temple robes.

Tactics: The megaraptor skeleton attacks whatever target moved last. It fights until it is destroyed.

Megaraptor skeleton: CR 4; Huge undead; HD 8d12; hp 52; Init +7; Spd 60 ft.; AC 20, touch 13, flat-footed 17; Base Atk +4; Grp +9; Atk Talons +9 melee (2d8+5); Full Atk Talons +9 melee (2d8+5) and 2 foreclaws +4 melee (1d8+2) and bite +4 melee (1d6+2); SQ Damage reduction 5/bludgeoning, immunity to cold, undead traits; AL NE; SV Fort +2, Ref +2, Will +6; Str 21, Dex 17, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Improved initiative.

Area 3-3 – Lasheeva’s Arch (EL 7): Read or paraphrase the following:

A great white arch, at least ten feet tall, stands in the center of this room. Five rubies embedded along the length of the arch pulse with dark energy. A large hole in the roof allows natural light to enter the room. Silent figures move about the arch, their dark robes emblazoned with the image of a jawless skull.

This room once served as the worship hall of the temple. It now houses *Lasheeva’s arch*, the artifact

responsible for the waves of negative energy that wash over the island every night.

Development: The *arch* is always tended by Brucca, the high priest, and two low-level clerics of Lasheeva. A Knowledge (arcane), Knowledge (religion) or Spellcraft check (DC 25) will reveal the arch as the source of the *enervation* effects.

The PCs can attempt to destroy the *arch* in two different ways. Made of compressed bone powder held together by divine power, the *arch* is susceptible to direct attack. An alternative method of destroying the *arch* is to remove all five rubies. Removing a ruby requires an Open Lock check (DC 23). Each ruby is worth 200 gp.

If a non-evil creature touches the *arch*, they must make a Fortitude save (DC 17) or gain a negative level.

Tactics: The clerics summon small fiendish monstrous scorpions the first round. They cast *cause fear* at fighter types the second round unless engaged in melee.

Brucca commands the *arch* to fire a *ray of enervation* at a fighter type in the first round. The *arch* gains no bonus to its ranged touch attack roll, and requires 1d4 rounds to recharge before it can fire another *ray*. Brucca commands the *arch* to fire as soon as it recharges. In rounds he is not commanding the *arch*, Brucca will do the following: summon a fiendish giant praying mantis; cast *hold*

Lasheeva

Lasheeva (lah-shee-vuh), Lady Dissolution, the Cold Seductress, the Black Desecration, the Daughter of Nightmares, is the goddess of undeath and the termination of natural life. When mortals first felt the cold grip of death upon them, it was Lasheeva who offered an attractive, if macabre, alternative. Granting choice creatures her chilling touch, the goddess personally introduced the curse of undeath to Áereth. Lasheeva is the unequivocal warden of the Negative Energy Plane and thereby gives new, “blessed” life to the dead. With this defiance of the gods’ despotic mandate of mortality, she seduces countless souls into her dark fold.

Priests of opposing faiths theorize that Lasheeva was Áereth’s first and most powerful lich who ascended to divinity with the support of a cabal of evil gods, but clerics of Lasheeva know that it was Lady Dissolution herself—an ancient princess of the Sancturn Pantheon—who bestowed the mantle of lichdom upon willing mortals and personally crafted the first phylacteries that sustain her greatest protégés. Even the most impious of intelligent undead acknowledge Lasheeva as the goddess of their own unliving existence, but many revere her outright. The largest temples of the Lady Dissolution, subterranean crypts desecrated in her name, are guarded by mummies and liches of the foulest sort. High priests and priestesses are, in fact, required to choose the path of either undead form at an hour appointed by Lasheeva herself. Her shrines are infamously rife with ghouls, zombies, and skeletons.

Her followers are Áereth’s quintessential purveyors of undeath, hoping to spread negative energy across the world like a plague. Lay followers of Lasheeva are almost always dabblers of necromancy and often find themselves targeted by paladins. The domains associated with the Black Desecration are Death, Destruction, and Evil. Her favored weapon is the falchion and her symbol is a black, jawless skull set with open, living eyes.



person, first on spellcasters, then on melee fighters; summon a fiendish boar. Once Brucca has performed those actions, he begins casting spells on himself in this order: *divine power*, *shield of faith* and *protection from good*. Then he engages in melee. All clerics fight to the death.

Cleric of Lasheeva (2): Human Clr2; CR 2; Medium humanoid (human); HD 2d8+4; hp 16; Init -1; Spd 20 ft. AC 16, touch 9, flat-footed 16; Base Atk +1; Grp +2; Atk masterwork falchion +4 melee (2d4+1); SA bolster/rebuke undead 8/day; AL NE; SV Fort +5, Ref -1, Will +5; Str 13, Dex 8, Con 14, Int 10, Wis 15, Cha 12.

Skills and Feats: Concentration +7, Knowledge (religion) +5, Listen +2, Spellcraft +4, Spot +2; Martial Weapon Proficiency, Weapon Focus (falchion).

Cleric Spells Prepared (4/4; save DC 12 + spell level): 0—*detect magic*, *guidance*, *light*, *resistance*; 1st—*bane*, *cause fear*, *protection from good* (domain spell), *summon monster I*.

Domains: Death (death touch 1/day—creature with 2d6 hp or less dies on a successful melee touch attack), Evil (cast evil spells at +1 caster level).

Possessions: half-plate, masterwork falchion, holy symbol of Lasheeva.

Brucca, High Priest of Lasheeva: Human Clr6; CR 6; Medium humanoid (human); HD 6d8+12; hp 42; Init -1; Spd 20 ft.; AC 18, touch 9, flat-footed 18; Base Atk +4; Grp +5; Atk falchion +6 melee (2d4+1); SA bolster/rebuke undead 8/day; AL NE; SV Fort +7, Ref +1, Will +8; Str 13, Dex 8, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Concentration +11, Knowledge (religion) +5, Listen +4, Spellcraft +4, Spot +4; Alertness, Martial Weapon Proficiency, Weapon Focus (falchion).

Cleric Spells Prepared (5/5/5/4, save DC 13 + spell level): 0—*detect magic*, *guidance* (x2), *light*, *resistance*; 1st—*bane*, *cause fear* (x2), *protection from good* (domain spell), *shield of faith*; 2nd—*bull's strength*, *death knell* (domain spell), *hold person* (x2), *sound burst*; 3rd—*animate dead* (domain spell), *bestow curse* (x2), *dispel magic*, *summon monster III*; 4th—*divine power*, *poison*, *summon monster IV*, *unholy blight* (domain spell).

Domains: Death (death touch 1/day—creature with 6d6 hp or less dies on a successful melee touch attack), Evil (cast evil spells at +1 caster level).

Possessions: +1 full plate, masterwork falchion, holy symbol of Lasheeva.

Lasheeva's Arch: 1 ft. thick; Hardness 16; hp 200; Break DC 55; Climb DC 15.

Area 3-4 – High Priest's Chambers (EL 4): Read or paraphrase the following:

The furnishings of this room are well-appointed, with a bed and desk being the dominant pieces. A blackened human skull rests on one corner of the desk. An iron-bound chest rests against the far wall next to the bed.

Development: The skull is actually an enchanted item used by Brucca to communicate with his superiors at the cult's headquarters on the mainland. If anyone wearing a holy symbol of Lasheeva (the skull is a replica of Lasheeva's symbol) touches the skull, it will recite the last message it received:

"A ship is being sent to retrieve the Arch. You

The Cult's Revenge

Should the PCs fail to destroy *Lasheeva's arch*, the cult will conclude its tests of the artifact within the week. The *arch* will then be transported back to the mainland. Agents of the cult have procured some property near the Free City of Halcyon. The *arch* would be activated once in place, its waves of necromantic energy washing over the population until every living creature died. The cult would then raise an army of undead and continue their plans of conquest in the name of Lasheeva.

have one week to conclude testing. It is time Lady Elarabeth felt Lasheeva's cold touch."

Treasure: The chest in the room is trapped with a *glyph of warding* (blast). Inside are Brucca's personal effects, 300 gp and 4 black onyx gems worth 200 gp each.

Glyph of warding trap (blast): CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 5th-level cleric, 2d8 acid, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

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

The desk and bed in this room are of obvious quality, but in a state of disarray. Papers are scattered across the desktop, and the bed sheets and pillows have been tossed carelessly aside.

Development: There is a 50% chance that Armuum is in this area. If the PCs encountered him in area 3-8, he will not be here. Armuum is responsible for maintaining the skeletal temple guards.

Tactics: Any fighting in area 3-6 will alert Armuum and he will flee to area 3-8. Armuum will cast *mage armor* then *haste*. He will use *spectral hand* to cast his touch range spells. Armuum fights to the death.

Treasure: Armuum keeps his spell book, a *scroll of confusion*, a *scroll of web*, and a pouch with 10 gp and 3 malachite gems worth 8 gp each in a desk drawer. The drawer is trapped with a *ghoul touch* spell.

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

Armuum, Lasheevan necromancer: Half-elf Wiz (necromancer) 5; CR 5; Medium humanoid (half-elf); HD 5d4+8; hp 21; Init +2; Spd 30 ft.; AC 13, touch 12, flat-footed 11; Base Atk +2; Grp +2; Atk masterwork dagger +3 melee (1d4); AL NE; SV Fort +2, Ref +3, Will +5; Str 10, Dex 14, Con 13, Int 16, Wis 12, Cha 8.

Skills and Feats: Concentration +9, Craft (alchemy) +11, Decipher Script +11, Knowledge (arcane) +11, Listen +1, Search +4, Spellcraft +11, Spot +1; Combat Casting, Scribe Scroll, Toughness.

Wizard Spells Prepared (5/5/4/3, save DC 13 + spell level): 0—*acid splash*, *daze*, *detect magic*, *mage hand*, *touch of fatigue* (specialization bonus spell); 1st—*cause fear*, *chill touch*, *mage armor*,

protection from good, *ray of enfeeblement* (specialization bonus spell); 2nd—*acid arrow*, *blindness/deafness*, *ghoul touch*, *spectral hand* (specialization bonus spell); 3rd—*haste*, *ray of exhaustion*, *vampiric touch* (specialization bonus spell).

Spell book: all 0-level except evocation and illusion; 1st—*cause fear*, *chill touch*, *identify*, *mage armor*, *protection from good*, *ray of enfeeblement*; 2nd—*acid arrow*, *bear's endurance*, *blindness/deafness*, *ghoul touch*, *knock*, *spectral hand*; 3rd—*dispel magic*, *haste*, *magic circle against good*, *ray of exhaustion*, *vampiric touch*.

Possessions: *bracers of armor* +1, masterwork dagger.

Area 3-6 – Acolytes' chambers (EL 2): Read or paraphrase the following:

This room is furnished with two sets of bunk beds.

Development: An off-duty cleric rests here.

Tactics: Fighting in area 3-5 will alert the cleric, who will don his armor hastily before responding. If awakened by entering PCs, the cleric will cast *bane* before grabbing his weapon and attacking.

Treasure: A search of the room (DC 10) will reveal a total of 220 gp stashed under mattresses.

Cleric of Lasheeva: AC 10 (touch 10, flat-footed 10); other stats per area 3-3.

Area 3-7 – Dining hall (EL 2): Read or paraphrase the following:

This room has been converted into a dining area. A round table and chairs sit in the center of the room, while a long wooden table and a pantry stand in one corner along with a fire pit and black kettle.

Development: An unarmored cleric prepares food for the next meal in this room. He will attack any intruders, fighting to the death.

Tactics: The cleric will summon a small fiendish monstrous scorpion the first round, followed by *bane* the second. Then he will grab his falchion and attack.

Cleric of Lasheeva: AC 10 (touch 10, flat-footed 10); other stats per area 3-3.

Area 3-8 – Necromantic lab (EL 5): Read or paraphrase the following:

A slab of stone dominates the center of the room. Dried spatters of blood decorate the floor and walls. A pile of body parts sits in one cor-

ner. Several shelves holding vials of liquid line the east wall.

Development: There is a 50% chance that Armuum (see area 3-5) will be here. If he was encountered in area 3-5, the PCs will not find him here.

Treasure: Some of the vials and bottles on the shelves actually contain potions. The following potions can be identified with a successful Spellcraft check (DC 25): 2 *potions of cure light wounds*, a *potion of cure moderate wounds*, a *potion of cure serious wounds*, and a *potion of haste*.

Area 3-9 – Treasure Vault (EL 5): A secret door leads to the temple's ancient treasure vault. While the clerics are aware of the door, they have been unable to bypass the traps that guard the vault.

Development: The secret door opens to a trapped hall (marked "A" on the map). Each five foot section has a pressure plate. Any creature of medium size or larger that steps on the plate triggers several poisoned spikes that shoot out of the walls. The next door is locked, and the room beyond it (marked "B" on the map) is trapped as well. Each five foot section of the floor within the dotted line on the map has a pressure plate that triggers a ceiling pendulum when stepped on by a creature of medium size or larger. The passage in the east wall leads down to the real treasure vault (marked "C" on the map).

Treasure: The vault contains 3,300 gp, 4 amethysts worth 110 gp each, a gold comb of a stylized triceratops with red garnet eyes worth 1,300

gp, a ceremonial jade dagger with a ruby set in an ivory pommel worth 1,200 gp and a jeweled head-dress with gold feathers worth 5,000 gp.

Stone door: 4 in. thick; Hardness 8; hp 60; Break DC 28 (stuck), 28 (locked).

Poison Wall Spikes: CR 5; mechanical; location trigger; manual reset; Atk spike +16 melee (1d8+4 plus poison); poison (Medium monstrous spider venom, DC 12 Fort save resists, 1d4 Str/1d4 Str); Search DC 17; Disable DC 21.

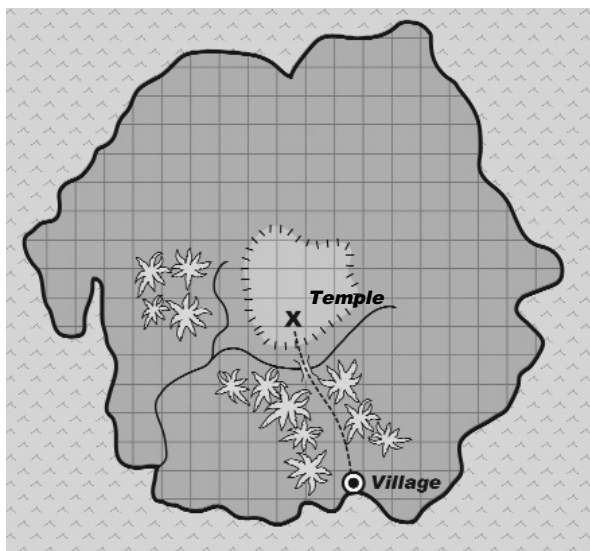
Ceiling Pendulum: CR 3; mechanical; timed trigger; automatic reset; Atk +15 melee (1d12+8/x3, greataxe); Search DC 15; Disable Device DC 27.

Wrapping Up

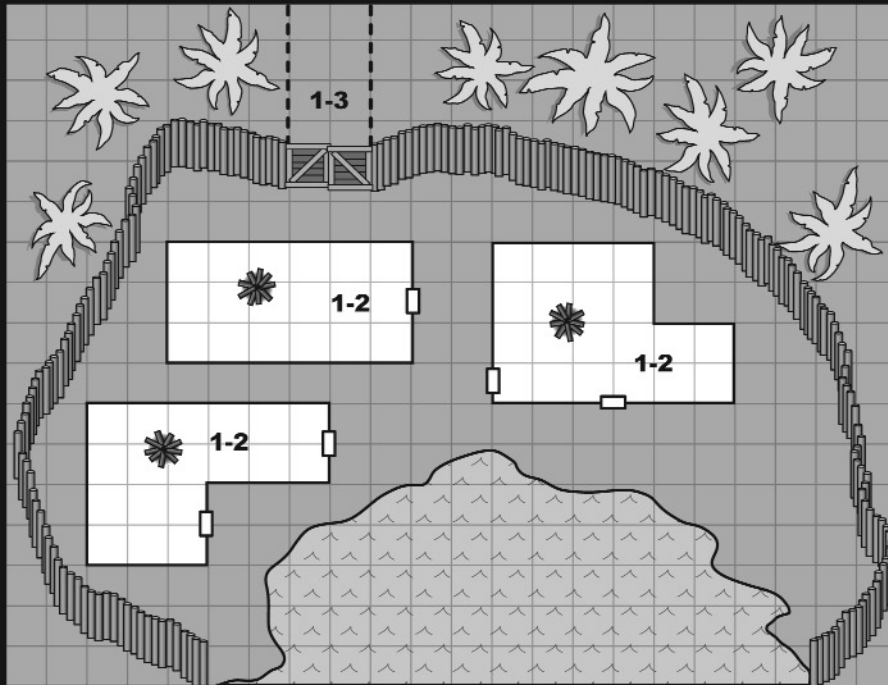
For several moments you stand stunned, staring at the hoard of riches before you. You knew that following the map would bring you adventure, but some part of you doubted it actually led to a real treasure. The problem of somehow getting this back to the mainland crosses your mind, but you quickly dismiss it and leap onto the nearest pile.

Future developments: The adventure doesn't have to stop here for the PCs. The plateau could be riddled with caves to explore, and the north half of the island still needs to be mapped. The PCs have also made an enemy of the cult of Lasheeva. The party could choose to alert Lady Elarabeth to the cult's activity or hunt down the other members of the cult on their own. It is also likely the cult will send assassins after them once they reach the mainland.

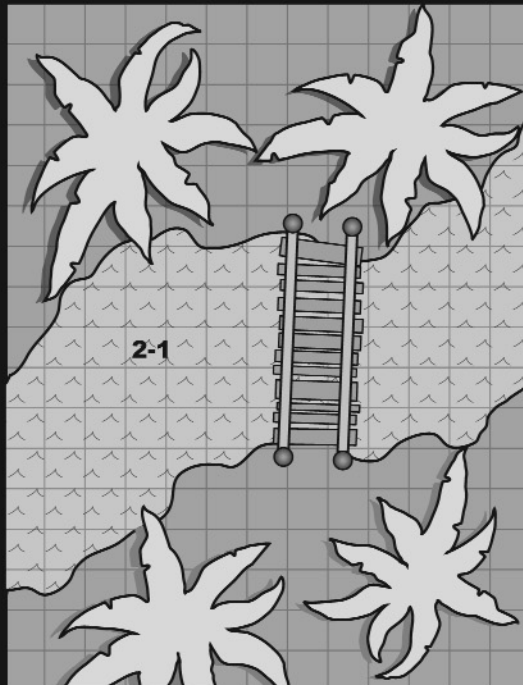
General Overview of the Island



Area 1: The Village

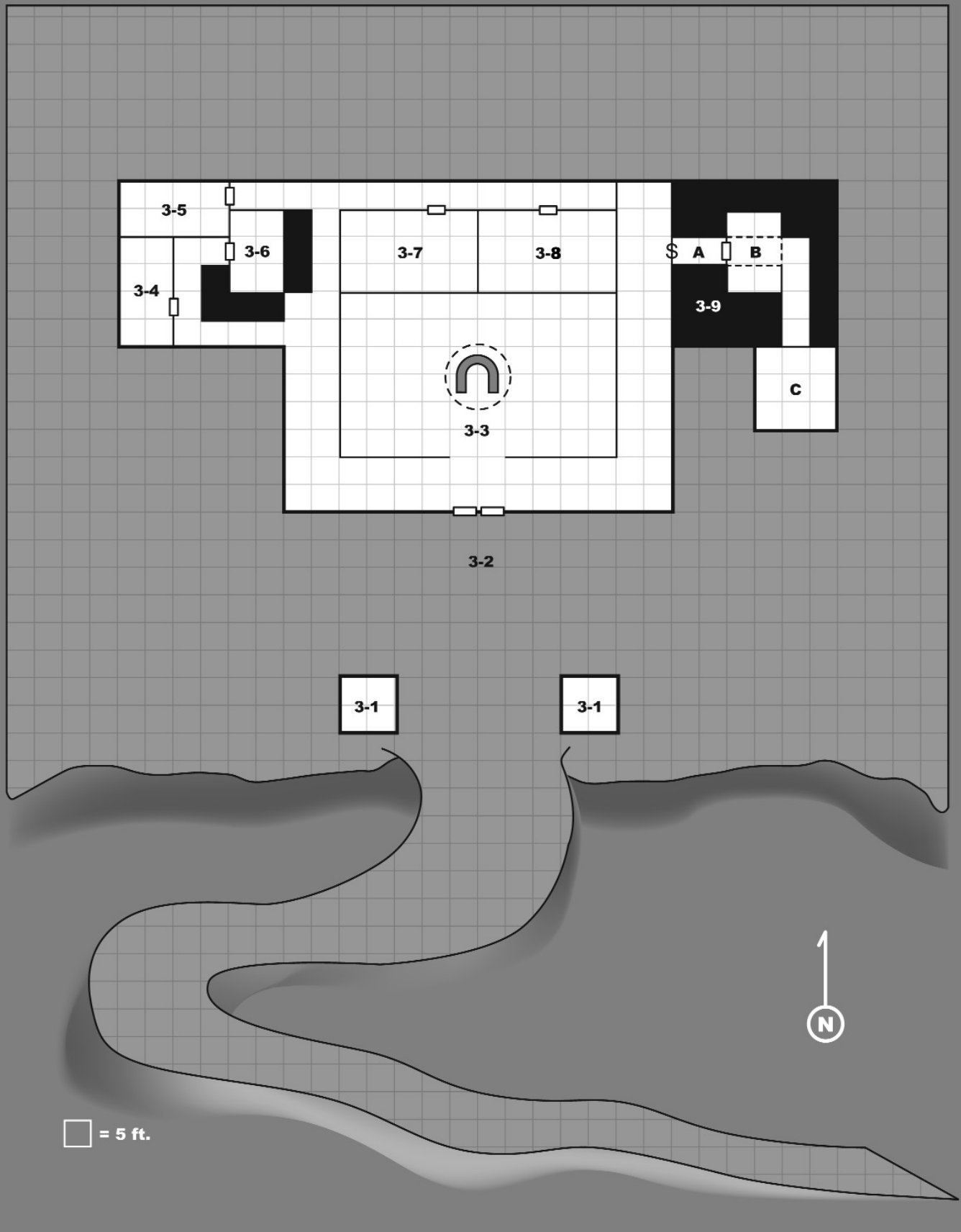


Area 2: The Jungle

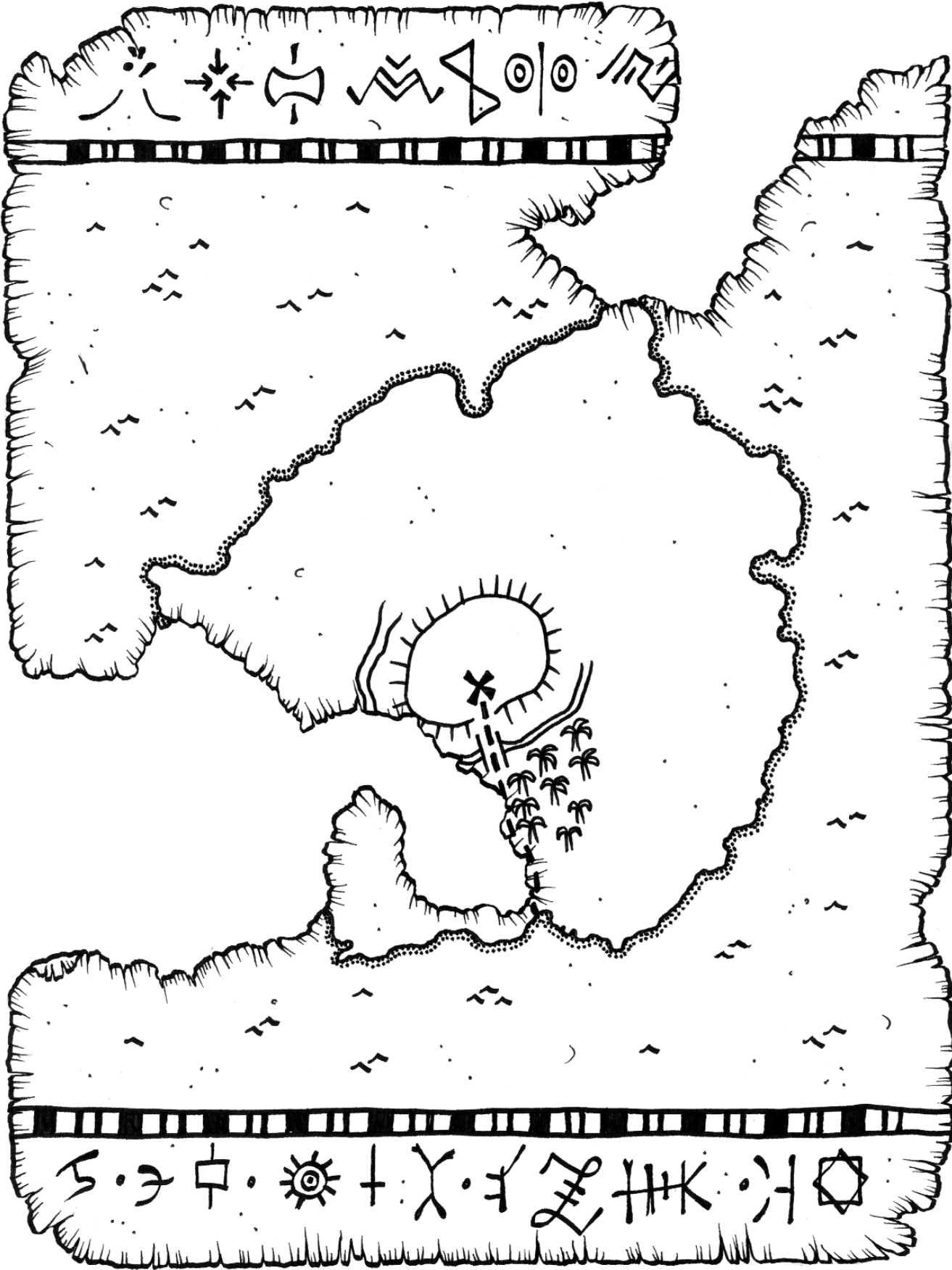


□ = 5 ft.

Area 3: The Temple of Lasheeva



Players' Handout A

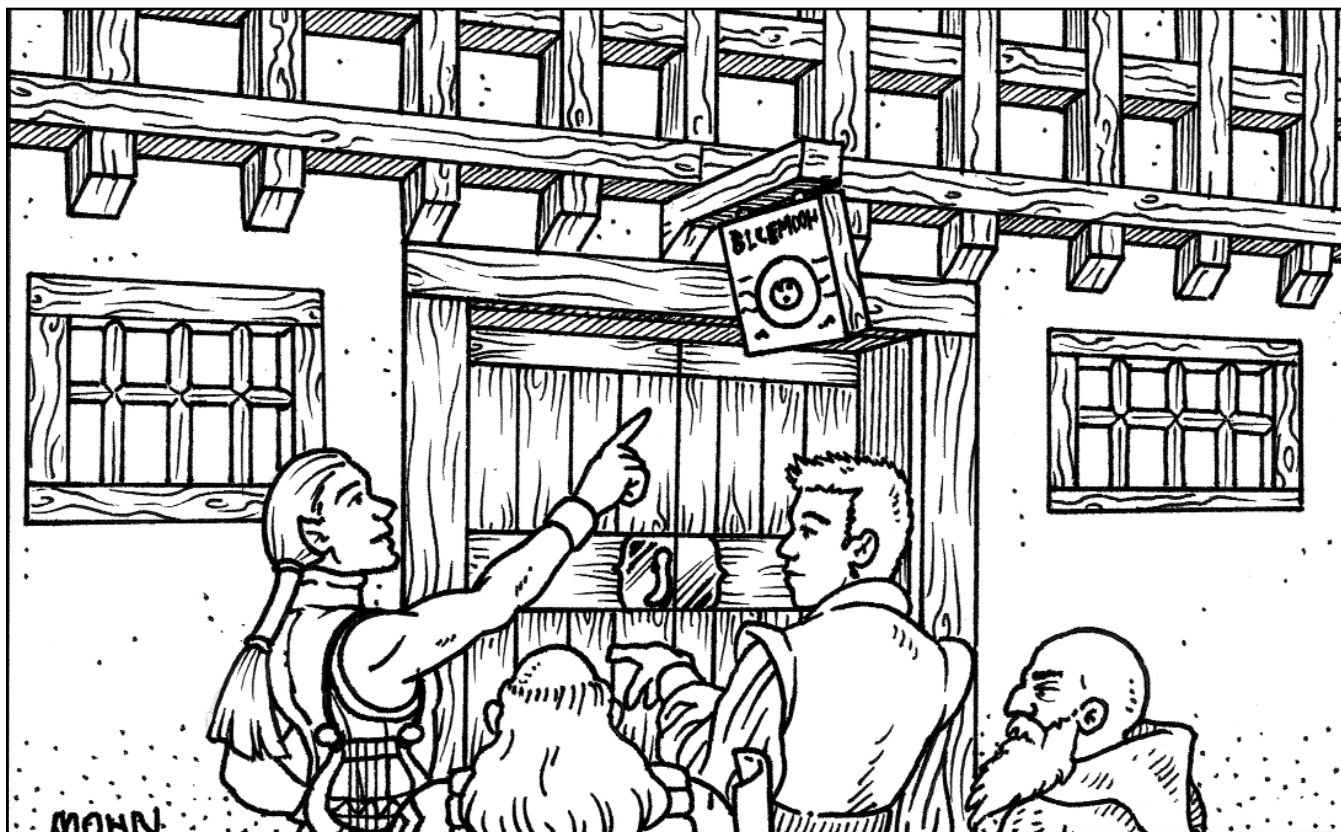


Dungeon Crawl Classics Secrets of the Blue Moon

By Ken McCutchen

AN ADVENTURE FOR CHARACTER LEVELS 4-6

Special thanks to my wife Allison, Lee Harrison, Michael P. Smith, and Keith Simpson for support, motivation, and inspiration.



Introduction

Secrets of the Blue Moon is designed for four to six player characters of 4th through 6th level. While the characters can be of any basic character class, a rogue, a cleric, and at least one strong fighter are recommended for the party's survival.

Adventure Summary

The characters hear rumors of a treasure map carved into the sign of a seedy local tavern. The tavern's original owner, Captain Amrose, was a crazed buccaneer who discovered the lair of a mad wizard – and the wizard's legendary hoard of gold. Amrose has passed away and his grandson and former shipmate are the only people with knowledge about the treasure. It's up to the characters to find the location of the treasure and claim it for their own!

Game Master's Section

Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. The abbreviations used are: Loc – the location number keyed to the map for the encounter. 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.

<u>Loc</u>	<u>Pg</u>	<u>Type</u>	<u>Encounter</u>	<u>EL</u>
Tavern	19	P/C	<i>Shadrom</i> , Ftr5 <i>Mark the Mooch</i> , Rog2 <i>Captain William</i> , Exp4	7
W-1	21	C	Giant octopus	8
W-2	22	C	<i>Catta</i> and <i>Sidhe</i> , sea hags	6
W-3	22	C	2 Large monstrous spiders	4
W-4	23	C	6 human commoner zombies	3
W-5	23	C	<i>Sabbus</i> and <i>Harus</i> , harpies	6
W-6	24	C	<i>Musa</i> , mantichore	5
7-2	25	C	<i>Tirarus</i> , chimera	7
7-3	25	P	Numbers puzzle	—
7-4	26	P/T	Various traps	Variable
7-5	26	C	<i>Garazandal</i> , greater shadow	8

Scaling Information

Secrets of the Blue Moon is designed for four to six characters of 4th to 6th level, but it can be easily modified for parties of different sizes or levels. With this in mind consider the following suggestions:

Weaker parties (3 or fewer characters, or lower than 4th level): Ensure a good balance of skills; reduce the DCs of the traps and locks by 5; reduce the hit points for the giant octopus, mantichore, and chimera by 25%, and change Garazandal to a regular shadow. Change the number of harpies and sea hags from two to one or reduce their hit points as well.

Stronger parties (7 or more characters, or higher than 6th level): Increase the DCs of all traps by +5; increase the levels of all classed opponents by +2; increase the number of human commoner zombies to 10; add an additional harpy named Clarus to area W-5; advance the mantichore and chimera by one or two hit dice.

Getting the Players Involved

Secrets of the Blue Moon is designed to be dropped into any small seaport town. The following hooks can be used to get the players involved with the plot:

- Upon a visit to the local blacksmith, the party will get a lot of questions about their adventures. During the conversation, the blacksmith asks if the characters have heard of “a Blue Moon’s gold,” which is local slang for a large amount of treasure. Further discussion will point the characters toward the auspiciously named Blue Moon Tavern.
- When the PCs attempt to sell loot from their last adventure, the merchant exclaims, “I don’t have all the money the Blue Moon lost, so I’ll offer you ...” Have the merchant begin to haggle as the characters question his odd reference. The merchant will say that he frequents the Blue Moon Tavern and has heard the legends of crazy buccaneers crashing their ship into a reef as they tried to escape with a mountain of gold nuggets.

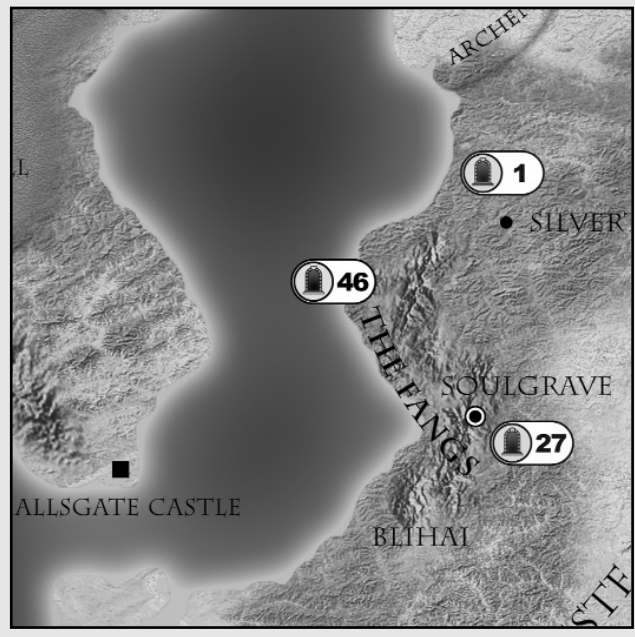
- As the tired and weary adventurers arrive at the local inn for some well-earned rest and relaxation, the innkeeper explains that the inn is full. After some discussion, the innkeeper says “I could arrange a room for you if you had the Blue Moon’s gold.” He’ll explain that the phrase is local slang for a large amount of gold. He will rent a single room with two filthy beds to the party for four times the normal price.

The Known Realms of Áereth Campaign

Secrets of the Blue Moon is designed to be part of a Known Realms of Áereth campaign (see DCC #35: Gazetteer of the Known Realms). The Blue Moon Tavern can be located in any port town, but is intended to be in the town of Lonoke, found in a small barony in the north of Crieste. The Barony of Lonoke (from which the town takes its name) lies between the Straights of Ymtal and the mountains known as the Fangs. The town of Lonoke is located on the coast of the Straights of Ymtal between the cities of Soulgrave and Blihai. Its staunch town walls and towering keep protect the interests of Crieste in this region. The community is prosperous, with plenty of agriculture, raw materials, craftsmen, and trade. Only its remote location keeps the town from growing into a small city.

DCC World

The Saelor Peninsula is found on the western coast of Crieste, where the Straits of Ymtal crash against the sharp Fangs. While the deep anchorages offer convenient moorage, attempts at landfall are often ruined by the Fang’s rocky cliffs.



Background Story

The Blue Moon Tavern is found near the docks in a port town. The tavern has its share of regular local patrons and enjoys patronage from the large number of travelers, merchants, and laborers that pass through town. The tavern is well known for its rowdy atmosphere and watered-down beer.

The original owner of the tavern, Captain Amrose, often boasted of a career as a wild buccaneer before he began his career in bartending and often claimed that the sign hanging over the tavern's entrance was made from the boards of the last ship he sailed. On top of that, when old Amrose was deep into his drinks, he would hint that the sign was a map to a hoard of gold.

Most locals think that Amrose was merely boasting and trying to drum up more business for his tavern. Amrose was eccentric and always wore gloves while working in the tavern, which made some locals suspicious. Still, the legend of the Blue Moon is told to this day.

After Captain Amrose died five years ago, the tavern passed down to his grandson, Shadrom, who continues to tell the tale of the hidden treasure hoard. Shadrom does so mostly for fun, but he secretly suspects that the treasure may be real. One of Amrose's former shipmates, Masnok, still lives in town and may have more information.

When the sign above the tavern is held upside down, it in fact reveals a coded treasure map. However, to see all the clues within the map, the characters need a magical amulet, which is in the possession of Amrose's old shipmate, Masnok!

The Blue Moon Tavern

When the characters reach the Blue Moon Tavern, read or paraphrase the following:

Positioned between a butcher's shop and a stable, the Blue Moon Tavern is less than inviting. Its walls are made of fieldstone and plaster, and a large set of double doors lead into the tavern, with double windows flanking each side. Several panes of the left window are broken and small shards of glass litter the ground outside. Hanging over the double doors is an old wooden sign. The sign is nearly two inches thick and is two feet square. The carvings in the sign are about a quarter of an inch deep and filled with black paint.

At this time, the Game Master should provide the players with handout A. When the players enter the tavern, read or paraphrase the following:

The smell of stale beer and countless cigars greets you as you enter the tavern. Four large round tables and a

motley collection of crude chairs are to your left while two long bench tables occupy the right side of the tavern. Two rough-looking men are bellied up to the bar. One man wears a blood-stained butcher's apron and the other is dressed in sailor's garb. A short, red-haired bartender squints at you and exclaims, "What do ya' need to drink?"

The Blue Moon Tavern is owned and operated by a middle-aged man known as Shadrom. He inherited the tavern from his eccentric grandfather, Captain Amrose.

Shadrom's sensitivity about his height and his penchant to be an angry drunk have made the bar owner a grumpy, hot-tempered, and sometimes violent character.

If the characters ask Shadrom about the legend of the Blue Moon gold or the sign, read or paraphrase the following:

"That sign... Hey, fellas, these adventurers want to know about 'the sign.'" A round of laughter erupts from the two sailors and Shadrom.

"Folks have been asking about that old shingle for years now," continues the bartender. "My grandfather and ol' man Masnok used to sit around drinking and telling stories all the time about their days as buccaneers. They were probably just fishing with a keg of Yellow Stain Ale, but they always talked about that hoard of gold that got away."

If questioned further, Shadrom knows the following information:

- The Blue Moon was the name of the ship on which Captain Amrose and Masnok sailed.
- Captain Amrose died five years ago.
- Masnok lives in a shack near the tavern. Shadrom will provide directions if the characters ask.
- Captain Amrose's hands were badly burned at some point. He wore gloves to cover the scars.

Shadrom has no special sentimental feelings for the sign and is willing to sell it. At the start of the encounter, his attitude is indifferent and he is willing to sell the sign for 500 gp. A successful DC 15 Diplomacy check will raise his attitude to friendly and he will sell the sign for 450 gp. With a successful DC 30 Diplomacy check, Shadrom's attitude will be elevated to friendly and he is willing to sell the sign to the characters for 300 gp. If the characters buy a few rounds of drinks for Shadrom and his cronies (10 sp or more, with a tip!), the GM may award the characters a +2 situation bonus for Diplomacy checks. If Shadrom's attitude turns hostile or if the characters attack, Shadrom and his cronies will engage in combat. See the PHB for the full rules on influencing NPC attitudes.

Characters are welcome to stand outside the tavern and draw, take notes, or make a chalk outline of the sign for free. For game play, it is suggested that the players actually draw the sign on a sheet of paper and then return handout A to the GM.

Also in the tavern are two loyal patrons, Mark the Mooch and Captain William. The Mooch works in the butcher shop next door, but usually spends most of his day drinking and practicing his rogue talents. Captain William is indeed a sea captain and he commands *The Ocean Jewel* and a crew of ten salty sailors. The ship mainly transports cargo, but the captain is more than willing to transport the adventurers to the Saelor Peninsula of a fee of 500 gp.

Reading the Sign

Looking at the sign through Masnok's amulet will reveal all the hidden information. A *comprehend languages* spell or Decipher Script skill check can also reveal the hidden information – see below for the difficulty class and results. If the characters do not look at the sign upside down, then they will not learn any information from the "Sign Facing Upside Down" section, regardless of whether the amulet, spell, or skill check was used. If *detect magic* is cast upon the sign, it will radiate a mild aura of conjuration.

Sign Facing Up: The *comprehend languages* spell will reveal the nature of the carvings instantly. A Decipher Script skill check (DC 25) may be used to piece together the meaning of carvings on the sign. If the check succeeds, the character understands the following:

- The Sea Serpent is carved in runes that spell out the letters S A E L O R. A successful DC 15 Knowledge (local) check will reveal that Saelor is

the name of a hilly peninsula north of Lonoke.

- The ship is sailing toward the North Star.
- The bird-like carvings represent winged monsters that guard the treasure.

If the skill check fails, the character needs to make a DC 5 Wisdom check or draw the following false conclusions:

- The treasure is guarded by a great sea serpent.
- The treasure is only accessible via ship.
- There are many birds near the treasure.

Sign Facing Upside Down: Again, a *comprehend languages* spell will reveal the nature of the carvings instantly. Another Decipher Script skill check (DC 30) may be used to piece together the meaning of the carvings on the sign when it is held upside down. If the check succeeds, the character understands the following:

- The winged monsters appear as water now.
- The large circle represents a perspective map of the peninsula.
- The star, moon, and circle represent locations of some importance.
- The ship is carved to reveal the letters M A D when read upside down.
- The sea serpent is carved to reveal the letters W I Z A R D when read upside down.

Shadrom, male human Ftr5: CR 5; Medium humanoid; HD 5d10+15; hp 48; Init +7; Spd 30 ft.; AC 19, touch 13, flat-footed 16; Base Atk +5; Grp +8; Atk/Full Atk masterwork heavy mace +9 melee (1d8+3); AL CN; SV Fort +7, Ref +4, Will +3; Str 17, Dex 16, Con 16, Int 12, Wis 15, Cha 11.

Languages: Common, Sylvan.

Skills and Feats: Climb +8, Hide +3, Intimidate +7, Jump +4, Listen +2, Move Silently +3, Profession (bartending) +9, Spot +2, Swim +10; Cleave, Combat Reflexes, Improved Initiative, Improved Sunder, Power Attack, Track.

Possessions: +2 chain shirt, two potions of cure light wounds, masterwork heavy mace, cash box containing 8 pp, 60 gp, and 3 gems (one 70 gp zircon, one 30 gp moonstone, one 75 gp bloodstone).

Mark the Mooch, male human Rog2: CR 2; Medium humanoid; HD 2d6+2; hp 9; Init +6; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +1; Atk/Full Atk +1 short sword +2 melee (1d6+1/19-20) or shortbow +3 ranged (1d6/x3); SA Sneak attack 1d6; SQ Trapfinding, evasion; AL CE; SV Fort +1, Ref +5, Will +0; Str 10, Dex 14, Con 13, Int 12, Wis 11, Cha 9.

The Blue Moon Tavern's Daily Specials

Main Course (5 sp)

Spicy Dragon Tail (Baked horse meat with spices)

Drinks

Yellow Stain Ale 1 sp

Moon and Stars Ale 3 sp

Summer's Blaze Beer 1 sp

Standard Bearer's Beer 5 sp

The Prince's Beer 10 sp

The Red Wizard's Bitter 1 gp

Frog Bottom Bitter 2 sp

Languages: Auran, Common.

Skills and Feats: Climb +2, Disable Device +6, Disguise +4, Gather Information +4, Hide +6, Intimidate +4, Jump +5, Listen +5, Move Silently +7, Sense Motive +4, Spot +0, Use Rope +7; Improved Initiative, Point Blank Shot.

Possessions: +1 short sword, shortbow with 30 arrows, dagger, chain shirt, 36 gp, 42 sp.

Captain William, male human Exp4: CR 3; Medium humanoid; HD 4d6; hp 11; Init +4; Spd 30 ft.; AC 14, touch 14, flat-footed 10; Base Atk +3; Grp +3; Attack/Full Attack masterwork short sword +4 melee (1d6/19–20) or dagger +7 ranged (1d4/19–20); AL N; SV Fort +1, Ref +5, Will +4; Str 10, Dex 18, Con 11, Int 14, Wis 10, Cha 17.

Languages: Common, Dwarven, Elven.

Skills and Feats: Climb +2, Craft (blacksmithing) +8, Craft (leatherworking) +5, Craft (pottery) +4, Decipher Script +4, Hide +4, Knowledge (history) +9, Listen +2, Move Silently +4, Open Lock +11, Profession (miner) +3, Profession (sailor) +11, Sleight of Hand +10, Spot +2, Swim +10, Tumble +6; Alertness, Skill Focus (Profession (sailor)), Skill Focus (Swim).

Possessions: Masterwork short sword, dagger, masterwork chain shirt, *potion of spider climb*, *elixir of hiding*, 104 pp, 42 gp, and 5 gems (one 60 gp zircon, one 70 gp zircon, one 40 gp moonstone, one 60 gp rose quartz, one 60 gp bloodstone).

Masnok's House

When the characters arrive at Masnok's house, read or paraphrase the following:

Following Shadrom's directions, you step through a filthy area of weeds and trash to find a shack that is surrounded by debris. Scraps of wood and metal are piled around it. A sign hangs above the door that reads "GO AWAY."

Masnok is a crusty old sailor who is a lifelong pessimist. His initial attitude is indifferent and he doesn't want to be bothered. If the characters can raise his attitude to friendly (DC 15 Diplomacy check), he will tell his tale of sailing on the *Blue Moon*. Afterward, he will offer to sell the amulet to the party for 300 gp. If the characters were able to improve his attitude to helpful (DC 30 Diplomacy check), he will offer the amulet for 200 gp. Plying the old man with alcohol will add a +2 to the Diplomacy checks, and those willing to give the sailor a share of their treasure will add +10 to the Diplomacy check. See the PHB for the full rules on influencing NPC attitudes.

The following is Masnok's story of sailing on the *Blue Moon*:

"I sailed the Blue Moon as its third mate for five years. On the day the Blue Moon went down, Captain Amrose had us waiting for a fat cargo ship filled with ivory and

jewels. We were anchored in a nice cove where we could watch the shipping lane, when the lookout spotted some men on land carrying baskets of gold! Mind you, I didn't actually see any gold, but the rest of the crew were in a frenzy. Captain Amrose ordered the men to arms and the away ships were loaded. However, I was ordered to stay behind with some of the crew and keep watch for the cargo ship.

"A half-hour later, I spotted the men climbing a cliff and disappearing into a cave. A few minutes passed by, then I saw flames erupt from the top of the cliff. I saw some of our men scramble down the cliff and disappear into the forest.

"Next, I heard screams from ashore and saw our ship-mates running for their boats. They began rowing back to the ship at a furious pace, their oars flailing about. I saw Captain Amrose standing in one of the rowboats and I heard him scream, "Set sail!" So I ordered the men to prepare the ship.

"Later on, Captain Amrose told me that he and the crew found animated corpses carrying baskets of gold up a steep path on the hill. They struck down the undead and followed the path to the cliff top. There they found a mad dwarf wizard and more of those undead abominations. The dwarf was screaming 'Garazandal, Garazandal, Garazandal.' I never did know what that meant. Anyway, a ball of fire erupted in the middle of the crew and everyone ran!

"Then, as the last of the away party was boarding the ship, the massive arms of some horrible sea monster rose out of the water and smashed the ship's main sail. Still more arms rose out of the sea. The monster wrestled with the Blue Moon, and the men were tossed about the ship. I was thrown overboard, falling into water that was as black as the night sky. Then a terrible sound nearly deafened me. When I made it to the surface, I saw the Blue Moon sinking into the sea. The beast has smashed her against the reef.

"I reached for some floating debris and tried to rest. When it was over, the captain and I were the only men floating in the sea. Bits and pieces of the ship – and men – floated about us. I tell you, it was a dreadful sight. We clutched onto a piece of timber and rode the tides for days before we reached dry land. We rested and made our way back to civilization. That was the last time I've been to sea!

"Captain Amrose saved a piece of the ship and had Arold the Sage put those symbols on it. After a few drinks, the captain would sit and stare at the sign with this necklace." Masnok reaches under his shirt and pulls out an amulet made of a ruby and encrusted in gold.

"I've tried it a few times myself, but it makes the letters look funny. I didn't see much point in it.

Looking through the amulet gives the viewer the effect of an *arcane sight* spell, where magical auras become visible to them. The amulet acts as a charged wand and has 10 uses of *arcane sight* left. Looking through the amulet at the sign of the Blue Moon Tavern will reveal all the information hidden on the sign.

Masnok, male human Ftr4: CR 4; Medium humanoid; HD 4d10+8; hp 35; Init +7; Spd 30 ft.; AC 13, touch 13, flat-footed 13; Base Atk +4; Grp +6; Atk/Full Atk +1 dagger +7 melee (1d4+2/19-20) or +1 dagger +8 ranged (1d4+2/19-20); SV Fort +6, Ref +4, Will +2; AL LE; Str 14, Dex 16, Con 14, Int 13, Wis 12, Cha 9.

Languages: Common, Giant.

Skills and Feats: Climb +5, Handle Animal +6, Hide +3, Jump +8, Listen +1, Move Silently +3, Perform (oratory) +2, Spot +1, Swim +12; Blind-Fight, Combat Expertise, Combat Reflexes, Improved Initiative, Investigator, Skill Focus (Swim).

Possessions: +1 dagger, studded leather armor, 52 gp, 80 sp, 230 cp.

The Saelor Peninsula

Traveling to the peninsula is a two-day trip via ship, or a two-week journey on horseback. If the players choose to sail, they approach the peninsula from the south. If they choose a land route, they approach the peninsula from the east.

Hiring a boat for the trip costs 500 gp. Buying a keelboat costs 3,500 gp and requires a minimum crew of eight. Finding a keelboat for sale will require a successful DC 15 Gather Information check. Crew can be hired for the journey for 3 gp per week per person. All food and equipment will need to be provided for the crew.

Mounts and related gear cost 10% higher than PHB prices. A successful DC 10 Gather Information check will locate suitable vendors. Hirelings and porters can be hired to accompany the adventurers for 1 gp per week. Food and equipment need to be provided for any hired hand.

The Saelor Peninsula is hilly and forest covered. Some hills rise up in sharp cliffs of limestone. The dwarf wizard Garazandal carved a lair into one of those hills. Once his lair was complete, Garazandal began secret alchemy experiments, attempting to turn various metals into gold. He toiled for years, and the solitude eventually drove him mad. His experiments failed and he needed more resources, so he created skeletons and zombies to mine deeper into the cliff. His best results were to merely coat some bars of lead with gold.

Characters who look through Masnok's amulet at the peninsula will see images of the circle, star, and moon glowing above the hills, hinting at the location of Garazandal's lair. Characters without the amulet will have to search the peninsula for the treasure.

Areas of the Map: Saelor Peninsula

Area W-1 – Sunken Ship (EL 8): Read or paraphrase the following:

As you approach the island, you can spot a dark shape in the water. Sailing closer, you can make out the form of a large ship lying on its side. A large hole has been torn in the stern, apparently the cause of the vessel's demise.

Development: A giant octopus lives in an underwater cave in the island. This creature sunk the *Blue Moon* and will attack any ship that lingers near its lair. The ship is a mere 20 feet Below the surface, but any investigation of the wreck will arouse the ire of the octopus.

A DC 20 Search of the wreckage uncovers three chests that contain the following:

Chest #1: 903 gp, a mithral chain shirt, and a *wand of magic missiles* (22 charges, caster level 3)

Chest #2: 682 sp, 6,032 cp

Chest #3: 7,862 cp

Note that returning the chests to the surface is no small feat. Even tying ropes around the chests will require an adept swimmer capable of spending several rounds underwater.

Octopus, Giant: CR 8; Large animal (aquatic); HD 8d8+11; hp 47; Init +2; Spd 20 ft., swim 30 ft.; AC 18, touch 11, flat-footed 16; Base Atk +6; Grp +15; Atk/Full Atk 8 tentacles +10 melee (1d4+5) and bite +5 melee (1d8+2); Space/Reach 10 ft./10 ft. (20 ft. with tentacle); SA Improved grab, constrict; SQ Ink cloud, jet, low-light vision; AL N; SV Fort +7, Ref +8, Will +3; Str 20, Dex 15, Con 13, Int 2, Wis 12, Cha 3.

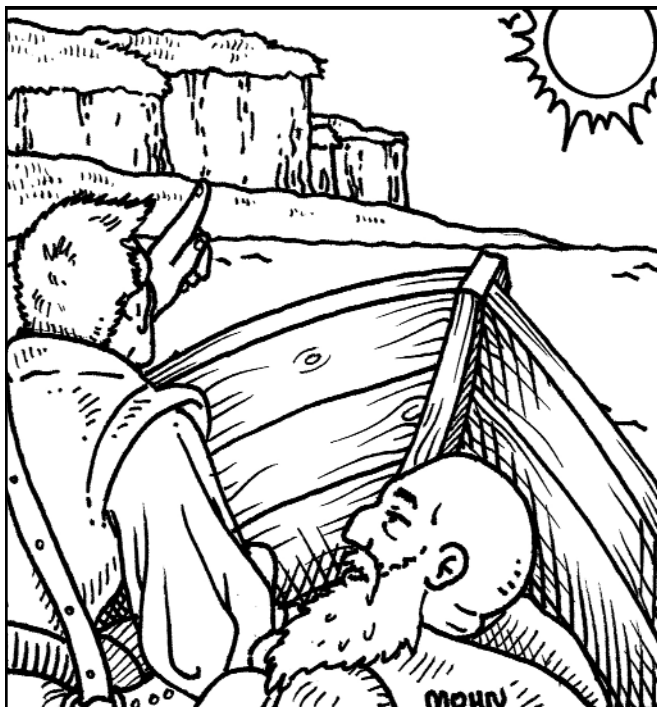
Skills and Feats: Escape Artist +12, Hide +12, Listen +4, Spot +6, Swim +13, Alertness, Skill Focus (Hide), Toughness.

Constrict (Ex): A giant octopus deals 2d8+6 points of damage with a successful grapple check.

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

Ink Cloud (Ex): A giant octopus can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A giant octopus can jet backward once per round as a full-round action, at a speed of 200



feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Area W-2 – A Quiet Picnic (EL 6): Read or paraphrase the following:

Traveling along the coast, you spot two females in formal, courtly dresses and large hats having a picnic on the beach. A blanket is spread out on the sand and they appear to be pulling food out of a basket.

Tactics: The women are sea hags, who will keep their true nature concealed under their hats until they can affect as many foes as possible with their horrific appearance attack. Catta will follow up with her evil eye. Sidhe will take to the water and attack with her own evil eye when she reappears one round later. If the characters are on a ship, the pair attempts to board the vessel and attack.

The hags have struck a fragile alliance with Musa the manticore against Tirarus, the chimera that killed their sister Gathet several weeks ago. Dazed or weak creatures will be taken to the manticore, who will reward the hags with more pearls.

Each of the sea hags has a bag of 10 white pearls, worth 90 gp each.

Catta and Sidhe, sea hags (2): CR 4; Medium monstrous humanoid (aquatic); HD 3d8+6; hp 19 each; Init +1; Spd 30 ft., swim 40 ft.; AC 14, touch 11, flat-footed 13; Base Atk +3; Grp +7; Atk/Full Atk 2 claws +7 melee (1d4+4); SA Horrific appearance, evil eye; SQ Amphibious, spell resistance 14; AL

CE; SV Fort +2, Ref +4, Will +4; Str 19, Dex 12, Con 12, Int 10, Wis 13, Cha 14.

Skills and Feats: Craft or Knowledge (any one) +3, Hide +4, Listen +6, Spot +6, Swim +12; Alertness, Toughness.

Horrific Appearance (Su): The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a DC 13 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. The save DC is Charisma-based.

Evil Eye (Su): Three times per day, a sea hag can cast its dire gaze upon any single creature within 30 feet. The target must succeed on a DC 13 Will save or be dazed for three days, although *remove curse* or *dispel evil* can restore sanity sooner. In addition, an affected creature must succeed on a DC 13 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the sea hag's evil eye. The save DCs are Charisma-based.

Amphibious (Ex): Although sea hags are aquatic, they can survive indefinitely on land.

Area W-3 – Abandoned Mine (EL 4): Read or paraphrase the following:

Ahead you spot a mineshaft that is 15 feet wide and 10 feet tall. Large timbers frame the opening and there is no sign of activity. A pathway leads westward over the hill.

When the party enters the mine, read the following:

The mineshaft descends sharply, and the air quickly grows chill. The floor of the mine is pitted with what seem to be puncture marks. The mineshaft is reinforced with heavy timber beams every ten feet. Small chips of a black mineral litter the floor of the mine.

This mine is the source of Garazandal's black onyx pyramid. Two large monstrous spiders now call this mineshaft home. They are lurking in the shadows and attack anything that enters the mine. There are 60 gp worth of black onyx chips and bits left in the mine.

Monstrous Spider, Large (2): CR 2; Large vermin; HD 4d8+4; hp 22; Init +3; Spd 30 ft., climb 20 ft.; AC 14, touch 12, flat-footed 11; Base Atk +9; Grp +9; Atk/Full Atk Bite +4 melee (1d8+3 plus poison); Space/Reach 10 ft./5 ft.; SA Poison; SQ Darkvision 60 ft.; AL CE; SV Fort +2, Ref +7, Will +6; Str 15, Dex 17, Con 12, Int –, Wis 10, Cha 2.

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

Poison (Ex): Injury, Fort DC 13, initial and secondary damage 1d6 Str.

Area W-4 – Working Mine (EL 3): Read or paraphrase the following:

A 15-foot-wide hole is dug into the top of the hill, surrounded by several mounds of dirt and rocks. Some of the materials appear to be fresh, while many of the mounds appear to have been here for quite some time. A well-worn path of footprints leads from each mound to the mineshaft.

The hole is a crude mineshaft with a very steep pitch. The shaft is dug straight into the ridge and has no side passages or supporting timbers. Some parts of the roof have caved in and the debris cleared away. The 15-foot-wide shaft continues to descend for another hundred feet.

Development: At the very end of the mine are six zombies, sluggishly continuing to enlarge the mine. The mining in this location had just begun when Garazandal died. The six zombies have continued to follow their instructions and dig, dig, dig. They will attack the characters on sight.

The zombies have no treasure other than their rusted picks and baskets for carrying debris.

Human commoner zombies (6): CR 1/2; Medium undead; HD 2d12+3; hp 6, 12, 14, 16; Init –1; Spd 30 ft. (can't run); AC 11, touch 9, flat-footed 11; Base Atk +1; Grp +2; Atk/Full Atk slam +2 melee (1d6+1); SQ Damage reduction 5/slashing, darkvision 60 ft., single actions only, undead traits; AL NE; SV Fort +0, Ref –1, Will +3; Str 12, Dex 8, Con –, Int –, Wis 10, Cha 1.

Skills and Feats: Toughness.

Area W-5 – The Circle (EL 6): Read or paraphrase the following:

Looking up from the base of the hill, you spy what appears to be a gray stone structure at the very top. The trees and steep slope make it difficult to determine exactly what it is.

The structure is at the top of a well. A DC 15 Climb check is required to make it up the hill's steep slope. Climbing the hill will alert a pair of nasty harpies that nest on a cliff above the well. PCs who succeed on a DC 15 Spot can avoid being surprised by the harpies. The harpies attempt to subdue and capture all intruders. If a PC is killed or subdued, a harpy will drag away the PC and present him or her to the chimera as an offering. The chimera protects the harpies from the mantichore in exchange for service and food.

Once the characters reach the top of the hill, read or paraphrase the following:

The steep climb up the hill was tough, but you can now see that the gray stone structure is clearly the top of a well, about three feet in diameter and four feet high. A roof over the well is made of a single stone slab and is supported by three stone columns. It was obviously made by superior craftsmanship. Strange runes have been carved into the side and top. The rim of the well is charred, and black soot extends ten feet from its base.

The circle on the map is a freshwater well near the mad wizard's lair. Garazandal became very paranoid before his death and he trapped the well with a *glyph of warding* to prevent anyone from poisoning him. The trap was been triggered long ago and left the stones blackened and charred. The well is carved with the holy symbols of Garazandal's deity. GMs may choose the appropriate deity depending on their campaign setting, but if the game is set in the Known Realms of Aereth, Garazandal worshiped Zhühn, the chaotic evil greater god of Deception, Corruption, and Falsehood. (See the GM's Guide in DCC #35: Gazetteer of the Known Realms for more information on Zhühn.)

A successful DC 15 Knowledge (religion), Knowledge (arcana), or Decipher Script check reveals that the runes say, "White Sepulcher, the Faceless Lord, the Dweller in the Void." A DC 20 Knowledge (religion) check reveals that all three of those phrases refer to Zhühn. At the bottom of the well is a silver key (worth 50 gp) to the Vault of Garazandal in area 7-5.

To reach the harpies' nest in the cliff, the characters need to succeed on a DC 15 Climb Check. Once there they find the harpies' treasure, which consists of a leather backpack containing 1,404 gp, *oil of bless weapon*, an arcane scroll with two spells (*burning hands* and *enlarge person*), and a divine scroll with three spells (*lesser restoration*, *cure moderate wounds*, and *remove curse*).

Sabbus & Harus, harpies (2): CR 4; Medium monstrous humanoid; HD 7d8; hp 31; Init +2; Spd 20 ft., fly 80 ft. (average); AC 13, touch 12, flat-footed 11; Base Atk +7; Grp +7; Atk/Full Atk club +7/+2 melee (1d6) and 2 claws +2 melee (1d3); SA Captivating song; SQ Darkvision 60 ft.; AL CE; SV Fort +2, Ref +7, Will +6; Str 10, Dex 15, Con 10, Int 7, Wis 12, Cha 17.

Skills and Feats: Bluff +11, Intimidate +7, Listen +7, Perform (oratory) +5, Spot +3; Dodge, Flyby Attack, Persuasive.

Captivating Song (Su): The most insidious abil-



ity of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-foot spread must succeed on a DC 16 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 feet of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

Area W-6 – The Star (EL 5): When the characters reach the top of the hill, read or paraphrase the following:

As you near the end of your tiring climb, you see that the top of this hill provides an excellent view over most of the peninsula. Only one other hill is larger than this one and it appears jagged and rough with an exposed rock cliff. From this vantage point, you can see a cave in the cliff whose entrance resembles a half moon.

On top of the hill you're standing on is a 15-foot-diameter circle inscribed with a pentagram. The circle and pentagram are dug into the ground about three inches deep and filled with deep black soot. At the each of the pentagram's five

corners is a limestone rock with runes inlaid with black onyx.

Twenty feet away from the circle, a large creature lies on the ground. It has a vaguely humanoid head with a long full beard, the body of a lion, and the wings of a dragon. The creature's back is set with large barbs and its tail ends in a cluster of long black spikes. The creature makes a long yawn, stretches, and in a deep voice announces, "Welcome to my domain."

The pentagram on the map is a summoning circle created by Garazandal. Its five points consist of five rocks carved with arcane runes. Garazandal summoned both the chimera and manticore to serve as his guardians. Since his death, the two beasts have struggled for control of the peninsula.

Development: Musa is often a very hungry and grumpy manticore. He lives on the summoning hill and is constantly challenging the chimera for control of the peninsula. So far, the chimera is winning the struggle and has enlisted the service of the two harpies. Musa has lost several encounters with the chimera and harpies, forcing the beast into an alliance with the two sea hags in area W-2. He is eager to recruit the PCs into his service, asking their aid in slaying the chimera. During negotiations, Musa tells the PCs about a great treasure hoard that is locked away in the mad wizard's lair and offers to give the PCs the treasure in exchange for their service. However, the manticore is not a beast of its word. Should the PCs help him slay the chimera, Musa will turn his spikes on them next.

Musa the Manticore: CR 5; Large magical beast; HD 6d10+24; hp 57; Init +2; Spd 30 ft., fly 50 ft. (clumsy); AC 17, touch 11, flat-footed 15; Base Atk +6; Grp +15; Atk bite +8 melee (1d8+2) or 6 spikes +8 ranged (1d8+2/19-20); Full Atk 2 claws +10 melee (2d4+5) and bite +8 melee (1d8+2), or 6 spikes +8 ranged (1d8+2/19-20); Space/Reach 10 ft./5 ft.; SA Spikes; SQ Darkvision 60 ft., low-light vision, scent; AL LE; SV Fort +9, Ref +7, Will +3; Str 20, Dex 15, Con 19, Int 7, Wis 12, Cha 9.

Skills and Feats: Listen +5, Spot +9, Survival +1; Flyby Attack, Multiattack, Track, Weapon Focus (spikes).

Spikes (Ex): With a snap of its tail, a manticore can unleash a volley of six spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only twenty-four spikes in any 24-hour period.

Area W-7 – The Moon/Lair of Garazandal:

Garazandal carved the entrance to his lair in the side of the tallest hill on the peninsula. It can only be seen from the summoning circle (area W-6) or if the players have some means to fly or otherwise elevate to the height of the cliff. The plateau has a rough surface and should be treated as hewn stone. PCs must pass a DC 10 Balance check to run. The ceilings of the caves are 8 feet high.

Areas of the Map: Garazandal's Lair

Area 7-1 – Base of the Cliff: This location is not shown on the map; it is the point at which the heroes approach the peninsula. Read or paraphrase the following:

The largest hill on the peninsula now stands before you, rising up 300 feet. Its steep slope and rocky terrain seem to defy those who would dare to scale them. Near the top, a rocky cliff juts out from the slope and rises an additional 30 feet.

At the base of the cliff, you find the skeletal remains of at least a dozen men. Rags and tattered clothing are mixed in with the bones, which are scattered across a wide area.

PCs can scale the hill, although it is arduous work. Garazandal carved handholds into the cliff at the top of the hill; they can be found with a DC 15 Search or Spot check. Climbing the walls using the handholds requires a DC 20 Climb check; otherwise, the Climb check DC is 25. Characters that fall will incur 1d6 damage per 10 feet fallen.

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

Atop the steep cliff is a plateau that is roughly 50 feet long by 70 feet across. Steep cliffs form natural walls to the west and north, extending another 50 feet. Some sparse grasses grow on the plateau, but it is mostly mud and rough rock.

In the north face of the cliffs is a 30-foot-wide cave, carved in the shape of a half-moon. The cave's entrance is constructed of cut stone and mortar, with each block engraved with a different strange rune.

A large deciduous tree growing on the east side of the plateau offers shade in the morning and the hill blocks the sun in the afternoon, making the plateau dark and foreboding even in broad daylight.

Anyone who studies the runes on the half-moon entrances and makes a DC 20 Knowledge (religion) check will realize that every other block has been inscribed with either the word Zhühn or one of that

deity's various other names, such as the Great Deceiver, Corrupter of All, Father of Falsehood, White Sepulcher, the Faceless Lord, and the Dweller in the Void.

Development: A chimera, Tirarus, is hidden just inside in the lip of the cave, observing the plateau. The GM should secretly roll the PCs' Spot checks versus the chimera's Hide check. The chimera believes itself to be well hidden, unless the PCs' actions demonstrate otherwise. The chimera waits for the best opportunity to use its breath weapon and then charges into melee.

Tirarus the Chimera: CR 7; Large magical beast; HD 9d10+27; hp 76; Init +1; Spd 30 ft., fly 50 ft. (poor); AC 19, touch 10, flat-footed 18; Base Atk +9; Grp +17; Atk bite +12 melee (2d6+4); Full Atk bite +12 melee (2d6+4) and bite +12 melee (1d8+4) and gore +12 melee (1d8+4) and 2 claws +10 melee (1d6+2); Space/Reach 10 ft./5 ft.; SA Breath weapon; SQ Darkvision 60 ft., low-light vision, scent; AL CE; SV Fort +9, Ref +7, Will +6; Str 19, Dex 13, Con 17, Int 4, Wis 13, Cha 10.

Skills and Feats: Hide +1, Listen +9, Spot +9; Alertness, Hover, Iron Will, Multiattack

Breath Weapon (Su): Tirarus has a black dragon head that breathes a 40-foot line of acid. He can use the breath weapon once every 1d4 rounds, and it deals 3d8 points of damage (Ref DC 17 for half).

Area 7-3 – The Half-Moon Entrance: Read or paraphrase the following:

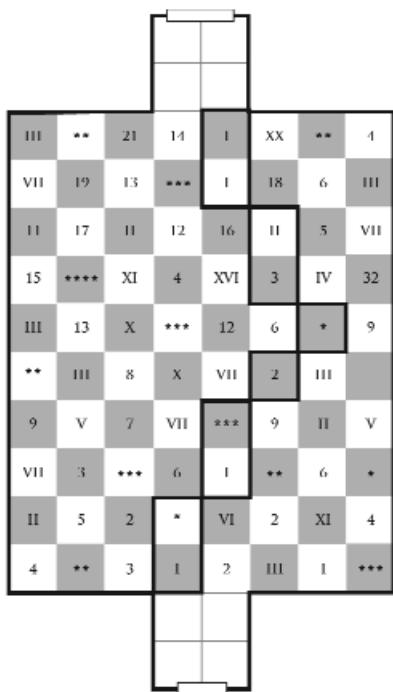
This expertly carved room has storage bins built into the east and west walls that contain piles of iron, copper, tin, and coal. The floor between two bins on the west wall has a layer of leaves, pine needles, and tattered clothing that appears to be some sort of bed or pallet for a large creature. A large stone door on the north wall is inscribed with black onyx runes.

If the PCs inspect the runes, distribute players' handout B, which contains the following:

1
11
21
12 11
11 12 21
31 22 11
13 11 22 21

*The next row of numbers are the wisest steps.
Choose your path carefully.*

The Safe Path



The answer is 1113213211. Starting with the second line, every line describes the line before it. The first line is "one 1." The second line is "two 1's." The third line is "one 2, one 1," and so on. This describes the proper choice of tiles in area 7-4.

Tirarus used the area between the bins as his lair. Hidden in the bedding (DC 15 Search check) are 700 gp of gold nuggets, weighing a total of about 4,000 pounds, plus a fire opal (900 gp), two black pearls (500 gp each), and a scroll (players' handout C).

Stone Door: 4 inches thick; hardness 8; hp 60; Break DC 28 (stuck).

Area 7-4 - Garazandal's Snare (EL variable): Read or paraphrase the following:

When the stone door opens, a glistening room of expertly carved marble and onyx greets you. The large floor tiles are alternately white marble and black onyx. The walls and ceiling are carved with seemingly endless geometric patterns that are amazingly detailed. Directly across the room is a large stone door with an iron hasp and lock.

Show the players handout D.

The safe path through the snare is the answer to the puzzle in area 7-3 and is shown below. If a PC

deviates from the proper path and moves into a square that is not on "the path," roll a d20 and consult the table below:

d20	Result
1-9	No Trap
10-15	Spear trap
16	Javelin trap
17	Pit trap
18	Hail of needles
19	Bricks from ceiling
20	Ceiling pendulum

The stone door at the far end leads to the Vault of Garazandal and is locked, as well as stuck. The key to the door is at the bottom of the well in area W-5.

Bricks from Ceiling: CR 2; mechanical; touch trigger; manual reset; Atk +12 melee (2d6, bricks); multiple targets (all targets in two adjacent 5-ft. squares); Search DC 20; Disable Device DC 20.

Ceiling Pendulum: CR 3; mechanical; timed trigger; automatic reset; Atk +15 melee (1d12+8/x3, greataxe); Search DC 15; Disable Device DC 27.

Javelin Trap: CR 2; mechanical; location trigger; manual reset; Atk +16 ranged (1d6+4, javelin); Search DC 20; Disable Device DC 18.

Hail of Needles: CR 3; mechanical; location trigger; manual reset; Atk +20 ranged (2d4); Search DC 22; Disable Device DC 22.

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.

Spear Trap: CR 1; mechanical; location trigger; manual reset; Atk +12 ranged (1d8/x3, spear); Search DC 20; Disable Device DC 20.

Stone Door: 4 inches thick; hardness 8; hp 60; Break DC 28 (stuck), Open Lock DC 28.

Area 7-5 – The Vault of Garazandal (EL 8): Read or paraphrase the following:

The stone door grates opens, filling the air with dust. The vault inside is cool and silent. A 10-foot-wide black onyx pyramid rests in the middle of the floor. The pyramid is 7 feet high and highly polished. The floor around the pyramid is charred black and covered in soot. To the east, on a large workbench, are countless bits of metal in various containers filled with liquids of every color. To the west, a small bed, table, and chair are neatly placed against the wall. Nothing appears to have been disturbed for years.

Inside the vault are the remains of Garazandal's

alchemical workshop, living quarters, and his experiments. He and his zombies shaped the onyx pyramid and polished it to a mirror-like sheen. Garazandal believed (mistakenly) that onyx had the power of darkness that would enable him to turn metals into gold. In the end, he was deceived by Zhühn, and his experiments failed repeatedly.

Development: Garazandal left behind his spell book and *rod of wonder*, both of which are neatly placed on his table. Garazandal's skeleton is in his bed, but his spirit still roams the vault in the form of a greater shadow.

The greater shadow remains hidden unless a PC touches the pyramid, the spell book, or the remains. If this happens, the shadow leaps to the attack.

Treasure: The pyramid's market value is 15,000 gp, though it weighs over a thousand pounds, and removing it from the vault will be a serious challenge to even the most cunning of PCs. If shattered into manageable pieces, the pieces of onyx will be worth a mere 5,000 gp.

Garazandal's spell book contains the following spells:

0-level – all.

1st-level – *charm person, color spray, detect secret doors, expeditious retreat, feather fall, jump, magic missile, magic weapon, shield, sleep*.

2nd-level – *acid arrow, blur, daze monster, fox's cunning, knock, obscure object, phantom trap, pyrotechnics, scorching ray, spectral hand*.

3rd-level – *fireball, lightning bolt, protection from energy, secret page, tiny hut, tongues*.

4th-level – *animate dead, black tentacles, dimensional anchor, fire shield, lesser globe of invulnerability, polymorph*.

5th-level – *hold monster, magic jar, passwall, shadow evocation, wall of stone*.

6th-level – *contingency, disintegrate, wall of iron*.

7th-level – *mage's sword, summon monster VII*.

Garazandal, Greater Shadow: CR 8; Medium undead (incorporeal); HD 9d12; hp 58; Init +2; Spd Fly 40 ft. (good); AC 14, touch 14, flat-footed 12; Base Atk +4; Grp –; Atk/Full Atk incorporeal touch +6 melee (1d8 Str); SA Create spawn, strength damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +3, Ref +5, Will +7; Str –, Dex 15, Con –, Int 6, Wis 12, Cha 14.

Skills and Feats: Hide +14, Listen +9, Search +6, Spot +9; Alertness, Dodge, Mobility, Spring Attack. A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a –4 penalty on Hide checks.

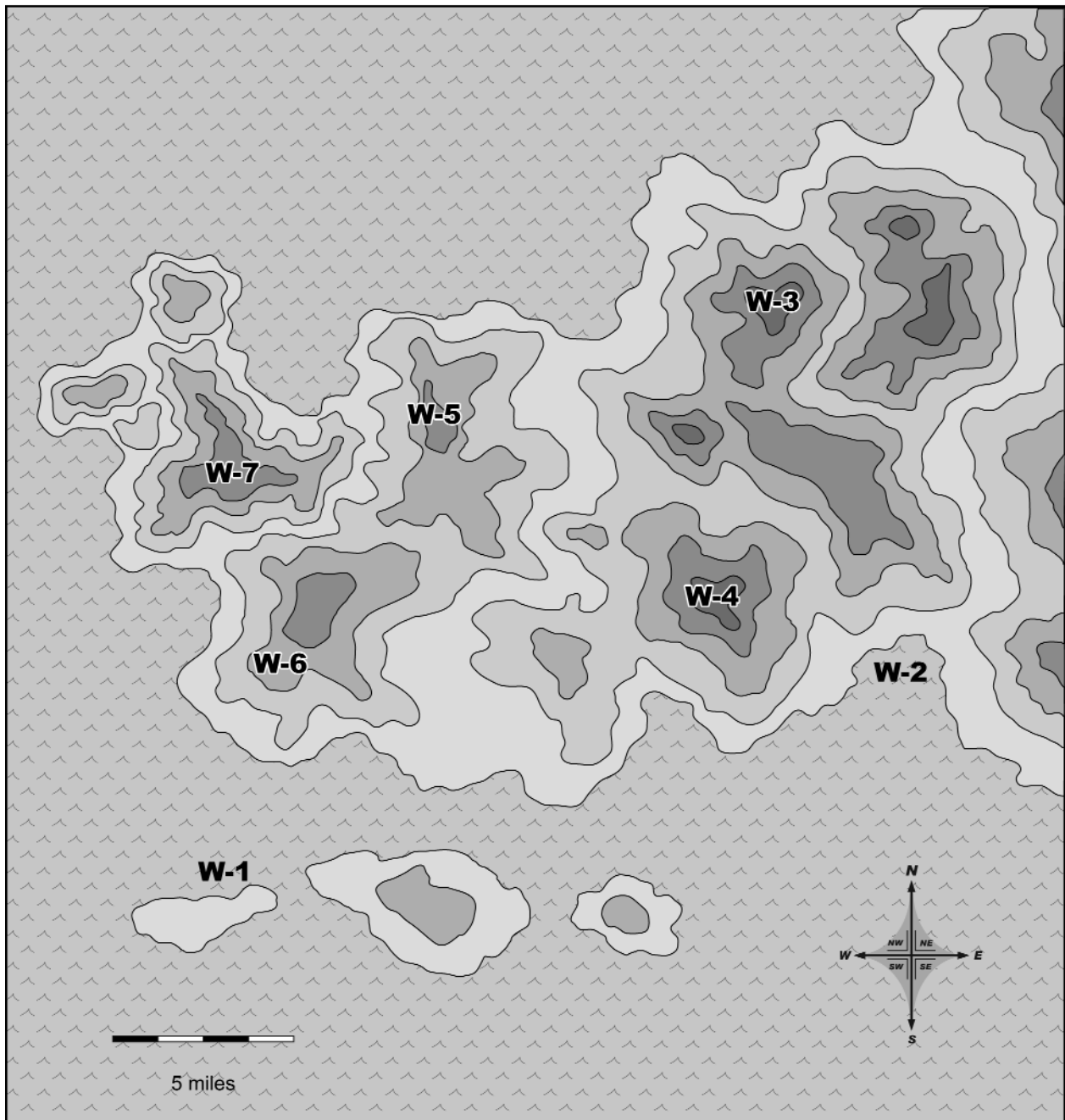
Strength Damage (Su): The touch of a greater shadow deals 1d8 points of Strength damage to a living foe.

Create Spawn (Su): Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

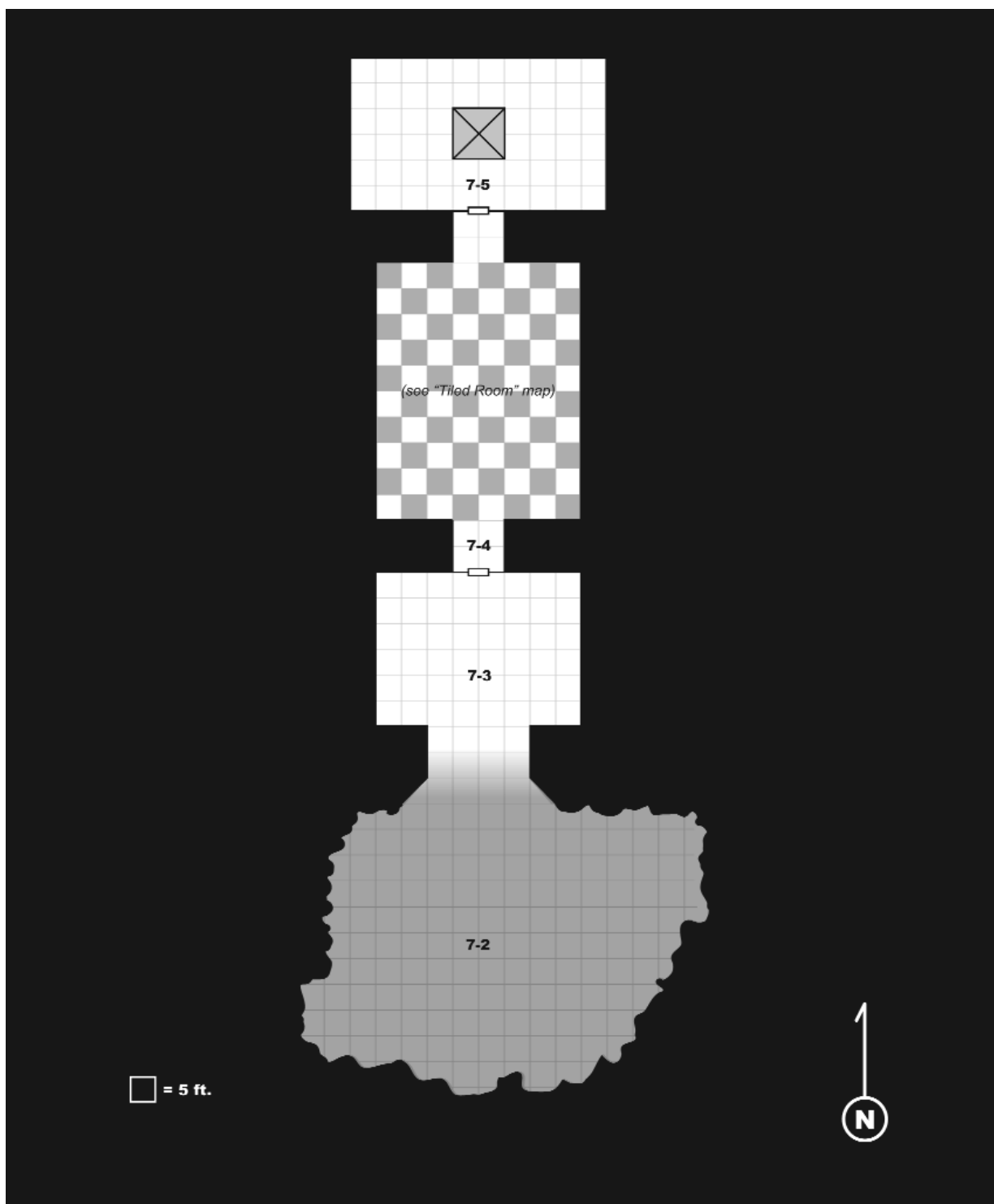
Conclusion

While there is no treasure hoard of gold – for the wizard Garazandal or the PCs – the Saelor Peninsula contains plenty of other treasure for creative adventurers. GMs who wish to continue to use the peninsula might carve a lair into one of the hills to the east where some not-so-friendly gnolls or bugbears could live. A vengeful Zhühn might choose to get involved and send some of his Ruin Knights to eradicate the characters. Lastly, there were plenty of buccaneers who perished when the Blue Moon sunk. Maybe one of their ghosts has a quest for brave adventurers?

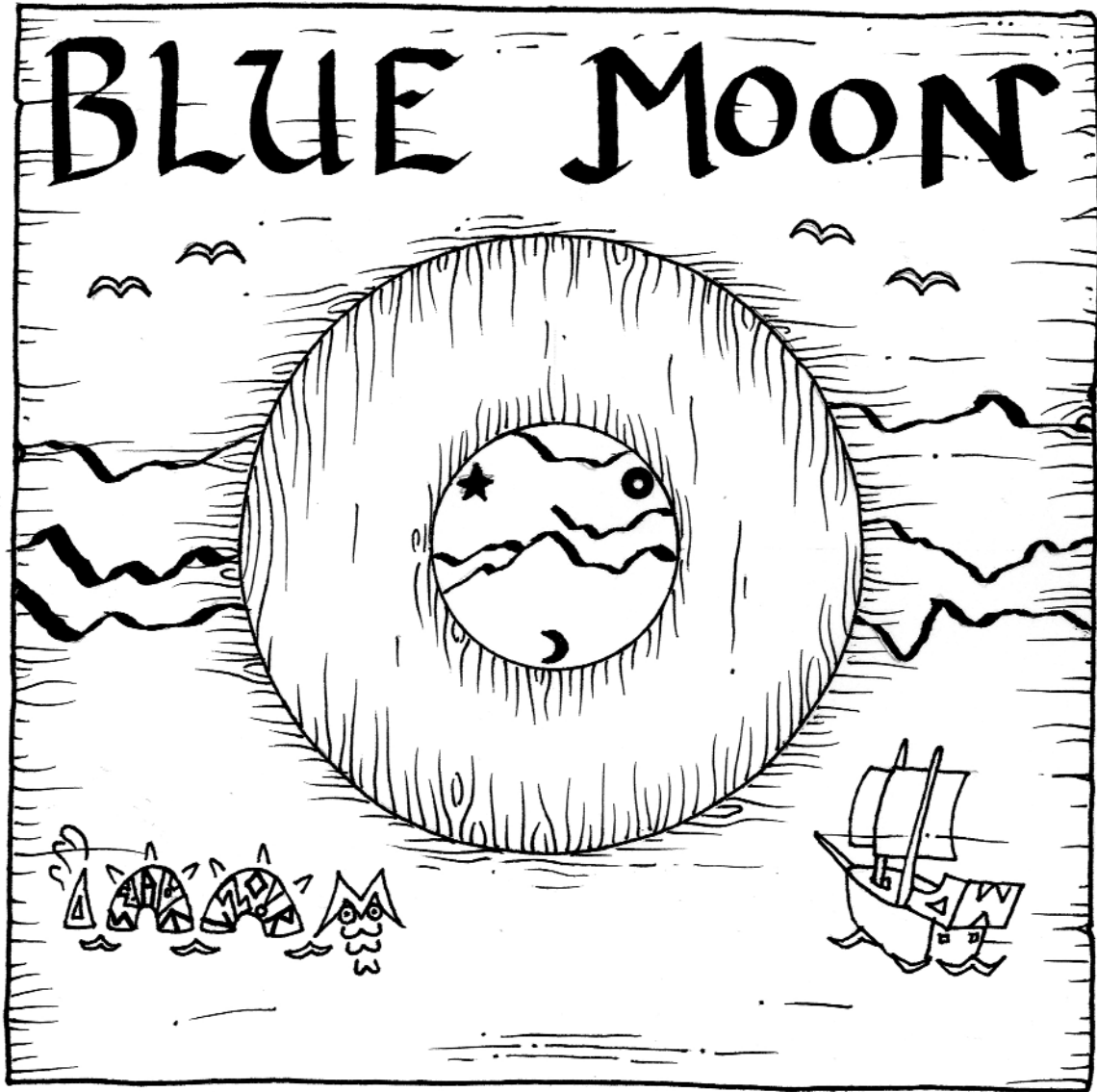
The Saelor Peninsula



Garazandal's Lair



Players' Handout A



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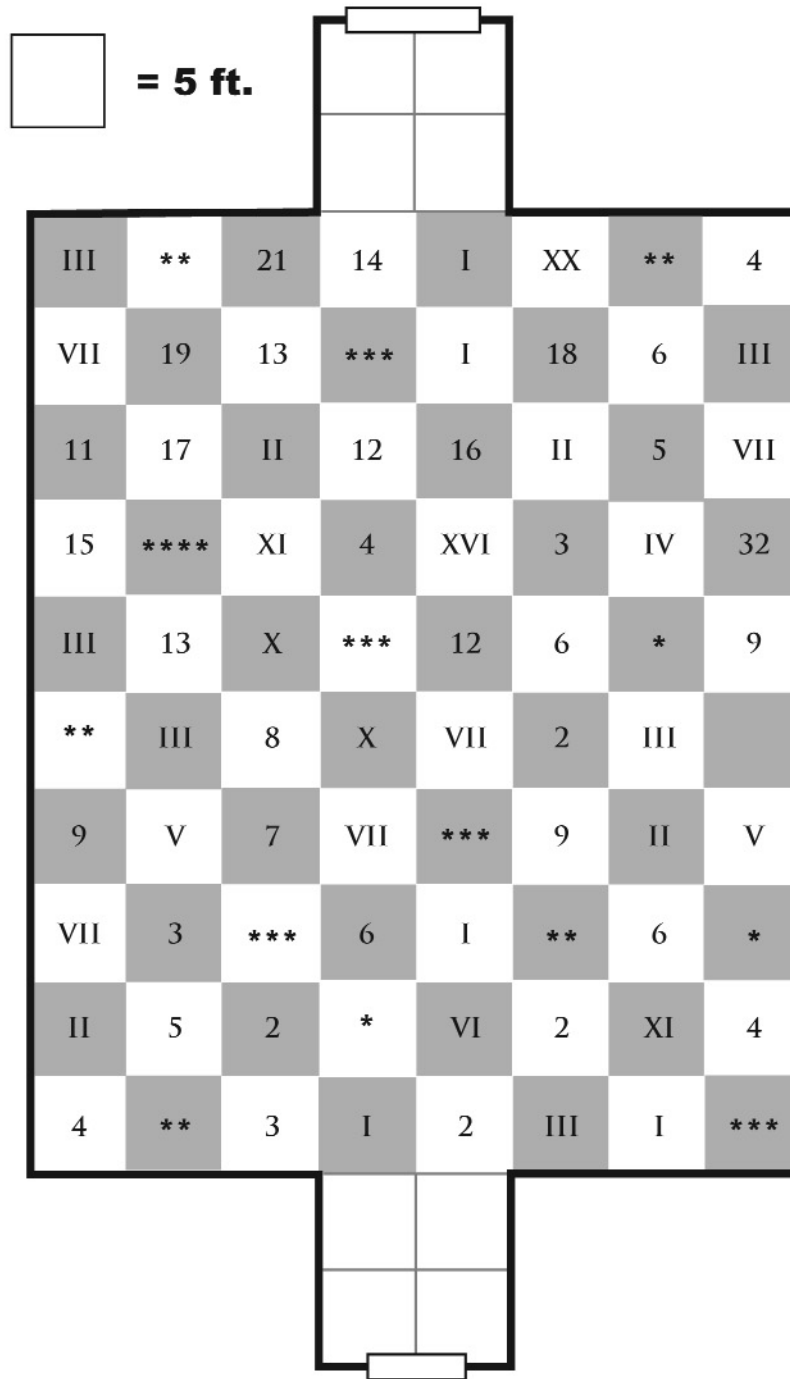
THE NEXT ROW OF NUMBERS ARE THE WISEST STEPS.
CHOOSE YOUR PATH CAREFULLY.

Trim along dotted line.

Permission granted to photocopy this page for personal use.

**Chronicle those before
Serue the Faceless Lord
Corrupt metals into gold
The power of Zhühn grows**

Players' Handout D



Player Start

Dungeon Crawl Classics

Cadwul's Corkscrew

By Jeremy Simmons

AN ADVENTURE FOR CHARACTER LEVELS 7-9



Introduction

Cadwul's Corkscrew is designed for a party of four to six PCs ranging of 7th to 9th level. The party should include at least one rogue of considerable talents. Additionally, PCs with the Search or Appraise skill will prove invaluable to their companions, and a party of quick-thinking larceny-minded adventurers can find the corkscrew dungeon rewarding indeed!

Adventure Summary

The legend of master thief Cadwul the Bold still haunts the city of Archbridge. Tales of his ventures are recounted in taverns and bawdy houses across the Northlands by bards every night. Countless rogues have sought tirelessly for his hidden treasure, which is reputed to be beyond count, but so expertly hidden that none can ever find it. Some even say that Cadwul himself perished in the deep labyrinth he'd built to protect his treasure, as a victim of his own devious traps. His death is assumed, as he has never been captured, but his thefts abruptly ceased some time ago. After Cadwul's disappearance, tales began to spread about not just one, but

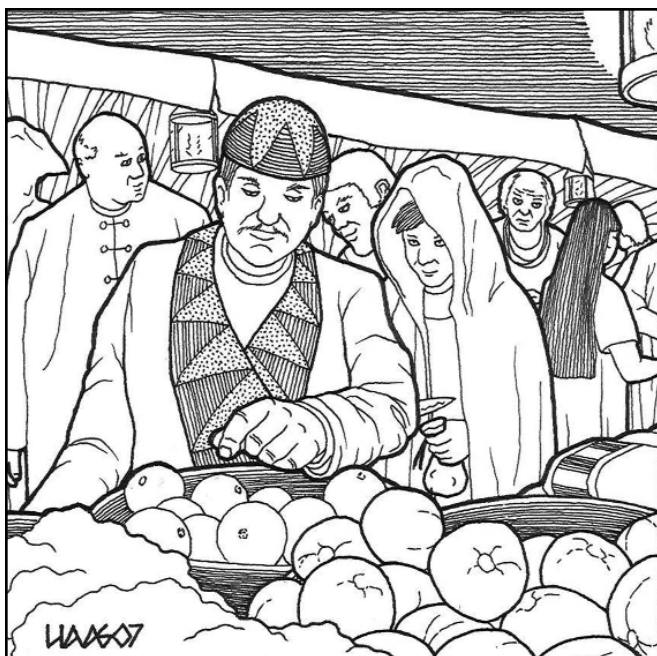
dozens of caches secreted by the devious Cadwul, and most of them pointed to the city of Archbridge.

To date, no one, not even the master thieves of the city, has found a single coin of the legendary thief's treasure. But now, a map has surfaced and has fallen into the hands of the PCs! It won't be long before word gets out and any number of villains seek out the heroes for their treasure map, so the PCs don't have much time. Their goal is simple: find the dungeons, get as much treasure as you can, and get away as fast as you can!

Game Master's Section

Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. The abbreviations used are: Loc the location number keyed to the map for the encounter. 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.



Getting the Players Involved

The best way to get the PCs involved in this adventure is to play out a meeting with a scoundrel selling the heroes the treasure map (see map on page 46). A lot of role-playing can be had setting up a tense meeting in a dark alley somewhere, with the genuine possibility that they've been shadowed by others interested in learning the location of Cadwul's infamous hidden treasure trove. Certainly the thieves of Archbridge (as well as any number of despicable treasure-hunters) will want to have a say in the treasure's discovery. Once the PCs acquire the map, the GMs are at liberty to make them feel as if they are always being watched or scryed by one shadowy figure or another, a fact that might not be far from the truth.

This should put the PCs under pressure to move as quickly as possible. Perhaps whoever sold them the map wasn't above selling duplicates to the PCs' rivals, or perhaps the PCs were seen purchasing the map and word has gotten out to other treasure-hunters. With the added possibility that the City Guard will discover what's going on, the PCs could quickly find themselves between a trap and hard place.

With these themes in mind, consider using the following hooks to lure the PCs into the plot:

- The PCs are approached by a desperate, terrified scrivener who, fearing that assassins are on his heels, is looking to sell a treasure map recently discovered in the dusty stacks of the city archives. Without the talents or resources to evacuate the treasure on his own, the skittish man desired only enough coin to escape the city, if not the country altogether.
- One of the PCs' relatives dies, leaving the hero a meager inheritance: a dusty scroll case once decorated with hammered gold and jewels, but now simply holding dust. A Search (DC 20) of the scroll case reveals a fragile strip of hammered lead hidden *inside* the scroll case. Carefully removing the strip, the PCs discover that, when arranged top to bottom, the strip forms a sheet, and indeed, a map!
- At the climax of an adventure, the villain offers to buy his freedom with a map rumored to lead to a legendary treasure cache. Whether the villain knew the map leads to Cadwul's treasure vault is up to the GM.

Regardless of how the PCs acquire it, the map is a scarred, well-worn piece of vellum marked with dark brown ink. Anyone remotely familiar with Archbridge instantly recognizes the places depicted. The rumors were true: the entrance to Cadwul's secret lair was right under everyone's noses!

<u>Loc</u>	<u>Pg</u>	<u>Type</u>	<u>Encounter</u>	<u>EL</u>
1-2	37	T	Wall-camouflaged pit trap Stone blocks from ceiling	5
2-1	37	T	Pit trap	4
2-2	38	T	<i>Bestow curse</i> trap	4
2-3b	38	C	4 Wraith beetles	9
3-2b	40	T	Pit Trap Slamming slab trap Swinging blades trap	8
3-4	40	T	Nauseating gas trap	4
3-5b	41	T	Secret drawer trap	6
3-6	42	C	Cadwul, Rog9/Wiz1 Thrazulin, Wiz8 Silla, Ftr6/Rgr2	12

Scaling Information

Cadwul's Corkscrew is designed for four to six characters of 7th to 9th level, but it can be easily modified for parties of different sizes or levels.

Weaker parties (3 or fewer characters, or lower than 7th level): Ensure a good balance of skills; reduce the DCs of the traps and locks by 5; remove 2 levels from Cadwul, Thrazulin and Silla; keep Thrazulin and Silla in stasis until their master has taken a total of 30 hp in damage.

Stronger parties (7 or more characters, or higher than 9th level): Increase the DCs of all traps by +5; increase the levels of Cadwul, Thrazulin and Silla by +2; have Thrazulin and Silla awake and ready to attack when the PCs enter area 3-6.

Background Story

For over fifty years, the exceptionally talented Cadwul plied his trade throughout the towns and cities along the northern coast of the Lirean Sea. Many of the region's most talented thieves and detective minds were hired to create ever more devious and subtle traps for the master thief, but it seemed as though Cadwul couldn't be stopped, and the challenges only egged him on to greater feats. One by one the fabled treasures were emptied, priceless artifacts and invaluable weapons vanished without a trace.

Then, when it seemed that hardly a single chest of treasure remained to steal, Cadwul disappeared. The thefts stopped and no word of him was heard anywhere. Rumors began to wriggle throughout the coastal cities. Since no local lord or baron celebrated his capture, it was assumed that some vengeful Thieves Guild, bitter at being cut out of Cadwul's success, finally caught up with the old rogue and exacted their price!

But what more people wanted to know where his horde was hidden. Many have sought it, but to date, all have failed to find Cadwul's hoard. Amid the teeming streets of Archbridge, Cadwul's hoard has eluded detection for decades, beneath the proud marble and granite barracks of the Archbridge City Guard!

Player Beginning

Read or paraphrase the following:

Your companions gather close around the treasure map as you survey the darkened streets of Archbridge. Clearly, the map is accurate, although whether or not the master thief was audacious enough to hide a treasure horde directly beneath the city's barracks remains to be seen.

Judging from the map, just after at midnight, a hidden door into the compound is left unguarded. Distant temple bells toll the hour. The time has come to discover the truth of old Cadwul's map.

The Corkscrew Dungeon

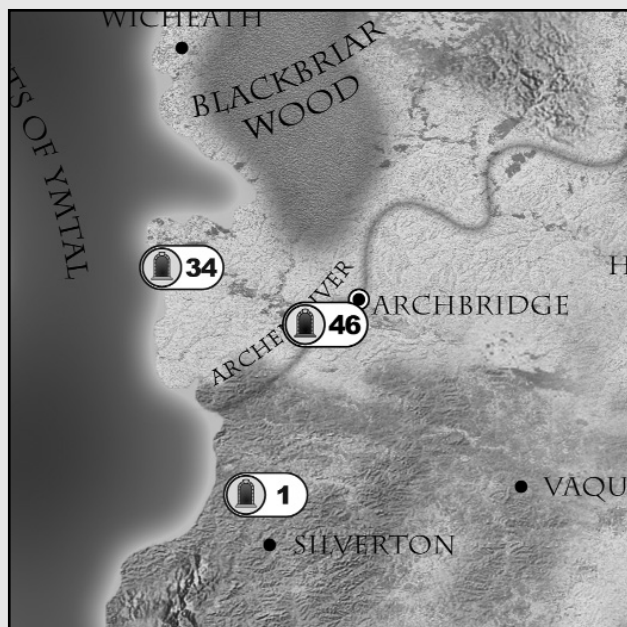
Unless otherwise noted, all corridors are 10 feet high and wide, and lightless. The walls, ceiling and floor are made of massive granite slabs that give the dungeon an ominous sense of age. PCs taking the time to inspect the slabs (Spot, DC 20) note that each is inscribed with tiny runes drawn in lead. A DC 25 Knowledge (arcana) or Spellcraft check determines that the runes are part of a ritual aimed at achieving divinity.

Superior Masonry Wall: Hardness 8; hp 100 hp; break DC 35; Climb DC 20.

Good Wooden Door: Hardness 5; hp 20; break DC 16 (stuck), 19 (locked).

DCC World

Cadwul's legendary treasure vault is hidden beneath the streets of mighty Archbridge, Summer Court of the Emperor of Crieste.



Areas of the Map

The Barracks

Area I – The Barracks: Read or paraphrase the following:

As you swing the door open carefully, you feel a gentle waft of cool air, and see into the murkiness of the massive imperial barracks. In the distance you can hear footsteps echoing in the stillness. On the right side of the corridor is a tall door with brass fixtures and a large knob in the center.

The footsteps are headed away from the PCs, as any experienced rogue or ranger can discern immediately. The door is secured with a simple lock (Open Lock DC 20) and is not trapped. Anyone inspecting the door can see that it hasn't been used in ages, and unless the hinges are treated with oil, the door swings open with a shriek that echoes down the corridor. Despite the noise of the door, it does not draw the guards.

Area II – Storage Room: Read or paraphrase the following:

This dusty chamber is a space for forgotten building materials and clearly no longer used. The entrance to the chamber is blocked with at least a half-ton of lumber!

While some maneuvering is necessary, a little searching will reveal a gap in the back of the lumber stacks, so that only a few dozen planks need to be moved to expose the trap door shown on the map. The trap door itself is exceptionally hard to detect, requiring a successful DC 20 Search check to locate, even with the aid of the PCs' map.

The trap door is opened by lifting a cleverly hidden latch. Pulling the latch causes an audible click, and PCs succeeding on a DC 15 Listen check can hear the distant clanking of chains running on gears.

Once opened, the trap door reveals a stone staircase winding down into the earth. The ceiling is encrusted with niter and a thick carpet of dust covers the floor.

Area III – First Check: Read or paraphrase the following:

The walls and ceiling of the tunnel are braced with rough wooden planks. Perhaps this area was designed as an extra storage area, in case of siege. The passage ends in an empty room with the same wooden bracing.

The north wall conceals a secret door that can be found with a DC 20 Search check. The mechanisms to open the door, however, are hidden in the east and west wall, behind false knots in the wooden walls. There is a trick to opening the secret door.

The mechanism requires two sets of hands (Cadwul himself used an extendable armature

designed to operate this door without any aid) requiring 2 simultaneous successful Disable Device checks (DC 25). Excessive noise in this corridor and room has a 10% chance of attracting attention from the guards above.

Area IV – The Corkscrew: Read or paraphrase the following:

A wooden ramp runs in a spiral down the wide, circular chamber. The ceiling is perhaps thirty feet above you, and the bottom is hidden far below in the inky darkness. The wooden ramp ends after two full revolutions downward. A thin metal railing skirts the seven-foot-wide ramp, and at the top of which is a small freestanding console with three levers.

This is Cadwul's Corkscrew, the means of conveyance through the levels of the dungeon. It has remained stable and solid in its many years of isolation. A little bit of rust doesn't prevent its easy movement on the thickly greased rails, and the same applies to the console. It acts as a spiral elevator, slowly rising or descending as directed. The levers work in this order, left to right:

Start – Down
Stop
Start – Up

The Start-Down lever does nothing when the corkscrew is locked all the way at the bottom. Similarly, the Start-Up lever fails to work when the corkscrew is at the top of the cycle (its current state). The Stop lever will only stop the mechanism when it reaches the next locking point down (or up). There is a hidden trapdoor (DC 20 Search check to find) at the bottom end of the ramp that will only open (short of destroying it) when the corkscrew is locked into the very last position (the bottom) in the shaft. The trapdoor is locked into position with a 5

Who is Cadwul?

Bards can make a bardic knowledge check or any PC with Knowledge (local) can roll to determine what they know about the infamous Cadwul.

DC	Type of Knowledge
10	Cadwul is an infamous thief, renowned for his many exploits and miraculous heists.
20	Although rumors of his thefts are told across Crieste, Cadwul operated primarily in and around Archbridge.
25	Late in his career, Cadwul's heists took on a peculiar nature, as if he were stealing not for riches alone, but to some sinister and esoteric purpose.
30	Some say that there was a reason behind Cadwul's countless thefts: he wished to purchase divinity itself.

inch thick steel girder. The corkscrew stops automatically at each level. There is an override switch hidden behind a panel underneath the console (Search DC 16 to locate and open without damaging it).

The corkscrew descends 60 feet with every full revolution (10 rounds). The entrance to the first level of the dungeon is 60 feet down; the second level is 120 feet down; the third level is 180 feet down.

Level 1

Area 1-1 – Old Pump Room: Read or paraphrase the following:

This odd-shaped chamber is ancient, with stonework that is stained from centuries of dank, damp air. A wall in front of you curves inward in a graceful arc. There are four slots with tall openings into some unknown spacious darkness beyond.

The slots in the wall are four feet high and eight inches wide. The openings look out into a wide cavern of immeasurable distance, threaded with ancient pipes (some of them still in use). Far off can be heard the sound of water. A close Search of the chamber (DC 25 Search check) turns up a forgotten key carved from the horn of a narwhale (worth 105 gp). If inserted into a lock, the key discharges a *knock* spell (CL 5th). This ability can be used once.

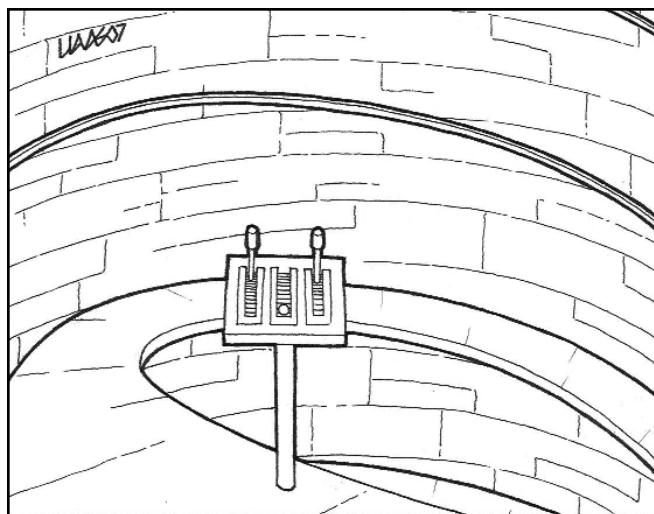
Cadwul did not dig out this chamber; it's one tiny part of the segmented corridors and subterranean cities that lay hidden beneath Archbridge. GMs can use this area, the key, and the water-filled cavern beyond to set the stage for future adventures beneath Archbridge. Alternately, it can serve simply as a red herring.

Area 1-2 – Balcony Chamber (EL 5): Read or paraphrase the following:

A small balcony extends over a chasm. At the bottom, dark, still water can be seen. A cool breeze floats in from somewhere across the pitch darkness. The balustrade of the balcony is slightly damp, but exquisitely carved of pure white marble.

Probably as old as the pump room itself, this room may have been for overseeing further work in the cavern which never came to fruition. Its true purpose is now lost to history. Even Cadwul does not know.

The balcony has grown weak from decades of exposure to constant moisture. If weighted with more than 50 pounds, the balcony breaks off from



its anchors, dropping any PCs into the water 30 feet below. Even more dangerous, the tumbling anchor blocks from the balcony follow. Each PC in the water is targeted by 1d4 falling stone blocks. PCs with the presence of mind to dive beneath the surface take half damage from any falling blocks.

The side of the pit are slick, but can be climbed with DC 25 Climb checks.

The pool below is 15 feet deep and is filled with stagnant water. PCs searching the sediment at the base of the pool (DC 25 Search check) discover a waterlogged (but otherwise undamaged) leather wand case containing a *wand of fireballs* (CL 5th), with 7 charges remaining.

Well-Camouflaged Pit Trap: CR 3; mechanical; location trigger; no reset; DC 20 Reflex save avoids; 30 ft. deep (3d4, fall); Search DC 27; Disable Device –.

Stone Blocks from Ceiling: CR 3; mechanical; action trigger; no reset; Atk +10 melee (4d6, stone blocks); Search DC –; Disable Device DC –.

Level 2

Area 2-1 – Twin Pits (EL 4): Read or paraphrase the following:

A simple, well-hewn foyer is cut into the rock; the stonework seems sharp and newer than what you've seen so far. The passage angles back before being interrupted by a black pit the width of the corridor. Ten feet beyond the pit ahead you see a similar pit, just past a corridor entrance on the left.

These pits are identical. The bottoms of both are difficult to guess with the unaided eye, but the distance is precisely twenty feet. Anyone or anything that falls into either pit is *teleported* to a gate at the

top of the cavern in area 3-3, where they're spat out and instantly face another 140 feet of free fall (for a total distance of 160 feet) over the underground lake! Acceleration during the fall is not interrupted by the *teleportation*.

Pit Trap: CR 4; magical; no reset necessary (permanently active); DC 30 Ref save avoids magical effect; 160 ft. deep (12d6 dmg + 2d3 nonlethal dmg, fall into 20 ft. of water); Search DC 30, Disable only with *dispel magic* (DC 30, 5th level or higher spell-caster).

Area 2-2 – Cadwul's Conceited Crypto-Cartography (EL 4): Read or paraphrase the following:

In a curious mini-chamber, you see a huge floor-to-ceiling map of lands far and wide. The mural is built of glazed tiles and framed with complex patterns of a mosaic of crystal shards. The map is marked in dozens of areas, perhaps over a hundred, with small red stones set into bronze chevrons with circling runes etched into them. Whatever its purpose, it's an enchanting room.

The map depicts Aëreth, including nearly all the Known Lands! This is the master thief's *résumé extraordinaire*. Stretching from the wastes of the uppermost Northlands, to the mysterious port of Shaari far to the south, Cadwul has pilfered hordes and treasures literally around the world.

The runes are in an ancient Draconic and serve as a record of Cadwul's triumphs.

The chevrons with the rubies are set deeply in the rock, but can be pried free with extreme care. A DC 20 Dexterity or Sleight of Hand check is sufficient to avoid damaging and devaluing a gem. The value of each (undamaged) ruby is 80 gp, and there are 50 in all.

Prying loose the stones carries a terrible risk. For every stone dislodged, there is a 10% cumulative chance of triggering a *bestow curse* spell (-4 penalty on attack rolls, saves, ability checks and skill checks). The *curse* can be triggered multiple times and the effects are stackable.

Bestow Curse Trap: CR 4; magic device; touch trigger (detect chaos); automatic reset; spell effect (bestow curse, 5th-level cleric, DC 14 Will save negates); Search DC 28; Disable Device DC 28.

Area 2-3A – Blue Cavern: Read or paraphrase the following:

The worked stone passage opens up into a large natural cavern. Its floor is nearly a mirror image of the ceiling; a forest of spiky stalag-

mites reflects the stalactites hanging above. An eerie blue light is glowing faintly in the far end of the cavern. The source of the light seems hidden by the rock formations at a distance of at least sixty or seventy feet. The stone glitters in a million flickers of light as you enter.

Travel by foot in the cavern is difficult, as the fields of sharp rock spikes are supplemented by fetid pools of water at the bottom of which are more spikes! All movement is half speed, or the PCs must succeed a DC 15 Reflex save to avoid taking 1d8 points of non-lethal damage.

Light, too, is tricky. The rock is primarily formed of gneiss and schist that glitters in the torchlight, creating so many reflective surfaces and dancing shadows that the difficulty of all sight oriented skill checks and attacks is increased by +2.

Area 2-3B – The Nest (EL 9): Read or paraphrase the following:

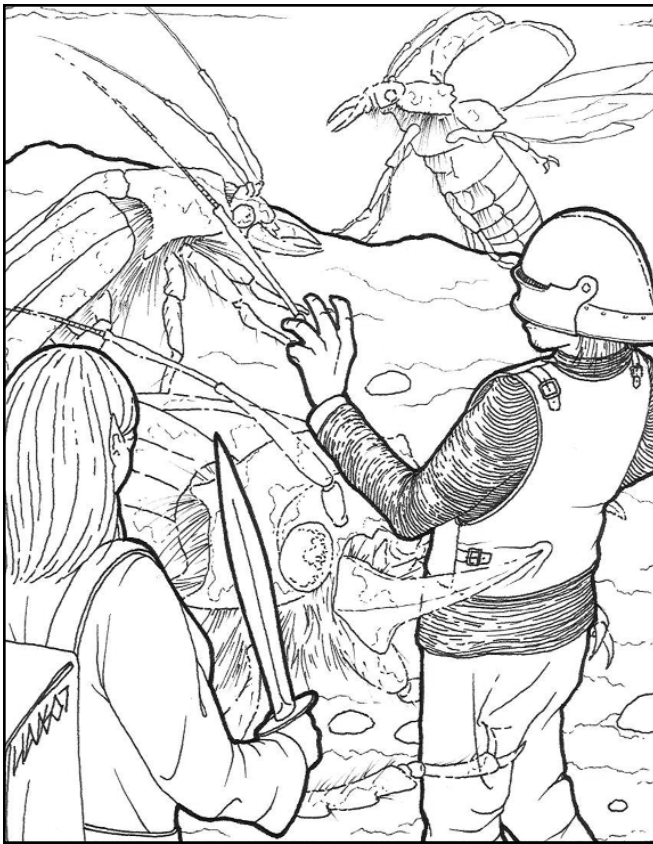
The source of the light is revealed at last: a vile, filthy nest some twenty feet wide is set against the cavern wall. Its occupants, four giant beetles, glow with a nauseating light. They appear otherworldly, not entirely corporeal.

The dreadful light emanates from the foul pets of Cadwul: his wraith stag beetles, 4 of which have made their nest here. The nest is twenty feet wide, feathered with scraps of leather and wood and something else that might be dried flesh, but is better left uninvestigated! The only treasure here and in the cavern would be the leavings of other adventurers, of which there have been few.

These abominations are 'pets' of Cadwul, the rewards of a job thirty years ago. They were undead even then; he stole the dark priest's magic ring that controlled them, and now they obey him. They appear as huge and hideous stag beetles, over ten feet long and each sports a fearsome pair of razor-sharp pincers jutting from their maws that are capable of snipping a grown man in half as neatly as giant scissors.

Tactics: Being undead does not seem to have mel-
lowed the wraith beetles' permanently nasty mood, and the PCs' intrusion has not improved it any further either. They attack immediately and in a straightforward manner, fighting fearlessly to the death.

Treasure: Hidden amid the nest are three padded helmets of average quality, one of which is badly dented. A DC 18 Search check will reveal that two sets of leather armor, slightly damaged and large enough for a half-orc, are layered over a set of high-



quality chain mail that is sized for an adult male human. Other treasure includes 93 gp, 280 sp, 2 potions of *cure moderate wounds*, a ring of *shooting stars*, a short sword and a quiver with 14 arrows.

This treasure is not part of Cadwul's hoard; he is unaware of it and has never cared to paw through the offal of his pets' nest. Thus it can be retrieved later even if Cadwul is defeated or has completed his ascension.

Wraith Beetle (4): CR 5; Large Undead; HD 7d12; hp 44; Init +1; Spd 20 ft.; AC 20 (–1 size, +1 Dexterity, +10 natural), touch 10, flat-footed 19; Base Atk +3; Grp +13; Atk Bite +9 melee (4d6+9); Full Atk Bite +9 melee (4d6+9); Space/Reach 10 ft./5 ft.; SA Trample 2d8+3; SQ Darkvision 60 ft., daylight vulnerability, fast healing 2, respawn, undead traits; AL N; SV Fort +2, Ref +3, Will +5; Str 23 (+6), Dex 12, Con 17, Int —, Wis 10, Cha 9.

Daylight Vulnerability (Ex): Wraith beetles are utterly powerless in natural sunlight and flee from it. When subjected to a *daylight* spell, they cannot benefit from fast healing and if they are slain within the effects of a *daylight* spell, they do not respawn.

Nebulous (Su): The ghostly carapace of the wraith beetle is hazy and indistinct, blending with the shadows and hiding its bulk. This grants the wraith beetle concealment (20% miss chance) at all

times, and this spiritual misdirection is even applied to those who rely on blindsight or tremorsense.

Respawn (Su): When a wraith beetle reaches 0 hit points, its body crumbles to ash. Over the course of 10 minutes, it begins to reform, one mote at a time. When it reaches 1 hit point at the end of this time, its fast healing resumes.

Trample (Ex): Wraith beetles can trample their opponents for 2d8+3 points of damage. Reflex half DC 19. The save DC is Strength-based.

Level 3

Area 3-1 – Entrance: Read or paraphrase the following:

After slipping down a few steps, you see a wide passage covered in alternating red and pink slabs of veined marble. The ceiling arches gracefully over head and the walls are peppered with elegant iron sconces. To your left and right a pair of staircases climb into darkness.

The sconces on the wall contain fuel and can be lit easily with any flame. They will burn for 10 to 15 hours. The stairs lead to Cadwul's gallery.

Area 3-2 – Cadwul's Gallery: Read or paraphrase the following:

Tapestries, sculpture, rare furniture and exquisite art fill this rectangular chamber. Scarcely five feet of masonry can be seen between the tapestries adorning the walls. In the center of the room, sculptures ranging from tiny figures on pedestals to massive fifteen feet high statues are arranged around exceptionally crafted furniture of rare woods and delicate metal detailing. The value of these items dwarfs the imagination!

This gallery holds a king's ransom in goods, but their worth is belied by the challenge of its recovery: the primary difficulty is not in finding it, but in devising a means for its removal! The idea of carrying sofas and 20-foot wide tapestries out of this dungeon will not appeal to most heroes. Some of the sculptures are small enough to stash in a large knapsack, but most of it is far too large to be removed without several strong backs plus block and tackle. The same is true for the furniture and most of the paintings. The GM can decide, based on the list below, the general value of this 'treasure' and how likely it is that any of it (save the small statuary) can feasibly be removed.

See "Stealing Cadwul's Treasure" at the end of this text.

Random Treasure List in Gallery: (GM should use her discretion in estimating values)

*5 large tapestries**: Weight: 240 lbs, Value: 1d4+2 x 100 gp.

*9 small tapestries***: Weight: 135 lbs, Value: 1d8+6 x 100 gp.

6 sculptures (large): Size: 12 feet high, marble or granite, Weight: 550-750 lbs, Value: 1d12+4 x 100 gp.

15 sculptures (small): Size: 3 feet high, marble or granite, Weight: 150-320 lbs, Value: 1d6 x 100 gp.

13 paintings: Ranging between small (10 in. x 22 in.) to huge (7 ft. x 18 ft.), and weighing up to 300 lbs.; Value 1d4 x 400 gp.

3 pieces of decorated furniture (large): Weight: over 100 lbs, Value: 1d4+1 x 100 gp.

8 pieces of decorated furniture (small): Weight: under 50 lbs, Value: 1d6 x 50 gp.

* The largest tapestry is awe-inspiring, a wide view of a savage battle from a forgotten era, between what appear to be high elves and a host of terrible demons! The tapestry to its right depicts a line of lovely young maidens holding a chain of flowers underneath an opening in the heavens, from which a holy light pours out in shimmering hues of yellow, white and amethyst blue. The rest are landscapes.

** The small tapestry has a different feel to it, although at first blush it appears to be a portrait of a sage. It is in fact a portrait of the infamous wizard, Hironal, whose treasure Cadwul seems to have successfully plundered! Any school of magic would pay dearly for this portrait. The others are either landscapes or abstract patterns.

Area 3-2B – Passage Beneath Cadwul’s Gallery (EL 8):

The first ten-foot section of passage is laid with a simply pit trap designed to distract from the lethal trap just ahead. The last ten-foot section of passage contains a trigger plate in the floor which causes wall-sized slabs of granite to swing on hinges from opposing ends of the passage, crushing anyone unlucky enough to get caught between the slabs. This trap is followed up by a pair of scything blades that swing across the exit area (requiring a second successful Reflex check to avoid). One blade swings upwards from a slot in the floor (which opens when the slabs swing out from the wall) and the other from a slot in the ceiling.

Pit Trap: CR 3; mechanical, location trigger; manual reset; DC 24 Reflex save avoids; 20 ft. deep (2d6, fall), Search DC 20; Disable Device 24.

Slamming Slab Trap: CR 6; mechanical; location trigger; automatic reset; DC 28 Reflex save avoids; (4d6+10, crushing); Search DC 32; Disable Device DC 26.

Swinging Blades Trap: CR 4; mechanical; location trigger, manual reset; Reflex save avoids; (3d6 +6, slashing); Search DC 32; Disable Device DC 22.

Area 3-3 – Marble Plaza & Cadwul’s Magnificent Multi-Colored Cavern: Read or paraphrase the following:

A wide plaza of orange and white marble spreads out before you, with square pillars rising up into empty air, supporting the soaring roof of a massive natural cavern that soars at least a hundred and fifty feet upwards. The far edge of the plaza lips off into a glittering pool of water, fed by a thundering waterfall that mists and foams far off on the opposite side of the cavern. The far cavern wall gleams and glints with hundreds of thousands of facets of schist, gneiss and various crystals, and contains a series of staircases and balconies lining the rock and climbing upwards before disappearing into the rock itself. A narrow walkway without guardrails leads away across the water to your right.

The walkway is marble, and thoroughly solid although it is slippery because of the constant moisture in the air from the waterfall. The walkway has a twenty-foot gap in it, resuming after ten feet before merging into another wide marble plaza. Another walkway goes across the water to the opposite cavern wall where it terminates in the base of a spiral staircase. The spiral stairs lead straight up to the climbing path along the cavern wall (area 3-5A).

Area 3-4 – Two-Step Three Step (EL 4): Read or paraphrase the following:

As the door closes behind you, you feel an odd change in the atmosphere, as though all the air were gradually being sucked out. Suddenly an intense, stuffy heat becomes noticeable, growing with each second that passes. Soon even lighter armor becomes unbearable and you are gasping for air. A gaseous fume seeps out of the hairline fissures between the stones.

The doors, of course, have locked (a clever and nearly impervious locking system designed personally by the master thief) and require a DC 35 Open Lock check to open. Alternately, the doors can be broken down (doors are 3 in. thick; hardness 12; hp 60; break DC 30). The poisonous gas is not lethal and stops after 2 minutes, at which point the next

door along the hall opens by itself and a blast of fresh air clears away the fumes. Anyone affected by the poison gas is left doubled over in pain, coughing and hacking, but relieved at the change of atmosphere. When they have entered the vault in area 3-6 and looked around for a moment or two, Cadwul steps forth and demands the map be given to him. See area 3-6 for more details on Cadwul and his plan.

You begin retching uncontrollably, hardly able to breathe. Your eyes sting horribly, streaming tears and your skin begins to itch so badly you would claw it off the bone if only the itching would stop!

Nauseating Gas Trap: CR 4; Inhaled; Fort DC 32; 2d6 initial dmg, 1d6 con secondary dmg. The effects of the poison gas, calculated as nausea, last for 1d4+1 rounds.

Area 3-5A – Balcony Over the Water: Read or paraphrase the following:

After climbing the spiral staircase, you've reached a sturdy balcony fused to the living rock of the cavern wall, easily thirty feet above the rippling spill water below. Gently sloping upward and protected on its outer edge with a carved marble balustrade, the walkway turns directly into the rock, a passage with an arched opening.

Area 3-5B – Cadwul's Bedchamber (EL 6): Read or paraphrase the following:

This simple yet elegant room is clearly a bed-chamber and study in one. On the left is a balcony that, presumably, looks out over the waterfall. The air is cool but not damp. The chamber's furnishings are sumptuous and look out of place in this deep dungeon. A royal bedroom should be so well furnished!

This is Cadwul's bedroom and study, but once the PCs have entered the third level of his dungeon he will have transported himself down to the treasury, so it will be empty. The study area is a mess of papers, all written in his shorthand. Attempts at reading his writing (DC 27 Decipher Script check or *comprehend languages*) will only succeed in determining that most are journals from years of masterful and extremely successful thievery. There is some writing on magic, but it appears mostly theoretical.

Cadwul has used magic in the past (including his gate), and must do so again for his ascension, but it is arcana devised by a wizard (paid handsomely for his services no doubt) that Cadwul has carefully learned how to manage. To alert PCs, it would

seem obvious that he is preparing a book, or perhaps he was once considering it but gave up quite a while ago.

Most of the journals are buried in dust. A successful DC 18 Search check reveals a trapped secret drawer underneath his desk (see below) containing a found a slim, white leather album, with gold corner accents. The first few pages are carefully filled with an elegant script, again in his shorthand, describing his initial research into the possibility of achieving divinity. The rest of the pages are empty, with the exception of one, near the middle of the album. Across, in angry lettering in the Common tongue is scrawled the following:

"Only now have I recovered sufficiently to lift even a pen, it is pathetic how my hands have trembled so. For months beyond count my two loyal companions and I have struggled to survive, only to discover that now we seem little more than specters. But I am not dead. Nor am I undead, of that I am certain. That hideous fate at least we were spared. Yet somehow my blood is frozen inside of me, I have neither appetite nor thirst, nor do my companions. I am trapped now in my home, I cannot leave my home. I will not find peace until the rite is performed again and I succeed in gaining the ultimate prize! I know it can be done, but there is one incantation that I lack, one string of powerful words, a chant I cannot remember—it seems such an insignificant thing to stand between me and the immortality I deserve, mere words! There is only one copy in the world, a single scrap of vellum which has escaped my keeping and I can only wait...centuries perhaps, before it finds a way back to me, and all my powers will come together at last.

Ah! For the failure of my rite! I was so close! That foul bastard Ghurazch hated me with such venom that he sacrificed himself in a savage attempt to destroy me in the midst of my deserved ascension...he must've sensed what was happening from afar. I might have known; he was a powerful wizard and knew me well. I was foolish not to have prepared for him. In destroying himself he very nearly succeeded in slaying my companions and me. I can't think what strength or grace saved us but we only just escaped, though we are enslaved in our current state. Thankfully the same can't be said for him. His spirit is dust now...less than dust. And it's less than he deserved. A millennium in the darkest pit of Hell for that vile creature would've been more to my liking.

How long will it be before that scrap of paper returns? How long before I can take my rightful place alongside the gods? Truly it is a long, winding road that my fate has taken."

Treasure: The desk also contains a small leather pouch containing 37 pp and a silver-handled masterwork dagger set with two rubies in its pommel (total value of 800 gp, or each ruby valued at 300 gp each). The rest of the items in this chamber are personal: Moldering clothes, furnishings or objects d'art. All of it could be somewhat valuable; although heavy use over the years has lessened any intrinsic value considerably.

See "Stealing Cadwul's Treasure" at the end of this text.

Secret Drawer Trap (or, "Busy Fingers Trap"): CR 6; mechanical; touch trigger; manual reset; DC 32 Reflex save avoids, Atk +26 melee (2d4 +1 dmg, ultra-fast razor slash); Search DC 40; Disable device DC 34.

Note: An extremely poor Reflex save (12 or lower) for this trap ends up with at least one finger cut off completely!

Area 3-6 – Cadwul's Treasure Horde (EL 12): Read or paraphrase the following:

Nothing you've seen in your career has prepared you for this sight. An ancient dragon would be envious of the sprawl of riches that teeters in heaps and shimmering stacks scattered across the breath of this massive, cross-shaped room. The ceiling is supported by serried ranks of square pillars carved in complex geometric patterns. The far side of the room is home to a massive, freestanding archway carved of pink granite. In the center of the chamber the floor is sunken and surrounded by descending steps. It is difficult to detect what the floor looks like or is made of, since nearly every square foot is covered with coins and chests, sculpture, furniture and rolled carpets. It would be fair to say that the taxman would have a field day with Cadwul's "earnings."

The treasure is not arranged in any clear order, which seems to add to its beauty. Jumbled piles of treasure rise and fall like a mountain range in miniature. Out of glimmering heaps of red and gold coins, glittering necklaces and crowns emerge like flotsam in the sea. Tall sculptures in marble, granite, schist and diorite pop up here and there, and dozens of exquisite furniture pieces can be spotted throughout the horde. Rolled-up carpets and tapestries lie in stacks flanking the room's entrance, and a few

more can be seen around the chamber. Swords, axes, halberds and spears can be seen by the dozen, many encrusted with gems. Then there are the chests: of all different sizes and shapes, from small boxes no larger than a fist to massive sarcophagus-sized boxes of beautiful wood with elegant metalwork at the hinges and corners...containing what treasures you can only imagine while others sit with lids open, swollen to bursting with coins and jewels. Truly this is a breathtaking sight, and an intimidating one too: how much of this mammoth horde can you realistically plan on removing?

Adding a wrinkle to this question is the current custodian of the treasure who stands imperiously over it all. A single man, slightly built and dressed in bright yellow robes, looks down at you with an expression of singular joy. With a smile and a bow, he opens his mouth to address you.

This chamber is the crowning pinnacle of Cadwul's long and splendid career; a crucible of wealth beyond the imagination of the most miserly of thieves. At this point, Cadwul himself, the man in yellow robes, will address the PCs. If the PCs seek to interrupt him of his monologue, it is likely that they are effecting one of two scenarios (see below). However, if they let him explain the situation first, they are more likely to make a better decision.

"I wish you no harm, know that first. All this you see is mine, a horde I amassed over the course of my long and—if I may say so—magnificent career! The gate you see back there—"

He points at the gate without taking his eyes away from you. "—permitted me to empty the treasuries of some of this world's richest lords and ladies, right into my treasury, hardly breaking a sweat."

"I'm impressed with you, though. I admire your persistence and skill in surviving this far. My traps were meant to keep the unwelcome out, but here you are, and I am glad for it! Welcome to my home. My name is Cadwul, perhaps you have heard of me? But of course you have, otherwise you never would have found my vault. You have the map with you, yes?"

He chuckles. "I do still get such a laugh at all those buffoons bumbling about in the city above, never with the slightest clue that I enjoyed my riches, many of these once their own, directly below the centrum of their laughable security! So, since you've found your way here...you no longer need the map. As it turns

out, I do. So I am asking politely, will you surrender it to me? It is of no further value to you now. Before you answer, be certain of your situation. You stand before what may be the greatest treasure horde to be found anywhere in the Northlands. But can you steal it all? Could you possibly remove even one of these marble statues without being caught by the dullards who clank and stumble in their uniforms up there in the barracks? As thick-headed as they are, I don't think they'll stand by while a pack of adventurers come to and fro dripping with treasure from somewhere beneath their own barracks! The gate is useless to you as well; without my implicit permission you cannot harness its magic at all. Plus, I don't wish to be rude but of course should you to try to steal my treasure you will find that I will not let you do so either.

"Now, I will give you enough treasure to jam into your packs and belts, whatever you can carry on your person, if you freely give me the map. If you do not agree, then...another solution must be found. What do you say?"

At this point the PCs will notice two forms standing by the gate behind Cadwul, people they hadn't seen a moment before. One is a powerful-looking humanoid male draped in dark, curious robes, like that of a sage from foreign lands. The other is a woman in the peak of fitness, trimly built and carrying two fearsome-looking blades. Both are staring straight ahead, still as statues.

Development: There are essentially two choices presented for the PCs: Give Cadwul the map (scenario #1) or don't give him the map (scenario #2), but each will have a completely different outcome.

Scenario #1 – Surrendering the Map: If the PCs give Cadwul the map, he will immediately commence his deification rites and turn his back on the PCs. He instantly becomes invulnerable and incorporeal during this time—no one can do him any harm but neither can he harm anyone else. Should the PCs at this time make the unlikely choice of turning and leaving the dungeon without attempting to steal anything no harm will come to them. Of course this isn't likely, so....

As soon as they attempt to take any of Cadwul's treasure—even so much as a single coin—his two servants, Thrazulin and Silla, awake from their supernatural stasis and immediately attack the PCs, using every power in their formidable arsenals. They only fight to protect the treasure, so in theory if the PCs were to drop the treasure and leave, their attacks would immediately stop. Even if

the PCs defeat Cadwul's servants, there is still the problem of the slowly vanishing treasure. In fact, this begins the moment he starts his rite, so it will continue while the servants press their attack.

Scenario #2 – Refusing Cadwul: If the PCs refuse to hand over the map, the PCs must fight Cadwul himself immediately—and in the flesh! Cadwul's allies are not fully awakened at first; after their master has taken 15 or more points of damage, they arise and join the battle. Cunning PCs can take advantage of this by doing away with the allies first, making their master substantially easier to defeat.

A wrinkle here is that as Cadwul takes damage his treasure begins to flicker and fade. Inversely, he can be harmed by taking and stowing any particularly valuable items from his hoard, because of his profound connection to the hoard itself. Because of its inextricable link to him, and he to it, if the master thief is forced to return to his incorporeal state, so will the treasure! If Cadwul is "slain," the PCs will have 3 rounds to grab what they can (see Stealing Cadwul's Treasure below) before it's beyond their reach.

Grabbing treasure in a hurry, which requires a standard action that provokes an attack of opportunity, is a matter of speed and coordination and in this adventure involves a Dexterity check (or Sleight of Hand for those with the skill). Any PC with ranks in Appraise may also add her Appraise total modifier to each roll. A rogue with both Sleight of Hand and Appraise will prove the most effective!

DC Sleight of Hand result (roll d6)

5	1, 2—100 gp; 3, 4—150 gp; 5, 6—art object worth 200 gp.
10	1, 2—200 gp, 3, 4—handful of gems worth 250 gp, 5, 6—art object worth 300 gp.
15	1, 2—400 gp, 3, 4—handful gems worth 500 gp, 5, 6—three gems worth 600 gp.
20	1, 2—60 pp, 3, 4—handful of gems worth 700 gp, 5, 6—three gems worth 800 gp.
25	1, 2—100 pp, 3, 4—handful of gems worth 900 gp, 5, 6—two gems worth 1,000 gp (violet garnet and aquamarine).
30	1, 2—200 pp; 3—two black opals worth 1,000 gp each; 4—handful of jewelry worth 2,500, 5—two masterwork gilded instruments worth 1,500 gp each; 6—silver challice studded with emeralds worth 6,200 gp.

After every round of treasure-grabbing, the GM must tally the total cost of the party's pilfered swag.

For every 200 gp worth of treasure seized or stowed, Cadwul takes 1 hit point of damage. For every 200 gp worth of treasure dropped for any reason, Cadwul regains 1 hit point. For every round treasure is taken in this way, paraphrase the following:

As you take some of his treasure into your hands, you see Cadwul stagger and grow pale. He scowls in your direction and renews his attack!

Tactics: The statistics below represent Cadwul and his servants in their diminished state. Prior to his “curse,” Cadwul was once a 22nd-level rogue and 3rd-level wizard. His two loyal servants were 18th-level characters. However, the stasis into which they had fallen has reduced their power—and their equipment.

Cadwul, Rog9/Wiz1: CR 10; Medium Outsider; HD 9d6+18 & 1d4+2; hp 72; Init +8; Spd 30 ft.; AC 22 (+4 armor, +4 deflection, +4 Dex), touch 18, flat-footed 14; Base Atk +6/+1; Grp +6; Atk Rapier +10 melee (1d6+1); Full Atk Rapier +10/+5 melee (1d6+1) or *Short bow* +1 10/+5 ranged (1d4+1); SA Sneak attack +5d6; SQ Darkvision 60 ft., dominion, evasion, fast healing 3, improved uncanny dodge, trap sense +3, trapfinding; AL N; SV Fort +5, Ref +10, Will +8; Str 12, Dex 19, Con 15, Int 18, Wis 16, Cha 16.

Skills and Feats: Appraise +17, Balance +9, Bluff +8, Climb +6, Concentration +3, Craft (trap-making) +14, Decipher Script +9, Diplomacy +8, Disable Device +9, Disguise +8, Escape Artist +10, Forgery +8, Gather Information +9, Heal +3, Hide +9, Intimidate +4, Jump +6, Knowledge (arcana) +5, Knowledge (architecture) +5, Knowledge (dungeoneering) +5, Knowledge (local) +9, Knowledge (religion) +5, Listen +8, Move Silently +9, Open Lock +9, Search +9, Sense Motive +9, Sleight of Hand +17, Spellcraft +5, Spot +8, Swim +6, Tumble +10, Use Magic Device +9, Use Rope +9; Dodge, Improved Initiative, Point Blank Shot, Precise Shot, Weapon Finesse.

Languages: Common, Elven, Dwarven, Celestial, Draconic, Giant, Infernal.

Possessions: Rapier, *bracers of armor* +4, *ring of protection* +4, *ring of wraith beetle control* (1,600 gp value), jeweled ring (40 gp), silver circlet with topaz (300 gp). Everything in his dungeon, including the silken robes on his body and a small pouch of oddments that permit him to continue using the magic designed for him.

Dominion (Ex): While he remains within his domain (the Corkscrew Dungeon itself), Cadwul possesses a limited form of omniscience. He cannot be flanked, blinded, and for all intents and pur-

poses benefits from the effect of *freedom of movement* at all times. Beyond his domain, he has no awareness (or body) at all.

Spells Prepared (3/2): 0—*detect magic*, *prestidigitation*, *read magic*; 1st—*mage armor*, *unseen servant*.

Thrazulin, half-orc male Wiz8: CR 8; Medium Outsider; HD 8d4+16; hp 40; Init +2; Spd 30 ft.; AC 20 (+2 Dex, +4 armor, +2 natural, +2 deflection), touch 12, flat-footed 18; Base Atk +4; Grp +4; Atk *Returning dagger* +9 melee (1d4+4) or *returning dagger* +9 ranged (1d4+4); SA ; SQ Darkvision 60 ft., fast healing 2, orc blood; AL N; SV Fort +4, Ref +2, Will +8; Str 12, Dex 15, Con 14, Int 20, Wis 14, Cha 9.

Skills and Feats: Concentration +13, Craft (alchemy) +13, Decipher Script +16, Knowledge (arcana) +16, Knowledge (geography) +13, Knowledge (history) +13, Knowledge (local) +13, Knowledge (the planes) +13, Spellcraft +16; Craft Wand, Empower Spell, Eschew Materials, Scribe Scroll, Weapon Finesse.

Languages: Common, Orc, Draconic, Giant, Gnome, Goblin, Abyssal.

Possessions: +3 *returning dagger*, *amulet of natural armor* (+2), *bracers of armor* (+4), *minor cloak of displacement*, *ring of protection* (+2), *wand of dispel magic* (10 charges), spell pouch.

Spells Prepared (4/6/4/4/4): 0—*detect magic*, *ghost sound*, *prestidigitation*, *read magic*; 1st—*charm person*, *mage armor*, *magic missile* (x3), *unseen servant*; 2nd—*blur*, *protection from arrows*, *resist energy*, *touch of idiocy*; 3rd—*deep slumber*, empowered *magic missile*, *fireball*, *lightning bolt*; 4th—empowered *scorching ray*, *globe of invulnerability*, *ice storm*, *stoneskin*.

Silla, human female Ftr6/Rgr2: CR 8; Medium Outsider; HD 6d10+18 & 2d8+6; hp 78; Init +4; Spd 30 ft.; AC 22 (+1 shield/feat, +3 Dex, +7 armor, +2 natural), touch 13, flat-footed 20; Base Atk +8/+3; Grp +9; Atk *frost kukri* +12 melee (1d4+5 & 1d6 cold, 18-20); Full Atk *frost kukri* +10/+5 melee (1d4+5 and 1d6 cold, 18-20) and *keen kama* +9 (1d6+3, 19-20); SA Combat style (two-weapon), favored enemy +1 (humans); SQ Darkvision 60 ft., fast healing 2, track, wild empathy +2; AL N; SV Fort +11, Ref +8, Will +2; Str 12, Dex 17, Con 16, Int 14, Wis 14, Cha 14.

Skills and Feats: Climb +12, Handle Animal +13, Heal +5, Hide +5, Intimidate +11, Jump +11, Knowledge (geography) +3, Knowledge (nature) +7, Listen +6, Ride +13, Search +4, Spot +5, Swim +9, Use Rope +5; Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (kama), Improved Initiative, Two-Weapon Defense, Two-

Weapon Fighting, Weapon Finesse, Weapon Focus (kukri), Weapon Specialization (kukri).

Languages: Common.

Possessions: +2 frost kukri, +2 keen kama, +2 mithral chain shirt, amulet of natural armor (+2), minor ring of energy resistance.

All of the items Thrazulin and Silla possess effectively count as part of Cadwul's treasure; see below.

Stealing Cadwul's Treasure: Everything of value or importance in the lair of Cadwul (including every item in his bedroom, the gallery and the ruby-studded chevrons in the map room on level 2) is part of the inalienable link that was forged in his ill-fated attempt at godhood. The treasure is part of him. In a way it has become a physical manifestation of his very soul. Therefore if he is returned (temporarily) to his 'stasis' or incorporeal state, or if he succeeds in his deity transformation rite, all of his horde and everything else will go with him.

The only way to take and retain possession of anything from his dungeon or from his horde is to actually seize or stow it somewhere on one's person (*bags of holding*, *portable holes* and similar magic will not be able to hold Cadwul's treasure; his power will nullify any such attempt), where the life-force of the holder will break his magical hold. Simply taking an item out of the treasure room or even out of his dungeon will not break the link. Theoretically, one could throw one of his coins a thousand miles, where it would land on, say, a pebbly beach on forgotten northern shores. As soon as Cadwul's transformation was complete (either deification or return to incorporeal stasis) the coin would vanish from its new home and return to his possession. Only personal possession of an item can sever the link.

Once Cadwul has begun his rite, the PCs have 4 rounds to grab whatever treasure they can stow before the magic has taken it beyond their grasp. For a final two turns, the treasure will still be mad-deningly visible, but as without substance as any cheap illusion! Meanwhile, a blinding light, shimmering in hues of cornflower blue, pale yellow and red gold, grows from the gate behind Cadwul, until nothing can be seen but a blurry silhouette. A great symphony of voices, speaking in strange tongues, voices that seem to swirl through the air, shooting through the room like invisible lightning. Meanwhile there is a discordant music...the sort that one hears and then can't seem to remember one note of moments later. Once four rounds have passed, Cadwul's companions join him and enter the gate in a silent explosion of light; so silent in fact that it seems to the PCs that they've gone deaf and all ambient noise has been sucked out of the room.

This effect passes after a few seconds and the light, too, is gone. The gate remains, although its magic is entirely spent, it's nothing more than an arch of stone, somewhat blackened around the edges and smoking like a fired cannon.

SO ENDS THE LEGEND OF CADWUL'S VAULT

Conclusion

If Cadwul succeeds in his ascension, the PCs are awe-struck by what they've witnessed, although most of it was beyond their understanding and, at the end, obscured by a blinding white light. Or if the PCs send him and his servants back to his incorporeal state then the vault becomes quiet, and the gate appears lifeless, as the treasure fades and disappears.

The PCs have scooped up what riches they could in the brief time before the treasure all disappeared, which should still be a hefty chunk of treasure! Cadwul is gone, as are his servants, and the empty vault echoes now to the slightest sound. Even without the treasure it remains a beautiful room. When they walk out into the caverns again, there is a feeling of emptiness, as though no one had lived here for centuries! There is a thick layer of dust on every surface, including places where they've walked recently! The stonework seems noticeably more decrepit and cracked, and cobwebs fill empty corners. After the spell holding Cadwul and his servants in stasis was shattered time at last caught up with his home, which acted as a sort of phylactery. The beetles are gone, the Gallery is empty, Cadwul's bedroom is barren...every possession of Cadwul is gone. The pit traps are no longer active, as the magic that fueled them has been broken.

If the PCs handed over the map to Cadwul, permitting him to begin his deification rites, then he will not forget their cooperation (even if they fight his servants moments later when trying to take some of the treasure. After all, he would've done the same!). Once he has taken his place as a minor deity, in a not-so-distant time, the GM can decide that any rogues involved in this adventure can pray to Cadwul, or at least invoke his name, and receive a bonus on rogue skill related actions. Conversely, if the party and especially any rogue in the party directly attacks him without giving up the map, the GM can decide that in future adventures Cadwul (assuming he achieved his god-hood) can spite the rogues with a random penalty from time to time in their actions! What's the point of being a god if you can't ruin someone's day from time to time?

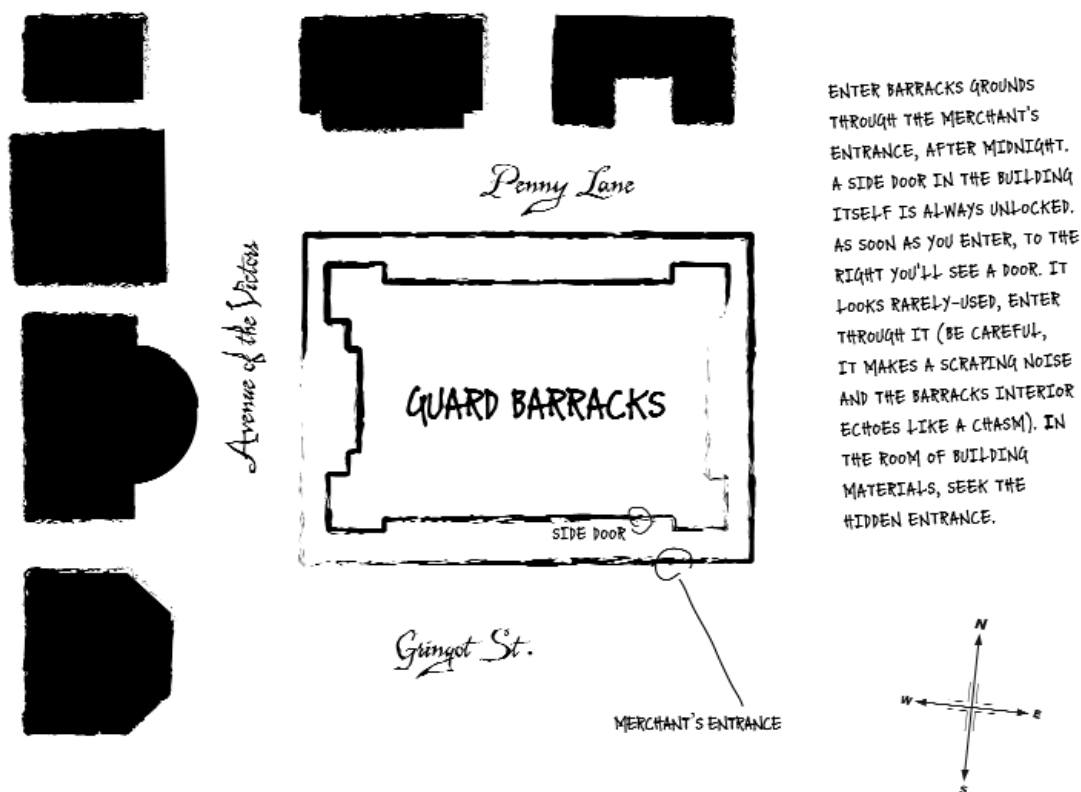
Further Adventures

You can suggest to any rogue who survived this adventure to start a temple to Cadwul, and begin efforts to develop a following for the demi-god of rogues! Archbridge would be a perfect place to start, although there would be more than a few persons who might have a few questions for anyone worshipping an infamous thief who robbed many of the local aristocracy to within inches of their lives!

One of the rogues might decide to strike out alone and set them self up as the next Cadwul. They might, in fact, take the name of Cadwul and announce to the world that the great thief has returned to trouble the wealthy once again! They could take over the lair (Cadwul has no current use or interest in the dark caverns any longer...he spent more than enough time there) and keep the legend alive.

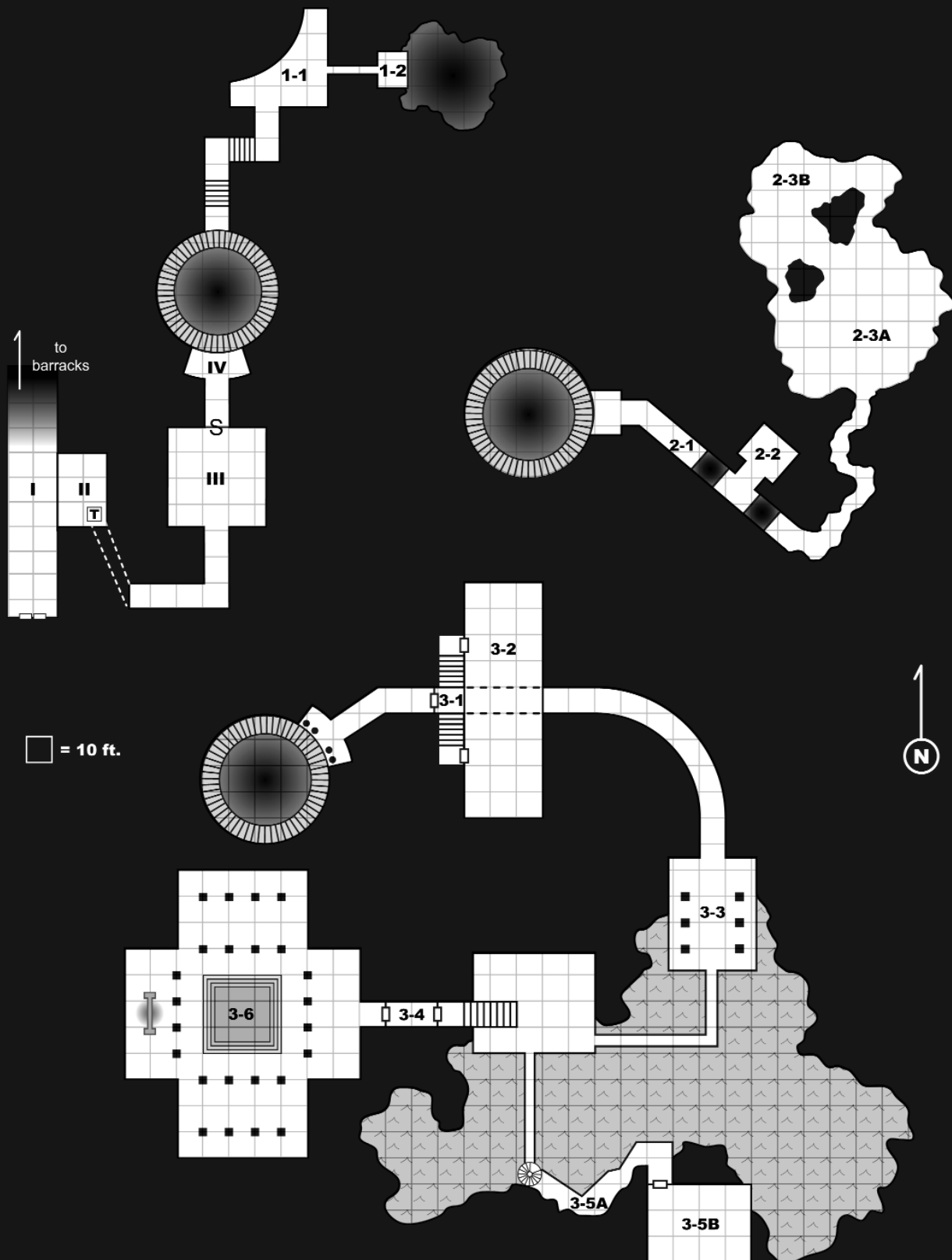
Cadwul decides to re-populate his old lair with new servants, who would be charged with scouring the lands to procure new 'talent,' and train them in his caverns. His students would learn the secret ways that made the infamous thief so successful during his mortal life. Thus would the demi-god create a master class of Rogue-Priests, operating in the name of Cadwul and increasing his power with their devotion and contributions to his ethereal horde! Eventually he might sway the politics of the Northlands by penetrating theocracies to steal precious artifacts or lay low the powers of warrior-kings by sending his shadow rogues to make off with that fabled magic sword! The mere threat of emptying the treasures of entire kingdoms could forestall wars and start others! The demi-god would, at such a rate of power and success, soon climb high in the pantheon of the gods of Äereth!

Players' Handout A: Treasure Map for Cadwul's Corkscrew



Cadwul's Corkscrew

Levels 1-3

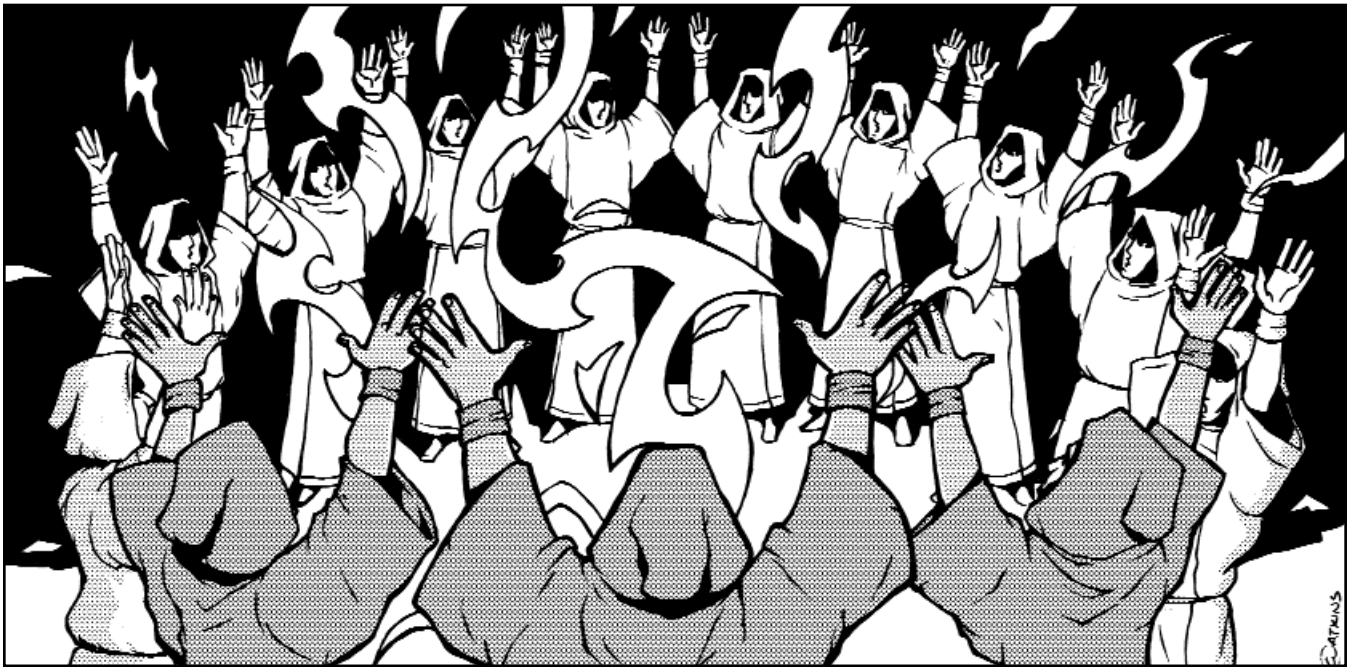


Dungeon Crawl Classics

Fane of the First Spell

By Chris and Christina McCoy
AN ADVENTURE FOR CHARACTER LEVELS 10-12

Dedicated to Harley Stroh and Mike Wallace.



Introduction

The Fane of the First Spell is an especially challenging adventure for four to six characters of 10th to 12th level, with a total of 48-66 total character levels between party members. While any character class is useful in this adventure, fighters and other martial characters are well suited, as there is plenty of combat and few traps. A learned spellcaster, either arcane and divine, will also be found to be quite handy. See the "Scaling Information" section for ways to tailor this adventure to your group's unique style of play.

Adventure Summary

Following the path presented in the *Warlock's Gemstone*, the PCs find themselves standing before the Gatehouse of the Parhokk and on the road to discovering the Fane of the Parhokk, a place that has stood before the advent of the gods of knowledge themselves. Venturing into the Gatehouse, the heroes are challenged by a fallen celestial leading a band of demonic forces. The wicked band is bent on corrupting the Fane of the First Spell for their own destructive purposes. The

Fane will be the focal point of a spell that would strike every single form of arcane magic from the minds of all sentient creatures.

Once the PCs have dealt with the demons inside the Gatehouse, they come to the portal that leads into the Fane of Parhokk itself. However, the portal has already been opened and the leader of the cult, Amdusias, has begun to cast his spell. Only by entering the portal and successfully slaying the Amdusias can the heroes put an end to the threat of all civilized life. Should the PCs survive the final confrontation, they will not only be able to revel in their discovery of one of the multiverse's secrets but also the ancient treasures of the primal past.

Game Master's Section

Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. The abbreviations used are: Loc the location number keyed to the map for the encounter. Pg the module page number that the encounter can be found on. Type this indi-

cates 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.

<u>Loc</u>	<u>Pg</u>	<u>Type</u>	<u>Encounter</u>	<u>EL</u>
1-1	52	C	1 Fiendish chaos beast <i>Slit Tongue</i> , hezrou	12
1-2	54	C	14 quasits	10
1-3	54	C/T	Quietis, nalfeshnee 6 <i>lightning bolt</i> traps	14
1-4	56	P/C	Test of Knowledge Fiendish chaos beast	11
1-5	57	T/C	<i>Explosive runes</i> trap <i>Azereth</i> , Glabrezu	14
1-6	58	C	<i>Isial</i> , Fiendish aboleth	9
1-7A	59	T	<i>Wail of the banshee</i> trap	11
1-7	59	C/P	Young adult red dragon skeleton Gate to the Fane	15
2-1	61	C	<i>Amdusias</i> , Fiendish Angel, Astral Deva	15

Scaling Information

The Fane of the First Spell is designed for 4-6 characters of 10th-12th level, but it can be easily modified for parties of different sizes or levels. Parties without skilled fighters or a cleric will find the adventure difficult as combat is likely to occur in every room, and encounters should be adjusted appropriately.

With this in mind consider the following suggestions:

Weaker parties (3 or fewer characters, or lower than 10th level): Reduce the DC of the *wail of the banshee* trap by 3; remove the fiendish chaos beasts from area 1-1; lower the number of quasits to 10 in area 1-2; replace the nalfeshnee in area 1-3 with a hezrou; remove the fiendish template from the aboleth in area 1-6; lower the DR to 5/good on Amdusias in area 2-1.

Stronger parties (7 or more characters, or higher than 12th level): Increase the DC the *wail of the banshee* trap by 3; add a fiendish chaos beast to all areas except 2-1; increase the red dragon's age category in area 1-7; give Amdusias the half-fiend template instead of the fiendish template.

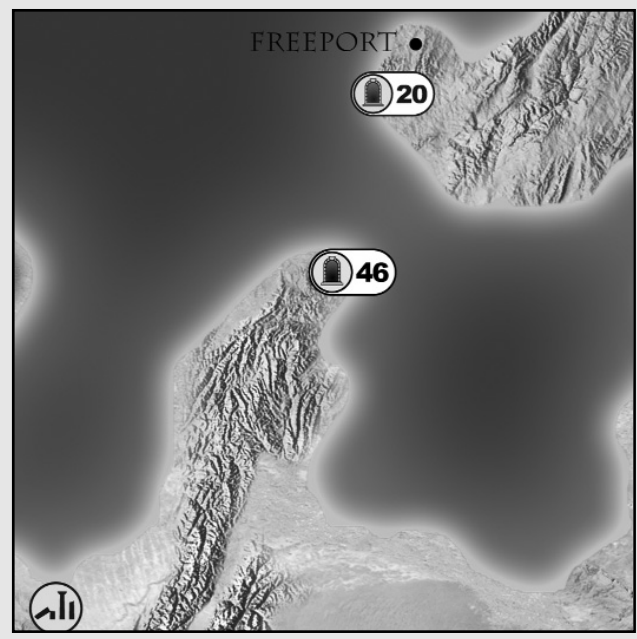
Getting the Players Involved

Having acquired the *Warlock's Gemstone*, the PCs arrive at the entrance to the Gatehouse of Parhokk and are preparing to confront the evil and learn the secrets that are held within. Use one of the following plot hooks to get the characters started:

- The party is approached by dawdling, mad Lady Stemoss, a poised, intellectual elven wizard of indiscernible age, who entrusts the group with her family heirloom: the *Warlock's Gem*. After deciphering the gemstone map for the PCs, she asks them to journey to the Fane of the First Spell and bring back its secrets to her for quite a hefty sum.
- The party's mage is approached by the agent of a sage. The sage is interested in hiring a team of seasoned adventurers brave enough to explore the Fane of the First Spell, so that they may study the origins of an arcane, primal language and quite possibly discover the true origin of all arcane magic. The party is asked to explore the ruins thoroughly and bring back the treasures and hidden lore found within.
- A cartographer has recently acquired the *Warlock's Gemstone* in an auction and is seeking out adventurers to unearth just where the emerald leads. He

DCC World

The Fane of the Parhokk is hidden in the verdant mountain valley on the northern coast of the Lostlands. Once the cradle of civilization, the forlorn mountain and forgotten valleys are now home only to secrets and ruins.





does not know what truly lies at the end of the map but he has deciphered that it leads to some ancient shrine. He wishes for the party to journey to the site of the Fane and collect whatever information they can.

- The party's cleric receives a vision from their deity and is charged with a holy mission to destroy the evil that has now invaded the Fane of the First Spell and threatens to upset the balance in the world. The god offers the cleric an opportunity to destroy the demon Amdusias. The *Warlock's Gemstone* magically appears before the party, and, with its guidance, they can begin their holy crusade against the band of demons.
- While the PCs are staying at the local inn, a darkly robed man mysteriously appears in the party's room and demands that they "save all that is spoken from becoming voiceless." His features are blurred and he speaks under the effects of a *tongues* spell. He then produces the *Warlock's Gemstone* and silently vanishes into the night, leaving the PCs with a note that tells them how to decipher the map and find the way to the Fane of Parhokk.

Background Story

Ages before the races of man rose up and fought free of the Elder Races, before even the tradition of the arch-magi, the great Magisters of Parhokk spoke the First Spell. The nature of this primordial arcanis is lost to the vastness of time. All that is certain is that before the time of the Parhokks, no arcane magic existed in the world; the utterance of the First Spell passed the knowledge of magic from the gods to the mortals of the multiverse. The Fane of Parhokk was where that First Spell was uttered, forever altering the nature of the world. Thereafter, mortals were able to bend the world to their wills and call forth the might of the gods.

Recognizing the accomplishment of the Parhokks, the gods of knowledge created a Fane to commemorate the beginning of all things arcane. Before departing to the outer realms, the Magisters of Parhokk created the *Warlock's Gemstone*, to chart the location of the Fane. Forged from the gods' divine essence, the gemstone was entrusted to followers of Madrah, the God of the Magi, for such things were sacred to them.

Eons passed and worshipers of Madrah periodically visited the Fane of the First Spell, to pay homage to the First Magisters. But as the centuries work on, and the worship of Madrah declined, the use of the *Warlock's Gemstone* ebbed. The high priests of Madrah grew decadent and debauched, and so it came that the location of the Fane was lost to the people of the world. The work of the Magisters was forgotten...save to Madrah.

Madrah jealously guarded the *Warlock's Gemstone* from his divine kin, for they had grown vain and prideful. Had it not been for the arrival of humanity, the Fane of Parhokk would have remained hidden from mortal eyes forever. The coming of the first human wizards and their insatiable thirst for arcane knowledge called forth the God of the Magi from his reclusive ways and brought to him endless glory and praise. With a renewed taste for worship, the God of the Magi entrusted humanity with the origins of arcane magic and gave the *Warlock's Gemstone* to his most trusted lieutenant, a celestial named Amdusias. Madrah instructed Amdusias to deliver the *Warlock's Gemstone* to the magi of humanity so that they may join the ranks of the First Magisters.

Amdusias, however, was corrupted with the power of lost knowledge. The celestial grew jealous of the secrets of others, prideful of his own wisdom, and sought to learn the vilest truths and darkest arcane rituals. Little did the Madrah know that the heart of his servant had been corrupted by his lust for power. Amdusias's soiled spirit sought to limit the power of arcane magic to his chosen followers.

With the *Warlock's Gemstone* in hand, the Amdusias raised a cult and began a genocidal war, bent on the extermination of all arcane casters. The races of good, joined with the united followers of many gods, rose up and put down the army of the Amdusias.

In the aftermath of the battle, the Amdusias was banished from mortal memory and exiled to the gaping layers of the Abyss. The precious *Gemstone* was entrusted to a handful of mortals, but once again the knowledge of the Fane were lost, as so many treasures before and since.

The Amdusias was not so quick to forgive, however. Winning its way free of its infernal prison, the Blasphemer began to amass a new cult of followers, drawn from the pits of the abyss, who realized that the power of all arcane casters streams from the Fane of Parhokk. Without a means of shaping magic and uttering the words of power, all mortal casters would surely fall before the sway of the Amdusias. In its uncounted years of study, the Amdusias has calculated a method of undoing all which the First Magisters set in motion so long ago. The Blasphemer's rite will raze from every mind any and all means of casting arcane magic.

Player Beginning

Start the adventure by reading the following:

Looking into the valley and encircling ring of mountains, it all seems so familiar, like gazing into the palm of your own cupped hand. The valley's deep emerald forest whispers of ages past, and seems as old as time itself. Ringing this soft, verdant wood, the gray mountains stand as an uneven barricade. Between two worn, grizzled peaks, you spy a mote of dark stone. Shaking off your sense of wonder, you and your companions carry on your path.

By nightfall, you've reached your destination. A pair of white marble columns, stately as ceaseless sentinels, guard the ancient stone portal. Embraced by ivy and moss, the fluid lines of the doors bespeak of master artisans.

Unsettlingly, the door is ajar. An indefinable sense of malice hangs in the air, defiling this sacred place.

The Gatehouse of Parhokk lies just beyond these doors. A DC 15 Spot check or a character with Track and a DC 15 Survival check permits the PCs to notice the recent passage of other beings. Someone, or something, has gotten to the Gatehouse first. Deep claw marks scar the edge of the left door, as if someone had been attempting to force the door open. There is also a lingering scent of brimstone and ash, the telltale signs of demons. PCs making a DC 20, Knowledge (planes) check will be able to make this connection.

Stone Door: thickness 3 in.; Hardness 8; hp 45; Break DC 25.

The Warlock's Gemstone (Minor Artifact)

In many senses, the *Warlock's Gemstone* is the most valuable map in existence. It not only leads to the location of the Fane of Parhokk, but is also a powerful relic in its own right. Viewed mundanely, the map appears to be a large, faceted sapphire with twisted silver veins. When viewed under the spells *read magic* and *comprehend languages* the true map reveals itself; the veins shift and twist to reveal images of the Fane.

The arcanelly translated map exists for as long as the spells needed to read it are active. Each facet of the map shows a different image. When observed outside of the Gatehouse and Fane, the gem shows the most direct route from the PCs' location to the Gatehouse of Parhokk.

Once brought within the Gatehouse and Fane, the images within the gemstone shift to reveal a coded, cryptic map. In addition to serving as a guide through the Gatehouse and its puzzles, the gemstone can be used as a weapon against Amdusias. When a good-aligned creature within 15 feet of the fallen angel presents the gemstone, the sapphire flares with arcane light infused with the divine essence of Madrah. This radiance automatically renders Amdusias flat-footed, and negates his spell resistance. Of course, once the gemstone's power takes effect, the fallen angel does everything in his power to destroy the bearer of the gem. If the bearer moves more 15 feet from the angel, or drops the gemstone, the arcane light ends, returning Amdusias's powers to normal.

Finally, if the gemstone is ever held by aloft by an arcane caster who also has ranks in a divine spell-casting class, the stone increases the caster's effective CL for all healing spells by +2.

The *Warlock's Gemstone* is indestructible and no mortal magic can shatter or otherwise mar the map, for it was created from the divine essence of Madrah himself. The gemstone radiates overwhelming divination magic.

Assembling the Gemstone

The treasure map for this adventure is on page 67. It is designed to be clipped out and assembled. Clip along the solid lines, score and fold along the dotted lines, and then glue at the tabs. Permission is granted to photocopy for personal use.

Encounter Area 1 – The Gatehouse of the Parhokk

The Gatehouse of the Parhokk is a beautiful structure featuring polished marble floors and carefully detailed columns, in a style vaguely reminiscent of an early elven architecture. However, the work is such that all races find something beautiful and awe-inspiring about the gatehouse.

The rooms and halls are uniformly crafted from the finest marble and veined with silver. Strong preservation magic woven into the gatehouse prevents it from falling into disrepair, and the structure is as majestic today as it was the day of its creation. The entire building radiates a soft, white light, providing the equivalent of torch light throughout. There are no doors except at the front of the gatehouse and in area 1-7 and there are no windows whatsoever. Despite this lack of ventilation, the air quality inside the Gatehouse is fresh.

The Gatehouse of Parhokk also has a permanent magical *silence* effect that cannot be dispelled. All spoken language simply does not work inside the Gatehouse of the First Spell. However, all spells, spell-like abilities, and supernatural abilities that have a verbal component function normally, as if under the effects of the Silent Spell feat. This includes bardic music and spells, which normally cannot be affected by the Silent Spell feat. Normal communication, however, still does not function. There is no sound save those that are “naturally occurring” such as the sound of water flowing or the footsteps of the PCs. All language, even that of grunting or other primitive speech, does not function as a means of communicating.

Another effect of the magical field that surrounds the Gatehouse of the Parhokk is the empowerment of the *power word* spells. Any such spell cast inside the Gatehouse of the First Spell functions at a +1 caster level, due to the connection to the primal force that is the First Spell. Casters of *power word* spells find that merely thinking heavily on the word of power, rather than saying it normally, is significant enough to cast the spell. The original builders installed these features to impress upon the faithful the power of language and the overbearing silence and absence of magic in the time before the First Magisters.

Marble Wall: thickness 12 in.; Hardness 20; hp 500; Break DC 45.

Areas of the Map

Area 1-1 – Entrance Hall (EL 12): Read or paraphrase the following:

The echo of your footsteps rings through the marble hall, mingling with the noises of what sounds like flowing water. Beautifully etched columns, four in total, stretch high into the air. The very ground beneath your feet glows softly with a white light and you can see a passageway leading forward through the hall, deeper into the Gatehouse.

Yet there is something wrong as you try to speak with your companions. No words come forth; the only sounds are the sound of your boots on the floor, the clank of your companion's armor, and the sounds of flowing water. While you at first feel unsettled, there is something reassuring in the silence itself. This peace soon shattered by the sight of what is making the sound of flowing water: the ever-shifting forms of a hellish beast and the hulking, demonic form of its keeper. The demon grins sadistically and you see that his very tongue has been slit. He speaks no words but the thundering charge of these foes is enough to announce their murderous intent.

The room contains no furnishings and nothing stands in the way of the charging fiendish chaos beast and its keeper, Slit Tongue. The hezrou is brutally effective in combat, relying on the corporeal instability attack of his chaos beast and using the confusion it sows to its advantage. The demon closes for melee combat and takes advantage of the flanking tactic, granting him a +2 bonus to hit when he is battling alongside one or both of his chaos beasts. Slit Tongue has instructed the chaos beasts to use their Smite Good ability as soon as they close with an opponent. All fight to the death and will chase after any fleeing party members.

Fiendish Chaos Beast: CR 9; Medium Outsider (Chaotic, Extraplanar, Evil); HD 8d8+8; hp 44; Init +5; Spd 20 ft. (4 squares); AC 16, touch 11, flat-footed 15; Base Atk +8; Grp +10; Atk Claw +10 melee (1d3+2 plus corporeal instability); Full Atk 2 claws +10 melee (1d3+2 plus corporeal instability); SA Corporeal instability, smite good; SQ Darkvision 60 ft., immunity to critical hits and transformation, resistance to cold 10 and fire 10, DR 5/magic, SR 15; AL CE; SV Fort +7, Ref +7, Will +6; Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +13, Escape Artist +12, Hide +12, Jump +9, Listen +11, Search +11, Spot +11, Survival +0 (+2 following tracks), Tumble +14, Use Rope +1 (+3 with bindings); Dodge, Improved Initiative, Mobility.

Corporeal Instability (Su): A blow from a fiendish chaos beast against a living creature can cause a terrible transformation. The creature must succeed on a DC 15 Fortitude save or become a spongy, amorphous mass. Unless the victim manages to control the effect (see below), its shape melts, flows, writhes, and boils. An affected creature is unable to hold or use any item. Clothing, armor, rings, and helmets become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the victim cannot act coherently. The victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (-4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll). Each round the victim spends in an amorphous state causes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it becomes a fiendish chaos beast. A victim can regain its own shape by taking a standard action to attempt a DC 15 Charisma check (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. On a failure, the victim can still repeat this check each round until successful. Corporeal instability is not a disease or a curse and so is hard to remove. A shapechange or stonewall spell does not cure an afflicted creature but fixes its form for the duration of the spell. A restoration, heal, or greater restoration spell removes the affliction (a separate restoration is necessary to restore any drained points of Wisdom).

Immunity to Transformation (Ex): No mortal magic can permanently affect or fix a fiendish chaos beast's form. Effects such as polymorphing or petrification force the creature into a new shape, but at the start of its next turn it immediately returns to its mutable form as a free action.

Smite Good (Su): Once per day, a fiendish chaos beast can make a normal melee attack to deal +8 points of extra damage against a good foe.

Slit Tongue, Hezrou: CR 11; Large Outsider (Chaotic, Extraplanar, Evil); HD10d8+93; hp 138; Init +0; Spd 30 ft. (6 squares); Space/Reach 10 ft./10 ft.; AC 23, touch 9, flat-footed 23; Base Atk +10; Grp +19; Atk Bite +14 melee (4d4+5); Full Atk Bite +14 melee (4d4+5) and 2 claws +9 melee



(1d8+2); SA Spell-like abilities, stench, improved grab, summon demon; SQ Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 19, telepathy 100 ft.; AL CE; SV Fort +16, Ref +7, Will +9; Str 21, Dex 10, Con 29, Int 14, Wis 14, Cha 18.

Skills and Feats: Climb +18, Concentration +22, Hide +13, Escape Artist +13, Intimidate +17, Listen +23*, Move Silently +13, Search +15, Spellcraft +15, Spot +23*, Survival +2 (+4 following tracks), Use Rope +0 (+2 with bindings); Blind-Fight, Cleave, Power Attack, Toughness.

Skills: Slit Tongue has a +8 racial bonus on Listen and Spot checks.

Spell-Like Abilities: At will – *chaos hammer* (DC 18), *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC 18); 3/day – *blasphemy* (DC 21), *gaseous form*. Caster level 13th.

Improved Grab (Ex): To use this ability, Slit Tongue must hit with both claw attacks. He can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Stench (Ex): Slit Tongue's skin produces a foul-smelling, toxic liquid whenever he fights. Any living creature (except other demons) within 10 feet must succeed on a DC 24 Fortitude save or be nauseated for as long as it remains within the affected area and for 1d4 rounds afterward. Creatures that suc-

cessfully save are sickened for as long as they remain in the area. A creature that successfully saves cannot be affected again by the Slit Tongue's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes either condition from one creature. Creatures that have immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Summon (Sp): Once per day, Slit Tongue can attempt to summon 1d2 fiendish chaos beasts or another hezrou with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Area 1-2 – The Amphitheatre (EL 10): Read or paraphrase the following:

The corridor opens up into a marble amphitheatre. There are ten columns, each in excess of one hundred feet and all glow with that same, soft white light. Twenty feet below you is a stage devoid of any scenery and actors. You can see another corridor parallel to you, on the other side of the amphitheatre. You suddenly hear the beating of leathery wings and the clicking of claws as a swarm of quasits, each more grotesque than the next, lands atop the stage. Each one makes an obscene gesture before changing form, each one resembling one of you!

This amphitheatre once served as the place where the caretakers of the Gatehouse could spread the message of the First Magister and they produced many plays that re-enacted the Speaking of the First Spell. Since those ancient times, the amphitheatre has stood silent and has now been infested by a group of quasits, the feverish servants of Amdusias. They serve as the demon's messengers and scouts, and have taken to lairing in the amphitheatre in a mockery of its once noble purpose.

The stage of the amphitheatre allows anyone upon it to use the *disguise self* spell at will, as per the spell cast by a 14th level caster. The quasits have the knowledge of this ability and use it to sow confusion upon the PCs. There are a variety of means for the PCs to mitigate this confusion, but if the PCs take no action to counter the illusions, they have a 20% chance of striking each other.

The quasits are strangely coordinated for a swarm of demons; they attack by overwhelming a single opponent, using their stingers, spell-like abilities and alternate form abilities to get the upper hand. At the beginning of the round, all of the quasits will use their *invisibility* spell-like ability, hiding within the *disguise self* illusions of the PCs and proceed to attack with their stingers. At any given time, half of

the quasits will use their alternative form ability to become either monstrous centipedes or wolves, remaining cloaked by the *disguise self* spell, while the others will fight from the air and in the illusions, providing a flanking bonus in addition to the bonuses granted from their invisibility and the confusion of the stage's illusionary magics. Once more than ten of the quasits are dead or disabled, the rest will swarm away from the party and towards the exit that leads into 1-3, so that they can warn Quietis of the party's arrival. It takes them only one round to reach the exit.

Quasits (14): CR 2; Tiny Outsider (Chaotic, Extraplanar, Evil); CR 2; HD 3d8; hp 13; Init +7; Spd 20 ft (4 squares), fly 50 ft. (perfect) (10 squares); Space/Reach 2-1/2 ft./0 ft.; AC 18, touch 15, flat-footed 15; Base Atk +3; Grp -6; Atk Claw +8 melee (1d3-1 plus poison); Full Atk 2 claws +8 melee (1d3-1 plus poison) and bite +3 melee (1d4-1); SA Poison, spell-like abilities; SQ Alternate form, damage reduction 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 10; AL CE; SV Fort +3, Ref +6, Will +4; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +6, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge (the planes) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +6; Improved Initiative, Weapon Finesse.

Spell-Like Abilities: At will – *detect good*, *detect magic*, and *invisibility* (self only); 1/day – *cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11). Caster level 6th. The save DCs are Charisma-based. Once per week, a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 12th), except that a quasit does not regain hit points for changing form, and any individual quasit can assume only one or two forms no larger than Medium. Common forms include bat, monstrous centipede, toad, and wolf. A quasit in alternate form loses its poison attack.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex.

Area 1-3 – Hall of Mirrors (EL 14): Read or paraphrase the following:

The luminous glow is slightly brighter in here and you almost have to squint as you enter the chamber. Glistening mirrors line both the walls and the ceiling of this square room. Even the columns are made of a silvery polished marble,

reflecting all that look into them as warped, bizarre versions of themselves. However, the twisted monstrosity in the center of the room is no reflection made by a mirror but rather the horrifying form of a demon. The beast's amber eyes glow with hatred as it leers at you. No sound comes from its mouth as it has been sown completely shut. Raising its clawed hands towards the heavens, rainbow colored light begins to glow around his hulking form as he charges forward with a sadistic gleam in his eyes.

The Hall of Mirrors once served as part of the mechanism that the creators of the Gatehouse used to power the portal found in room 1-7. The mirrors, however, have lost their portal empowering magic over the ages and Amdusias had to find another means of opening the portal. The mirrors now only serve the amusement of the nalfeshnee named Quietis yet they also hide certain treasures...and traps.

Six of the mirrors harbor a cache of treasure, provided one can get around their traps, or even guess as to their hidden magics. With a successful Search check of DC 25, the PCs can notice that the surfaces of these mirrors appear to be slightly "wavy" and should a PC put his hand on one of the mirrors, their hand will pass through it and into an extra-dimensional space. However, each of these six mirrors is trapped with a *lightning bolt* trap which needs to be disarmed before the PCs can reach the hidden loot.

Quietis has served as Amdusias's lieutenant since the founding of the cult. The demon has kept a record of the cult's founding, goals, and activities since its inception and takes pride in his role as the historian of such cosmic events. Quietis's mouth has been sown shut to prevent him from speaking its secrets, should he somehow be compelled.

Quietis enjoys melee combat more so than other nalfeshnees and relies on his smite ability to render his opponents helpless. He then focuses on the helpless opponent, ripping them apart in front of their companions. This tactic is often used by Quietis to intimidate his foes (roll an Intimidate check) and he uses this to his advantage. If sorely pressed, Quietis resorts to his formidable spell-like abilities but his pride prevents him from fleeing. He fights to the death to protect his cause.

Treasure: Hidden within the 6 mirrors are a the following treasures:

Mirror 1: A tome entitled *Of The Muted*, containing a history of the cult. The information contained with-



in is similar to the story found in the Background portion of this module and if the PCs read this book, which is written in Abyssal, the GM should give them the basics of that section. The book can only be read by using *read magic* and *comprehend languages* and these spells must be arcane in nature.

Mirror 2: A *bag of holding* (500 lbs.), along with Quietis's personal wealth, which includes an *electricum ring* (1,500 gp), two pearls (2000 gp each), a *ring of the ram*, and 4 *potions of water breathing*.

Mirror 3: 2,500 gp.

Mirror 4: Empty.

Mirror 5: 5,000 gp, and a *rod of mineral detection*.

Mirror 6: 2 *potions of invisibility*, and a scroll with *reverse gravity* (14th level caster) on it.

Quietis, Nalfeshnee: CR 13; Huge Outsider (Chaotic, Extraplanar, Evil); HD 14d8+112; hp 175; Init +1; Spd 30 ft. (6 squares), fly 40 ft. (poor) (8 squares); Space/Reach 15 ft./15 ft.; AC 27, touch 9, flat-footed 26; Base Atk +14; Grp +29; Atk Claw +21 (1d8+7); Full Atk 2 claws +21/+16 melee (1d8+7); SA Smite, spell-like abilities, summon demon; SQ Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 22,

telepathy 100 ft., true seeing; AL CE; SV Fort +17, Ref +10, Will +15; Str 25, Dex 13, Con 27, Int 22, Wis 22, Cha 20.

Skills and Feats: Bluff +22, Concentration +25, Diplomacy +26, Disguise +5 (+7 acting), Hide +10, Intimidate +22, Knowledge (History) +23, Listen +31*, Move Silently +18, Search +23, Sense Motive +23, Spellcraft +25 (+27 scrolls), Spot +31*, Survival +6 (+8 following tracks), Use Magic Device +22 (+24 scrolls); Cleave, Improved Bull Rush, Multiattack, Power Attack, Silent Spell-like Ability (as per Silent Spell but with spell-like abilities). Skills: Quietis has a +8 racial bonus on Listen and Spot checks.

Smite (Su): Three times per day, Quietis can create a nimbus of unholy light. When the demon triggers the ability, rainbow-colored beams play around its body. One round later they burst in a 60-foot radius. Any creature within this area must succeed on a DC 22 Will save or be dazed for 1d10 rounds as visions of its worst fears hound it. The creature receives its full Dexterity and shield bonuses to AC if attacked but can take no actions. Other demons are immune to this effect.

Spell-Like Abilities: At will – *call lightning* (DC 18), *feeblemind* (DC 20), *greater dispel magic*, *slow* (DC 18), *greater teleport* (self plus 50 pounds of objects only), *unholy aura* (DC 23). Caster level 12th.

Summon (Sp): Twice per day, Quietis can attempt to summon 1d4 vrock, 1d4 hezrou, or one glabrezu with a 50% chance of success, or another nalfeshnee with a 20% chance of success. This ability is the equivalent of a 5th-level spell.

True Seeing (Su): Quietis continuously uses *true seeing*, as the spell (caster level 14th).

Lightning Bolt Trap (6): CR 5; magic device; touch trigger; automatic reset; spell effect (*lightning bolt*, 6th-level wizard, 6d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

Area 1-4 – The Shrine to Madrah and the Test of Knowledge (EL 11): Read or paraphrase the following:

This once-holy shrine must have once been the labor of love for the devout. Gleaming marble columns ascend into the ceiling, their surfaces covered with the holy symbol. An altar, topped with a towering twenty-foot tall statue of a god, stands against the far wall of the shrine, the stern yet gentle features of the statue seemingly watching all in his shrine. Yet, there is no feeling of the holy presence one would expect to experience in such a sanctified place. A side passage leads deeper into the Gatehouse but

the way is blocked by a shimmering curtain of crimson light. Suddenly, a booming voice fills the room and demands, “If you seek to know the path, answer these questions or face my wrath.”

This shrine once served as the primary house of worship for the creators of the Gatehouse. It was here that they paid homage to Madrah and spread his word. While the altar and statue are impressively crafted, they no longer hold any of the divine magic they once did. All of the artifacts this shrine once housed have also been removed long ago when the priests left this place. However, the shrine houses a powerful puzzle that the PCs need to solve before they can head further into the Fane.

Amdusias has perverted the defensive magics of the Fane and has augmented the so-called Test of Knowledge. In ancient times, the Test of Knowledge served as a means to test acolytes of Madrah, but Amdusias has twisted the test to block the PCs' progress.

The PCs need to answer the following three questions regarding the origin of arcane magic and the God of the Magi. Should the PCs fail to answer the questions appropriately, they face the wrath of a servitor of Amdusias, a fiendish chaos beast. One fiendish chaos beast will appear for each wrong answer that the PCs give and they must answer all three questions correctly before advancing. The fiendish chaos beast will attack similarly in the manner of the ones found in area 1-1. A total of six fiendish chaos beasts, two per question, can appear in this manner and should the PCs face and vanquish all six, they will have failed the test and must find another way through the barrier. The crimson barrier of light functions as a wall of force and it can be dispelled with a successful dispel magic but not a disintegrate spell. It functions as if cast by a 16th level caster. It will disappear once the PCs answer all three of the questions correctly.

The questions are as follows:

1. Who was the one who created the arcane foundation of the world?

Answer: The First Magister

2. What shows the way to this sacred place?

Answer: The Warlock's Gemstone

3. Whose Fane do you now stand in?

Answer: God of the Magi

The answers can be found in the *Of The Muted* tome (hidden in area 1-3) with a successful Search

check of 20 or a PC can come up with the answers via a successful Knowledge (arcana) or Knowledge (religion) check of DC 25. It is strongly encouraged that the PCs try to solve the puzzle on their own and not resort to just rolling the appropriate checks. The GM should offer clues as he sees fit.

Fiendish Chaos Beast: CR 7; Medium Outsider (Chaotic, Extraplanar, Evil); HD 8d8+8; hp 44; Init +5; Spd 20 ft. (4 squares); AC 16, touch 11, flat-footed 15; Base Atk +8; Grp +10; Atk Claw +10 melee (1d3+2 plus corporeal instability); Full Atk 2 claws +10 melee (1d3+2 plus corporeal instability); SA Corporeal instability, smite good; SQ Darkvision 60 ft., immunity to critical hits and transformation, resistance to cold 10 and fire 10, DR 5/magic, SR 15; AL CE; SV Fort +7, Ref +7, Will +6; Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +13, Escape Artist +12, Hide +12, Jump +9, Listen +11, Search +11, Spot +11, Survival +0 (+2 following tracks), Tumble +14, Use Rope +1 (+3 with bindings); Dodge, Improved Initiative, Mobility.

Corporeal Instability (Su): A blow from a fiendish chaos beast against a living creature can cause a terrible transformation. The creature must succeed on a DC 15 Fortitude save or become a spongy, amorphous mass. Unless the victim manages to control the effect (see below), its shape melts, flows, writhes, and boils. An affected creature is unable to hold or use any item. Clothing, armor, rings, and helmets become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the victim cannot act coherently. The victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (-4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll). Each round the victim spends in an amorphous state causes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it becomes a fiendish chaos beast. A victim can regain its own shape by taking a standard action to attempt a DC 15 Charisma check (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. On a failure, the victim can still repeat this check each round until successful. Corporeal instability is not a disease or a curse and so is hard to remove. A *shapechange* or *stoneskin* spell does not cure an afflicted creature but fixes its form for the duration of the spell. A *restoration*, *heal*, or *greater restoration* spell removes the affliction (a

separate restoration is necessary to restore any drained points of Wisdom).

Immunity to Transformation (Ex): No mortal magic can permanently affect or fix a fiendish chaos beast's form. Effects such as polymorphing or petrification force the creature into a new shape, but at the start of its next turn it immediately returns to its mutable form as a free action.

Smite Good (Su): Once per day, a fiendish chaos beast can make a normal melee attack to deal +8 points of extra damage against a good foe.

Area 1-5 – The Hall of the First Magister (EL 14):

Read or paraphrase the following:

The soft glow of the marble walls is mingled with the harsh, flickering yellow of torchlight. Upon the walls and columns are blood red runes, written in fresh blood and they glow a fiery red, adding to the harsh lighting of the hall. Within this hall, nearly the entire floor has been etched to create a breathtakingly beautiful depiction of the Speaking of the First Spell. A band of 13 Magisters, depicted as elderly, wizened men and women dressed in flowing robes stand before a backdrop of nothing. A symbol floats before them. The remainder of the mural shows scenes of arcane wonders and the rise of arcane magic in the civilized world.

Standing over the mural and next to a sputtering torch is another demon, although this one does not look to be maimed or otherwise "silenced" like the others. It looks up at your approach and attempts to speak, only to grow annoyed at the lack of words coming from its fanged maw. The demon makes a threatening motion towards you and the air suddenly seems alive with eldritch energy.

The Mural of the Arcane Creation was crafted by one hundred of Madrah's most devoted followers, over the course of ten years. It depicts the vision given to them by the God of the Magi of what is called the Speaking of the First Spell. The Mural radiates faint transmutation magic and stands a testament to the devotion of Madrah's followers felt towards their sacred duty of remembering the First Magisters.

Azereth is a glabrezu who is renowned in the Abyss for his knowledge of all things magic. The demon serves as Amdusias' advisor on the arcane and is paid handsomely for its services. The demon holds no loyalty to the order and is only being paid to serve as their advisor, not their guard. Its life (such as a demon can know life) is its first priority and fights accordingly. Azereth has taken the opportunity to place three *explosive runes* spells upon the

walls of the Hall, effectively creating a web of fiery doom to any who disturbs even a single one of the spells. Azereth has linked the *explosive runes* to trigger in unison, by its deliberate command, or if one of the PCs reads or triggers one. Should the demon become heavily wounded, it triggers the trap.

Yet, as a demon, Azereth delights in bloodshed and uses its considerable range of spell-like abilities quite effectively. It begins the combat by using its *power word: stun* spell-like ability on the strongest looking PC (Azereth knows of the hidden properties of the Gatehouse concerning *power word* spells). It then resorts to *unholy blight* and *confusion* before plunging into melee. As noted above, if the demon is sorely pressed, it triggers the *explosive runes* trap and then uses its *greater teleport* ability to escape.

Treasure: Azereth wears the *Headband of the Arts* (see page 63), an item he bartered from Amdusias for his services as the magical advisor to the cult. Azereth, as befitting any mercenary, keeps its wealth on its body, inside a leather satchel that looks to be crafted from elven skin (Craft: Leatherworking check, DC 15 to recognize it as such). Inside the satchel is a large uncut ruby (4,500 gp), two *oils of timelessness*, a silvered +1 dagger, a *wand of cure serious wounds* (CL 12th, 13 charges), and 230 platinum pieces.

Azereth, Glabrezu: CR 13; Huge Outsider (Chaotic, Extraplanar, Evil); HD 12d8+120; hp 174; Init +0; Spd 40 ft. (8 squares); Space/Reach 15 ft./15 ft.; AC 27, touch 8, flat-footed 27; Base Atk +12; Grp +30; Atk Pincers +20 melee (2d8+10); Full Atk 2 pincers +20 melee (2d8+10) and 2 claws +18 melee (1d6+5) and bite +18 melee (1d8+5); SA Improved grab, spell-like abilities, summon demon; SQ Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 21, telepathy 100 ft., true seeing; AL CE; SV Fort +18, Ref +8, Will +11; Str 31, Dex 10, Con 31, Int 22, Wis 16, Cha 20.

Skills and Feats: Bluff +22, Concentration +25, Diplomacy +9, Disguise +5 (+7 acting), Intimidate +24, Knowledge (Arcana) +21 (+31 w/"Headband of the Arts"), Knowledge (The Planes) +21 (+31 w/"Headband of the Arts"), Knowledge (Religion) +21 (+31 w/"Headband of the Arts"), Listen +26*, Move Silently +2, Search +21, Sense Motive +18, Spellcraft +21, Spot +26*, Survival +3 (+5 following tracks); Cleave, Great Cleave, Multiattack, Persuasive, Power Attack.

Skills: Azereth has a +8 racial bonus on Listen and Spot checks.

Spell-Like Abilities: At will – *chaos hammer* (DC 19), *confusion* (DC 19), *dispel magic*, *explosive runes*, *reverse gravity* (DC 22), *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC 19); 1/day – *power word: stun*. Caster level 14th. Once per month, Azereth can fulfill a *wish* for a mortal humanoid. The demon can use this ability to offer a mortal whatever he or she desires – but unless the *wish* is used to create pain and suffering in the world, Azereth demands either terrible evil acts or great sacrifice as compensation.

Improved Grab (Ex): To use this ability, Azereth must hit a Medium or smaller opponent with a pincer attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Summon (Sp): Once per day, Azereth can attempt to summon 4d10 dretches or 1d2 vrock with a 50% chance of success, or another glabrezu with a 20% chance of success. This ability is the equivalent of a 4th-level spell.

True Seeing (Su): Azereth is continuously using *true seeing* as the spell (caster level 14th).

Explosive Runes Trap: CR 11; spell; spell trigger; no reset; spell effect (*explosive runes*, 14th-level sorcerer, 18d6 fire, DC 18 Reflex Save for half damage); multiple targets (all targets within 30 ft. of the center of the room.); Search DC 26; Disable Device DC 28.

Area 1-6 – Pool of Divination (EL 9): Read or paraphrase the following:

The sounds of splashing water fill this chamber and at its center sits a gigantic pool of black water. The pool dominates the room and is easily a hundred feet across. How deep the pool is remains a mystery for the black water conceals all. The gold inlay of the pool's rim looks tarnished and the water appears acidic, hissing and popping when it washes over the rim of the pool. A mammoth stone door stands at the other end of the pool and blocks your passage further into the Gatehouse.

Read or paraphrase the following as the PCs enter the area:

As you enter the chamber, you see the tip of a massive tentacle appear from the water and slither upwards towards the ceiling.

This room once served as the divining pool for the mystics of the Gatehouse in ancient times. With the arrival of band of demons, its once pristine waters have become polluted for the sadistic purposes of Isial, a fiendish aboleth from the Abyss. She was *plane shifted* here by Amdusias and she serves as

the guardian of the pool. Amdusias has managed to convert the powerful divination magic of the pool into unholy energy that he used to open the portal to the Fane of the First Spell. Isial remains behind to guard the way and prevent any from disrupting her master, Amdusias.

The pool is very acidic, dealing 1d12 points of acid damage per round to anything other stone (including the PCs' items). Isial is immune to acid and tries to pull any of the characters into the pool with her tentacles. She will then hold the character underwater and attempt to drown them (see rules for drowning in the PHB) while using her bite attack and allowing the acidity of the water to burn the flesh. The *potions of water breathing* the characters found earlier are the key to winning in this battle against Isial. Isial fights to the death.

Isial, Fiendish Aboleth: CR 9; Huge Aberration (Aquatic); HD 8d8+40; hp 76; Init +1; Spd 10 ft., swim 60 ft.; Space/Reach 15 ft./10 ft.; AC 16, touch 9, flat-footed 15; Base Atk +6; Grp +22; Atk Tentacle +12 melee (1d6+8 plus slime); Full Atk 4 tentacles +12 melee (1d6+8 plus slime); SA Enslave, psionics, slime; SQ Aquatic subtype, darkvision 60 ft., mucus cloud, immunity to acid, resistance to cold 10 and fire 10, DR 5/magic, SR 13; AL LE; SV Fort +7, Ref +3, Will +11; Str 26, Dex 12, Con 20, Int 15, Wis 17, Cha 17.

Skills and Feats: Concentration +16, Knowledge (any one) +13, Listen +16, Spot +16, Swim +8; Feats: Alertness, Combat Casting, Iron Will.

Enslave(Su): Three times per day, an aboleth can attempt to enslave any one living creature within 30 feet. The target must succeed on a DC 17 Will save or be affected as though by a *dominate person* spell (caster level 16th). An enslaved creature obeys the aboleth's telepathic commands until freed by *remove curse*, and can attempt a new Will save every 24 hours to break free. The control is also broken if the aboleth dies or travels more than 1 mile from its slave.

Psionics (Sp): At will – *hypnotic pattern* (DC 15), *illusory wall* (DC 17), *mirage arcana* (DC 18), *persistent image* (DC 18), *programmed image* (DC 19), *project image* (DC 20), *veil* (DC 19). Effective caster level 16th.

Slime (Ex): A blow from an aboleth's tentacle can cause a terrible affliction. A creature hit by a tentacle must succeed on a DC 19 Fortitude save or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes. The slime reduces the creature's

natural armor bonus by 1 (but never to less than 0). The save DC is Constitution-based. A *remove disease* spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a *heal* or *mass heal* spell can reverse the affliction.

Mucus Cloud (Ex): An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a DC 19 Fortitude save or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another Fortitude save continues the effect for another 3 hours.

Smite Good (Su): Once per day, Isial can make a normal melee attack to deal +8 points of extra damage against a good foe.

Area 1-7a – Cry of the Banshee (EL 11): Read or paraphrase the following:

The massive door standing before you is unadorned and crafted from black stone that seems to absorb the light from the surrounding marble walls. It has a large handle and it looks like it can be pulled outward.

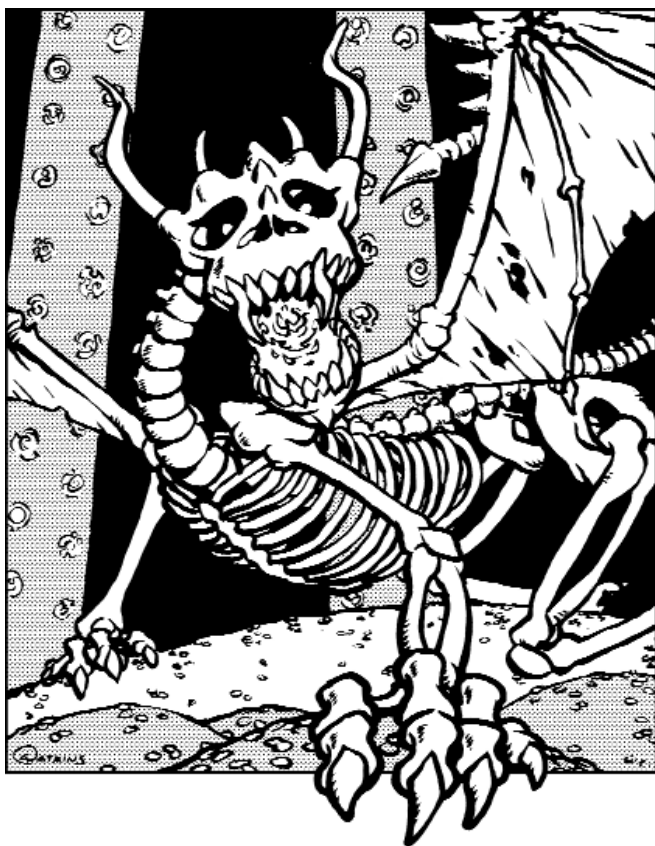
The stone door is trapped. Should any of the PCs attempt to open the door without disarming the trap, they heard a piercing shriek inside their heads and suffer the effects of the *wail of the banshee* trap.

Wail of the Banshee Trap: CR 11; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*wail of the banshee*, 17th-level wizard, DC 24 Fortitude save negates); multiple targets (up to 20 creatures); Search DC 35; Disable Device DC 35.

Stone Door: thickness 6 in.; Hardness 8; hp 90; Break DC 28.

Area 1-7 – The Portal Room (EL 15): Read or paraphrase the following:

As the stone door opens, you find yourself in a chamber bathed in the cerulean light of arcane symbols. Before you is an immense portal constructed of stone and marble. The portal itself is not open, although the tangible aura of powerful magic tells you that the portal must have been opened not long ago. The fourteen pillars of this room glow with blue light and have arcane sigils carved across their entire surface. In the right corner of the room, a pile of glittering coins lay in a heap. Perched atop this heap of treasure is a skeletal red dragon with a



demonic visage. The decaying crimson scales are speckled with black, and the dragon's eyes burn with an unholy red glow. His skeletal wings, spread out fully in a sign of challenge, are shot with veins of black and his shimmering hide bears vivid scars of past glories. The most startling feature of this unholy union of demon and dragon is his missing lower jaw. His entire lower jaw, teeth and all, is gone and you can only speculate why as the radiance of fire, coming from the gaping maw of the dragon's throat, begins to burn forth.

This is the portal room that holds the only method of reaching the Fane of the First Spell. The portal itself was recently activated by Amdusias, who has gone forth to the Fane to begin his casting of the spell that will strip the worlds of arcane magic. He has left the skeletal dragon to stop the party from advancing any further.

The dragon was once the feverish disciple of Amdusias and has been instructed by Amdusias to defend the portal with its unlife.

Treasure: The dragon guards magic items along with a small hoard of coins that serves as his bed. Among his belongings are a *ring of teleport* (as per the *teleport* spell, CL 16th), *necklace of fireballs* (Type IV), a *wand of polymorph* (CL 13th, 8

charges), and a cache of ten potions: 3 *cure moderate wounds* (CL 8th), 2 *water breathing*, 2 *potions of glibness*, 2 *detect thoughts*, and 1 *potion of hiding*. His "bed hoard" consists of 257 platinum pieces, 3,546 gold pieces, 1,245 silver pieces, and 976 copper pieces.

Opening the Portal: Once the party has defeated Jawless, they must enter the portal and journey to the Fane of the First Spell, to put an end to Amdusias's vile existence once and for all. But first they must open the portal. They can decipher the arcane symbols on the columns with a Knowledge (arcana) or Spellcraft check of DC 20. The symbols, written in Draconic, power the portal by drawing arcane energy from the pool found in area 1-6. The symbols are the key to activating the portal, and match the symbol depicted on the third facet of the gemstone.

To activate the portal, a PC must smear each of the symbols with some of the acidic water from the pool in area 1-6. This rite can be found in the tome recovered from area 1-4. A successful Knowledge (religion) check of DC 25 can recall the rite as well. The problem stems from getting the acidic water and applying it to the runes (which are unharmed by the acid), as the acid damages anything other than stone. PCs should be rewarded with experience points for coming up with creative ways to solve this puzzle. Once the ritual has been completed, the portal opens with a flare of blue light, allowing the PCs to travel to the Fane of the First Spell for the final showdown with Amdusias.

Young Adult Red Dragon Skeleton: CR 8; Huge Undead (Fire); HD 19d12; hp 123; Init +5; Spd 40 ft.; Space/Reach 15 ft./10 ft.; AC 12, touch 9, flat-footed 11; Base Atk +9; Grp +27; Atk Bite +17 melee (2d8+10); Full Atk Bite +17 melee (2d8+10) and 2 claws +12 melee (2d6+5) and 2 wings +12 melee (1d8+5) and tail slap +12 melee (2d6+15); SA -; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold and fire, undead traits; AL NE; SV Fort +6, Ref +7, Will +8; ?Str 31, Dex 12, Con -, Int -, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Encounter Area 2: The Fane of the First Spell

The second dungeon level is a single chamber very similar in style and construction as the Gatehouse. Unless otherwise noted, it has all of the same features.

The Fane of the First Spell is a striking structure featuring polished white and silver marble surfaces. The ceiling is vaulted and over one hundred feet high. The walls and floor are constructed of the same white, silver-veined marble as the Gatehouse, but glow far brighter, producing the same amount of light as per the *daylight* spell. There are no windows or doors, save for the portal that the PCs entered from. There is no way into or out of the Fane other than the portal.

The Fane of the First Spell has a permanent magical effect that is quite the opposite of the one found in the Gatehouse. Everyone is affected as per the *tongues* and *comprehend languages* spell (no save). All sounds are amplified and echo throughout the chamber, whether it be speaking or any other mundane sound. This effect grants a +10 bonus to all Listen checks and a -10 penalty to all Move Silently checks. Speech functions normally here.

Any arcane spell that is cast within the Fane of the First Spell is treated as one caster level higher and all spells with the sonic descriptor are treated as if they were empowered by the Empower Spell feat without level adjustment.

Marble Wall: thickness 12 in.; Hardness 20; hp 500; Break DC 45.

Areas of the Map

Area 2-1 – The Fane of the First Spell (EL 15): Read or paraphrase the following:

With your feet once again on solid marble ground, you look around and take in your surroundings. Words of awe come forth from one of your companions and you find that you can speak again. A palpable aura of primordial power hangs in the air. You are standing in the Fane of the First Spell, the very spot where all magic was born.

The light of the Fane is both blinding and soothing at the same time and you find that all sound is echoed and amplified. The walls, ceiling, and floor are crafted of the same white marble veined with gold from which the Gatehouse was built. Dominating the center of the room is a symbol like that you saw back in the Hall of the Magisters. This arcane symbol, its meaning long since lost to mortal minds, is a representa-

tion of the First Spell and it is carved deep into the floor. Gathered around the carving are five clay tablets, each standing fifty feet high with golden script etched into their surfaces. At each of the four corner of the Fane stands a fountain on a raised dais. Each of the fountains is devoted to one of the four elements: air, earth, fire and water. From each of the fountains springs forth a geyser of the corresponding element.

In the center of the symbol of the First Spell stands a perversion of all things pure and righteous. The light from the fire flickers across the grotesque figure, its powerful arms holding an adamantine bowl which crackles with shadowy cords of pure, dark magic. Wordlessly, its wholly black eyes stare with immortal intensity as the arcane threads strike down out of the bowl and onto the symbol at its feet. The creature's two soiled white wings twitch excitedly as it maintains its silent focus. The muscles beneath its dusky emerald skin tense suddenly, its hairless head snaps to turn its onyx gaze toward you. The thing wails, and the sound – like the wail of ten thousand damned souls – reverberates through the chamber, rattling and breaking even the stoniest of resolves. A hundred writhing, tongues spill out of the adamantine bowl as the befouled angel draws its great weapon to begin its assault.

In this room, Amdusias has begun its ritual to destroy all arcane magic. With the exceedingly rare foci and meticulous preparation of the room, the PCs' mere entrance is enough to ruin a century's worth of work and trigger the mental *alarm* spell it had cast upon the room. It had done its best to ensure that the room remained intact, all the better to annihilate the Fane at its best. Amdusias realizes the cost of the intrusion and is thus seethingly furious.

Amdusias becomes aware of the PCs either via the mental alert given by its *alarm* spell or through the PCs own actions. Given that the PCs entrance had disrupted the conditions of the spell, Amdusias assumes the party to be minions of the gods that thwarted its previous attempt to overthrow the Fane. Death by the PCs' hands would lead it to the gods' judgment, while the PCs' death may mean another attempt at the spell. It has nothing to lose.

Sure that the minions of the gods would attempt to disrupt its spell, Amdusias has enacted the following spell-like abilities prior to the battle: *bane*, *dispel*

good, see *invisibility*. Amdusias makes good on its name as the Amdusias. It opens combat with *blasphemy* when it becomes first aware of the party. Its second action is to cast its *blade barrier*, then *unholy aura*. For PCs that engage it in melee, the fallen angel reciprocates with mighty swings of its greatsword (smiting when it detects the opponent is good-aligned) or using *contagion* (favoring Cackle Fever) or *bestow curse*. Amdusias holds a deep-seated hatred for bards, sorcerers and wizards especially, and focuses its attacks on arcane spell casters.

Amdusias also has a crude command of the Fane's defenses and uses them to its best advantage. Once per round, as a free action, it can command one of the elemental fountains to erupt forth a stream of pure element and deal 6d6 of the appropriate damage. (Fire damage for fire, Cold damage for water, Bludgeoning damage for earth, and Sonic damage for air). This attack has a range of 100 ft. and functions like the breath weapon of a dragon and allows for a Reflex Save DC 19 for half damage. Amdusias will direct this attack at fighter types, and others displaying poor reflexes. Every use of a fountain incurs a cumulative 6% chance of one of the fountains (determine at random) erupting with unrestrained elemental force, inflicting 4d10 points of damage to all creatures in the room. After an eruption, the chance returns to 0% and begins to accumulate again the next time the angel uses the fountain battle.

See also the *Warlock's Gemstone* sidebar on page 51, for details on the dramatic effects that take place if the gemstone is brought within 15 feet of the fallen angel.

Treasure: The *Tablets of the Spoken* in the Fane of the First Spell are virtually priceless, for they contain every spell that has ever been created on all the planes of existence. However, they cannot be removed from the Fane of the First Spell and lose their powers if they are damaged or moved. A wizard or other class that utilizes a spell book can make use of the *Tablets* (see page 63 for more information on the *Tablets of the Spoken*). Amdusias's sword, "Anthrang", is a +3 *greatsword of wounding* and is left behind when he is defeated. A *ring of protection* +2, a pair of *gauntlets of ogre power*, and a golden necklace with the symbol of the First Spell inscribed into its surface are the only other items the fallen celestial has on him. The necklace is ornamental in nature but the fine craftsmanship and precious materials make it worth 15,000 gold pieces. The adamantite bowl being used as its arcane focus is flawlessly crafted and, although not magical, is worth 5,000 gold pieces.

Escape: Once the PCs defeat Amdusias, they can easily return back to the Gatehouse by retreating through the portal. Once the PCs exit the dungeon, the Gatehouse vanishes, transported by Madrah to a new location, securing it for all time – or at least for as long as it should please the GM. The *Warlock's Gemstone* also vanishes, but as an expression of the deity's thanks, the gemstone is replaced by a perfectly faceted sapphire worth 10,000 gp and containing 3 wishes.

Amdusias, Fiendish Angel, Astral Deva: CR 15; Medium Outsider (Angel, Chaotic, Extraplanar, Evil); HD 12d8+48; hp 102; Init +8; Spd 50 ft. (10 squares), fly 100 ft. (good) (20 squares); AC 31, touch 14, flat-footed 25; Base Atk +12; Grp +18; Atk +3 *greatsword of wounding* melee (1d8+12 plus stun) or slam +18 melee (1d8+9); Full Atk +3 *greatsword of wounding* +21/+16/+11 melee (1d8+12 plus stun) or slam +18 melee (1d8+9); SA Spell-like abilities, stun, smite good; SQ DR 10/good and magic, SR 30, darkvision 60 ft., low-light vision, immunity to acid, cold, and petrification, resistance to electricity 10 and fire 20, tongues, uncanny dodge; AL CE; SV Fort +14 (+18 against poison), Ref +12, Will +12; Str 20 (22 w/ *gauntlets of ogre power*), Dex 18, Con 18, Int 18, Wis 18, Cha 20.

Skills and Feats: Concentration +19, Craft (blacksmithing) +19, Diplomacy +22, Escape Artist +19, Hide +19, Intimidate +20, Knowledge (arcana) +25, Knowledge (the planes) +19, Listen +23, Move Silently +19, Sense Motive +19, Spot +23, Use Rope +4 (+6 with bindings); Alertness, Cleave, Great Fortitude, Improved Initiative, Power Attack.

Spell-Like Abilities: At will – *bane*, *continual flame*, *detect good*, *discern lies* (DC 19), *dispel good* (DC 20), *dispel magic*, *unholy aura* (DC 23), *unholy smite* (DC 19), *blasphemy* (DC 22), *invisibility* (self only), *plane shift* (DC 22), *polymorph* (self only), *bestow curse* (DC 18), *contagion* (DC 18), *cause fear* (DC 16); 7/day – *inflict light wounds* (DC 16), see *invisibility*; 1/day – *blade barrier* (DC 21), *harm* (DC 21). Caster level 12th.

Stun (Su): If Amdusias strikes an opponent twice in one round with his sword, that creature must succeed on a DC 22 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.

Uncanny Dodge (Ex): Amdusias retains its Dexterity bonus to AC when flat-footed, and he cannot be flanked except by a rogue of at least 16th level. He can flank characters with the uncanny dodge ability as if he were a 12th-level rogue.

Smite Good (Su): Once per day, Amdusias can make a normal melee attack to deal +12 points of extra damage against a good foe.

New Magic Items

Headband of the Arts: This beautifully decorated headband is made of a sturdy leather circlet studded with four diamonds and a large sapphire which sits upon the forehead of the wearer. The large sapphire has the symbol of Madrah, the God of the Magi within its cerulean depths. The headband grants a +10 bonus to all Knowledge checks made by the wearer and it also grants the ability to use *comprehend languages*, *tongues*, and *read magic* three times per day as a 14th level caster.

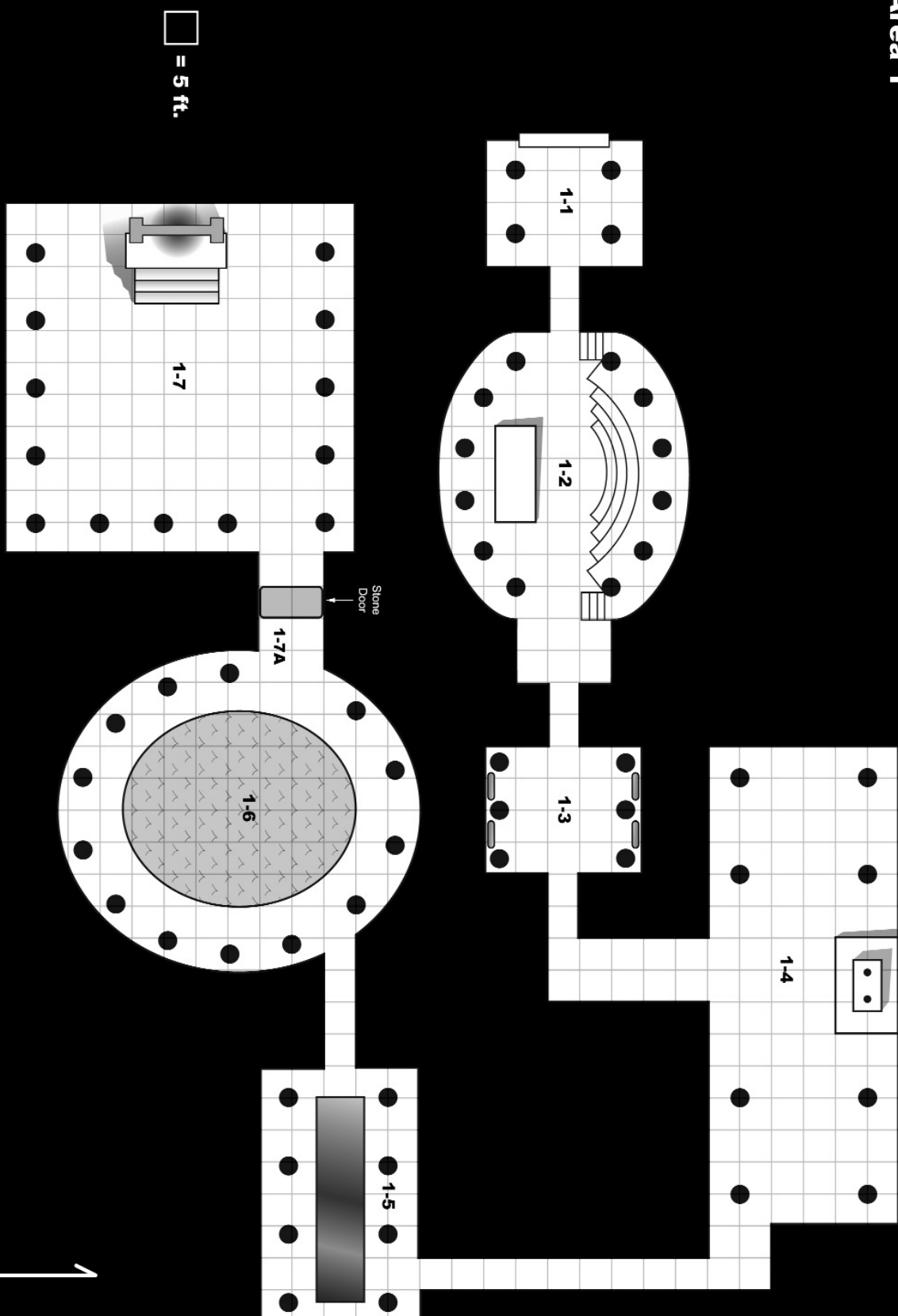
Moderate divination; CL 14th; Craft Wondrous Item, *legend lore*; Price 36,000 gp.

The Tablets of the Spoken (Major Artifact): The *Tablets of the Spoken* are black clay tablets that stand fifty feet high and appear to be covered in golden lettering, too small for the naked eye to read. The lines of written text are constantly being added to, for the tablets record all arcane spells ever created on all the planes of existence. These tablets have existed since the First Spell was spoken by the First Magisters and legend has

that when the tablets are filled and the last spell has been discovered, they will shatter and all arcane magic will disappear, for magic will have lost its mystery and purpose. The tablets cannot be removed or damaged by any means of physical strength or magical manipulation, nor by divine intervention, for they predate all of those things. The PCs can only read the miniscule writings if they have magical means of enhancing their vision (such as with *goggles of minute seeing*). If a wizard or similar class that utilizes a spell book spends one whole day studying the writings without interruption and makes a successful Spellcraft check (DC 25), they can record any one spell per spell level that they are able to cast. For example, a wizard who is able to cast 5th level spells gains a new 1st, 2nd, 3rd, 4th, and 5th level spell. These spells can be taken from any sourcebook that the GM allows. This bonus can only be granted once to any given character, no matter how many times they read the *Tablets*.

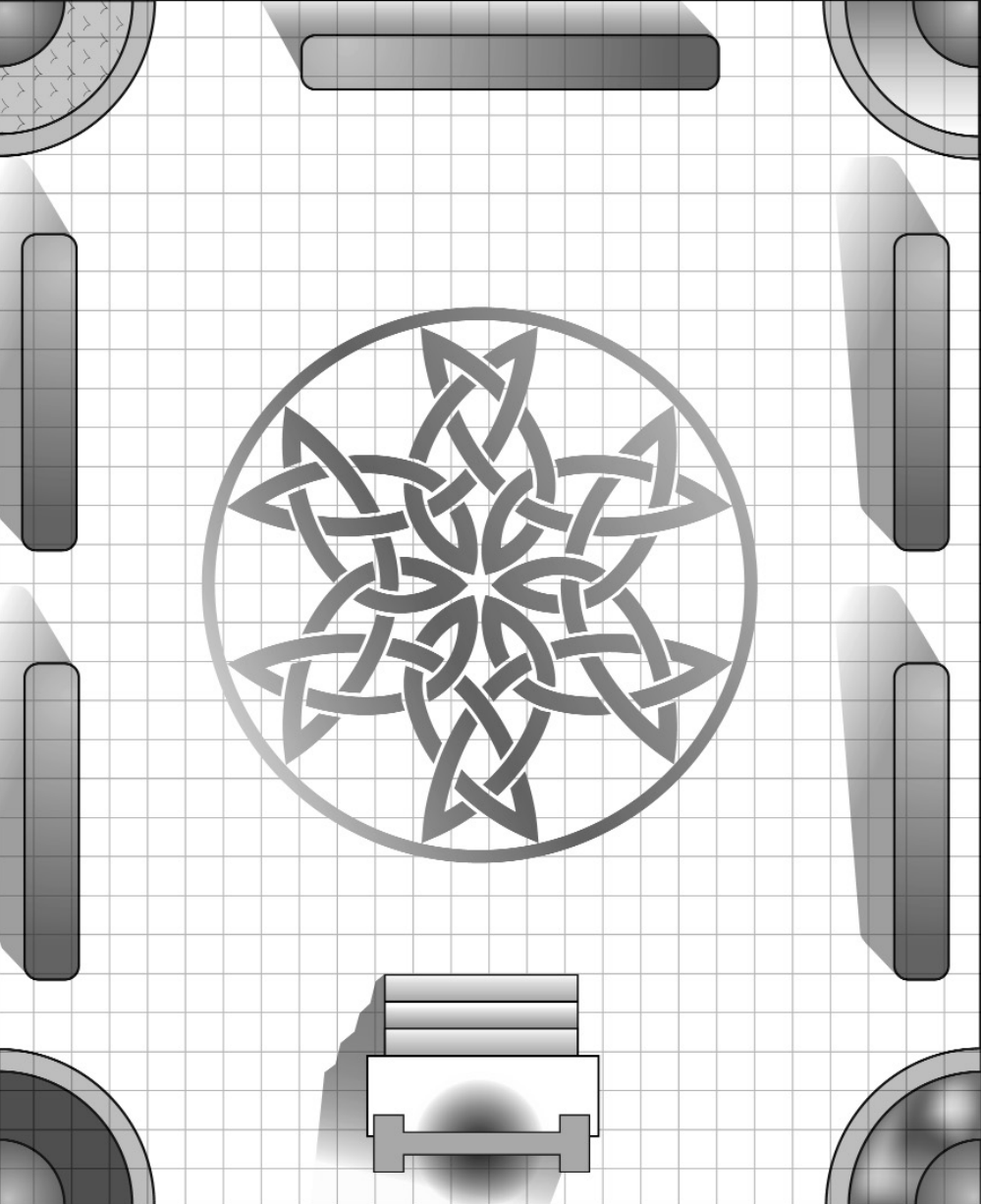
Overwhelming divination and transmutation; CL 20th.

Fane of the First Spell Area 1



The Temple of the First Word Area 2

Fountain of air

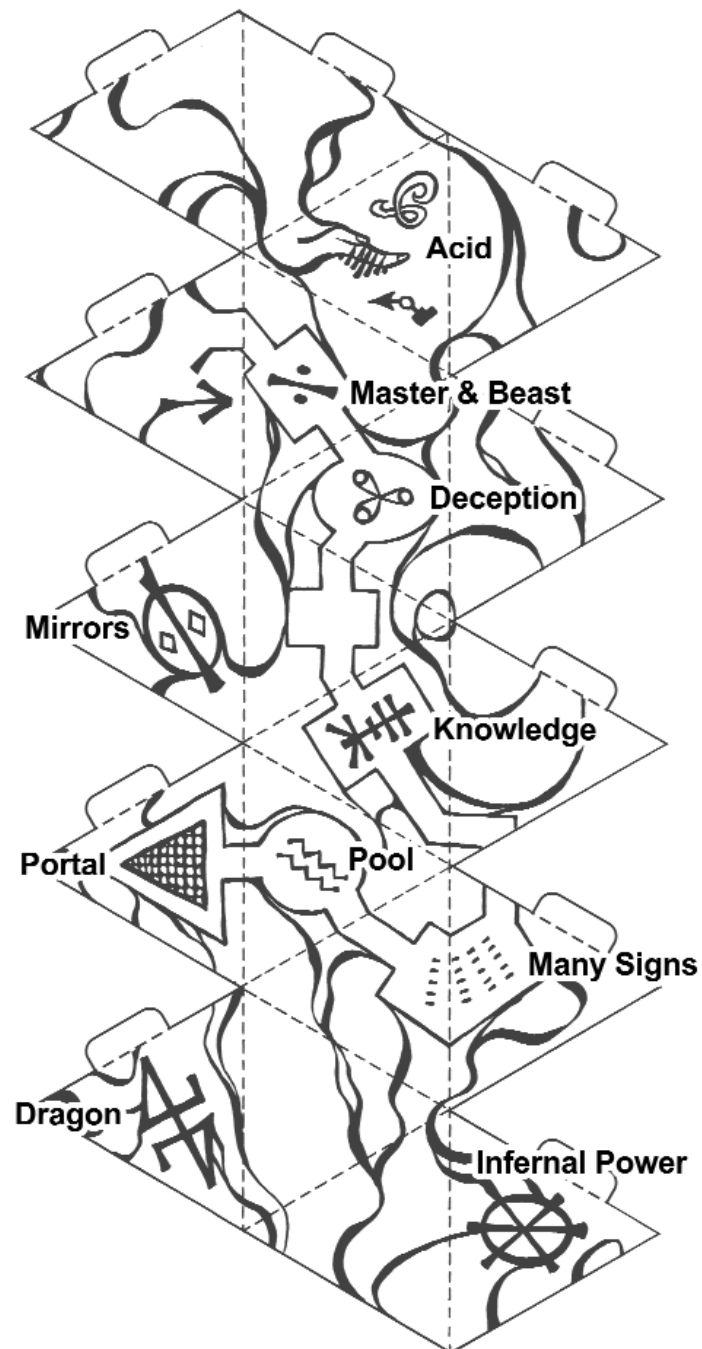


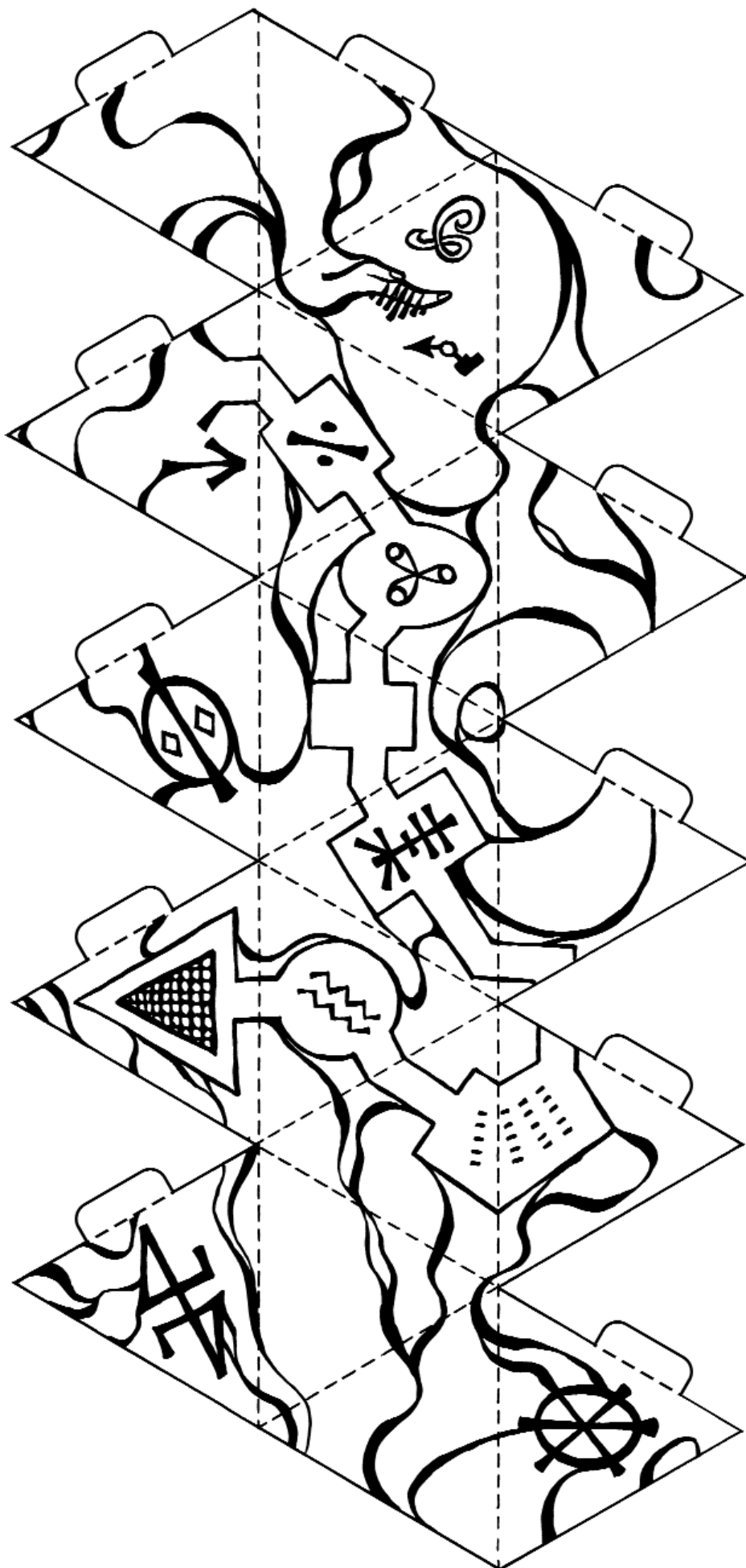
Fountain of water

Fountain of fire

Fountain of earth

The treasure map for Fane of the First Spell is a mystical gemstone, shown on the following page. The key below shows what the various symbols mean. The gemstone map is designed to be clipped out and assembled. Clip along the solid lines, score and fold along the dotted lines, and then glue at the tabs. Permission is granted to photocopy for personal use.





Dungeon Crawl Classics

The Aqueous Vault

By Casey Christofferson with Scott Green
AN ADVENTURE FOR CHARACTER LEVELS 13-15



Introduction

The Aqueous Vault is an exciting action adventure for 4-6 characters of 13th-15th level. It is strongly suggested that the party be balanced with an arcane and a divine spell caster, a rogue, and several front line fighters. Druids and others who have powers over natural elements would also be acceptable in this adventure as the majority of the action takes place in water filled catacombs and lairs of the Aqueous vault's hellish guardians.

Adventure Summary

Through the course of their adventures, it is assumed that the PCs find a curious disk of some unknown metallic alloy (see page 85). The PCs discover strange glyphs upon one side of the disk, which appears to be directions to an offshore volcanic island some distance at sea. The faintly inscribed writing also seems to indicate the existence of a vast treasure including a king's ransom in rare gemstones. The second side of the disk contains obscure references to the vault itself.

The PCs travel by sea or whatever means they have at

their disposal to the dead volcanic cone upon the island known by sailors as the Moaning Isle, an isle which is shunned for its cursed nature and the number of shipwrecks attested to the area. There they do battle with the minions of Impopotle, and finally come face to face with the foul beast Impopotle itself.

A Strange Disk, A Hidden Map

The disk is roughly 3 feet in diameter with a strange sheen that glows a slightly greenish hue when held in complete darkness and submerged in water. This property of the disk may be revealed with a successful Knowledge (arcana) check (DC 31) or a successful Bardic Lore check (DC 30).

A map is revealed upon the flat surface if a gemstone of 1,000 gp value (or greater) is brought within a foot of the surface, or if the disk is viewed with a *true seeing* spell. The above mentioned Knowledge (arcana) and Bardic Lore checks would also determine that a non-magical gemstone would activate some unknown effect from the disk.

The map shows a vaguely recognizable coastline of the

GM's choice in the world of Áereth, which would be apparent to a mariner or cartographer who has had access to maritime charts. A mariner or cartographer would recognize the coastline with successful Knowledge (Cartography) or Profession (Mariner/Sailor) check (DC 25).

Aside from the map, the following phrase is inscribed upon the disk in an archaic and long dead tongue which would require a successful Decipher Script check (DC 25) to translate. The phrase may also be deciphered through the use of various magical spells or items such as a *helm of comprehend language and read magic*.

The cryptic missive written around the rim of the disk reads:

Lost here in this briny deep, 10,000 jewels to feed the beast. Below the waves lies the ancient's hidden trove. Seek not Im'po'potle's watery dome, lest ye then unleash thy certain doom!

The flip side of the disk holds a strange stylized image, a cross-section of the Moaning Isle. Whether or not the PCs recognize this as a map is entirely up to the heroes.

Game Master's Section

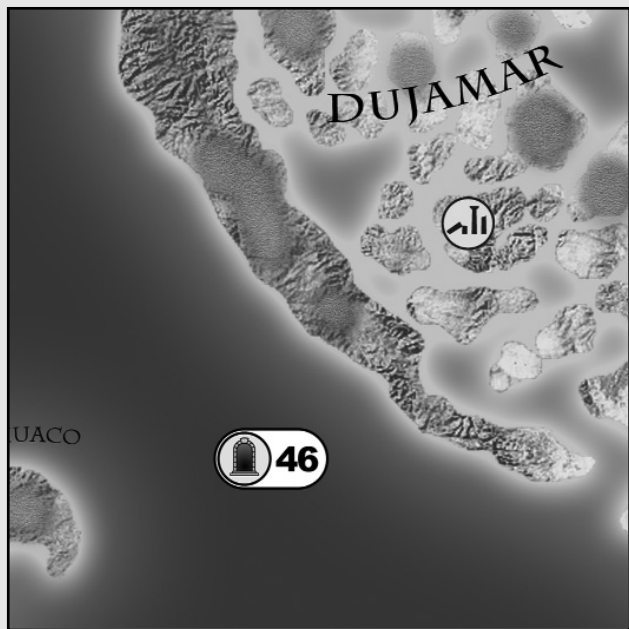
Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. The abbreviations used are: Loc the location number keyed to the map for the encounter. 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.

Loc	Pg	Type	Encounter	EL
Start	70	C	60 Sahuagin <i>Blup-Lup</i> , Sahuagin Drd10 Huge Shark 4 Sahuagin, Bbn4	15
1-2	74	C	3 Harpies, war5	13
1-3	75	C	10 Harpies	10
1-4	75	C	<i>Ocyete</i> , harpy Brb10 2 Harpies, war5 <i>Captain Kanaka</i> , Frt4/Rog4	15
2-2	77	C	5 Sahuagin, Bbn4	10
2-2b	77	C	<i>Opalpi</i> , Sahaugin Clr11 4 Sahuagin, Bbn4	13
2-3	78	C	4 Sahuagin, Bbn4 4 Sahuagin, Exp5	10
2-4	79	P/C	<i>Qywillid</i> , Sahuagin Rog5/Asn8	14
2-6	80	C	2 Sahuagin, Bbn4	8
2-7	80	T	<i>Glyph of warding</i> trap (blast)	4
2-8	80	C	Sahuagin mutant consort	2
2-9	80	T	<i>Energy drain</i> trap	10
2-10	81	C	4 Sahuagin 3 Hatchling swarms	3
2-11	81	C	<i>King Yurribble</i> , Sahuagin, Wereshark (hybrid form) Bbn9 4 Sahuagin, Bbn4 4 Sahuagin mutant consorts 2 Sea cats	15
2-12	82	C/P	<i>Im'po'potle</i> , Kraken, Sor12 Lever Puzzle	18

DCC World

The Moaning Isle is hidden in the seas south of the wild islands of Dujamar. Far from the regular shipping lanes, the isle is seldom happened upon, save when ships are blown far off course by violent storms.



Getting to the Moaning Isle

By Sea: The Vile Dragon

If the PCs do not have possession of a ship, wish to purchase a ship or merely book passage in search of the Moaning Isle, they find passage upon the Vile Dragon. The Vile Dragon is a sailing ship with a crew of 20, captained by a burly red faced sea dog named Captain Seamus.

Passage and travel time to the Moaning Isle should depend on GM tastes, and take as long or as little time as needed. For GMs not using DCC #35: Gazetteer of the Known Realms as their default campaign setting, merely place the Moaning Isle 1-3 weeks' sea journey from the nearest accessible sea port.

Vile Dragon's Vital Statistics: Length 75 ft.; Width 20 ft.; Hardness 5, 60 HP per 10x10 ft hull section.; Masts (2); Cargo 150 tons.; Armaments: 2 Ballista (fore and aft).

Captain Seamus, Ftr6: CR 6; Medium Human; HD 6d10+12; hp 49; Init +1; Spd 20 ft. in armor, base speed 30 ft.; AC 16 (+1 Dex, +5 chainmail), touch 11, flat-footed 15; BAB +6; Grp +9; Atk +11 melee (1d8+6, +1 longsword, 19-20/x2) or +7 ranged (1d8, longbow, crit x3, range 100 ft.); Full Atk +11/+6 melee (1d8+6, +1 longsword, 19-20/x2) or +7/+2 ranged (1d8, longbow, crit x3, range 100 ft.); AL N; SV Fort +7, Ref +3, Will +4; Str 17, Dex 13, Con 15, Int 10, Wis 10, Cha 8.

Skills and Feats: Balance +2*, Climb +2*, Craft (armorsmithing) +4, Escape Artist -4*, Hide -4*, Intimidate +4, Listen +2, Move Silently -4*, Profession (sailor) +10, Spot +2, Swim -7*, Tumble -4*; Alertness, Blind-Fight, Iron Will, Power Attack, Skill Focus (Profession [sailor]), Skill Focus (Balance), Weapon Focus (longsword), Weapon Specialization (longsword).

Equipment: +1 longsword, chainmail armor, heavy crossbow, longbow, quiver, 30 arrows.

Vile Dragon Crew Members, Ftr1 (20): CR 1; Medium Human; HD 1d10+2; hp 12; Init +1; Spd 30 ft.; AC 14 (+1 Dex, +3 studded leather), touch 11, flat-footed 13; BAB +1; Grp +3; Atk +3 melee (1d8+2, longsword, 19-20/x2) or +2 ranged (1d6, shortbow, crit x3, range 60 ft.); Full Atk +3 melee (1d8+2, longsword, 19-20/x2) or +2 ranged (1d6, shortbow, crit x3, range 60 ft.); AL N; SV Fort +4, Ref +1, Will +2; Str 15, Dex 12, Con 14, Int 9, Wis 10, Cha 9.

Skills and Feats: Balance +1*, Climb +3*, Escape Artist +0*, Hide +0*, Profession (sailor) +8, Swim +0*, Tumble +0*; Iron Will, Power Attack, Skill Focus (Profession [sailor]).

Equipment: longsword, shortbow, 20 arrows, studded leather armor.

Travel to the Island: Other Methods

It is possible that the PCs may make their journey to the Moaning Isle through magical means such as by use of a *greater teleport* spell, arrive upon the shore of the island instantly. If characters arrive upon the island by this means, the GM may proceed to the section detailing the upper portions of the Moaning Isle.

Player Beginning: Island Approach

After several weeks of sailing, the island finally comes into view to reveal a lush green jungle stretching to an elevation of 500 feet around the volcanic cone of the atoll. Rising from the thick vegetation, sharp cliffs reach to a height of 2000 feet. Rounding out the picture, frothy waves crash against the narrow beach of coarse black volcanic sand.

Sahuagin Assault (EL 15): As the ship draws near the island, read or paraphrase the following:

Suddenly, the ship comes to a lurching halt and the air is filled with the sound of cracking beams. Sailors are thrown overboard and to the deck in a cacophony of screams and confusion. In an instant, water rushes from below decks to fountain from the cargo hold.

As the PCs' vessel comes within 2000 feet of the shore, sahuagin raiders attack the ship. PCs on deck are allowed to make a Spot check (DC 25) to notice beings swimming up from directly beneath the boat. Allow any characters who make a successful Spot check to take an action before the sahuagins spring their trap. The sahuagins gain +4 armor class for total cover as they swim up from the depths to attack.

Sixty sahuagins participate in the attack, including four sahuagin barbarians, Blub-Lup the sahuagin druid, and Jaws, his animal companion.

Tactics: On the first round of the assault, Blub-Lup hits the hull of the PCs vessel with its *warp wood* spell, rending a 10 by 30 foot hole in the hull of the vessel, which causes it to begin sinking immediately. If the PCs are using some magical vessel such as a *folding boat*, the item gains a magic item Will save (DC 15) against the spell. The sahuagin warriors wait in the waters below, attacking any sailors that jump overboard.

On round 2, Blub-Lup hits the hull of the vessel with a second *warp wood* spell. In the event that the PCs find a way to stop the ship from sinking, this second casting doubles the amount of water below decks and the ship sinks below the waves in 1d12 rounds.

Sahuagin raiders swarm the captain, crew, and PCs. Based on averages for underwater combat, and penal-

ties suffered by human sailors, the normal sailors are almost instantly overcome by the savage attacks, leaving the PCs and Captain Seamus for round 3.

On round 3, 2d6 sahuagin leave the battle, dragging corpses or subdued sailors back to their island. Each sahuagin carries enough *potions of water breathing* to insure that prisoners live long enough to be fed to Im'po'potle. The remaining sahuagin, and barbarians attack the PCs, while Blub-Lup casts *stoneskin* on self and his shark animal companion.

On round 4, sahuagin warriors and barbarians press attacks from multiple points and planes of attack. Note that if a combatant is fully submerged, he may be attacked from 10-18 or more points of assault. Blub-lup casts *animal growth* on animal companion. See "animal growth" stat block for information.

On round 5 and beyond, the sahuagins continue to fight on brutally until 1/4th their number (or Jaws and Blub-Lup) are slain, before retreating to their barnacles. If the PCs surrender, they are stripped of items and gear, fed potions of *water breathing* and led to the sacrificial chamber of Im'po'potle.

If the PCs manage to fight off the sahuagin attack, they may wish to seek the shoreline to lick their wounds. Alternately they may wish to pursue their attackers, or see if they can rescue crewmen who have been hauled into the undersea sahuagin barnacles. Proceed to any areas detailed in the following sections of the adventure to determine where the PCs quest goes from here!

Sahuagins (60): CR 2; Monstrous Humanoid (Aquatic); HD 2d8+2; hp 11; Init +1 (Dex); Spd 30 ft., swim 60 ft.; AC 16 (+1 Dex, +5 natural), touch 11, flat-footed 15; BAB +2; Grp +4; Atk +4 melee (1d4+2, talon), or +4 melee (1d8+3, trident), or +3 ranged (1d10/19-20, heavy crossbow, range 120 ft.); Full Atk +4 melee (1d8+3, trident) and +2 melee (1d4+1, bite), or +4 melee (1d4+2 [x2], talons) and +2 melee (1d4+1, bite), or +3 ranged (1d10/19-20, heavy crossbow, range 120 ft.); SA blood frenzy, rake 1d4+1; SQ blindsight 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent; AL LE; SV Fort +3, Ref +4, Will +4; Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills and Feats: Handle Animal +4*, Hide +6*, Listen +6*, Profession (hunter) +1*, Ride +3, Spot +6*, Survival +1*, Swim +10; Great Fortitude, Multiattack.

Blub-Lup, Sahuagin, Drd10: CR 11; Monstrous Humanoid [Aquatic]; HD 2d8+4 plus 10d8+20; hp 78; Init +5; Spd 30 ft., swim 60 ft.; AC 23 (+1 Dex, +5 natural, +5 +3 *coral armor*, +2 +1 *coral shield*), touch 11, flat-footed 22; BAB +9; Grp +11; Atk +13 melee (1d8+4, +2 *trident*) or +10 ranged (1d10, heavy crossbow, 19-20/x2, range 120 ft.) or +11 melee (1d4+2, talon); Full Atk +13/+8 melee (1d8+4, +2 *trident*) and +9 melee

(1d4+1, bite) or +10 ranged (1d10, heavy crossbow, 19-20/x2, range 120 ft.) or +11 melee (1d4+2 [x2], talons) and +9 melee (1d4+1, bite); SA blood frenzy, rake (1d4+1), spells; SQ aquatic subtype, blindsense (30 ft.), darkvision (60 ft.), light blindness, water dependent, freshwater sensitivity, *speak with sharks*, nature sense, wild empathy, woodland stride, trackless step, resist nature's lure, wild shape (4/day), venom immunity; AL NE; SV Fort +11, Ref +7, Will +13; Str 15, Dex 13, Con 14, Int 14, Wis 17, Cha 12.

Skills and Feats: Concentration +10, Handle Animal +13*, Heal +15, Hide +10*, Knowledge (nature) +13, Listen +12*, Profession (hunter) +3*, Ride +3, Spellcraft +7, Spot +12*, Survival +14* (+16 aboveground), Swim +10; Blind-Fight, Great Fortitude, Improved Initiative, Maximize Spell, MultiattackB, Quicken Spell.

Druid Spells Prepared (+11 melee touch, +10 ranged touch; 6/5/5/4/3/2): 0—*cure minor wounds*, *detect magic*, *guidance* (DC 13), *light*, *read magic*, *virtue*; 1st—*detect animals or plants*, *endure elements*, *hide from animals*, *obscuring mist*, *summon nature's ally I*; 2nd—*bull's strength*, *resist energy*, *summon nature's ally II*, *warp wood* (x2) (DC 15); 3rd—*dominate animal* (DC 16), *poison* (DC 16), *sleet storm*, *summon nature's ally III*; 4th—*dispel magic*, *rusting grasp* (DC 17), *ice storm*; 5th—*stoneskin*, *animal growth*.

Equipment: +2 trident, +3 coral armor, +1 coral shield (functions as +1 small wooden shield), unholy symbol, *potions of water breathing* (3), *potions of cure moderate wounds* (3).

"Jaws", Huge Shark (animal companion): CR 7; Huge Animal [Aquatic]; HD 16d8+32; hp 96; Init +8; Swim 60ft.; AC 23 (-2 size, +4 Dex, +11 natural), touch 12, flat-footed 21; BAB +12; Grp +25; Atk + 17 (3d6+10*, Bite, 19-20/x2**); Full Atk/ +17/+12 (3d6+10*, bite, 19-20/x2**); SQ aquatic subtype, blindsense (30 ft.), link, share spells, evasion, devotion, multiattack.; AL N; SV Fort +12, Ref +14, Will +8; Str 24, Dex 18, Con 15, Int 1, Wis 12, Cha 2.

Skills and Feats: Listen +12, Spot +12, Swim +15; Alertness, Great Fortitude, Improved Initiative, Iron Will, Improved Natural Attack (Bite)*, Improved Critical (Bite)**.

"Jaws" Gargantuan Shark, (animal companion, *animal growth* spell in effect): CR 9; Huge Animal [Aquatic]; HD 16d8+64; hp 128; Init +8; Swim 60ft.; AC 25 (-2 size, +4 Dex, +15 natural), touch 12, flat-footed 21; BAB +12; Grp +29; Atk + 21 (3d8+16, Bite); Full Atk/ +21/+15 (3d8+16*, bite, 19-20/x2**); SQ aquatic subtype, blindsense (30 ft.), link, share spells, evasion, devotion, multiattack.; AL N; SV Fort +14, Ref +14, Will +8; Str 32, Dex 18, Con 19, Int 1, Wis 12, Cha 2.

Skills and Feats: Listen +12, Spot +12, Swim +15; Alertness, Great Fortitude, Improved Initiative, Iron Will, Improved Natural Attack (Bite)*, Improved Critical (Bite)**.

Sahuagin, Bbn4: CR 6; Medium Monstrous Humanoid [Aquatic]; HD 2d8+4 plus 4d12+8; hp 47; Init +5; Spd 40 ft., swim 70 ft.; AC 19 (+1 Dex, +5 natural, +3 +1 *coral armor*), touch 11, flat-footed 18; BAB +6; Grp +9; Atk +10 melee (1d8+4, +1 *trident*) or +7 ranged (1d10, heavy crossbow, 19-20/x2, range 120 ft.) or +9 melee (1d4+3, talon); Full Atk +10/+5 melee (1d8+4, +1 *tri-*

dent) and +7 melee (1d4+1, bite) or +7 ranged (1d10, heavy crossbow, 19-20/x2, range 120 ft.) or +9 melee (1d4+3 [x2], talons) and +7 melee (1d4+1, bite); SA blood frenzy, rake (1d4+1), rage (2/day); SQ aquatic subtype, blindsense (30 ft.), darkvision (60 ft.), light blindness, water dependent, freshwater sensitivity, speak with sharks, uncanny dodge, trap sense (+1); AL

Underwater Combat Quick Reference

Swimming

- Swimmers make a Swim check once per round while in the water.

Success means they may swim at up to one-half their speed as a full round action or at one-quarter their speed as a move action. If the swimmer fails by 4 or less, they make no progress through the water. If the swimmer fails by 5 or more they go underwater.
- Armor Check Penalties for swimmers are doubled. I.E. The Armor Check Penalty for Full Plate is -12 against the swim check.
- Surface creatures who are underwater for any reason (diving, failed swim check) must hold their breath. The surface creature may hold their breath for a number of rounds equal to twice their Constitution Score.
- Taking any actions other than move actions (swimming) or free actions reduce the amount of time that a character may hold their breath by 1 round for every round of strenuous activity.

Drowning

- When a character has expended all their rounds of breath, they must make a Constitution check DC 10 to continue to hold their breath. The DC increases by +1 every round. When a character fails their Constitution check they begin to drown.

On a failed save, the character drops to 0 hit points. On the following round they drop to -1 and are dying. On the third round after the failed save they have drowned and are dead.

Armor

Aside from the armor check penalties, characters in medium and heavy armor have the additional disadvantage of a loss of a body's natural buoyancy. In other words they sink if they cannot swim (Failed Swim Check). The following bulleted items describe the effects of sinking in armor on the PC that are in addition to the possibility of drowning.

- Characters in medium or heavy armor that fail their swim check sink like an anchor at a rate of 20 ft. per round.
- Removing light or medium armor takes 1 minute. Heavy armor takes 1d4+1 minutes, taking no other actions except removing armor. Heavy armor may be cut off (I.E. slicing connecting straps) in 1d10+5 rounds. Note: Magical armor may only be sliced off with an edged magical weapon of equal "plus" bonus. The character (or assistants) may take no other actions during this time. Assistants helping cut a PC free reduce the time required to remove the armor by half.

Water Pressure

- For every 36 feet the character sinks they must make a Constitution check (DC 10) or suffer 1 point of temporary Strength and Constitution damage. The DC of the Constitution save increases by +1 for every 36 feet as pressure builds and the character's lungs are compressed.
- If a character fails their Constitution save at a depths beyond 400 feet they die instantly as they are overcome by crushing water pressure and necrosis. *Water breathing* and similar spells also protect against the crushing depths.

Combat

- Slashing and piercing weapons are -2 to hit and deal half damage underwater unless the attacker is under the effect of a freedom of movement spell.
- Bows other than specially designed crossbows are ineffective underwater.
- Weapons such as spiked chains and whips may not be used at range underwater, but may be used as make shift garrote, ropes, or in the case of spiked chains as a piercing weapon when used against an adjacent opponent.
- Fire based spells automatically fail when cast underwater.

NE; SV Fort +8, Ref +5, Will +5; Str 16, Dex 13, Con 14, Int 14, Wis 13, Cha 9.

Skills and Feats: Handle Animal +8*, Hide +6*, Intimidate +8, Listen +10*, Profession (hunter) +1*, Ride +3, Spot +10*, Survival +5*, Swim +11; Great Fortitude, Improved Initiative, Multiattack, Power Attack.

Equipment: +1 trident, +1 coral armor (functions as +1 leather armor).

Encounter Area 1: The Moaning Isle

The Moaning Isle has long haunted the stories of sailors, and nary a night passes without some old seadog recounting a tale of a ship being lost to the wicked denizens of the isle. Despite the many legends and rumors, very little is known about the isle.

The Moaning Isle is formed of hard, volcanic stone, a fact that can be readily verified from sea. The isle is nearly 1500 feet across, and surrounded by a beach of black sand. Above the beach, the island is ringed by a thick tropical jungle. Travel through the jungle allows for easier Climb checks (DC 15) than the stark stone of the upper 1500 feet, but reduces movement to 1/4th, as creatures must literally claw their way through the foliage. Druids and other characters who pass through natural terrain without impediments (such as *free action* magical effects) are un-fazed.

The jungle in turn gives way to the cone of a dead volcano, that rises nearly 2,000 feet above sea level.

Special Features

Moan: On a random encounter roll of 14 the dead volcano cone emits a wild moan due to changes in water depth within the cone itself. The Moan requires anyone hearing it to make a successful Will save (DC 20) or be shaken with fear for 1d20 minutes. A successful save means the PC is no longer affected by any of their isle's moans for the duration of their visit to the Moaning Isle.

Resistant to Scrying: The strange volcanic stone and alien vibrations given off by the local rock deny any but surface scrying of the Moaning Isle. In other words the surfaces of the island may be revealed but none of the caverns or structures within may be viewed with any magical powers or items that grant the abilities of clairaudience or clairvoyance.

Anti-Magic: Magic works normally in most areas of the Moaning Isle, however the natural rock surface of the island which provides the resistance to scrying is also resistant to magic and spell like abilities. Spells such as *passwall* and *move earth* do not function against the natural volcanic rock of the Moaning Isle.

Random Encounters

The island is thick with vicious predators. For every hour spent in the jungle, roll 1d14.

Roll (d14)	Encounter
1	Constrictor snake, giant
2	1d4+2 harpies
3	1-2 dire tigers
4	1d4+4 girallons
5	1d3+3 achaierai
6-13	No encounter
14	Moan (see above)

Constrictor Snake, Giant: CR 5; Huge Animal; HD 11d8+14; hp 63; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; Space/Reach 15 ft./10 ft.; AC 15, touch 11, flat-footed 12; Base Atk +8; Grp +23; Atk Bite +13 melee (1d8+10); Full Atk Bite +13 melee (1d8+10); SA Constrict 1d8+10, improved grab; SQ Scent; AL N; SV Fort +8, Ref +10, Will +4; Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +17, Hide +10, Listen +9, Spot +9, Swim +16; Alertness, Endurance, Skill Focus (Hide), Toughness

Constrict (Ex): On a successful grapple check, a constrictor snake deals the indicated damage.

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

Harpy: CR 4; Medium Monstrous Humanoid; HD 7d8; hp 31; Init +2; Spd 20 ft., fly 80 ft. (average); Space/Reach 5 ft./5 ft.; AC 13, touch 12, flat-footed 11; Base Atk +7; Grp +7; Atk Club +7 melee (1d6); Full Atk Club +7/+2 melee (1d6) and 2 claws +2 melee (1d3); SA Captivating song; SQ Darkvision 60 ft.; AL CE; SV Fort +2, Ref +7, Will +6; Str 10, Dex 15, Con 10, Int 7, Wis 12, Cha 17.

Skills and Feats: Bluff +11, Intimidate +7, Listen +7, Perform (oratory) +5, Spot +3; Dodge, Flyby Attack, Persuasive.

Skills: Harpies have a +4 racial bonus on Bluff and Listen checks.

Dire Tiger: CR 8; Large Animal; HD 16d8+48; hp 120; Init +2; Spd 40 ft.; Space/Reach 10 ft./5 ft.; AC 17, touch 11, flat-footed 15; Base Atk +12; Grp +24; Atk Claw +20 melee (2d4+8); Full Atk 2 claws +20 melee (2d4+8) and bite +14 melee (2d6+4); SA Improved grab, pounce, rake 2d4+4; SQ Low-light vision, scent; AL N; SV Fort +13, Ref +12, Will +11; Str 27, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +7*, Jump +14, Listen +6, Move Silently +11, Spot +7, Swim +10; Alertness, Improved Natural Attack (claw), Improved Natural Attack (bite), Run, Stealthy, Weapon Focus (claw).

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

Pounce (Ex): If a dire tiger charges, it can make a full attack, including two rake attacks

Rake (Ex): Attack bonus +18 melee, damage 2d4+4

Skills: Dire tigers have a +4 racial bonus on Hide and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Girallon: CR 6; Large Magical Beast ; HD 7d10+20; hp 58; Init +3; Spd 40 ft., climb 40 ft.; Space/Reach 10 ft./10 ft.; AC 16, touch 12, flat-footed 15; Base Atk +7; Grp +17; Atk Claw +12 melee (1d4+6); Full Atk 4 claws +12 melee (1d4+6) and bite +7 melee (1d8+3);?SA Rend 2d4+9; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +7, Ref +8, Will +5; Str 22, Dex 17, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +14, Move Silently +8, Spot +6; Iron Will, Toughness (2)

Rend (Ex): A girallon that hits with two or more claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d4+12 points of damage.

Skills: A girallon has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Achaierai: CR 5; Large Outsider (Evil, Extraplanar, Lawful); HD 6d8+12; hp 39; Init +1; Spd 50 ft.; Space/Reach 10 ft./10 ft.; AC 20, touch 10, flat-footed 19; Base Atk +6; Grp +14; Atk Claw +9 melee (2d6+4); Full Atk 2 claws +9 melee (2d6+4) and bite +4 melee (4d6+2); SA Black cloud; SQ Darkvision 60 ft., spell resistance 19; AL LE; SV Fort +7, Ref +6, Will +7; Str 19, Dex 13, Con 14, Int 11, Wis 14, Cha 16.

Skills and Feats: Balance +10, Climb +13, Diplomacy +5, Hide +6, Jump +21, Listen +11, Move Silently +10, Sense Motive +11, Spot +11; Dodge, Mobility, Spring Attack

Black Cloud (Ex): Up to three times per day an achaierai can release a choking, toxic black cloud. Those other than achaierai within 10 feet instantly take 2d6 points of damage. They must also succeed on a DC 15 Fortitude save or be affected for 3 hours as though by an *insanity* spell (caster level 16th).

Areas of the Map

Area 1-1 – The Harpy Cliffs: The harpy cliffs are exceptionally sheer, requiring a successful Climb check (DC 17) to scale their surface. There is literally no place to hide upon these cliffs and no cover for those caught in a battle. PCs who have the gift of magical, natural or supernatural flight are set upon by harpy archers, with the harpies maneuvering to avoid melee combat with the PCs. This continues until all harpy archers upon the cliffs are slain or are somehow driven away.

Area 1-2 – Lookout (EL 13): Read or paraphrase the following:

The broken crags are stained with droppings, and strewn with broken bones. Winged figures circle ominously, and in the cliffs above twisted sticks and filthy feathers poke out from the clefts in the caldera.

The lookout points located on the northern and southern cliffs of the mountain offer an excellent vantage point for the harpy archers who nest here. At any given time there are 6 normal harpies and 3 harpy markswomen in these nests, keeping an eye on the jungle creatures or watching for passing ships destroyed by the voracious sahuagin. The harpies make a habit of swooping down from the cliffs to snatch up any swimmers that they can get to before the sahuagins drag them beneath the waves.

Harpy Markswomen, War5 (3): CR 9; Medium Monstrous Humanoid; HD 7d8+5d8; hp 54; Init +3; Spd 20ft., Fly 80ft.; AC 17, touch 13, flat-footed 14; Base Atk +12; Grpl +14; Atk Shortwords +9 melee (1d6+2/19-20x2) or composite shortbow +15 ranged (1D6+2/x3); Full Atk Shortwords +9/+4/-1 melee (1d6+2/19-20x2) or composite shortbow +13/+13/+8/+3 ranged (1D6+2/x3); SQ captivating song; AL CE; SV Fort +6, Ref +9, Will +6; Str 14, Dex 17, Con 10, Int 8, Wis 10, Cha 14.

Skills and Feats: Bluff +8, Listen +8, Perform +13, Spot +6; Dodge, Flyby Attack, Point Blank Shot, Rapid Shot.

Possessions: Composite shortbow, studded leather armor, quiver with 20 arrows.

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. Retailers can call 228-392-4177 to reach Gamescience.

Harpies (6): See above.

Area 1-3 – Harpy Nests (EL 11): Read or paraphrase the following:

Broken branches, bound together with bits of torn fabric and green rotting skin form the densely woven harpy nests. The piles of shiny sun-bleached skulls are nearly indistinguishable from the eggs and bits of broken eggshell. Wicked faced harpies brandish claw and club as they prepare to defend their nests to the death.

These nests are filled with eggs or hatchlings of the harpies. There is a 20% chance that 1d3 surviving sailors are also present, saved for breeding purposes before being fed to the hatchlings. Any survivors found will typically be 1st level sailors with the same stats as others mentioned above, although the nests also offer GMs the opportunities to introduce new PCs to replace those that may have died earlier in the expedition.

Treasure: Hidden among the nests (Search, DC 20) is the following treasure: a *potion of blur*, a 130 gp white pearl, a 400 gp coral necklace, and a divine scroll with the following spells: *bless weapon*, *make whole*, and *cure moderate wounds*.

Harpy Markswomen, War5 (10): See above.

Area 1-4 – Ocyete's Nest (EL 15+): Read or paraphrase the following:

This nest is much larger than the others, with bits of shining gold, and rust crusted weapons poking out from amongst the dried jungle sticks and piles of jungle leaves and lice laden molted feathers. The jungle landscape stretches on below.

This is the nest of the Harpy Queen Ocyete. Ocyete is guarded by a pair of harpy markswomen and her consort Captain Kanaka Jackson. Kanaka is under heavy charms placed by Ocyete, who has taken a shine to the durable sea dog. If the enchantments on Kanaka are broken he assists in slaying Ocyete. He will not, however, act to destroy the eggs, as he does feel some familial kinship to them. He would also “kindly ask” that everyone forget where they rescued him from, in exchange for a treasure map leading to another lovely and equally hospitable location!

Treasure: 100 pp, ornate marble plate (800 gp), bone figurine (600 gp), platinum wine cup (800 gp), *wand of cat's grace* (19 charges), *potion of invisibility*, *wand of hold person* (27 charges), +1 heavy steel shield, *potion of endure elements*.



Ocyete the Harpy, Brd10: CR 12; Medium Monstrous Humanoid; HD 7d8+7 plus 10d6+10; hp 83; Init +6; Spd 20 ft., fly 80 ft. (average); AC 13 (+2 Dex, +1 natural), touch 12, flat-footed 11; Base Atk +14 Grp +15; Atk +15 melee (1d6+1, club); Full Atk Club +15/+10/+5 melee (1d6+1) and claws +10 melee (1d3x2); SA captivating song, suggestion (DC 19), spells; SQ darkvision (60 ft.), bardic music, countersong, fascinate, inspire courage (+2), inspire competence, inspire greatness; AL CE; SV Fort +8, Ref +14, Will +13; Str 12, Dex 15, Con 12, Int 11, Wis 12, Cha 18.

Skills: Bluff +22, Diplomacy +14, Disguise +4 (+6 acting), Gather Information +6, Intimidate +16, Knowledge (history) +6, Knowledge (local) +12, Listen +13, Move Silently +8, Perform (oratory) +19, Spot +9. Feats: Dodge, Flyby Attack, Great Fortitude, Improved Initiative, Persuasive, Skill Focus (Perform [oratory]).

Bard Spells Known (+15 melee touch, +16 ranged touch; Cast per Day 3/4/4/3/1): 0—*dancing lights*, *daze* (DC 14), *detect magic*, *flare* (DC 14), *ghost sound* (DC 14), *read magic*; 1st—*grease*, *disguise self*, *feather fall*, *hideous laughter*; 2nd—*alter self*, *cure moderate wounds*, *enthrall* (DC 16), *hold person* (DC 16); 3rd—*charm monster* (DC 17), *confusion* (DC 17), *haste*, *displacement*; 4th—*dominate person* (DC 18), *hold monster* (DC 18).

Harpy Markswomen, War5 (2): See above.

Captain Kanaka “The Snake” Jackson, Ftr4/Rog4: CR 8; Medium Human; HD 4d10+4 plus 4d6+4; hp 55; Init +6; Spd 30 ft.; AC 16 (+2 Dex, +3 +1 *leather*, +1 light steel shield), touch 12, flat-footed 14; Base Atk +7; Grpl +10; Atk +2 *scimitar* +12 melee (1d6+5/18-20/x2) or mwk. short sword +11 melee (1d6+3/19-20/x2); Full Atk +2 *scimitar* +12/+7 melee (1d6+5/18-20/x2) or mwk. short sword +11/+6 melee (1d6+3/19-20/x2); SA sneak attack (+2d6); SQ trapfinding, evasion, trap sense (+1), uncanny dodge; AL N; SV Fort +6, Ref +9, Will +4; Str 16, Dex 14, Con 13, Int 10, Wis 11, Cha 12.

Skills and Feats: Balance +9, Climb +8, Disable Device +6, Escape Artist +6 (+8 ropes), Hide +1, Listen +6, Move Silently +5, Open Lock +8, Profession (sailor) +8, Search +6, Spot +6, Survival +0 (+2 following tracks), Swim +1, Tumble +1, Use Rope +2 (+4 bindings). Blind-Fight, Cleave, Improved Initiative, Iron Will, Lightning Reflexes, Nimble Fingers, Power Attack.

Equipment: +2 *scimitar*, masterwork short sword, 2 daggers, +1 *leather*, masterwork thieves' tools.

Area 1-5 – The Volcano Shaft: Read or paraphrase the following:

The maw of the mountain opens to an unknown depth below. A weird moan escapes from the shaft and foul odors waft up from its depths.

The volcano shaft descends 2000 feet to sea level and is filled with water from this depth until it reaches the Lair of Im'po'potle. Some other-worldly aspect of the volcanic glass within the cone itself seems to slowly leech and suppress magical power so that the shaft emanates an anti-magic field. This effect extends the full 2000 feet of the inside of the volcano to sea level and throughout the stone of the island descending all the way to the sea floor. Below sea level, the anti-magic field is contained within the rock itself, rejecting the ability to pass through it magically. This un-natural quality has served in more ways than one to trap Im'po'potle within its lair for centuries uncounted.

Spells and magical items cease functioning within the volcano cone, but function normally below sea level, so long as they do not involve magically altering or changing the aspect of the stone itself, such as *dimension door* and *passwall*. These spells function normally so long as they do not pass through the stone itself. Descending into the cone from the summit of the island requires successful Climb checks of DC 25.

Moan Check: Roll 1d14 for every 100 feet the PCs climb down the volcano shaft. A natural 14 indicates that a moan issues from the volcano shaft.

If a Moan is rolled while a PC is climbing, they must make an additional climb check, as the water level within the volcano cone raises or lowers itself by 1d8x100 feet. This effect lasts one round before the water drops or raises back to sea level (or below) again.

Encounter Area 2: The Aqueous Vault of Impopotle

Bored into the side of the undersea volcano, the aqueous vault is home to the sahuagin that haunt these sea lanes. The entire vault is filled with water, permitting the water-dependent sahuagin to thrive, while impairing the actions of their surface-dwelling foes. The multitude of sea creatures are held at bay by a number of thick, mucous portals. PCs and sahuagin can pull themselves through the portal with a DC 20 Strength check.

The sahuagin dread bright light, and the chambers are only dimly lit by the faint phosphorescence of sea plants that grow along the insides of the vault.

Mucous portals: These portals coat non-aquatic creatures with a sticky substance that wears off in 1d4 rounds. The mucous substance causes effected non-aquatic creatures to suffer a -2 to Skill checks, Saves, and Attack Rolls.

Calcite Walls: Hardness 8, Hp 60/10 ft. section. The calcite is susceptible to the effects of magical spells such as *shatter* which deal double normal damage.

Harpy Eggs

It is possible that the PCs may run short on food or need to use other spells to replace clerical, druidic or other means of feeding the PCs, and harpy eggs might appear to be a quite nutritious alternative. One would make an omelet that would feed 3 grown men. The side effects of Harpy eggs are not apparent until after they have been devoured. The eater must make a successful Fortitude save (DC 18) or suffer from painful gas (-2 to all attacks, skill checks and saves for 1d4+1 day) that is so disgusting it causes double the random encounters with creatures attracted to scent. Halflings and gnomes refer to harpy eggs as “musical eggs,” and have been known to trade them for up to 25 gp each. Evil wizards and sorcerers have been known to purchase the eggs with the intent of raising the harpy young as guardians to their villainous lair.

Areas of the Map

Area 2-1 – Barnacle of Yurribble: Read or paraphrase the following:

A cyclopean octopoid face of a wicked forgotten epoc stares forth from the under-sea cliff with menacing dead eyes. A hooked calcite mouth pulses open as a pair of scaly fish-men swim forth.

The sahuagin barnacle is a large undersea nodule attached to the sides of the undersea portion of the volcanic island. Cyclopean in stature, and carved and shaped in the likeness of a colossal squid, a pair of eye-like windows stare out into the murky deep 1000 feet below the waves. The single known entrance to this monstrous construction is a mucous portal located in the center of the calcite tentacles which undulate down the sides of the undersea cliff face.

Area 2-2 – Entrance to the Chapel of Im'po'potle (EL 10): Read or paraphrase the following:

The mucous clings to your body, stinging your eyes and burning your skin. As you pull free to the far side, and into open air, you hear savage war cries ringing in the air!

The entrance portal is guarded by 5 sahuagin barbarians. The fish-men attack as the PCs enter the chamber, focusing their attacks on the first PC to pass through the membrane, holding off the rest of the party. If the barbarians are forced back, they retreat to the chapel (area A-6b).

Sahuagin Bbn4 (5): See above.

Area 2-2b – Chapel Chamber (EL 13): Read or paraphrase the following:

Carven pillars featuring ghastly inhuman rites adorn this water filled dome. Razor jawed fish men stare goggle eyed at you as they begin their gurgling chant.

This circular chamber is 80 feet across and is entered through a mucous portal. The chamber serves as the sacrificial hall by which the sahuagins deliver what captured prey they do not eat to Im'po'potle through a mouth like portal which stands opposite the entrance to the chamber. Mucous portals in the floor and the 30 foot high ceiling of the chamber lead to levels above and below.

The sacrificial chamber has six carved pillars featuring images of ghastly sacrifice and horrific nature which detail how the sahuagin have come to worship Im'po'potle as a messenger of their wicked undersea god.

The chamber is occupied by 4 sahuagin barbarians and Opal'poi, high priest of the sahuagin sea god, who oversees sacrificial duties. As the PCs enter the chamber the Sahuagin are in the process of sacrificing 1d4 sailors by binding them and forcing them through the sacrificial wall at the far end of the chamber. For resistant sacrifices, Opalpi summons a huge water elemental with his *bowl of commanding water elementals* and has the creature grapple the sacrifice and haul it into the font tunnel.

Opalpi, Sahuagin, Clr11: CR 12; Medium Monstrous Humanoid [Aquatic]; HD 2d8+4 plus 11d8+22; hp 84; Init +2; Spd 30 ft., swim 60 ft.; AC 26 (+2 Dex, +5 natural, +5 +3 *coral armor*, +4 +2 *heavy coral shield*), touch 12, flat-footed 24; BAB +10; Grp +13; Atk +16 melee (1d8+6, +3 *trident*) or +12 ranged (1d10, heavy crossbow, 19-20/x2, range 120 ft.) or +13 melee (1d4+3, talon); Full Atk +16/+11 melee (1d8+6, +3 *trident*) and +11 melee (1d4+1, bite) or +12 ranged (1d10, heavy crossbow, 19-20/x2, range 120 ft.) or +13 melee (1d4+3 [x2], talons) and +11 melee (1d4+1, bite); SA blood frenzy, rake (1d4+1), spells, cast evil spells (+1 caster level), turn fire creatures, rebuke water creatures 4/day (+1, 2d6+12); SQ aquatic subtype, blind-sense (30 ft.), darkvision (60 ft.), light blindness, water dependent, freshwater sensitivity, *speak with sharks*; AL NE; SV Fort +11, Ref +8, Will +13; Str 16, Dex 14, Con 14, Int 14, Wis 17, Cha 13.

Skills and Feats: Concentration +10, Handle Animal +9*, Heal +15, Hide +10*, Knowledge (religion) +14, Listen +9*, Profession (hunter) +3*, Ride +4, Spellcraft +7, Spot +8*, Survival +3*, Swim +11; Craft Magic Arms and Armor, Empower Spell, Great Fortitude, Brew Potion, Multiattack, Power Attack.

Equipment: +3 *trident*, +3 *coral armor*, +2 *heavy coral shield*, *unholy symbol*, *bowl of summon water elementals* (summons Huge water elemental, see MM.).

Cleric Spells Prepared (+13 melee touch, +12 ranged touch; 6/6/5/5/3/2/1): 0—*detect magic*, *guidance*, *inflict minor wounds* (DC 13), *purify food and drink*, *resistance*, *virtue*; 1st—*command* (x3), *bane* (DC 14), *bless*, *divine favor*, (DC 14); 2nd—*bull's strength*, *cure moderate wounds*, *death knell* (DC 15), *shatter* (DC 15), *spiritual weapon*; 3rd—*animate dead*, *bestow curse* (DC 16), *contagion* (DC 16), *cure serious wounds*, *dispel magic*; 4th—*dimensional anchor*, *giant vermin*, *greater magic weapon*; 5th—*break enchantment*, *slay living* (DC 18); 6th—*blade barrier* (DC 19).

Domain Spells (Evil, Water): 1st—*protection from good*; 2nd—*desecrate*; 3rd—*magic circle against good*; 4th—*unholy blight*; 5th—*ice storm*; 6th—*cone of cold*.

Sahuagin Bbn4 (4): See Sahuagin Attack.

Huge Water Elemental: CR 7; Huge Elemental (Water, Extraplanar); HD 16d8+80; hp 152; Init +4 (Dex); Spd 30 ft., swim 120 ft.; AC 21 (-2 size, +4 Dex, +9 natural), touch 12, flat-footed 17; BAB +12; Grp +27; Atk +17 melee (2d10+7, slam); Full Atk +17 melee (2d10+7 [x2], slam); Space/Reach 15 ft./15 ft.; SA drench, vortex (DC 25 Reflex), water mastery; SQ DR 5/—, darvision (60 ft.), elemental traits; AL N; SV Fort +15, Ref +9, Will +7; Str 24, Dex 18, Con 21, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +11, Spot +12, Swim +15; Alertness, Cleave, Great Cleave, Improved Bull Rush, Iron Will, Power Attack.

Area 2-2c – Sacrificial Font: Read or paraphrase the following:

A beaked tentacled maw opens into a watery gulf of brackish dark. Cruel staring eyes beckon you to explore the void beyond.

Carvings around the portal opposite the entrance are in the shape of a huge beaked mouth surrounded with hooked tentacles and cruel staring eyes. Sacrifices are fed to Im'po'potle by *Opalpi* who uses his *command* spell to send them through the portal and on to their doom. The passage beyond the sacrificial font leads directly to the Dome of Im'po'potle, and exudes a continues effect of the following spells: *bestow curse*, *desecrate*.

The *bestow curse* effect is Caster Level 11. It requires a successful Will save (DC 16) from each being thrust through the portal, lest they suffer 6 points of Strength damage. The sacrificial tunnel leads to the font tunnel, area 2-2d.

Area 2-2d –Font Tunnel: Read or paraphrase the following:

This icy water filled shaft descends to unknown depth into the darkness beyond.

The font tunnel is a ten foot high, ten foot wide circular tunnel bored through the solid solid volcanic rock. The submerged tunnel descends a 25 degree angle some thousand feet into the center of the volcano where it meets up with the volcano shaft directly above the Dome of Im'po'potle.

A steady current flows through the font tunnel that draws water downwards into the tunnel towards the Dome of Im'po'potle. The current is so strong here that only a successful Swim check (DC 30) may press against it and swim back up the shaft to area 2-2c. Characters failing their swim check are drawn at a rate of 100 feet per round.

Area 2-3 – Guard Chamber and Water Flow Control (EL 10): Read or paraphrase the following:

Spined, scaled fish-men bend their backs over alien tubes and humming pipes. Muffled moans filter through the brine from a slimy portal in the center of the chamber.

This large chamber is entered from the entry chamber above by means of a mucous portal in the ceiling. The chamber is occupied by 4 sahuagin experts who control the water flow in and out of the prison chambers below, and 4 sahuagin barbarians who act as guards. The chamber is 80 feet across and has 4 holes in the floor at cardinal points. The holes are each covered with a mucous portal and allow viewing into the sahuagin prison below.

Sahuagin Angling Line (Exotic Weapon)

This wiry substance is made from a tough kelp and is finely braided and laced with shark teeth, and curved hand carved spikes. The line comes in lengths of 50 feet and is tough enough to snare beings of up to 300 lbs. in weight without snapping. The angling line is typically attached to bolts from sahuagin heavy crossbows (spear-guns) when hunting for live prey. In this case it adds a -4 to the attack roll and uses a standard ranged attack roll (with adjusted penalty) to hit.

Sahuagin may then make a trip check vs. the target. If the target fails the trip attack check, the target is *snared* by the angling line. Snared individuals are -2 to attack rolls, -4 to Dexterity, movement and cannot charge or run. Snared targets may be drawn towards the holder of the sahuagin angling line at a rate of 10 feet per round on a successful strength check. The line has no hardness and 2 hp. Snared targets take 1d2 points of damage from hooks and barbs per round.

When used to angle by hand, the angling line requires a ranged touch attack and may only be dropped onto a target from above. Used in this manner, a 5 lb. hooked whalebone sinker is used to drop the line onto a target.

Sahuagin are naturally able to use a sahuagin angling line as a racial weapon affinity. Other races must learn to use it as an exotic weapon proficiency.

Damage: 1d2; Cost: 25 gp; Weight: 1-5 lb.; Range: 20 ft.

Jamming or destroying both valves turns off the powerful current of the font tunnel.

A – Intake Valve: This large valve serves to pump sea water from the carved tentacles on the outside the structure into Sub-Level 2: The Sahuagin Live Catch Tank. The valve is very hard to manage and usually requires two sahuagin engineers to manipulate. It requires a successful Strength check (DC 18) to turn. If the PCs enter this chamber as anything other than prisoners, they are attacked on sight by the experts and barbarians.

B – Drain Valve: This large valve serves to drain water from Sub-Level 2: the Sahuagin Live Catch Tank.

C – Mucous Portals: These portals offer view into the sahuagin live catch tank below. They are 10 feet across and similar to other portals of its sort, keeping water on one side of the portal and air on the other, yet being of a gelatinous nature which allows beings to pass through them as a move action. The portals afford the sahuagin jailors an interesting method of retrieving prisoners from the tank below. The Sahuagin barbarians have lengths of sahuagin angling line which they drop into the pit to snatch prey for sacrifice or food.

Sahuagin, Bbn4 (4): See Sahuagin Attack.

Sahuagin, Exp5 (4): CR 6; Medium Monstrous Humanoid [Aquatic]; HD 2d8+2 plus 5d6+5; hp 33; Init +2; Spd 30 ft., swim 60 ft.; AC 19 (+2 Dex, +5 natural, +2 leather), touch 12, flat-footed 17; BAB +5; Grp +7; Atk +7 melee (1d8+2, trident) or +7 ranged (1d10, heavy crossbow, 19-20/x2, range 120 ft.) or +7 melee (1d4+2, talon); Full Atk +7 melee (1d8+2, trident) and +5 melee (1d4+1, bite) or +7 ranged (1d10, heavy crossbow, 19-20/x2, range 120 ft.) or +7 melee (1d4+2 [x2], talons) and +5 melee (1d4+1, bite); SA blood frenzy, rake (1d4+1); SQ aquatic subtype, blindsense (30 ft.), darkvision (60 ft.), light blindness, water dependent, freshwater sensitivity, *speak with sharks*; AL NE; SV Fort +4, Ref +6, Will +8; Str 14, Dex 14, Con 12, Int 14, Wis 13, Cha 9.

Skills and Feats: Craft (armorsmithing) +15, Craft (blacksmithing) +12, Craft (bowmaking) +12, Craft (weaponsmithing) +15, Handle Animal +4*, Hide +7*, Listen +6*, Profession (hunter) +1*, Ride +4, Spot +6*, Survival +1*, Swim +10; Great Fortitude, Multiattack, Skill Focus (Craft [armorsmithing]), Skill Focus (Craft [weaponsmithing]).

Area 2-4 – Live Catch Tank (EI 14): Read or paraphrase the following:

You stare down into a conical pit filled with dank, sour air. Moans escape from the bottom of the darkened cone where prisoners writhe in obvious agony.

This chamber is comprised of a single cone shaped room. The chamber is generally filled with oxygen that is filtered from the seawater by means of some ancient and unknown science. There are 1d4 wounded sailors clumped at the bottom of the catch tank, waiting to be served up to Im'po'potle or Yurribble.

Climbing the walls of the live catch tank is impossible without pitons or magical aid as the sides are too smooth and slick. Prisoners are occasionally tossed raw fish to eat, but are usually fed to Im'po'potle or Yurribble and his clan before they die of dehydration.

Amongst other prisoners is Qywillid, a malenti sahuagin assassin, who appears for all intents and purposes to be an attractive, if somewhat alien, sea elf. Qywillid is used by the sahuagins to gain the trust of prisoners and press them for information before their execution. If "freed" by the PCs, she offers to join their band though for various reasons does very little to actually help them slay her kind. Instead she waits for just the right moment to participate in the murder of as many PCs as possible.

Sailors (1d4): CR 1; Medium Human; HD 1d10+2; hp 12; Init +1; Spd 30 ft.; AC 14 (+1 Dex, +3 studded leather), touch 11, flat-footed 13; BAB +1; Grp +3; Atk +3 melee (1d8+2, longsword, 19-20/x2) or +2 ranged (1d6, shortbow, crit x3, range 60 ft.); Full Atk +3 melee (1d8+2, longsword, 19-20/x2) or +2 ranged (1d6, shortbow, crit x3, range 60 ft.); AL N; SV Fort +4, Ref +1, Will +2; Str 15, Dex 12, Con 14, Int 9, Wis 10, Cha 9.

Skills and Feats: Balance +1*, Climb +3*, Escape Artist +0*, Hide +0*, Profession (sailor) +8, Swim +0*, Tumble +0*; Iron Will, Power Attack, Skill Focus (Profession [sailor]).

Qywillid, Sahuagin (Malenti), Rog5/Asn8: CR 14; Medium Monstrous Humanoid [Aquatic]; HD 2d8+2 plus 5d6+5 plus 8d6+8; hp 69; Init +8; Spd 30 ft., swim 40 ft.; AC 27 (+4 Dex, +5 natural, +4 bracers of armor, +4 amulet of natural armor), touch 14, flat-footed 23; BAB +11; Grp +13; Atk +17 melee (1d4+5, +3 *dagger*, 19-20/x2) or +15 ranged (1d10, heavy crossbow, 19-20/x2, range 120 ft.); Full Atk +17/+12/+7 melee (1d4+5, +3 *dagger*, 19-20/x2) or +15/+10/+5 ranged* (1d10, heavy crossbow, 19-20/x2, range 120 ft.); SA blood frenzy, sneak attack (+7d6), improved uncanny dodge, death attack (DC 21), evasion, trap sense (+1), trapfinding; SQ aquatic subtype, 13 hours oxygen tolerance, blindsense (30 ft.), darkvision (60 ft.), light blindness, water dependent, freshwater sensitivity, *speak with sharks*, save against poison (+3), hide in plain sight; AL NE; SV Fort +6 (+9 against poison), Ref +17,

Will +9; Str 14, Dex 18, Con 13, Int 12 (16), Wis 13, Cha 12.

*If outfitted with a crossbow

Skills and Feats: Bluff +6, Diplomacy +3, Disguise +19 (+21 acting), Escape Artist +16 (+18 ropes), Handle Animal +3, Hide +16, Intimidate +3, Listen +15, Move Silently +16, Spot +15, Swim +22, Use Rope +4 (+6 bindings); Alertness, Blind-Fight, Great Fortitude, Improved Initiative, Iron Will, Weapon Focus (dagger).

Assassin Spells Prepared (DC 13+ Spell Level; 5/4/4/3): 1st—*disguise, ghost sound, obscuring mist, true strike* (x2); 2nd—*cat's grace, darkness, invisibility, undetectable alignment*; 3rd—*deep slumber, false life, magic circle against good, misdirection*; 4th—*freedom of movement, greater invisibility, poison*.

Equipment: +4 bracers of armor, +4 amulet of natural armor, +3 dagger. 5 doses *Blowfish Venom*. +4 headband of intellect, ring of mind shielding.

Area 2-5 – Entry Hall: Read or paraphrase the following:

The entry hall is un-guarded and has 6 exits, including one in the floor, each sealed with a mucous portal.

Area 2-6 – Guard Room (EL 8): This chamber is guarded by two sahuagin barbarians. An exit in the ceiling leads to the Halls of Yurribble.

Sahuagin Bbn4 (2): See Sahuagin Attack.

Area 2-7 – Opalpi's Sanctum (EL 4): Read or paraphrase the following:

A coral growth glitters in the corner of the chamber. The walls are carved with intricate designs of horrid and alien nature.

This chamber serves as the dwelling of Opalpi when he is not tending to his duties in the chapel below. Opalpi has a calcite chest guarded with a *glyph of warding*.

Treasure: 700 gp black pearl (x3), 24 pp, +2 coral shield (as heavy wooden), 3 *potions of water breathing* (air breathing).

Glyph of Warding Trap (Blast): CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding*)

[blast], 11th-level cleric, 5d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

Area 2-8 – Consorts Quarters (EL 2): Read or paraphrase the following:

Four armed fish folk, bedecked in the treasures of the sea snarl defiantly as you intrude upon their chamber!

This chamber is the residence of the consorts of Yurribble. At any given time there are 1d4 maximum hp per HD sahuagin mutants which lay the eggs for the Egg Chamber (Area 5). They are bedecked in a sparkling array of pearls, conch jewelry and crowns denoting their importance to Yurribble.

Treasure: 700 gp, 300 gp string of pearls, 1200 gp sapphire and coral tiara, 4 vials of unholy water, 7 vials of acid .

Sahuagin Mutant Consorts (1d4): CR 2; Medium Monstrous Humanoid (Aquatic); HD 2d8+2; hp 11; Init +1 (Dex); Spd 30 ft., swim 60 ft.; AC 16 (+1 Dex, +5 natural), touch 11, flat-footed 15; BAB +2; Grp +4; Atk +4 melee (1d4+2, talon), or +4 melee (1d8+3, trident), or +3 ranged (1d10/19-20, heavy crossbow, range 120 ft.); Full Atk +4 melee (1d8+3, trident) and +4 melee (1d4+2 [x2], talons) and +2 melee (1d4+1, bite), or +4 melee (1d4+2 [x4], talons) and +2 melee (1d4+1, bite), or +3 ranged (1d10/19-20, heavy crossbow, range 120 ft.); SA blood frenzy, rake 1d4+1; SQ blindsight 30 ft., dark-vision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent; AL LE; SV Fort +3, Ref +4, Will +4; Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills and Feats: Handle Animal +4*, Hide +6*, Listen +6*, Profession (hunter) +1*, Ride +3, Spot +6*, Survival +1*, Swim +10; Great Fortitude, Multiattack.

Area 2-9 – Egg Chamber (EL 10): Read or paraphrase the following:

A whirling vortex of jelly sacks swirls from floor to ceiling. The water is overly warm here. Each sack twitches with an essence of life.

This large elliptical chamber is filled from the floor to its 30 foot high ceiling with jelly like egg sacks

Blowfish Venom

Blowfish Venom is a highly toxic substance gleaned from reproductive glands of a blowfish. The venom causes paralysis and possibly death in most cases.

Type: Contact/Injected and Injury (DC 20); Initial Damage: Paralysis/2d6 Con; Secondary Damage 1d6 Con.; Cost: 1500 gp per dose.

encased in a hard, hooked calcite casement. A swirling vortex of warm water fills the center of the chamber.

The floor beneath the vortex is marked with a circular black rune. If any creature other than a sahuagin crosses the rune, it activates an *energy drain* trap.

There are roughly 1000 eggs within the chamber, easily enough to re-populate the entire sahuagin colony. On the specialized market these eggs could sell for 1d4x20 gp, but must first be fertilized and their temperature and pressure maintained to exactly that of the egg chamber in order for the eggs to reach proper gestation.

Energy Drain Trap: CR 10; magic device; visual trigger (*true seeing*); automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34.

Area 2-10 – Hatchery (EL 3): Read or paraphrase the following:

Mucous membranes separate two sections of this chamber. Beyond the thin slimy membranes, hundreds of immature fish men whorl and feed. A group of fish-man warriors assault you the moment you enter.

This chamber contains two large tanks where the newly hatched sahuagin eggs are raised to maturation before being sent out to live amongst the rest of the tribe in the various sahuagin barnacles.

The hatchery is overseen by four sahuagin.

Tank A: The first tank is filled with nutrients to accelerate the growth of the newly hatched sahuagin. The “fish” in the first tank range from a foot to eighteen inches long and devour anything placed in the tank in a feeding frenzy, when not busy devouring one another. There are several hundred newly hatched sahuagin in this tank, comprising three swarms. Placing any part of one’s body in the tanks causes the entire tank to swarm and attack.

Tank B: The second tank holds roughly half as many sahuagin as the first, as the young sahuagin hatchlings devour one another, so that only the strong survive. These creatures are larger than the others, but are non-combative due to the fact that they are molting and in a transition stage to reaching a more mature state.

Sahuagin Warriors (4): See stats on page 71.

Sahuagin Hatchling Swarms (3): CR 2; Diminutive Monstrous Humanoid [Swarm]; HD

3d8+3; hp 16; Init +2; Spd, Swim 40 ft.; AC 16 (+4 size, +2 dex), touch 16, flat-footed 17; BAB +2; Grp —; Atk Swarm (1d6); Full Atk +2 melee swarm (1d6); Reach 10ft.; SA Killing Frenzy; SQ Immune to weapon damage, keen scent, low-light vision, swarm traits, aquatic subtype; AL NE; SV Fort +4, Ref +5, Will +2; Str 4, Dex 15, Con 12, Int 2, Wis 13, Cha 2.

Skills and Feats: Listen +3, Spot +3, Swim +7; Alertness, Endurance

Killing Frenzy (Ex): Sahuagin hatchling swarms enter a killing frenzy when they smell blood in the water, gaining a +2 attack bonus and a -2 penalty to their armor class for 10 rounds.

Keen Scent (Ex): Sahuagin hatchlings can notice creatures by scent in a 60 ft. radius and detect blood in the water at a range of 100 ft.

Area 2-11 – Hall of Yurribble (EL 15): Read or paraphrase the following:

A muscular sharkman stands astride a coral and conch throne, flanked by a pair of beasts that seem an amalgam of lion and shark. Other fishmen swim between you and the sharkman, tridents brandished and snarls upon their jagged toothed face.

A mucous portal in the floor and a second in the wall directly adjacent leads to the hall of Yurribble the sahuagin king.

The hall comprises a large chamber roughly 80 feet across that would be located in the upper part of the head of the outside edifice. A large coral and conch shell throne occupies the far wall, and upon it sits Yurribble in all his undersea glory, flanked by four sahuagin mutant concubines and four sahuagin barbarians, and his pair of pet sea cats.

It should be noted that if any sahuagin escape combat in the lower chambers of the barnacle, they have warned Yurribble, who immediately sets out with his warriors to track down and punish any intruders. Yurribble is not an opponent whose activities or location is static within his own citadel!

Yurribble was infected with lycanthropy many years ago by a wereshark, which served only to increase his power and ferocity.

Treasure: 5,864 gp, 7000 gp white opal, 700 gp, aquamarine, 1000 gp coral, 500 gp pink pearl. Arcane scroll (*gust of wind*, *remove fear*, *cat’s grace*), *ring of Swimming* (improved), *potion of cure light wounds*.

King Yurribble, Sahuagin, Wereshark (hybrid form) Bbn9: CR 14; Large Monstrous Humanoid [Aquatic, Shapechanger]; HD 2d8+6 plus 9d12+27



plus 7d8+21; hp 152; Init +8; Spd 40 ft., swim 70 ft.; AC 30 (+4 Dex, +7 natural, +5 bracers, +4 ring), touch 14, flat-footed 17; BAB +11; Grp +24; Atk +23 melee (1d8+12, +3 *trident*) or +14 ranged (1d10, heavy crossbow, 19-20/x2, range 120 ft.) or +19 melee (1d6+7, talon); Full Atk +23/+18/+13 melee (1d8+10, +3 *trident*) and +16 melee (1d8+2, bite) or +14 ranged (1d10, heavy crossbow, 19-20/x2, range 120 ft.) or +19 melee (1d6+10 [x2], talons) and +16 melee (1d8+5, bite); SA blood frenzy, curse of lycanthropy, rage (3/day); SQ aquatic subtype, blindsense (30 ft.), darkvision (60 ft.), light blindness, water dependent, freshwater sensitivity, *speak with sharks*, alternate form, low-light vision, scent, damage reduction (5/silver), damage reduction (1/—), lycanthropic empathy, fast movement, improved uncanny dodge, trap sense (+2); AL NE; SV Fort +16, Ref +15, Will +10; Str 27(31*), Dex 18, Con 17, Int 10, Wis 11, Cha 9.

Skills: Handle Animal +4*, Hide +5*, Intimidate +13, Listen +10*, Ride +6, Spot +10*, Survival +6*, Swim +15. **Feats:** AlertnessB, Great Fortitude, Improved InitiativeB, Iron Will, Multiattack, Power Attack, Weapon Focus (*trident*).

Equipment: +3 *trident of fish command*, +5 *bracers of armor*, +4 *ring of protection*, +4 *belt of giant strength***

Sahuagin Bbn4 (4): See Sahuagin Attack.

Sahuagin Mutant Consorts (4): Hp 18, AC 16, See area 2-8

Sea Cats (2): CR 2; Medium Monstrous Humanoid (Aquatic); HD 2d8+2; hp 11; Init +1 (Dex); Spd 30 ft., swim 60 ft.; AC 16 (+1 Dex, +5 natural), touch 11, flat-footed 15; BAB +2; Grp +4; Atk +4 melee (1d4+2, talon), or +4 melee (1d8+3, trident), or +3 ranged (1d10/19-20, heavy crossbow, range 120 ft.); Full Atk +4 melee (1d8+3, trident) and +4 melee (1d4+2 [x2], talons) and +2 melee (1d4+1, bite), or +4 melee (1d4+2 [x4], talons) and +2 melee (1d4+1, bite), or +3 ranged (1d10/19-20, heavy crossbow, range 120 ft.); SA blood frenzy, rake 1d4+1; SQ blindsight 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, *speak with sharks*, water dependent; AL LE; SV Fort +3, Ref +4, Will +4; Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills and Feats: Handle Animal +4*, Hide +6*, Listen +6*, Profession (hunter) +1*, Ride +3, Spot +6*, Survival +1*, Swim +10; Great Fortitude, Multiattack.

Area 2-12 – Dome of Im'po'potle (EL 18): Read or paraphrase the following:

A black expanse of unknown size stretches out before you as the current seems to draw you ever inward. Muffled echoes of black magic thunder suddenly in your ears. Light seems squelched by the inky blackness as tentacles dart forward, lashing and tearing armor and flesh alike.

The Dome of Im'po'potle may be accessed by swimming down the font tunnel, or through scaling the sheer chimney of the volcano cone without the help of magic.

The dome is a large structure, being 90 feet across with a 100 foot ceiling. The floor comprises a pair of concentric stone rings that are ridged along its bottom. The sole occupant of this chamber is Im'po'potle the Mad, an imprisoned Kraken sorcerer who has dwelt within this prison for eons, fed by the sahuagin that see it as the undying emissary of their god.

Im'po'potle attacks anything that enters its dome on sight, quickly crushing and devouring its prey. It has been many years since Im'po'potle has had a worthy challenge.

Im'po'potle uses *dispel magic* to ruin *water-breathing* and similar spells, and uses *ray of enfeeblement* spells against warrior type opponents. If pressed with foes it feels it cannot handle, it casts *wall of ice* in a hemisphere beneath his opponent(s), the ice rising quickly to the surface, some 1000 ft. up the volcanic shaft!

If the PCs find it easy to dispatch Im'po'potle, but have not faced Yurribble yet, this would be a good point to introduce them.

Vault Doors: At the bottom of the dome chamber is a pair of concentric rings eighty feet in diameter. The larger ring is ridged with ovoid holes roughly eight inches long by one inch wide by four inches deep. A successful Search check (DC 20) notes two valve handles in the chamber, one on each side of the chamber. A successful Search check (DC 25) or better notes that the handles may open a portal between the concentric rings. A successful Search check (DC 30) or better notes that operating the handles may have a variety of deadly effects which cannot be disarmed by any mortal means.

The valve handles are crusted with barnacles. The handles are each currently in a median position but may be turned upwards or downwards, but require a successful Strength check (DC 25) due to the heavy encrustation.

Lever Puzzle: One Valve Up, One Valve Middle: Turning the valves to this position creates a powerful whirlpool that begins to rush throughout the chamber. The whirlpool is 30 ft. at the base and 100 ft. high. Creatures in the chamber must make a successful Reflex save (DC 25) or be trapped within the vortex taking 3d8 points of damage per round until the valve is returned to its original position, or another valve is thrown.

Two Valves Up: Throwing both valves upwards ejects all water from the dome and in the volcano shaft 1000 ft. into the air, as well as all occupants of the dome. Roll 1d12 and 1d100 to determine the direction and lateral distance from the volcano cone which they are ejected. The d12 represents the direction as based on a clock face, d100 is the lateral distance in feet which ejected materials fly. Depending on the range and direction of the fall, they may well end up falling back down the volcano shaft and back into the dome of Im'po'potle. Water refills the dome at a rate of 10 ft. per round.

Two Valves Down: This rapidly drains the waters from the dome, dealing 10d6 points of damage to every creature within the dome as they are sucked onto the floor grates below.

One Valve Down, One Valve Middle: This slowly drains the water from the chamber. Once the waters are drained a portal opens in the floor revealing a hidden chamber below.

Im'po'potle, Kraken, Sor12: CR 18; Gargantuan Magical Beast [Aquatic]; HD 20d10+180 plus 12d4+108; hp 428; Init +4; Spd swim 20 ft.; AC 20 (-4 size, +14 natural), touch 6, flat-footed 20; BAB

+26; Grp +50; Atk +34 melee (2d8+12, tentacle); Full Atk +34 melee (2d8+12 [x2], tentacles) and +29 melee (1d6+6 [x6], arms) and +29 melee (4d6+6, bite); Space/Reach 20 ft./15 ft.; SA constrict 2d8+12 or 1d6+6, improved grab, spell-like abilities, spells; SQ darkvision (60 ft.), low-light vision, ink cloud, jet; AL NE; SV Fort +25, Ref +16, Will +21; Str 34, Dex 10, Con 29, Int 21, Wis 21, Cha 20.

Skills and Feats: Bluff +25, Concentration +29, Diplomacy +27, Disguise +5 (+7 acting), Hide +0, Intimidate +28, Knowledge (arcana) +25, Knowledge (geography) +17, Knowledge (nature) +16, Listen +30, Search +28, Sense Motive +17, Spellcraft +19 (+21 scrolls), Spot +30, Survival +5, Swim +20, Use Magic Device +25 (+27 scrolls); Alertness, Blind-Fight, Combat Expertise, Empower Spell, Improved Critical (tentacle), Improved Initiative, Improved Trip, Iron Will, Maximize Spell, Still Spell, Widen Spell.

Spell-Like Abilities: 1/day—control weather, control winds, dominate animal (DC 18), resist energy. Caster level 9.

Sorcerer Spells Known (+38 melee touch, +26 ranged touch; Cast per Day 6/8/7/7/6/3): 0—acid splash, daze (DC 15), disrupt undead, light, open/close, ray of frost, read magic, resistance, touch of fatigue (DC 15); 1st—protection from good, obscuring mist, true strike, ray of enfeeblement, chill touch; 2nd—blur, web (DC 17), touch of idiocy, hideous laughter, shatter (DC 17); 3rd—dispel magic, magic circle against good, rage, lightning bolt (DC 18); 4th—charm monster (DC 19), confusion (DC 19), wall of ice; 5th—break enchantment, feeblemind (DC 20).

Area 2-13 – The Vault of Im'po'potle: Read or paraphrase the following:

A pedestal stands before you. Upon it rests a huge metallic curiosity of silvery green that resembles some strange mix of armor and fish. A single black portal the size and shape of the treasure map beckons you to explore its secrets.

This chamber holds the ancient relic known only as the Ship of Lost Lirea resting upon a 50 ft. high pedestal. The submersible appears to be a barracuda-like fish seventy feet long, twenty feet wide, and twenty feet high, with batlike fins and protrusions poking out where fins would normally be found. Near the back rear corner of the craft is a lone black hollow, roughly the size and shape of the map disk which brought the adventurers upon their journey. The disk fits perfectly, and when placed over the entrance, automatically seals into place, forming a porthole that opens only to an as yet unknown command word.

Treasure: Surrounding the pedestal upon which the submersible craft sits are ten lead coffers. Each coffer is filled with 1000 gems worth 10gp each.

A jeweled lever on the pedestal fills the chamber with water at a rate of 10 ft. depth per round and opens a secret panel in the southern wall. The panel unhinges a series of recessed stone walls which lead outward to a hidden cave nearly two miles to the south of the isle. The submersible may be piloted out of this hidden tunnel and into the open sea.

New Artifact: The Ship of Lost Lirea

This magnificent craft is 60 feet long, 20 feet wide, 20 feet high, and has the appearance of a gargantuan barracuda made from a strange greenish metal which gives off a coruscate glow when submerged in water. The craft has one entry portal in its rear starboard side which seals the entire craft to water tightness. Hardened glass portholes face forwards in the “eyes” of the vessel in its cockpit. The cockpit seats two passengers and has a control stick allowing an individual of up to medium size to “drive” the vessel at sea with a successful Intelligence check (DC 25). Once the Intelligence check is passed, the pilot need never make another check again in order to operate the vehicle. A globular glass turret sitting above and behind the cockpit controls a powerful death ray which may aim in a full arc above, behind and to the front of the craft, but may not hit objects beneath it.

The hull has the following structural features: Hardness 20/magic and adamantium; AC 25, 250 hp per 10 ft. section. If the hull is holed, the craft immediately fills with water and sinks, unable to travel any further until it is repaired. The craft may only be repaired by a 20th level spell caster with the craft magical arms and armor feat. The submersible has crew compartments to comfortably hold 10 medium sized passengers.

The craft moves roughly 28 miles per hour underwater or on the surface (250 ft. per round) however the strange engine consumes 2000 gp worth of gems per hour of travel. These gems are placed in a special receptacle towards the back of the ship, and once consumed the gemstones are completely destroyed.

Lirean Death Ray: The Lirean submersible has a globe turret which sits behind the cockpit. The ray has a range of 1000 feet and hits as a ranged touch attack. The death ray may fire once per round and deals 1d10 points of damage per 500 gps. worth of gemstones placed within its ammunition slot. The death ray ignores hardness, thus dealing structural damage against inanimate objects. The Lirean Death Ray may be loaded with a maximum of 10,000 gp worth of gemstones for 20d10 points of damage. The death ray requires oxygen

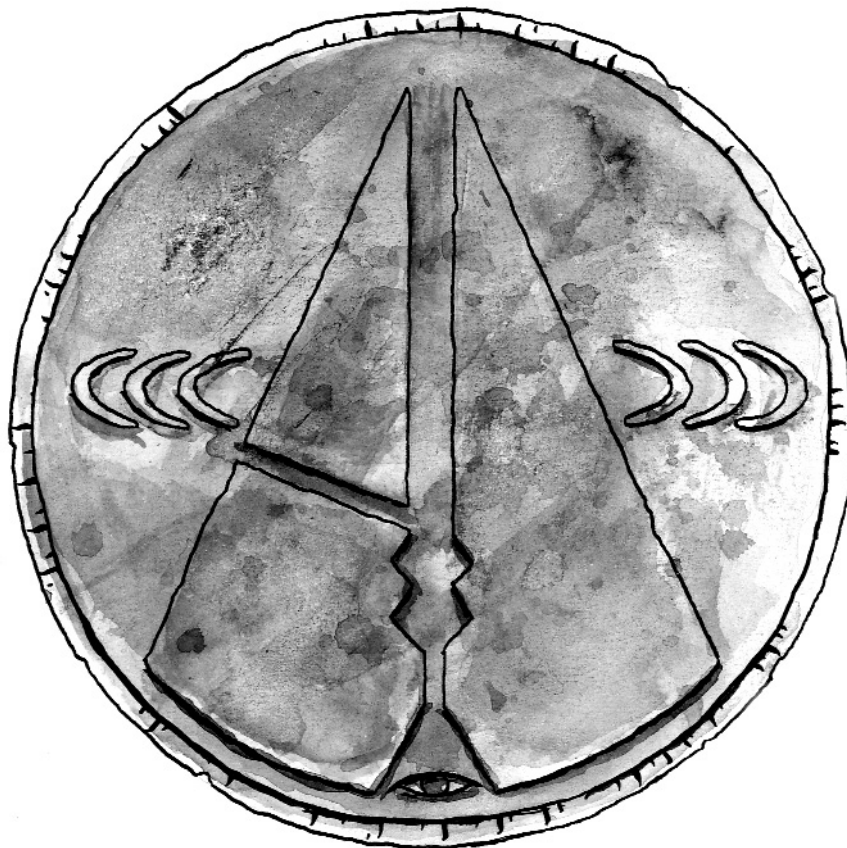
to fire, and thus does not work when the craft is submerged. Using the ray requires a successful Intelligence check (DC 25) to operate. Once its controls have been mastered by a gunner, they need not make this check again in order to use the death ray. Gemstones used to charge up and fire the death ray are disintegrated during the use of the ray.

Sonic Resonator: This device, located towards the back of the craft, also feeds on gemstones to operate, but unlike the death ray, the resonator works underwater. When triggered, the resonator causes a sonic blast to emanate in a 40 foot radius around the craft, dealing 1d6 points of damage for every 1000 gp worth of gemstones placed within its arming magazine. This weapon shares the same arming magazine as the Lirean Death Ray, and deals a maximum of 10d6 points of sonic damage. Creatures caught in the warp of the sonic blast are allowed a Fortitude save (DC 25) for half damage. The sonic resonator also deals damage to stone or other formations, however this is highly dangerous as it could cause underwater landslides and the like.

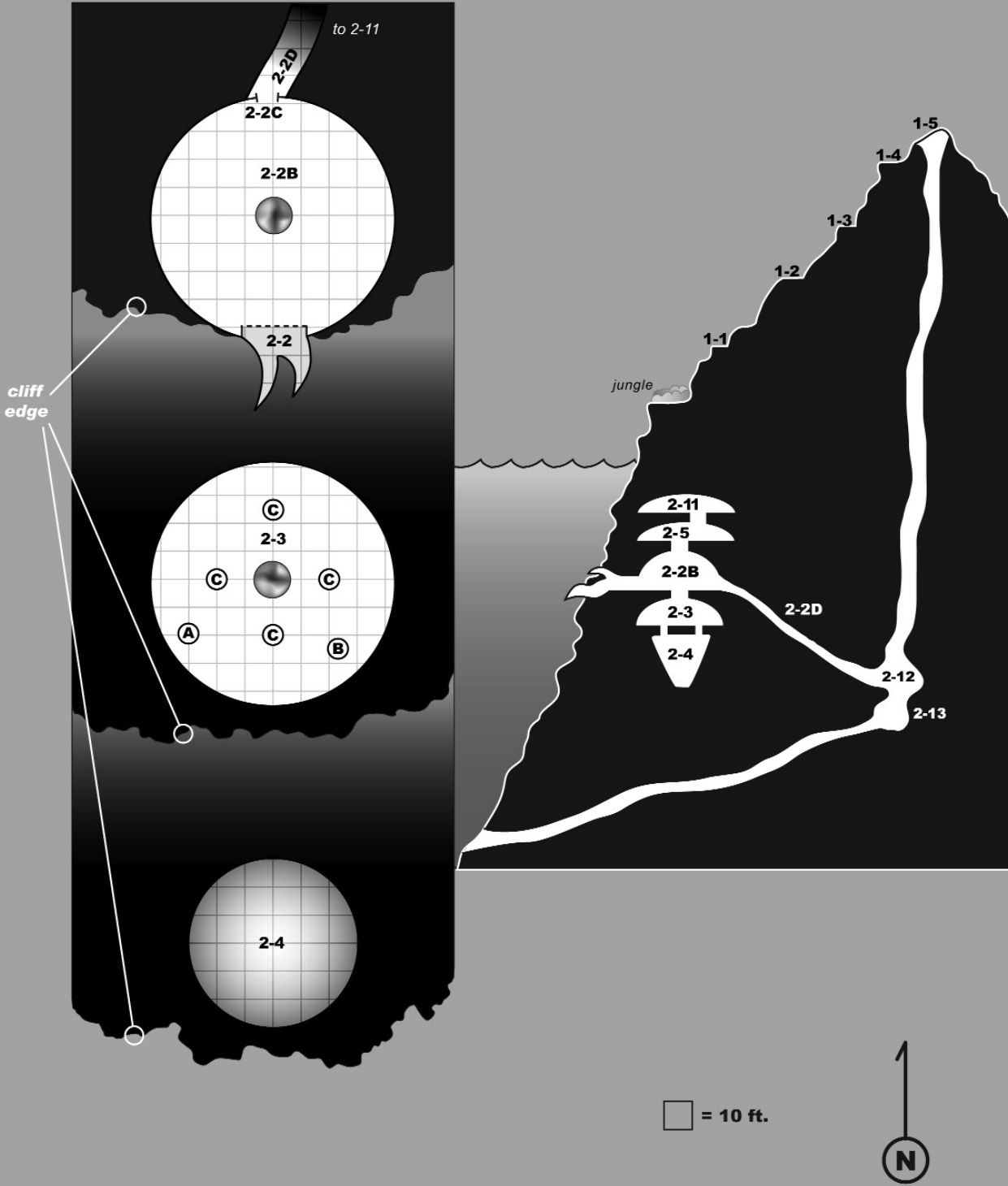
The Strange Disk: Front



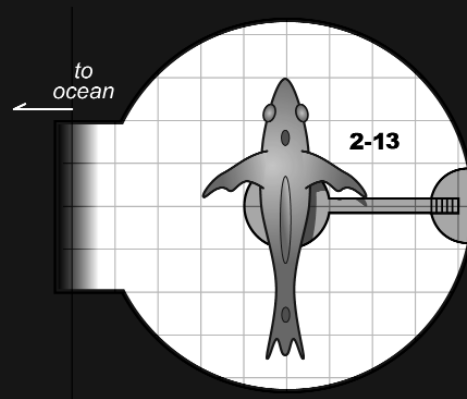
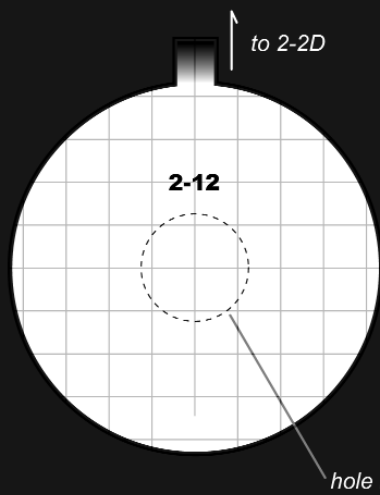
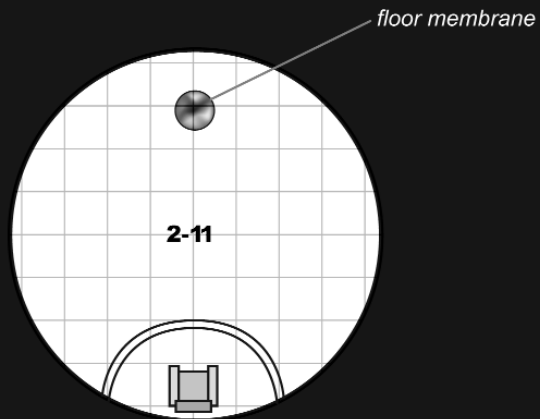
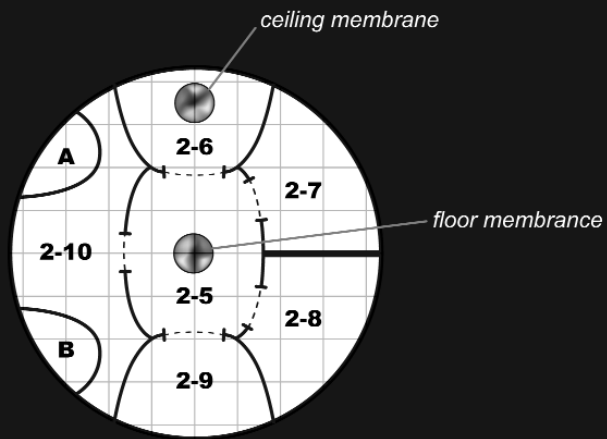
The Strange Disk: Back



The Aqueous Vault



The Aqueous Vault



□ = 10 ft.

Dungeon Crawl Classics

The Bloodfire Spire

By Andrew Hind

AN ADVENTURE FOR CHARACTER LEVELS 14-16



Introduction

The Bloodfire Spire is a dark, brooding adventure for 14th-16th level PCs. A well-balanced party is recommended.

Adventure Summary

Drawn by a mysterious map with an appetite for blood, the player characters arrive at Bloodfire Spire. The domain of a fire giant vampire named Kiela Firestorm, the tower also possesses strange, arcane magic trapped within its cold walls – magic that threatens to transform the needle-like building into a tomb for foolhardy PCs. Players that become complacent due to a familiarity with vampiric abilities and weaknesses will be rudely surprised when they discover the spire's mistress is quite different from most her vile kind. Overcome by a ravenous desire for blood and flesh, she is more animal than humanoid, a slaving and ever-hungry beast that has traded in the luxurious confines of Bloodfire Spire for the primitive caves that extend into the mountain below it. After dealing with the denizens of the tower, the player characters must enter the dark and twisting tunnels below if they are to retrieve the Blackheart and obtain their freedom.

The Necrourge

The adventure begins with the PCs finding the Necrourge, a map drawn on stretched vampire skin. When the heroes discover the map, it appears simply as several portions of stretched skin, stitched together with black thread (see page 108). The map is a magic item that only reveals itself when certain conditions are met, and then, only in sections. PCs attempting a bardic knowledge check, or Knowledge (arcana) checks, or consulting sages learned in the dark arts, can discover the following:

Skill Check	Information Known
DC 20	The first portion of the map reveals itself when soaked in the blood of a powerful foe (CR 12 or higher).
DC 23	The map only reveals itself in sequence. (For example, section 2 cannot be revealed before section 1.)
DC 26	The second portion of the map reveals itself only when held in the Bloodfire Spire by a holy champion of a good-aligned deity (a good-aligned cleric or

paladin of 10th level or higher).

DC 29 The third portion of the map reveals itself after the map has absorbed the blood of slain creatures totalling 20 CR or more.

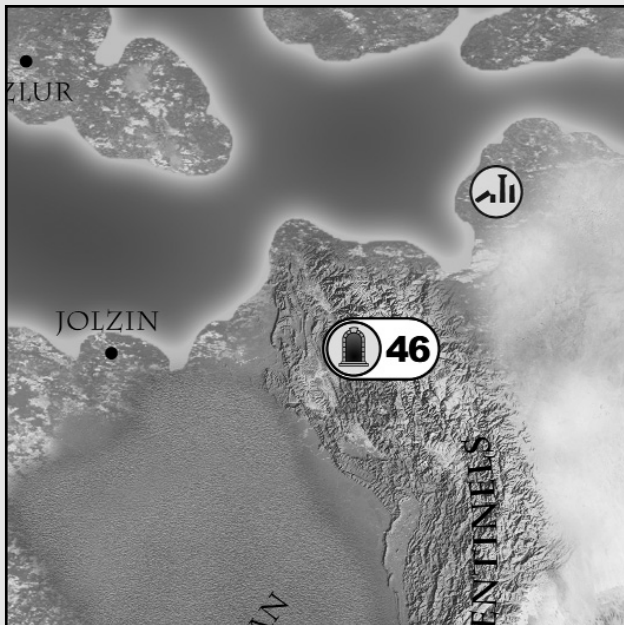
DC 32 The final portion of the map is revealed only when soaked in the blood of a good-aligned holy champion (a good-aligned cleric or paladin of 10th level or higher).

How the PCs come into possession of the map is left up to the GM. It can be slipped amongst the treasure in earlier adventure, providing a subtle direction for the PCs. Alternatively, the map and the great wealth it reputedly leads to, may be the goal of an entire adventure or series of adventures. Either method serves to get the PCs to Bloodfire Spire.

If the PCs resist the lure of the map, GMs can easily run this adventure without it. A local lord or merchant company might hire the PCs to destroy whatever it is that raids caravans passing through the mountains, leaving no remains save for scraps of flesh and puddles of dried blood. Perhaps a vampire hires the adventurers to retrieve the Blackheart for him, or the PCs take shelter in the tower to escape the storms that bedevil the high mountains.

DCC World

The Bloodfire Spire is found atop the caldera of an active volcano, high in the Sentinels. Plumes of dark ash and noxious fumes shroud the dark tower, and fields of cracked lava line the caldera's treacherous slope. The ash of the volcano is visible from dozens of miles away; sea captains can navigate by the ash clouds by day, and blazing streams of lava by night.



Game Master's Section

Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. The abbreviations used are: Loc the location number keyed to the map for the encounter. 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.

<u>Loc</u>	<u>Pg</u>	<u>Type</u>	<u>Encounter</u>	<u>EL</u>
1-3	91	T	<i>Programmed image and teleportation trap</i>	7
1-4	92	C	Vampire ogres (5), bat swarms (12), and gibbering moulder	13
1-5	93	C T	Hell hounds <i>Chain lightning trap</i>	12
1-6	94	C	<i>Tolin-Samarra</i> , barbed devil	11
1-7	95	C	Mohrg, flesh golems (2), <i>Brissa Sagalarve</i> , drow Sor10	10
1-9	98	T	<i>Blade barrier trap</i>	7
1-10	98	C	Hell hounds (4)	7
2-2	99	C	Fireborn dire cave bear <i>Robe of whirlwind</i>	12
2-3	100	C	Minoton iron golems (2)	15
2-4	101	C T T	Advanced flesh golems <i>Glyph of warding</i> (6) <i>Fire trap chests</i> (5)	13
2-5	102	C	<i>Kiela Firestorm</i> , vampire fire giant Ftr5, rat swarms (4)	17

Scaling Information

The Bloodfire Spire is designed for 4-6 characters of 14th-16th level, but it can be easily modified for parties of different sizes or levels. To adapt Bloodfire Spire for groups of characters lower than 14th or higher than 16th level, the most important change is to reduce or increase all NPC character levels to match that of the PCs. This is most crucial with Kiela Firestorm, as defeating her is the ultimate goal for the PCs. With this in mind, consider the following suggestions:

Weaker parties (3 or fewer characters, or lower than 14th level): Reducing the difficulty of the adventure can also be attained by reducing the number of ogre vampires and bat swarms in area 1-4, eliminating one or

both flesh golems from area 1-7, reducing the size of the air elemental trapped within the robe of whirlwind in area 2-2, weakening the iron golems in area 2-3 by rust and neglect, and scaling back the HD of the flesh golem in area 2-4.

Stronger parties (7 or more characters, or higher than 16th level): Adapting the adventure to suit higher level PCs requires altering the same encounters. Give a level of barbarian to the ogre vampires in area 1-4; make the iron maiden in area 1-7 an animated object that attacks the PCs in tandem with the mohrg; add 2 more iron golems to area 2-3; finally, increase the lethality of the flesh golem in area 2-4 by providing it with the head and breath weapon of a gorgon.

Background Story

Kiela Embersson was the daughter of a powerful fire giant family that included members of the royal court, as well as many respected warriors. She was a spoiled child, disliked by her clan and subject to violent fits. Like all of her kind, Kiela had a penchant for cruelty, but her viciousness was excessive, even for a fire giant. Yet, for all her wanton wickedness, Kiela was extremely bright and unusually beautiful.

Upon reaching adulthood, Kiela entered into an arranged marriage with a warrior whose brutality and prowess on the battlefield earned him the title of the Hellfire Jarl. Unknown to the clans, the Jarl owed his might to a sinister secret. To cement the union, the new husband embraced his bride with the kiss of darkness and welcomed her into the ranks of the undead. As vampires, husband and wife hunted and feasted together, revelling in their companionship and in each new act of terror.

When her husband was slain in a titanic battle with the paladin Lord Rodoric, Kiela retreated into the depths of her tower and slowly lost all touch with the outside world. Loyal servants brought her victims, but while she once possessed a discriminating palate, now she would feast upon anything placed before her – humanoid or animal. Kiela's depravity grew with each passing night, and the giantess found twisted pleasure in devising new methods by which to torture her meals before consuming them.

Finally, the bloodthirsty beast raging within her soul fought free from its bindings and took hold. Kiela was transformed into a brutal, bloodthirsty monster, driven by hunger and animal instinct alone. In a fit of slaving hunger, she slew her remaining henchmen and turned her back on the trappings of her former civilized life, retreating into the bowels of the earth.

Level 1: The Bloodfire Spire

The mountain atop which Bloodfire Spire rests is a large, active volcano. The tower is at an altitude of 10,000 feet, subjecting the PCs to high altitude fatigue. The denizens of the tower are acclimatized to the height and suffer no ill effects from the thin mountain air. Smoke, heavily laden with ash, billows out from the volcano, shrouding the mountaintop in a dark pall that reduces visibility to a mere d20 x 100 feet.

Occasionally, a strange phenomenon known as an ash-storm will sweep the mountains. These storms scour the slopes with fine, gritty particles of volcanic ash that obscure vision and choke the living. They are always accompanied by windstorm-strength winds (see the DMG), and leave behind a deposit of 1d20 inches of ash. The scouring ash deals 2d3 points of nonlethal damage each round to anyone caught out in the open without shelter, and also poses a choking hazard (see the rules for Drowning in the DMG – save that a PC with a scarf or similar protection across his mouth and nose does not begin to choke until after a number of rounds equal to 5 x his Constitution score). Worse yet, lances of fiery debris strike down from the sky. If the PCs fail to seek shelter in a cave or other hard shelter, there is a 10% chance every 10 minutes that the group is struck for 3d10 points of damage (DC 30 Reflex save to avoid). The debris burns, and causes PCs to catch fire for 1d4 rounds and suffer 3d6 points of fire damage each round. Ash-storms typically last 1d4 hours.

The tower is built of blackened basalt and appears primitive in design. Crude gargoyles are mounted upon the parapets, spitting boiling-hot blood in a constant stream that collects in a moat surrounding the spire. Vultures, carried loft by hot winds, circle lazily above the tower, drawn to the stench of death that emanates from its walls.

The interior corridors and rooms run contrary to the rough exterior and are finely crafted, with smooth stone walls, floors and ceilings, and fittings (doors, torch sconces, etc.) of excellent quality. The constant stink of brimstone is inescapable and oppressive.

The doors in the dungeon are stone, and sized for giants, requiring a DC 20 Strength check to open, even when not stuck or locked. Typically, there is a one-inch gap between the bottom of the door and the floor. Standard doors open inwards, into the room. Unless noted otherwise, all secret doors are equally difficult to find (Search DC 20).

Unless noted otherwise, all areas are cast in darkness. Characters without darkvision need light sources in order to see. The air within the Spire is heavy with sulphurous fumes and vision is therefore limited. Visibility

is normal up to 30 feet away. Between 30 feet and 60 feet, creatures have one-half concealment. Beyond 60 feet, all vision is obscured, and creatures and objects have total concealment.

In most areas, the ceiling is 25 ft. high.

Unless otherwise noted, the temperature inside the spire hovers around 120 degrees Fahrenheit. This extreme heat deals nonlethal damage to characters not protected from fire (see DMG for details).

The Bloodfire Spire was created with several magical wards that make it difficult to penetrate its walls, and also serves to keep victims in. First, the structure is warded with an *unhallow* effect that provides the benefits of a *magic circle against good*. In addition, turn undead checks suffer a -4 penalty, while rebuke undead checks receive a +4 profane bonus. These effects function at CL 20.

The tower is also under the effect of a *forbiddance* spell, preventing all extraplanar travel, except within the infernal forge (area 1-6). This effect functions at CL 20. In addition, all spells with the earth descriptor fail to function inside the tower or within a 100-foot radius of the tower's exterior. This is designed to prevent spellcasters from undermining the strength of the walls or otherwise compromising the tower with *earth to mud* and similar spells.

Stone Doors: 2 inches thick; hardness 8; hp 30; AC 5; break DC 26.

Reinforced Masonry Wall: 12 inches thick; hardness 8; hp 360; AC 5; break DC 45.

Areas of the Map

Area 1-1 – Atrium: Read or paraphrase the following:

The enormous hall is built of smooth, red stonework. A stairwell ascends to a landing some 40 feet above, while large stone doors lead off from the left or right. A glass chandelier hangs from the ceiling above. Massive tapestries hang from the upper landing, but they have been shredded almost beyond recognition.

PCs making a Search check (DC 20) or who partially reconstruct the tapestries (with a DC 15 Craft check or appropriate spell) will be able to determine that they depict a male and female fire giant, quite obviously mates, together in various martial scenes – raiding caravans, slaying a red dragon, putting villages to the torch. Particularly keen-eyed PCs (Spot, DC 30) notice a scene where human bodies are being wrung out so that their blood drips into the gaping maws of the two fire giants. This image pro-

vides a valuable hint for the PCs, preparing them for a vampiric threat.

Development: As soon as the PCs enter, the great doors close and lock behind them. At the same time, a fierce ash-storm (see environs for more details) begins raging outside, making it virtually impossible for the PCs to leave. The deadly storm, the result of Kiela Firestorm's magic, only abates once the vampire is slain.

Area 1-2 – Study: Read or paraphrase the following:

Row upon row of bookshelves line the walls of this room, but the numerous tomes that once filled them have been cast carelessly onto the floor. Many of the books have been savaged, their covers torn off and pages ripped. An impressive marble-surfaced desk with high-backed chair provides a formal place to study, while a pair of hard chairs, each covered with a fur throw, offers a more relaxed alternative. It's obvious from the dust that the study hasn't seen use in several months, if not years.

The tomes cover all manner of subjects, and are quite valuable as a collection (worth 5000 gp total). Kiela caused the destruction; when her transformation into mindless beast progressed to the point where she could no longer read, she grew frustrated and took out her anger on the books themselves.

Area 1-3 – Mosaic Hallway (EL 7): Read or paraphrase the following:

The floor here is decorated with a mosaic of red and yellow gems laid out to resemble a giant flame that stretches almost the entire length of the hallway. The walls are covered with soot and the paint on a far door has begun to peel and bubble, as if subjected to great heat.

This hallway is an elaborate trap. Anyone who passes over the barrier of the mosaic sets off a *programmed image* (DC 19 Will save to disbelieve). Those that fail the save see any creature that advances over the mosaic suddenly wreathed in great flames and burned alive. His agonizing screams echo down the hallway. Before anyone can act to save the victim, the flames disappear and leave a smoking, charred corpse lying in their wake.

The mosaic actually teleports (no save) any creature that breaks its borders to a prison cell in area 1-7. The flames are illusory and the character endures no pain or torment whatsoever. Only the charred corpse is real. A DC 20 Heal check will permit investigators to note that the corpse is not a perfect match for the "dead" PC.

The trap resets after 1 hour. If more than one PC crosses over the line of gems at the same time, all are *teleported*, but only one corpse appears, further reinforcing the true nature of the trap.

Programmed Image and Teleport Trap: CR 7; magic device; touch trigger (stepping on the mosaic); automatic reset; multiple traps (one *programmed image* trap and one *teleport* trap); spell effect (*programmed image*, 11th level wizard, Will DC 19 to disbelieve, shows victim wreathed in flames and burning); spell effect (*teleport*, 11th level wizard, no save, teleports victim to area 1-7); Search DC 31; Disable Device DC 31.

Area 1-4 – Vampire Stairwell (EL 13): Read or paraphrase the following:

You begin to climb a steep, spiral staircase. Shortly into the ascent, you begin to hear a woman's tortured wails drifting down from higher up in the tower. The thick stone walls do little to dampen her screams. With each passing moment her cries become more animal-like and more difficult for you to bear. And the stairs seem to stretch onward forever...

Creatures: As the characters race up the stairs, a squad of ogre vampires emerges to block their path. These ogres represent the last of the Hellfire Jarl's retinue, and though the glory days of their warband is decades in the past, they would rather accept final death than sully their once peerless reputation for victory and ferocity. This esprit de corps causes them to fight on even when all hope of ultimate victory has been extinguished.

Tactics: The ogres are well prepared for an assault. Their attack is preceded by 12 bat swarms that suddenly burst through windows and fly down the stairwell. These bats rapidly fill the space within the stairwell, effectively obscuring the PCs' vision.

The ogres follow up by rolling a massive glass ball down the stairs. Contained inside the ball is a gibbering moulder. Blinded by the bats, only extremely observant PCs (Spot DC 30) have time to react with a single standard action before it cracks open and the ravenous gibbering moulder emerges. This gibbering moulder has been subject to alchemical experimentations, and thus differs in some ways from standard moulers. Having absorbed multiple *potions of haste*, it now moves at an accelerated rate. Thanks to *detect magic* and *permanency* spells, and a steady diet of flesh from magically infused creatures, the moulder now favors spellcasters as its food of choice, and can unerringly detect their presence within 60 feet. It attacks wizards or sorcerers before any other opponent. These

special abilities account for the creature's increased CR.

Only once the gibbering moulder has been set free do the ogre vampires wade into the melee, hammering their opponents with deadly abandon.

Ogre Vampire Spawn (5): CR 5; Large undead (augmented giant); HD 4d12+3; hp 30 each; Init +4; Spd 30 ft.; AC 21, touch 9, flat-footed 21; Base Atk +2, Grp +14; Atk/Full Atk greatclub +10 melee (2d8+12) or slam +9 melee (1d8+12 plus energy drain); Space/Reach 10 ft./10 ft.; SA Blood drain, domination, energy drain; SQ +2 turn resistance, damage reduction 5/silver, darkvision 60 ft., fast healing 2, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits; AL LE; SV Fort +1, Ref +3, Will +4; Str 27, Dex 10, Con —, Int 9, Wis 10, Cha 11

Skills and Feats: Bluff +4, Diplomacy +2, Climb +12, Hide -3, Intimidate +7, Listen +6, Move Silently +1, Search +3, Sense Motive +7, Spot +6; Alertness, Improved Initiative, Lightning Reflexes, Toughness, Weapon Focus (greatclub)

SA – Blood Drain (Ex): An ogre vampire spawn can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round. On each such successful drain attack, the ogre vampire spawn gains 5 temporary hit points.

Domination (Su): An ogre vampire spawn can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the spawn must take a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 12 Will save or fall instantly under the spawn's influence as though by a *dominate person* spell from a 5th level caster. The ability has a range of 30 feet.

Energy Drain (Su): Living creatures hit by an ogre vampire spawn's slam attack gain one negative level. The DC is 12 for the Fortitude save to remove a negative level. For each such negative level bestowed, the spawn gains 5 temporary hit points.

SQ – Gaseous Form (Su): As a standard action, an ogre vampire spawn can assume *gaseous form* at will as the spell (caster level 6th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): An ogre vampire spawn can climb sheer surfaces as though with a *spider climb* spell.

Possessions: Greatclub, hide armor.

Bat Swarms (12): CR 2; Diminutive animal (swarm); HD 3d8 each; hp 13 each; Init +2; Spd 5

ft. (1 square), fly 40 ft. (good); AC 16, touch 14, flat-footed 12; Base Atk +2; Grp -; Atk/Full Atk swarm (1d6); Space/Reach 10 ft./0 ft.; SA Distraction, wounding; SQ Blindsense 20 ft., half damage from slashing and piercing, low-light vision, swarm traits; AL N; SV Fort +3, Ref +7, Will +3; Str 3, Dex 15, Con 10, Int 2, Wis 14, Cha 4.

Skills and Feats: Listen +11, Spot +11: Alertness, Lightning Reflexes.

SA – Distraction (Ex): Any living creature that begins its turn with a swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round.

Wounding (Ex): Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.

SQ – Blindsense (Ex): A bat swarm notices and locates creatures within 20 feet. Opponents still have total concealment against the bat swarm (but swarm attacks ignore concealment).

Gibbering Moulder: CR 6; Medium aberration; HD 4d8+24; hp 42; Init +1; Spd 20 ft., swim 40 ft.; AC 19, touch 11, flat-footed 18; Base Atk +3; Grp +3; Atk bite +4 melee (1) or spittle +4 ranged touch (1d4 acid plus blindness); Full Atk 6 bites +4 melee (1) and spittle +4 ranged touch (1d4 acid plus blindness); SA Gibbering, spittle, improved grab, blood drain, engulf, ground manipulation; SQ Amorphous, damage reduction 5/bludgeoning, darkvision 60 ft.; AL N; SV Fort +7, Ref +4, Will +5; Str 10, Dex 13, Con 22, Int 4, Wis 13, Cha 13.

Skills and Feats: Listen +4, Spot +9, Swim +8; Lightning Reflexes, Weapon Finesse.

SA – Blood Drain (Ex): On a successful grapple check after grabbing, that mouth attaches to the opponent. It automatically deals bite damage and drains blood, dealing 1 point of Constitution damage each round. A mouth can be ripped off (dealing 1 point of damage) with a DC 12 Strength check or severed by a successful sunder attempt (the mouth has 2 hit points). A severed mouth continues to bite and drain blood for 1d4 rounds after such an attack. A creature whose Constitution is reduced to 0 is killed.

Engulf (Ex): A gibbering moulder can try to engulf a Medium or smaller opponent grabbed by three or more mouths. The opponent must succeed on a DC 14 Reflex save or fall and be engulfed. In the next round, the moulder makes twelve bite attacks instead of six (each with a +4 attack bonus). An engulfed creature cannot attack the moulder from within. The previously attached mouths are now free to attack others.



Ground Manipulation (Su): At will, as a standard action, a gibbering moulder can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the moulder in that area must take a move-equivalent action to avoid becoming mired (treat as being pinned).

Improved Grab (Ex): To use this ability, a gibbering moulder must hit with a bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Spit (Ex): As a free action every round, a gibbering moulder fires a stream of spittle at one opponent within 30 feet. The moulder makes a ranged touch attack; if it hits, it deals 1d4 points of acid damage, and the target must succeed on a DC 18 Fortitude save or be blinded for 1d4 rounds. Eyeless creatures are immune to the blinding effect, but are still subject to the acid damage.

SQ – Amorphous (Ex): A gibbering moulder is not subject to critical hits. It cannot be flanked.

Area 1-5 – Bedchamber (EL 12): Read or paraphrase the following:

This room is opulently outfitted with black marble tiles, tapestries made from red dragon hide, and fine furnishings that include a large trunk, desk, and a chest of drawers. Two enormous

stone sarcophagi, both at least 16 feet long and inlaid in jade, rest against the far wall. Hanging from a rack above the sarcophagus is a massive great sword, its blade black and etched with runes of great power. In the center of the room is a roaring pit of fire that belches thick clouds of sooty smoke.

This room was once the bedchamber of Kiela and her mate, but a close look reveals that a thick layer of dust has settled over the room and its furnishings. In fact, Kiela has not even stepped foot into this room since she underwent her primal transformation and took up residence into the caverns below.

The sarcophagi are both empty, save for a lining of volcanic ash and a large wine goblet (about the size of an ale mug) that, when touched to one's lips, fills with sticky red blood. This ability can be used once per day, and while it doesn't provide the vampire with sustainable nourishment it does act as a *potion of cure moderate wounds* (CL 5).

Creature: 1d4 rounds after any creature other than Kiela enters the room, two hell hounds from area 1-10 *teleported* here and emerge from the fire pit. The pair instantly attacks any intruders.

Treasure: The furnishings in this room are of high quality, but not particularly valuable. The sole exceptions are the dragon hide tapestries, both of which are worth 500 gp, and the greatsword, which is a +2 *greatsword of speed*.

The trunk is locked and trapped with a *chain lightning* spell. The chest can be unlocked with a DC 25 Open Lock check. Inside is a *ring of protection* +2, 1250 gp, and 4 bolts of fine cloth – once worth a king's ransom, but now scorched and worthless.

Hell Hound (4): CR 3; Medium outsider (evil, extraplanar, fire, lawful); HD 4d8+4; hp 22; Init +5; Spd 40 ft.; AC 16, touch 11, flat-footed 15; Base Atk +4; Grp +5; Atk/Full Atk bite +5 melee (1d8+1 plus 1d6 fire); SA Breath weapon, fiery bite; SQ Darkvision 60 ft., immunity to fire, scent, vulnerability to cold; AL LE; SV Fort +5, Ref +5, Will +4; Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6.

Skills and Feats: Hide +13, Jump +12, Listen +7, Move Silently +13, Spot +7, Survival +7 (+15 when tracking by scent); Improved Initiative, Run, Track.

SA – Breath Weapon (Su): 10-foot cone, once every 2d4 rounds, damage 2d6 fire, Reflex DC 13 half.

Fiery Bite (Su): A hell hound deals an extra 1d6 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

Trunk: 2 in. thick, hardness 5; hp 15; Break DC 23; Open Lock DC 25

Chain Lightning Trap: CR 7; magic device; touch trigger (opening the trunk); automatic reset; spell effect (*chain lightning*, 11th level cleric, 11d6 electricity to person in contact with the trunk plus 5d6 electricity to each secondary target, up to 11 individuals in total, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31

Area 1-6 – Inferno Forge (EL 11): Read or paraphrase the following:

The sounds of a hammer ringing on metal echo from behind the door before you, and intense heat radiates out from the room.

The room beyond is a forge. When the characters open the door, read the following:

A large forge dominates the center of this soot-shrouded chamber, and a set of bellows and other metalworking tools hanging on pegs along the walls. A mound of coal occupies a corner of the room, apparently fed by a winch-and-bucket that drops into a dark shaft. Hammering mercilessly at the anvil is a large winged demon.

The azer craftsman who once worked this forge fell prey to Kiela's maddened blood lust long ago. Only his infernal assistant, a barbed devil, remains here today.

At first, the devil appears to be pounding upon the anvil itself. But each time he strikes, a cascade of sparks erupts, and by their faint light an invisible chain binding the devil to the anvil can be seen (Spot DC 30).

Creature: The barbed devil, a fiend named Tolin-Samarra, was sent here by his lord Mephistopheles to assist the Hellfire Jarl, a disciple of the devil prince, in spreading death and destruction upon the world. He's been forgotten and has endured decades of inactivity and boredom. He is now desperate to escape the shackles that bind him here.

Note that the barbed devil cannot use its *greater teleport* ability while it remains bound by the magic chains. Also, its chance to summon other devils is 50% instead of the usual 15%, indicative of the importance its infernal lords place on the devil's mission.

Tactics: The barbed devil begins by attempting to summon other devils to its aid, after which, it immediately flies forward and attacks. It is unsubtle and almost driven to madness by its imprisonment, so the devil doesn't use much in the way of tactics,

resorting instead to a straightforward assault. The invisible chain securing Tolin-Samarra has a length of only 40 feet, meaning the devil cannot travel much beyond the confines of this room.

PCs who are aware of the chain and seek to use it to grapple with the devil gain a +4 to bonus on opposed grapple checks.

Development: The chains cannot be severed by brute force. The only means of freeing the devil is by use of the following spells: *dispel magic* (DC 26), *dismissal*, *disintegrate*, or *wish/limited wish*. PCs might think to strike a deal with the devil, offering to release him in exchange for information or a truce. A PC succeeding at a DC 21 Diplomacy check convinces Tolin-Samarra to stop attacking long enough to parlay, but he keeps a wary eye on the PCs, suspecting betrayal. Which, ironically enough, is exactly what he has in mind for *them*.

Even if the PCs release him from his manacles, the devil offers only false or useless information in return. Worse, while he pretends to take his leave shortly thereafter, in truth Tolin-Samarra begins stalking the characters and renews his attack at the earliest opportunity.

Tolin-Samarra, Barbed Devil: CR 11; Medium outsider (evil, extraplanar, lawful); HD 12d8+72; hp 126; Init +6; Spd 30 ft.; AC 29, touch 16, flat-footed 23; Base Atk +12; Grp +22; Atk claw +18 melee (2d8+6 plus fear); Full Atk 2 claws +18 melee (2d8+6 plus fear); SA Fear, improved grab, impale 3d8+9, *summon devil*; SQ Barbed defense, damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 23, spell-like abilities, telepathy 100 ft.; AL LE; SV Fort +14, Ref +14, Will +12; Str 23, Dex 23, Con 23, Int 12, Wis 14, Cha 18.

Skills and Feats: Concentration +21, Diplomacy +6, Hide +21, Intimidate +19, Knowledge (arcana) +16, Listen +19, Move Silently +21, Search +16, Sense Motive +17, Spot +19, Survival +2 (+4 following tracks); Alertness, Cleave, Improved Grapple, Iron Will, Power Attack.

SA – Barbed Defense (Su): Any creature striking a barbed devil with handheld weapons or natural weapons takes 1d8+6 points of piercing and slashing damage from the devil's barbs. Note that weapons with exceptional reach, such as longspears, do not endanger their users in this way.

Fear (Su): A creature hit by a barbed devil must succeed on a DC 20 Will save or be affected as though by *fear* (caster level 9th). Whether or not the save is successful, that creature cannot be affected by that same barbed devil's fear ability for 24 hours.



Impale (Ex): A barbed devil deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.

Improved Grab (Ex): To use this ability, a barbed devil must hit with a claw 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 impale the opponent on its barbed body.

Spell-Like Abilities: At will – *greater teleport* (self plus 50 pounds of objects only), *hold person* (DC 16), *major image* (DC 17), *scorching ray* (2 rays only); 1/day – *order's wrath* (DC 18), *unholy blight* (DC 18). Caster level 12th.

Summon Devil (Sp): Once per day a barbed devil can attempt to summon 1d6 bearded devils or another barbed devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Area 1-7 – Torture Chamber (EL 10): Read or paraphrase the following:

The room before you is filled with ominous shadows. Pieces of grisly equipment are scattered about. You recognize a rack, chairs fitted with vices and thumbscrews, a flaying post, and a pair of iron maidens gone red with rust. The rest of the paraphernalia is unfamiliar to you, but is obviously the product of dark and twisted imaginations. Opposite you are three metal-barred doors leading to prison cells.

You spot a pair of hunched figures dragging a limp female body towards one of the cells at the rear of the room. The woman's hair is caked with blood, and her face is a ruined pulp – one eye is swollen closed, and blood and saliva runs in ropes from her split and slack lips.

Another figure, a gaunt skeleton standing 12 feet tall and holding a blood-soaked whip, flicks a long, clawed tongue at you and moves to attack.

Creatures: The skeletal creature is the mohrg torturer, while the hunched figures are flesh golem servitors that obey its every command.

The two flesh golems are made predominantly from the remains of fallen ogres, and they possess some notable differences from standard golems. Much of their warty flesh is covered by thick, coal-black fur (hell hound hide) and the golems' abdomens are protected by a rust-colored carapace (scales from a red dragon), which provides fire immunity and increased natural armor. In addition, the mindless automatons can belch streams of fire, a result of having been surgically implanted with the same glands that enable hell hounds to spit flames.

Tactics: If the mohrg manages to paralyze a PC, it deposits the helpless victim into one of the iron maidens (dealing 6d6 points of damage). The golems are more straightforward – they begin by spitting fire and then move in to pummel their victims with meaty fists.

Development: The battered and tortured woman is a drow vampire sorceress, named Brissa Sagalarve. She came to Bloodfire Spire with an offer of alliance between herself and the remaining followers of the Hellfire Jarl, but when the denizens of the tower discovered her friendship was simply a ruse to steal the Blackheart, their retribution was swift and violent. She is now a plaything for the mohrg.

The stats for Brissa below are at full health, with all her gear. Currently she has 0 hit points and torture has reduced all of her ability scores by 5. Brissa willingly joins the PCs, hoping to use them to get her closer to the Blackheart. However, when the artifact is located, she will reveal her true nature and turn on the PCs, hoping to take the relic for her own.

Treasure: One of the cells contains Brissa's gear, which includes a *ring of protection* +1, *bracers of armor* +2, a +1 *rapier*, a masterwork hand crossbow with 20 bolts, a *brooch of shielding*, and a *scroll of mirror image* (CL 3).

Mohrg: CR 8; Medium undead; HD 14d12; hp 91; Init +9; Spd 30 ft.; AC 23, touch 14, flat-footed 14; Base Atk +7; Grp +12; Atk slam +12 melee (1d6+7) or tongue +12 melee touch (paralysis); Full Atk slam +12 melee (1d6+7) and tongue +7 melee touch (paralysis); SA Create spawn, improved grab, paralyzing touch; SQ Darkvision 60 ft., undead traits; AL CE; SV Fort +4, Ref +10, Will +9; Str 21, Dex 19, Con –, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +13, Hide +21, Listen +11, Move Silently +21, Spot +15, Swim +9; Alertness, Dodge, Improved Initiative, Lightning Reflexes, Mobility.

SA – Create Spawn (Su): Creatures killed by a mohrg rise after 1d4 days as zombies under the mohrg's control. They do not possess any of the abilities they had in life.

Improved Grab (Ex): To use this ability, a mohrg must hit a creature of its size or smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Touch (Su): A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed on a DC 17 Fortitude save or become paralyzed for 1d4 minutes.

Flesh Golems (2): CR 7; Large construct; HD 9d10+30; hp 79 each; Init -1; Spd 30 ft.; AC 21, touch 8, flat-footed 21; Base Atk +6; Grp +15; Atk slam +10 melee (2d8+5); Full Atk 2 slams +10 melee (2d8+5); Space/Reach 10 ft./10 ft.; SA Berserk, breath weapon; SQ Construct traits, damage reduction 5/adamantine, darkvision 60 ft., immunity to fire, immunity to magic, low-light vision; AL N; SV Fort +3, Ref +2, Will +3; Str 21, Dex 9, Con –, Int –, Wis 11, Cha 1.

Skills and Feats: None.

SA – Breath Weapons (Su): 10-foot cone, once every 2d4 rounds, damage 3d6 fire, Reflex DC 14 half.

SQ – Immunity to Magic (Ex): A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical attack that deals cold or fire damage slows a flesh golem (as the slow spell) for 2d6 rounds, with no saving throw. A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a flesh golem hit by a *lightning bolt* heals 3 points of damage if the attack would have dealt 11 points of damage. A flesh golem gets no saving throw against attacks that deal electricity damage.

Brissa Sagalarve, Female Drow Vampire Sorcerer 10: CR 13; Medium undead (augmented humanoid); HD 10d12, hp 61; Init +11; Spd 30 ft.; AC 24, touch 17, flat-footed 19; Base Atk +5; Grp +8; Atk/Full Atk +1 *rapier* +11 melee (1d6+4/18-20) or slam +10 melee (1d6+4 plus energy drain) or masterwork hand crossbow +11 ranged (1d4/19-20); SA Blood drain, children of the night, create spawn, dominate, energy drain, spell-like abilities; SQ Alternate form, damage reduction 10/silver and magic, darkvision 120 ft, drow traits, fast healing 5, gaseous form, resistance to cold 10 and electricity 10, spell resistance 21, spider climb, undead traits, vampire weaknesses, +4 turn resistance; AL LE; SV Fort +3, Ref +10, Will +9; Str 16, Dex 20, Con -, Int 18, Wis 14, Cha 22

Skills and Feats: Appraise +4 (+6 potions and traps), Bluff +27, Concentration +13, Craft (alchemy) +17, Craft (trapmaking) +17, Diplomacy +8, Disguise +6 (+8 acting), Hide +13, Intimidate +8, Knowledge (arcana) +17, Listen +12, Move Silently +13, Search +12, Spellcraft +19, Sense Motive +10, Spot +12; Alertness, Combat Reflexes, Craft Wondrous Item, Dodge, Extend Spell, Improved Initiative, Lightning Reflexes, Scribe Scroll, Weapon Finesse.

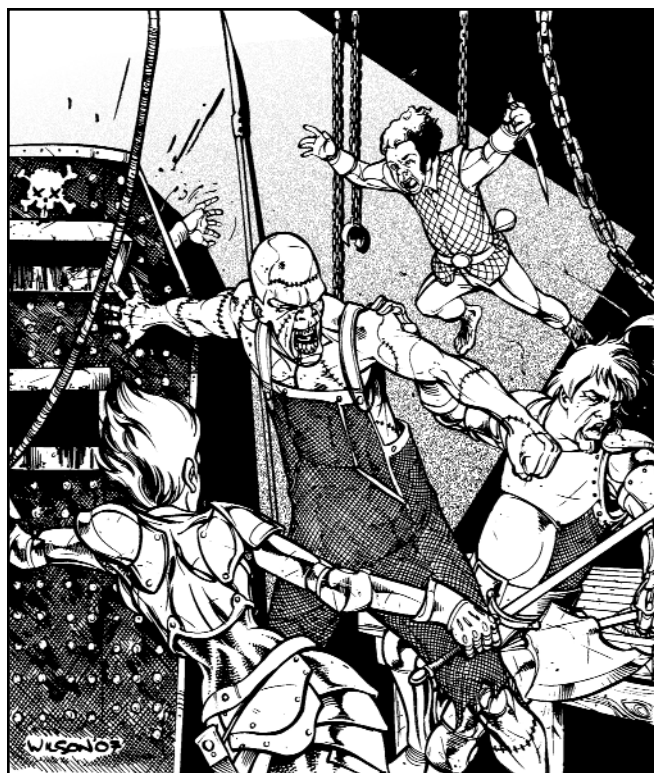
SA – Blood Drain (Ex): Brissa can suck blood from a living victim with her fangs by making a successful grapple check. If she pins the foe, she drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, Brissa gains 5 temporary hit points.

Children of the Night (Su): Brissa can command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve her for up to 1 hour.

Dominate (Su): Brissa can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the Brissa must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 21 Will save or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by Brissa's energy drain rises as a vampire spawn 1d4 days after burial.

If she instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the Brissa's command and remains enslaved until her destruction. At any given time Brissa may have



enslaved spawn totaling no more than 20 Hit Dice; any spawn she creates that would exceed this limit are created as free-willed vampires or vampire spawn.

Energy Drain (Su): Living creatures hit by a Brissa's slam attack gain two negative levels. For each negative level bestowed, Brissa gains 5 temporary hit points. A vampire can use its energy drain ability once per round. The DC is 21 for the Fortitude save to remove a negative level.

Spell-Like Abilities: 1/day – *dancing lights*, *darkness*, *faerie fire*. Caster level 10th.

SQ – Alternate Form (Su): Brissa can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. While in her alternate form, she loses her natural slam attack and dominate ability, but gains the natural weapons and extraordinary special attacks of the new form. Brissa can remain in that form until she assumes another or until the next sunrise.

Gaseous Form (Su): As a standard action, a Brissa can assume *gaseous form* at will as the spell (caster level 5th), but she can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Spider Climb (Ex): Brissa can climb sheer surfaces as though with a *spider climb* spell.

Spells Known (6/8/8/7/6/4; DC 16 + spell level): 0 – *daze*, *detect magic*, *ghost sound*, *light*, *mage hand*, *prestidigitatation*, *open/close*, *read magic*, *resistance*; 1st – *expeditious retreat*, *hold portal*, *magic missile*, *obscuring mist*, *silent image*; 2nd –

false life, invisibility, protection from arrows, web; 3rd — dispel magic, fireball, hold person; 4th — black tentacles, stone skin; 5th — cloudkill.

Possessions: +1 rapier, ring of protection +1, bracers of armor +2, masterwork hand crossbow with 20 bolts, brooch of shielding, scroll of mirror image (CL 3).

Iron Maiden: 2 in. thick; hardness 10; hp 60; AC 5; break DC 30. The iron maiden is secured by a latch that can only be reached by those inside with a successful DC 20 Escape Artist check. Damage to those condemned to the iron maiden is 6d6 points.

Area 1-8 – Vampire Vault: Read or paraphrase the following:

Five stone coffins, each one almost 9 feet in length, are the only furnishings in this cold, stark chamber. Bats roost upside down in the rafters above, a dark mass of vermin that begin to stir as you enter.

Each of these coffins belongs to one of the ogre vampire spawn. Any of the vampire spawn from area 1-6 that were reduced to 0 hit points will be found here, desperately attempting to recuperate.

Treasure: Besides a layer of sand, each coffin contains 1d20x100gp worth of sundry jewellery and gems. Baubles gathered during raids.

Area 1-9 – Shrine (EL 7): Read or paraphrase the following:

The smell of brimstone hangs heavily in the air here. This chamber appears to be a shrine to a fell deity of some kind. A pair of large windows provides a panoramic view of the volcano below. Even here, high above the bubbling morass of magma, its destructive power is evident. Hanging from the wall between the windows is a tapestry depicting the foreboding image of a leering red devil. The floor is carved with gruesome images of men being tortured in a fiery dungeon. An altar of obsidian stands alone off to the side, atop which rests an unobtrusive ceramic jar.

Characters making a Knowledge (religion) check at DC 25 will recognize the devil worshipped here as Bei'thor. The altar has an inscription that reads: "My beloved husband, Kurl Firestorm, the Hellfire Jarl of Bloodfire Spire." It contains the ashes of the slain fire giant vampire.

Trap: Removing the ceramic jar from its resting place atop the altar triggers a deadly *blade barrier* trap that runs the length of this chamber. All creatures in the room are exposed to the blades.

Blade Barrier Trap: CR 7, magic device; proximity trigger (alarm); automatic reset, spell-effect (*blade barrier*, 11th level cleric, 11d6 slashing, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31

Area 1-10 – Hell Hound Kennel (EL 7): Read or paraphrase the following:

The door creaks open to reveal a chamber that reeks blood, death, and brimstone, a foul mélange of odors that causes your stomach to revolt. The ground inside the chamber is scorched and blackened, and strewn with bones, unidentifiable hunks of meat, and lengths of thick hemp rope.

This is the kennel for the vampire's pit hounds.

Monsters: There are a total of 6 hell hounds housed within the kennels, though their numbers may be depleted if any were *teleported* to protect their masters' chambers (see area 1-5). They are ill tempered and, because of their master's recent transformation into an unthinking brute, poorly fed as well. As a result, they launch themselves eagerly into combat, dragging the PCs off to be devoured.

Hell Hound (4): CR 3; Medium outsider (evil, extra-planar, fire, lawful); HD 4d8+4; hp 22; Init +5; Spd 40 ft.; AC 16, touch 11, flat-footed 15; Base Atk +4; Grp +5; Atk/Full Atk bite +5 melee (1d8+1 plus 1d6 fire); SA Breath weapon, fiery bite; SQ Darkvision 60 ft., immunity to fire, scent, vulnerability to cold; AL LE; SV Fort +5, Ref +5, Will +4; Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6.

Skills and Feats: Hide +13, Jump +12, Listen +7, Move Silently +13, Spot +7, Survival +7 (+15 when tracking by scent); Improved Initiative, Run, Track.

SA – Breath Weapon (Su): 10-foot cone, once every 2d4 rounds, damage 2d6 fire, Reflex DC 13 half.

Fiery Bite (Su): A hell hound deals an extra 1d6 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

Caves of the Beast

Kiela and her husband rarely used the natural caves below Bloodfire Spire, and they never made any attempt to refine them in any way. Occasionally, trade with the drow took place via a series of tunnels that eventually link up with the Underdeep, but such exchanges were relatively rare and never resulted in settlement of the caves. Consequently, the caves were never cleared of their natural denizens. When Kiela Firestorm descended into savagery, she retreated into these caves and now lords over them.

The cave walls are rough stone, and stalactites hang from the ceiling in places. Passageways average about 10 feet in height, with caverns averaging 20 feet high. Kiela has left her mark in many ways: body parts from man and beast alike are found strewn about, pools of blood stain the cave floors, and claw marks deface the walls. Explorers occasionally hear wailing screams, as victims of the fire giant are torn apart and devoured.

Areas of the Map

Area 2-1 – Ruined Staircase: Read or paraphrase the following:

A fragment of an old, stone staircase hangs from the rock face like a broken tree limb, with dust and pieces of masonry occasionally breaking away and falling into the void below.

The stairs end 70 feet above a cave literally covered with bones.

The broken stairs can't bear much weight, and they break off if subjected to more than 150 pounds. The stairs, and anything on them, tumble 70 feet to the cave below, resulting in 7d6 points of falling damage.

A close search of the cave (DC 25) reveals a secret door. The door leads to a spider-web shrouded tunnel that descends for many miles (and past many a fell beast) before emerging in the Underdeep. This has no direct bearing on the adventure, save as a possible escape route for Kiela, but it might serve as a future plot device for luring heroes into the drow-haunted depths.

Area 2-2 – Cave of Webs (EL 12): Read or paraphrase the following:

Cobwebs hang from the ceiling like vast sheets left out to dry, dancing slightly in a faint breeze. The exact source of the wind, or even the dimensions of the chamber, is difficult to discern because of the obscuring webs.

The cobwebs that fill this cave are perfectly harm-

less, but they serve to limit visibility to 10 feet or less.

Creature: A massive and extremely territorial dire cave bear lairs within this cave network. The creature—a representative of a rare subspecies — is covered in a shaggy coat of red fur, boasts powerful claws, and soot-blackened teeth. The cave bear has adapted to the rigors of extreme heat and fire, and when it successfully strikes in melee, the wound momentarily catches flame and causes additional fire damage to the victim.

Tactics: The hanging cobwebs provide cover to mask the bear's approach. As soon as the PCs enter the chamber, it slowly and silently begins to track them by scent, slipping between the webs until it singles out a target. The cave bear then strikes and attempts to maul the PC to death before others can intervene. If allowed to do so, it will then slip back behind the webs and begin the hunt anew.

Development: Lying just inside of the cave is an outstretched skeleton. It has obviously been dead for some years, as the clothes hang in rotted strips from its yellowed bones, all except for a robe, which has withstood the test of time remarkably well. It billows gently from the skeleton, as if buffeted by a gentle breeze.

This garment is actually the *Robe of Whirlwind*, the prized possession of a long-dead adventurer who was intent on stealing the Blackheart (see Appendix: New Magic). Rather than covering the source of the breeze, as most PCs might likely suspect, the robe *is* the source of the breeze. As part of the creation process of this artifact, an ancient air elemental is bound to a bolt of cloth, giving the item a semblance of sentience. As long as the robe's abilities are activated on a fairly routine basis, the elemental remains complacent. But if it hasn't tasted fresh air or felt the leaves blowing beneath it for some time, the elemental grows increasingly agitated. Now, after decades of lying inactive and breathing only foul air, the robe is mad with hunger and boredom.

When the robe is disturbed it immediately springs to life and transforms into an elder air elemental that attacks the nearest living creature. When the elemental is killed or otherwise neutralized, the ferocious wind dies down and the magical robe slowly drifts back to the ground. At this point, the *Robe of the Whirlwind* is safe to be worn.

Fireborn Dire Cave Bear: CR 9; Large magical beast (fire); HD 12d8+51, hp 105; Init +1; Spd 40 ft.; AC 20, touch 10, flat-footed 19; Base Atk +12; Grp +26; Atk claw +22 melee (2d4+10 plus 1d6 fire);

Full Atk 2 claws +22 melee (2d4+10 plus 1d6 fire) and bite +16 melee (2d8+5 plus 1d6 fire); Space/Reach 10 ft./5 ft.; SA Improved grab, heat; SQ Damage reduction 10/magic, darkvision 60 ft., immunity to fire, low-light vision, scent, vulnerability to cold; AL N; SV Fort +12, Ref +9, Will +6; Str 31, Dex 13, Con 19, Int 3, Wis 12, Cha 10

Skills and Feats: Listen +10, Spot +10, Swim +13; Alertness, Endurance, Run, Toughness, Weapon Focus (claw)

SA – Heat (Ex): A fireborn dire cave bear deals an additional 1d6 points of fire damage with a successful claw or bite attack.

Improved Grab (Ex): To use this ability, a fireborn dire cave bear must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Robe of Whirlwind (elder air elemental): CR 11; Huge elemental (air, extraplanar); HD 24d8+96; hp 204; Init +15; Spd fly 100 ft. (perfect); AC 27, touch 19, flat-footed 16; Base Atk +18; Grp +32; Atk slam +27 melee (2d8+6); Full Atk 2 slams +27 melee (2d8+6); Space/Reach 15 ft./15 ft.; SA Air mastery, whirlwind; SQ Damage reduction 10/–, darkvision 60 ft., elemental traits; AL N; SV Fort +12, Ref +25, Will +10; Str 22, Dex 33, Con 18, Int 10, Wis 11, Cha 11.

Skills and Feats: Listen +29, Spot +29; Alertness, Blind-fight, Cleave, Combat Reflexes, Flyby Attack, Improved Initiative, Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse.

SA – Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

Whirlwind (Su): An elder air elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 12 rounds in this form, the elemental can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 60 feet tall. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.

Creatures of size Large and smaller might take damage when caught in the whirlwind and may be lifted into the air. An affected creature must succeed on a DC 28 Reflex save when it comes into contact with the whirlwind or take 2d8 points of damage. It must also succeed on a second Reflex save or be

picked up bodily and held suspended in the powerful winds, automatically taking whirlwind damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful.

Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental 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.

An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.

Area 2-3 – Minoton's Maze (EL 15): Read or paraphrase the following:

The corridor branches off in four directions, each narrowing to 10 feet wide tunnel.

This is the entrance to a natural maze of stone passageways. Years ago, a pair of iron golems crafted in the shape of minotaurs were placed here to guard the caves against those who would attempt to steal the Blackheart. Though constructs, "minotons" ably stalk anyone who sets foot within the maze.

Creature: Once the PCs near the center of the maze, the minotons attack. Their preferred tactic is to charge in from two different side passages, fight for a round or two, then retreat back into the maze, only to attack again from a different passageway.

Treasure: The minotons do not keep treasure, but every hour the PCs spend searching these twisted tunnels, one of their number can make a DC 25 Spot check. A success suggests that the heroes have stumbled upon the body, or bodies, of past minoton victims. Roll randomly or select treasures from the following list:

- 1d7 Treasure**
- 1-3 Corpse, but no treasure.
- 4 An eviscerated human carrying a *ring of protection* +2 and *gloves of arrow snatching*.
- 5 A party of dwarven prospectors, seven in total, recently and bloodily killed. One wears a gold armband in the shape of a dragon worth 400gp, another wears a helmet with ivory crafted ram's horns projecting from either side (worth 200gp and enchanted to grant the wearer the feat Improved Bull Rush), and a third wields a +1 *heavy pick*. Combined, the group has 245gp.
- 6 A *wand of barkskin* (35 charges) lies discarded on the ground. There is no body nearby.
- 7 A skeleton, identifiable as a drow, wearing *web armor* +2 (acts as leather, but half as heavy) and carrying 5 *bolts of elf slaying* in a rotting leather quiver.

Minotons, Iron Golems (2): CR 13; Large construct; HD 18d10+30; hp 129; Init -1; Spd 20 ft.; AC 30, touch 8, flat-footed 30; Base Atk +13; Grp +29; Atk slam +24 melee (2d10+11); Full Atk 2 slams +24 melee (2d10+11) and gore +19 melee (1d8+11); Space/Reach 10 ft./10 ft.; SA Breath weapon; SQ Construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +6, Ref +5, Will +6; Str 33, Dex 9, Con -, Int -, Wis 11, Cha 1.

Skills and Feats: None.

SA – Breath Weapon (Su): 10-foot cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 19 negates.

SQ – Immunity to Magic (Ex): An iron golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical attack that deals electricity damage slows an iron golem (as the *slow* spell) for 3 rounds, with no saving throw. A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an iron golem hit by a fireball gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects. An iron golem is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.



Area 2-4 – Treasury (EL 13): Read or paraphrase the following:

The small chamber before you contains 6 sturdy wooden chests, stacked neatly against the far wall. A brooding figure, fully 9 feet tall, looms over them, its body a grotesque miss-match of assorted limbs and appendages. A pair of spider-like forelegs extends from the beast's shoulders, flicking out at you with wicked barbs.

Kiela Firestorm and her husband stored their wealth in this chamber. Though she has little use for the wealth now, the chamber's guardian still watches over the treasure with the loyalty possessed only to animated constructs.

Creature: A massive flesh golem with the barbed forelimbs of a bebilith guards this room. The sentinel's instructions are to attack anyone who enters the room except for Kiela. It does not pursue foes beyond this chamber.

Trap: The entire floor of the room is trapped with multiple *glyphs of warding*. Every 5-foot square stone in the floor is individually enchanted, meaning that there are a total of six glyphs in the chamber. When trod upon, the glyphs send arcs of crackling electricity dancing through the entire chamber. The trap is particularly devious because intruders will be injured by the electrical bolts, while the golem will, in fact, be rejuvenated.

The golem's presence or movement through the

room will not set off the *glyphs*, nor will anyone who speaks the command word, “Serendous,” aloud. Note that this does not disarm the trap, but rather make it so that the speaker does not trigger the *glyphs*.

Treasure: The six wooden chests are locked and lined with lead (hardness 8, hp 15, Break DC 25, Open DC 20). Inside each chest is a smaller, unlocked box trapped with *fire trap*. The contents of the boxes are as follows: 10 bars of silver, worth 100gp each; 3000 gp in coin; the Blackheart; 1500gp in coin; four *potions of cure serious wounds* (CL 9), two *potions of cat's grace* (CL 5), and 6 bars of silver, worth 100 gp each.

Advanced Flesh Golem: CR 10; Large construct; HD 18d10+30; 158 hp; Init -1; Speed 30 ft.; AC 18, touch 8, flat-footed 18; Base Atk +13; Grp +23; Atk slam +18 melee (2d8+6); Full Atk 2 slams +19 melee (2d8+6) and 2 claws +14 melee (2d4+3); Space/Reach 10 ft/10 ft; SA Berserk, rend armor; SQ Construct traits, damage reduction 5/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +6, Ref +5, Will +6; Str 22, Dex 9, Con -, Int -, Wis 11, Cha 1.

Skills and Feats: None

SA – Rend Armor (Ex): If the golem hits with both claw attacks, it pulls apart any armor worn by its foe. This attack deals 4d6+9 points of damage to the opponent's armor. Creatures not wearing armor are unaffected by this special attack. Armor reduced to 0 hit points is destroyed. Damaged armor may be repaired with a successful Craft (armorsmithing) check.

SQ – Immunity to Magic (Ex): A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical attack that deals cold or fire damage slows a flesh golem (as the slow spell) for 2d6 rounds, with no saving throw. A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a flesh golem hit by a *lightning bolt* heals 3 points of damage if the attack would have dealt 11 points of damage. A flesh golem gets no saving throw against attacks that deal electricity damage.

Glyph of Warding (Blast): CR 6; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 16th-level cleric, 8d8 electricity, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

Fire Trap Chests: CR 5; Spell; No Reset; Spell Effect (*fire trap*, 18th Level Wizard, 1d4+18 fire, DC 18 Reflex save half damage); Multiple Targets (all within 5 feet); Search DC 29; Disable Device DC 29.

Area 2-5 – Cave of the Savage Mistress (EL 17):

Read or paraphrase the following:

A large chamber, illuminated with an eerie orange glow cast from a bubbling lava pit, stretches out before you. Scalding vapors from small geothermal geysers obscure portions of the chamber and several side passages that branch off from it. Bones and partially consumed carcasses – humanoid and animal alike – litter the floor like refuse, and dried blood has stained the stone a dark crimson. From somewhere in the rear of the cave emerges a maniacal laughter, followed by a deep, animal-like roar of anger.

Several areas of the cave are filled with scalding vapour from geothermal activity. The vapour restricts normal vision to only 5 feet. At distances between 5 feet and 10 feet, creatures have 50% concealment. Beyond 10 feet all vision is obscured, and targets have total concealment. The vapour also deals 6d6 points of fire damage each round. The shaded areas on the map show the extent of the vapour.

A lava pit measuring 20 feet in diameter takes up a portion of the chamber. The lava bubbles and pops 6 feet below the surface, but nonetheless provides enough illumination to allow characters to see without light-sources. Lava deals 2d6 points of damage per round of exposure; if immersed in the lava pit, characters suffer 20d6 points of damage per round. Damage from lava continues for 1d3 rounds after exposure ceases, but this additional damage is only half that dealt during actual contact (either 1d6 or 10d6). In addition, characters falling into the lava run the risk of drowning.

Creature: This cave is the lair of Kiela Firestorm, a fire giant feral vampire. She summons 4 rat swarms to distract the PCs and then charges into combat. She relies on her strength and undead resilience to see her through, but displays a unique animal cunning and will use the natural terrain to her advantage – retreating into the vapor clouds (which she is immune to), climbing the walls to attack from above, or bull rushing victims into the lava pit. If she is forced to flee, she'll assume an alternate form that best facilitates escape, such a snake to slither through a narrow crevasse in the rock.

Kiela Firestorm, female fire giant feral vampire

Ftr 5: CR 17; Large undead (augmented giant, fire); HD 20d12; hp 239; Init +6; Spd 40 ft.; AC 31, touch 11, flat-footed 29; Base Atk +16, Grp +36; Atk claw +31 melee (1d8+16 plus energy drain) or rock +17 ranged (2d6+16 plus 2d6 fire); Full Atk 2 claws +31 melee (1d8+16 plus energy drain) or rock +17 ranged (2d6+16 plus 2d6 fire); Space/Reach 10 ft./10 ft.; SA Blood drain, create spawn, energy drain, rage, rend 2d8+24; SQ Children of the wild, darkvision 60 ft., damage reduction 10/magic, fast healing 3, immunity to fire, low-light vision, resistance to acid 10 and cold 10, rock catching, scent, spider climb, turn resistance +2, vampire weaknesses, vulnerability to cold, wild shape 5/day; AL CE; SV Fort +13, Ref +8, Will +11; Str 42, Dex 14, Con –, Int 8, Wis 17, Cha 10

Skills and Feats: Appraise –1 (+1 armor), Climb +19, Craft (armorsmithing) +8, Hide +0, Intimidate +18, Jump +23, Listen +13, Move Silently +4, Search +11, Spot +22, Survival +8; Alertness, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Initiative, Iron Will, Mobility, Power Attack, Run, Spring Attack, Track, Weapon Focus (greatsword), Weapon Specialization (greatsword).

SA – Blood Drain (Ex): Kiela can suck blood from a living victim with her fangs by making a successful grapple check. If she pins the foe, she drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, Kiela gains 5 temporary hit points.

Energy Drain (Su): Living creature's hit by Kiela's claw attack gain one negative level. For each negative level bestowed, Kiela gains 5 temporary hit points. The DC is 20 for the Fortitude save to remove a negative level.

Create Spawn (Su): A fey, humanoid, giant, or monstrous humanoid slain by Kiela's energy drain rises as a feral vampire 1d4 days after. This spawn is in no ways beholden Kiela, and is just as likely to attack her in a fit of rage as to heed her commands.

Rage (Ex): When Kiela takes damage in combat, she flies into a berserk rage on her next turn, clawing madly until either it or its opponents are dead. While raging Kiela gains +6 Strength, 2 temporary hit points per Hit Die, and a -2 penalty to AC. Ending her rage voluntarily requires a DC 20 Will save.

Rend (Ex): If Kiela hits an opponent with both claw attacks, she latches onto the opponent's body and tear the flesh. This attack automatically deals and additional 2d8+24 points of damage.

SQ – Children of the Wild (Su): Kiela can command the wild, vicious, untamable creatures of the world and once per day can call forth 1d2 brown

bears, 1d4 Medium constrictor snakes, 6d6 vultures (treat as eagles), 1d6+1 rat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve her for up to an hour. Creatures will not answer a call that would force them to enter an environment in which they could not survive.

Fast Healing (Ex): Kiela heals 3 points of damage each round so long as she has at least 1 hit point. If reduced to 0 hit points in combat, she automatically assumes an animal form (via wild shape) and attempts to escape, gaining temporary hit points equal to the animal form's standard hit point total. She must reach her lair within 2 hours or be utterly destroyed. Any additional damage dealt to a Kiela when she is forced into animal form is taken from the temporary hit points. However, if these temporary hit points are exhausted, she is destroyed. Once at rest in her lair, Kiela reverts to her true form and is helpless. She regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Spider Climb (Su): Kiela can climb sheer surfaces as though with a *spider climb* spell.

Wild Shape (Su): Kiela can use *wild shape* as a 20th level druid. She cannot, however, use *wild shape* to turn into elementals or plants.

Vulnerabilities: Kiela is subject to spells that normally affect only animals, although she gains +2 bonus to save against such spells. This weakness is in addition to those of standard vampires.

Possessions: +1 half plate, bag of 10 rocks.

Rat Swarms (4): CR 2; Medium animal (swarm); HD 4d8, hp 13 each; Init +2; Spd 15 ft., climb 15 ft; AC 14, touch 14, flat-footed 12; Base Atk +3; Grp –; Atk/Full Atk swarm (1d6 plus disease); Space/Reach 10 ft./0 ft.; SA Disease, distraction; SQ Half damage from slashing and piercing, low-light vision, scent, swarm traits; AL N; SV Fort +4, Ref +6, Will +2; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2

Skills and Feats: Balance +10, Climb +10, Hide +14, Listen +6, Spot +7, Swim +10; Alertness, Weapon Finesse.

SA – Disease (Ex): Filth fever - swarm attack, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

Distraction (Ex): Any living creature that begins its turn with a swarm in its square must succeed on a DC 12 Fortitude save or be nauseated for 1 round.

Concluding the Adventure

There are several different ways this adventure can end for the PCs. They might claim the treasure and leave Bloodfire Spire, braving the elements rather than the mistress of the tower herself. While the ash storms are dangerous, it's not inconceivable that PCs could survive. In this event, Kiela Firestorm will continue her depravations unchecked, growing increasingly more savage and bloodthirsty with each passing month. Entire villages might be slaughtered, resulting in renewed calls for the culprit's destruction. Though largely bestial, Kiela still recognizes the value of the Blackheart and will relentlessly pursue those who possess it, lest they find a means of destroying the artifact.

It's possible that, through deed or design, Brissa Sagalarve might end up with the Blackheart. Her goal achieved, she'll retreat into the Underdeep with her prize and seek to carve out an empire for herself. It's possible that the PCs might come into conflict with her in the future....or maybe they will be forced into an unlikely alliance with vampiress against a greater threat.

The ideal solution to the adventure is the death of Kiela Firestorm. Not only does this mean that the PCs can leave the tower unhindered by ash storms, but it also means they have succeeded in eliminating a great threat to the realms.

New Monsters

FERAL VAMPIRE

This bestial humanoid lumbers about in a simian manner; back stooped and knuckles dragging on the ground. It growls and grunts unintelligibly, though a glimmer of intelligence remains in its dark, malice-filled eyes. The creature reeks of death, blood, and dirt, and its body is covered in a layer of filth and wiry hair.

Feral vampires are a degenerate form of vampire, creatures who have embraced the darker, more animalistic urges lurking within a vampire's dark soul. Barely able to communicate, with few uses for tools or the trappings of civilization, and little in the way of thought process beyond impulse and savage desires, feral vampires are little more than beasts.

There are three ways to become a feral vampire. First, a humanoid may become a member of this degenerate race of undead after being slain by a feral vampire's energy drain ability. Secondly, a vampire may transform into a feral vampire by giving in —willingly or otherwise— to the bloodlust and savage instincts that lurk within it. Finally, in rare cases, a humanoid may be infected with this strain of vampirism after being bitten by an animal that serves as a carrier for the disease.

Such animals are typically the most vile variety, such as rats, vultures, wolves, and hyenas.

Feral Vampire

"Feral vampire" is an acquired template that can be added to any fey, giant, humanoid or monstrous humanoid creature (referred hereafter as the base creature).

A feral vampire uses all the base creature's statistics and special abilities except as noted here:

Size and Type: The creature's type changes to undead and it gains the augmented subtype. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s

Speed: The base creature's land speed improved by 10 feet. Even if bipedal, a feral vampire runs on all four limbs.

Armor Class: The base creature's natural armor bonus increases by +4

Attack: A feral vampire retains all the natural attacks of the base creature and also gains 2 claw attacks if it didn't already have them. If the base creature can use weapons, the feral vampire loses this ability. A creature with natural weapons retains those natural weapons.

Full Attack: A feral vampire uses its claws as its primary natural attack along with any other natural weapon as a natural secondary attack.

Damage: Feral vampires have two claw attacks. If the base creature does not have this attack form, use the appropriate damage from the table below according to the vampire's size. Creature's that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is higher.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A feral vampire retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 vampire's HD + feral vampire's Cha modifier unless noted otherwise.

Blood Drain (Ex): A feral vampire can suck blood from a

living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the feral vampire gains 5 temporary hit points.

Energy Drain (Su): Living creature's hit by a feral vampire's claw attack gain one negative level. For each negative level bestowed, the feral vampire gains 5 temporary hit points.

Create Spawn (Su): A fey, humanoid, giant, or monstrous humanoid slain by a feral vampire's energy drain rises as a feral vampire 1d4 days after. This spawn is in no ways beholden to that creature that sired it, and is just as likely to attack its sire in a fit of rage as to heed its commands.

Rage (Ex): A feral vampire that takes damage in combat flies into a berserk rage on its next turn, clawing madly until either it or its opponents are dead. While raging it gains a +6 bonus to Strength, 2 temporary hit points per Hit Die, and a -2 penalty to AC. Ending its rage voluntarily requires a DC 20 Willpower check.

Rend (Ex): Feral vampires that hit with both claw attacks latch onto their opponent's body and tear the flesh. This attack automatically deals additional damage equal to double the vampire's claw damage plus 1.5 times its Strength bonus.

Special Qualities: A feral vampire retains all special qualities of the base creature and gains those described below.

Children of the Wild (Su): Feral vampires command the wild, vicious, untamable creatures of the world and once per day can call forth 1d2 brown bears, 1d4 Medium constrictor snakes, 6d6 vultures (treat as eagles), 1d6+1 rat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to an hour. Creatures will not answer a call that would force them to enter an environment in which they could not survive.

Damage Reduction (Su): A feral vampire has damage reduction 10/magic. A feral vampire's natural weapons are treated as magical weapons for the purposes of overcoming damage reduction.

Fast Healing (Ex): A feral vampire heals 3 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes an animal form and attempts to escape, gaining temporary hit points equal to the animal form's standard hit point total. It must reach its lair within 2 hours or be utterly destroyed. Any additional damage dealt to a feral vampire forced into animal form is taken from the temporary hit points. However, if these temporary hit points are exhausted, the feral vampire is destroyed. Once at rest in its lair, a feral vampire reverts to its true form and is helpless. It regains 1 hit point after 1 hour,



then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Resistance (Ex): A feral vampire has resistance to acid 10, cold 10, and fire 10

Scent (Ex): A feral vampire gains the ability to track creatures by scent.

Spider Climb (Su): A feral vampire can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): A feral vampire has +2 turn resistance.

Wild Shape (Su): A feral vampire can use the wild shape ability as if it were a druid of a level equal to 5 + half the feral vampire's Hit Dice (max 20th level). Regardless of its HD, feral vampires cannot use wild shape to turn into elementals or plants.

Vulnerabilities: Because of their bestial nature, feral vampires are subject to spells that normally affect only animals, though they gain +2 bonus to save against such spells. This weakness is in addition to those of standard vampires.

Abilities: Modify the base creature as follows: Strength +6, Dexterity +4, Int -2, Charisma +2. As an undead creature, a feral vampire has no constitution score.

Skills: Feral vampires have a +8 racial bonus on Hide, Intimidate, Listen, Move Silently, Search, Spot, and Survival checks. Otherwise, they have the same skills as the base creature.

Feats: Feral vampires gain Alertness, Combat Reflexes, Run, and Track as bonus feats, assuming the base creature meets the prerequisites and doesn't already have these feats.

Challenge Rating: Same as the base creature +2

Alignment: Always chaotic evil

Level Adjustment: Same as the base creature +6

Habits: Feral vampires stalk wilderness reaches in search of prey. They prefer to exist as far away from civilization as possible, so are most often found in fetid swamps, dark forests, high atop mountainous crags, or within the impenetrable darkness of caves. Unlike standard vampires, feral vampires make no distinction between humanoid and animal; all living creatures are considered fair prey. Feral vampires aren't even above scavenging the kills of other predators or gorging on undead creatures such as zombies.

Feral vampires have foresworn civilization and rarely make use of man-made weapons, armor, or equipment. Similarly, they rarely reside within buildings, unless they are ruined shells. Most often, they take up a comfortable existence within caves or dens, sometimes even sharing their accommodations with wild animals.

Tactics: Driven more by ferocity than reason, feral vampires are simple, straightforward combatants. They typically charge directly into battle, trusting in their strength to slash and rend their opponents and their considerable natural resistances to keep them from harm. Should an enemy withstand the fury of the initial assault, the feral vampire will retreat to safe distance and summon wild animals to soften-up its opponents.

New Magic Items

Robe of Whirlwind

Up to three times per day, the wearer may wrap the robe around his torso and invoke the power of the artifact by exhaling a deep breath. The wearer is then transformed into a funnel cloud of violent wind. The character gains damage reduction 5/-, a flight speed of 100 feet (perfect), and the whirlwind attack of a huge air elemental (see the MM). This transformation lasts 8 rounds.

The robe also grants the wearer the ability to use *gust of wind* once per day as a 10th caster.

The robe is intelligent (Int 10, Wis 10, Cha 11) and true neutral, but can only communicate through telepathy, and only then with its wearer.

Strong Transmutation; CL 20th; Weight 1 lb.

Blackheart

This unique minor artifact infused with dreadful power much sought after by vampires. A black stone urn that resembles a heart, it visibly beats, as if pumping lifeblood through a body. A vampire binds itself to the urn by draining 2 Constitution points of blood into the vessel (the Con loss is permanent). The link between the artifact and its possessor is only severed if another vampire binds itself to the Blackheart.

The Blackheart provides several benefits that more than make up for the loss in vigour. First and most importantly, the vampire becomes completely immune to staking. In addition, the vampire can cast *darkness* three times per day (CL 10th) by speaking a command word. Finally, the Blackheart protects the vampire from sunlight for a limited duration each day.

Light Source	Rounds of Protection
Indirect sunlight	10
Direct sunlight	5
<i>Sunbeam</i> spell	1
<i>Sunburst</i> spell	1

Strong necromancy; CL 20th; Weight 10 lb.

The Necrouge (Blood Map)

This map is written on stretched vampire skin; yellowed and clearly quite old, nonetheless, it's extremely resistant to damage. While some casual observers will assume the map is merely parchment, most will recognize it to be skin from the texture and appearance (DC 12 Heal or Knowledge (nature) check). Its vampiric origins are only revealed if a *detect undead* spell is cast within its vicinity.

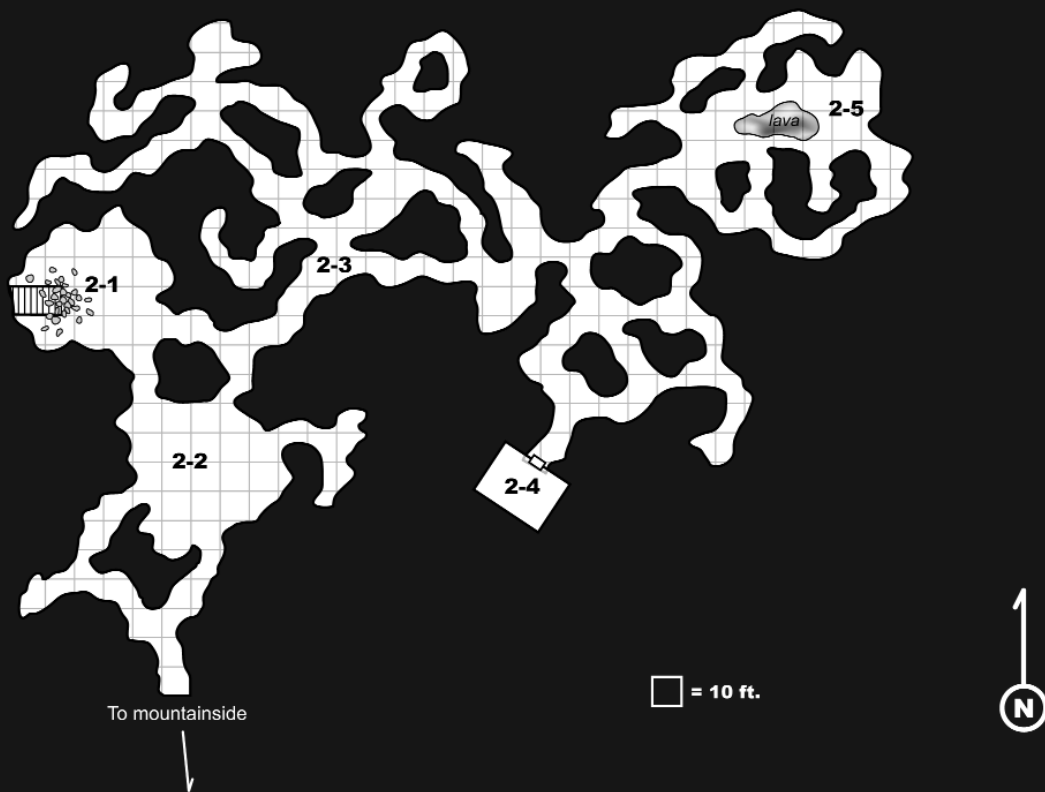
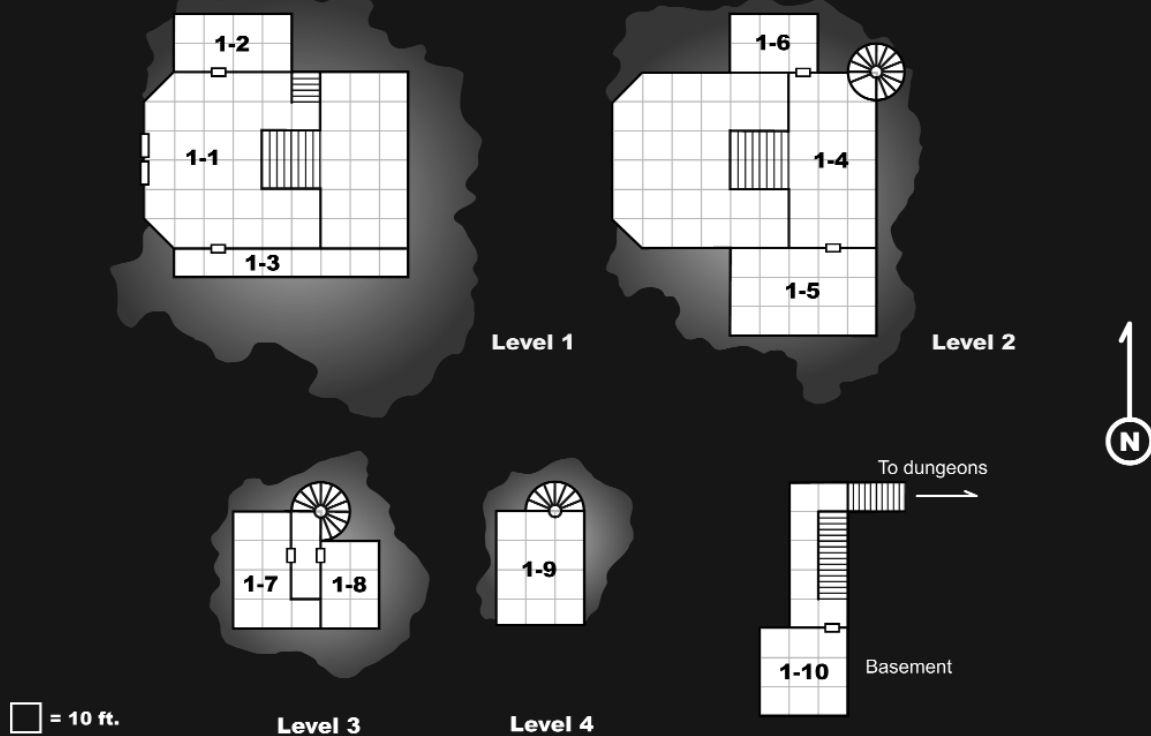
Text on the map suggests it leads to a vast treasure, including a powerful artifact called the Blackheart. But much of the page is initially blank; only a familiar landmark (a city or notable geographic feature) serves as a starting point.

The remainder of the map is invisible until fresh humanoid blood is poured onto it, at which time the directions appear but only in ten-mile intervals, one stage per day. The parchment refuses to give up all its secrets at once, as it wants to continue feeding. The information on the map is good, however, and inevitably leads to Bloodfire Spire, vast wealth, and the Blackheart.

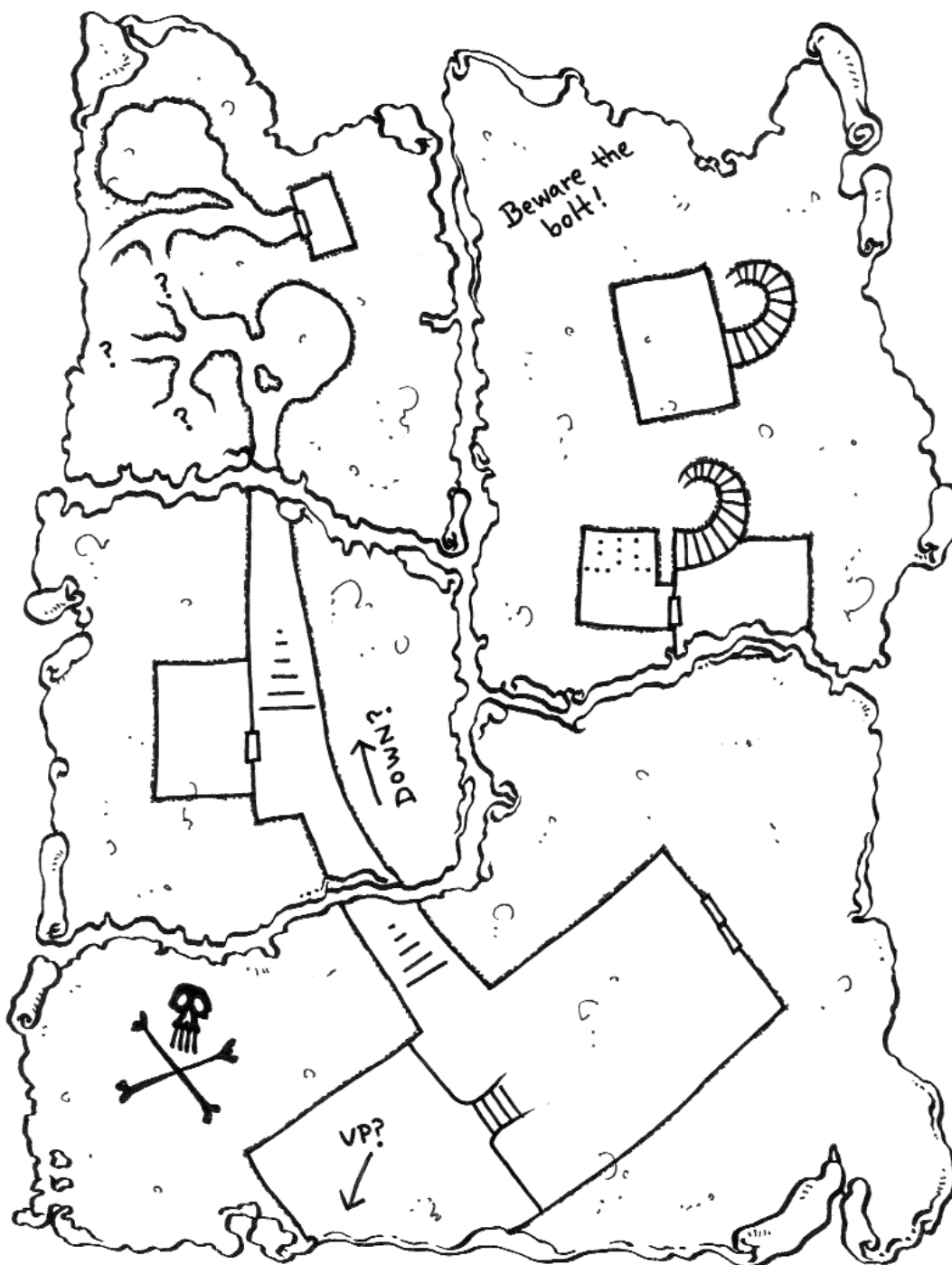
Some characters may have moral or alignment-induced qualms about feeding the map its daily quotient of blood, which might well lead to debate or party conflict—the very core of role-playing potential. GMs should reward characters for role-playing their reactions to this dilemma.

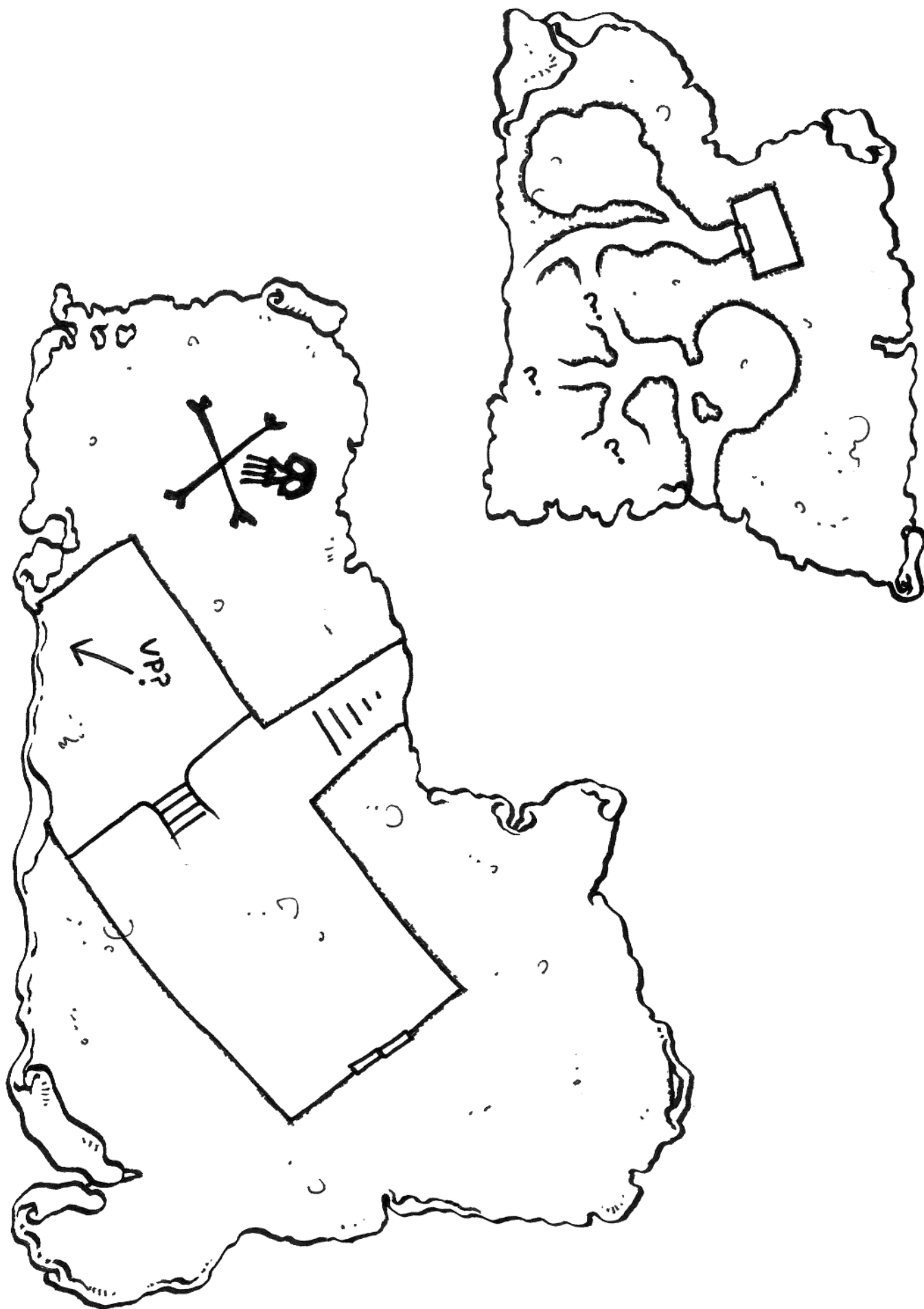
Strong necromancy; CL 20th; Weight 1 lb.

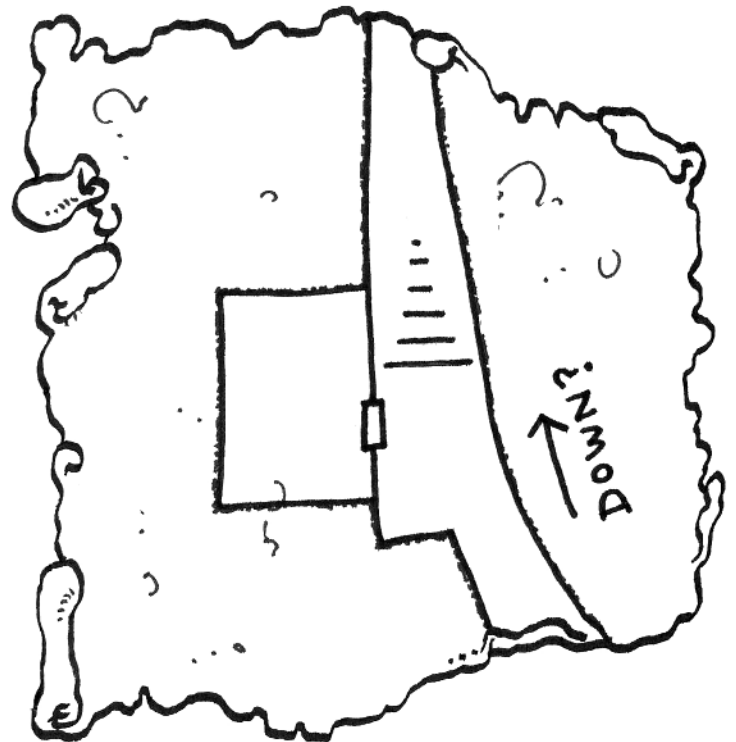
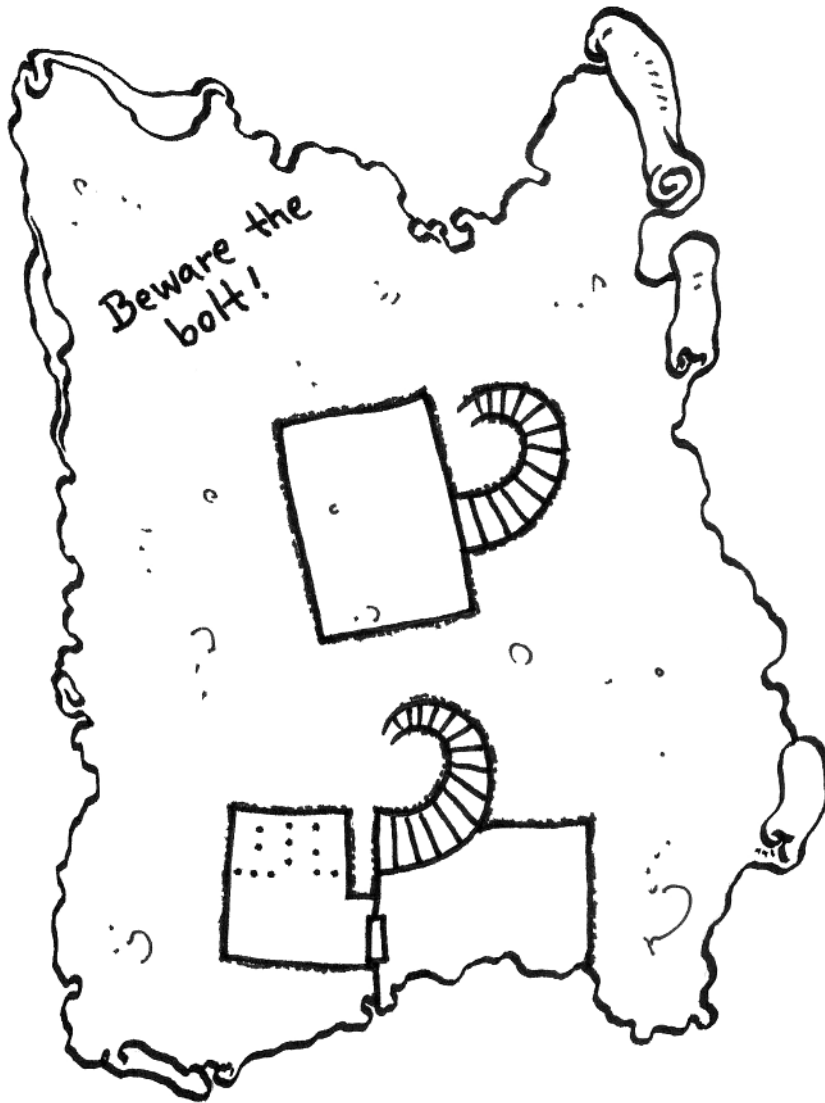
The Bloodfire Spire



The Necrouge, or blood map, is the map that leads the characters to this adventure. It is described on pages 88 and 106. The map is torn into four shards. It is shown assembled below, while the scraps appear on the following pages. Permission is granted to photocopy for personal use.







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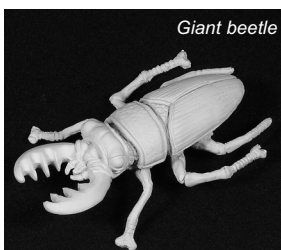
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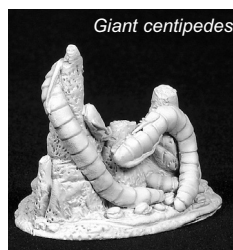
Kobold Sorcerer



Deadly Fungus



Giant beetle



Giant centipedes



Otyugh



Darkmantle



Stirge Swarm



Lizardman Fighter

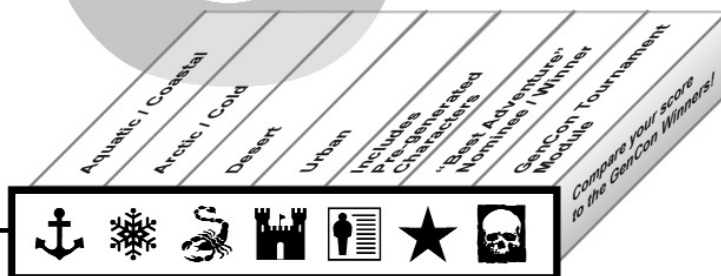


Raging Owlbear

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NOVICE

VETERAN

LEVEL	#	ADVENTURE							
0	0	Legends are Made, not Born					✓		
	35A	Halls of the Minotaur					✓		
1	2	Lost Vault of Tsathzar Rho							
	29	The Adventure Begins							
	39	Ruins of Castle Churo							
1-3	1	Idylls of the Rat King						✓	
	24	Legend of the Ripper				✓	✓		
	28	Into the Wilds							
	41	Lost Arrows of Aristemis					✓		
	44	Dreaming Caverns of the Duergar					✓		
	14	Dungeon Interludes							
1-13	2	The Dragonfiend Pact						✓	
	31	The Transmuter's Last Touch							
2-3	42	Secret of the Stonearm				✓			
3-5	3	The Mysterious Tower							
	36	Talons of the Horned King		✓					
	43	Curse of the Barrens		✓					
4-6	17	Legacy of the Savage Kings					✓		
	26	The Scaly God					✓		
	27	Revenge of the Rat King				✓			
	35B	Thief Lord's Vault				✓			
	37	The Slithering Overlord							
	7	Secret of Smuggler's Cove	✓						
5-7	23	The Sunken Ziggurat							
	10	The Sunless Garden							
	16	Curse of the Emerald Cobra					✓		
6-8	20	Shadows in Freeport				✓	✓	✓	
	34	Cage of Delirium				✓			
	5	Aerie of the Crow God						✓	
7-8	8	Mysteries of the Drow					✓		
	19	The Volcano Caves					✓		
	38	Escape from the Forest of Lanterns							
7-9	40	Devil in the Mists	✓				✓		
	6	Temple of the Dragon Cult							
	12	The Blackguard's Revenge		✓					
8-10	25	Dread Crypt of Srihoz							
	30	Vault of the Dragon Kings		✓			✓		✓
	4	Bloody Jack's Gold	✓						
10-12	12.5	The Iron Crypt of the Heretics		✓			✓	✓	
11-13	18	Citadel of the Demon Prince							
12-13	21	Assault on Stormbringer Castle					✓		
12-14	15	Lost Tomb of the Sphinx Queen			✓		✓		
14-15	22	The Stormbringer Juggernaut	✓				✓		
	32	Golden Palace of Zahadran			✓		✓		
	13	Crypt of the Devil Lich					✓	✓	✓
15	21-24	Belly of the Great Beast					✓		



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 Dungeon Crawl Classics #37: The Slithering Overlord
 Dungeon Crawl Classics #38: Escape from the Forest of Lanterns
 Dungeon Crawl Classics #39: Ruins of Castle Churo
 Dungeon Crawl Classics #40: Devil in the Mists
 Dungeon Crawl Classics #41: Lost Arrows of Aristemis
 Dungeon Crawl Classics #42: Secret of the Stonearm
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