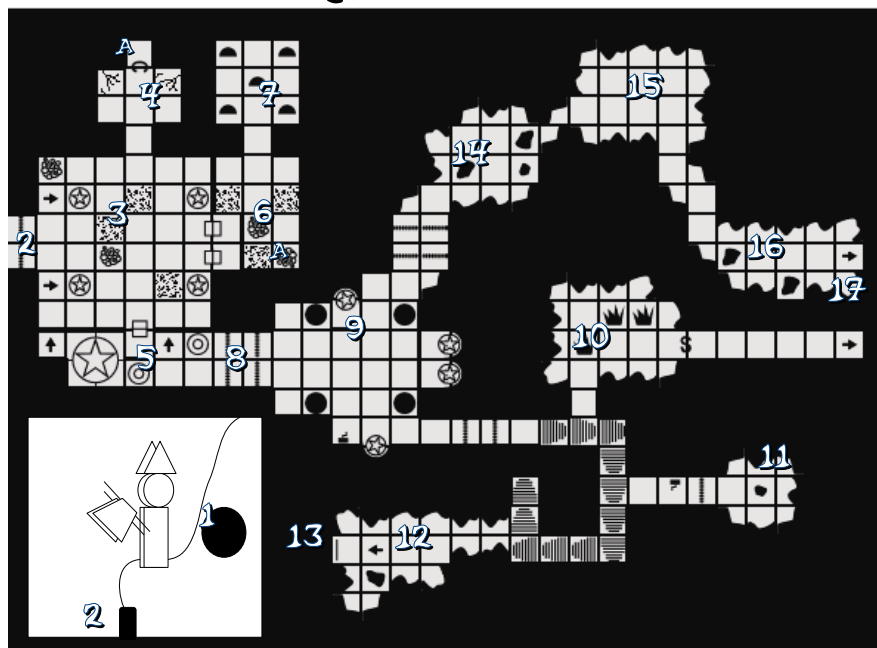


HALLS OF KSARNIA



By Patrice Crespy



BLURB

The Ksarrian Pass tunneling beneath the slopes of the Dwemer mountains has been closed shut for ages. The gateway citadel set above its entrance is now a ruin defaced by the years. Whoever built it is long dead and forgotten by ungrateful chroniclers. Yet, as your party stands less than a mile away on this snowy and cold morning, it seems that you have no other choice.

WANDERING MONSTERS

Encounter occurs 1 in 1d6, check each turn.

- 1 **Giant Weasel**.
- 1 **Halfling**.
- 2d4 **Ice Kobolds**.
- 1 **Dimetrodon** dinosaur.
- 1d3+1 **Cavemen**. They carry alarm horns.
- 1 female **Cavemen Shaman**.
- 2d2 **Troglodytes**.
- 1 **White Pudding**.

Stat blocks compatible with LL, S&W, Pathfinder and OSRIC upon <http://kaiserkabuki.blogspot.com>

HALLS & CAVES KEY

Most rooms and caves are unlit and damp. A raiding party of ice kobolds led by Kamarthal, their sergeant, has invaded the halls up to the Pillared Vault (9). They all wear fur hats, black tabards with a white dragon crest and use barbed spears and long daggers in combat unless stated otherwise.

1. PTERODACTYLS' NEST: This grisly cave set upon the steep mountain slope 30' above the portcullis hosts 14 **pterodactyls**. The pterodactyls arrived just after the kobolds managed to stumble in and have cut their retreat short. Their nest contains the remains of a half a dozen preys, including ice kobolds and an elf. A few gems lay scattered about the nest.

2. PORTCULLIS: A pair of fierce statues overlook the portcullis closed shut. The snow has covered ancient holes in its rubble wall. Once cleared, a small-sized humanoid can crawl inside. The statues' eyes follow the intruders' moves.

3. GREAT HALL: Lined with statues of bearded warriors, this hall is covered in rubble. Any noise attracts ice kobolds from (4) and (5). One of the statues actually keeps a large bag disguised as stone containing a few ancient silver coins. These coins are worth platinum to a collector.

4. FRESCO ROOM: 4 **ice kobolds** are here, trying to dig a passage in the northern wall's fresco. They wield picks and conical helmets they've stolen in the mausoleum (7). The ice kobolds suspect a secret passage, but didn't find it. There's actually a concealed door hidden in the fresco's motives 5' above the floor level.

4A. HORN TRAP: The concealed door opens into a small room crowded with bronze horns. If touched, the horns all blow at once and collapse the entire fresco room, causing heavy damage and pinning unaware victims under the rubble. One of the horns is magical and conjures 1d4 dwarf berserkers once a week.

5. GALLERY: This long gallery allows to peek and shoot inside the great hall. It's currently used as a guard quarter for 7 **ice kobolds**. The ice kobolds keep 2 crossbows and a score of bolts. The gallery's ancient beauty still pervades the place, with a couple of frozen fountains and the tall statue of a braided warrior lady.

6. RUBBLED ROOM: This rubble room is covered by a thin sheet of treacherous ice.

6A. HIDDEN NICHE: A secret niche is hidden beneath the rubble, it hides a glowing huge blue gem. The gem is cursed, making one wish to never part with it. It confers its holder a small magic bonus when facing undeads.

7. MAUSOLEUM: Five tombs of fallen Ksarrian warriors lie in this hall. They all have been looted except one, the poisoned body of two ice kobolds laying close. The trap, having sprung twice, is now disarmed, though the ice kobolds ignore it. The tomb holds the remains of a warrior that will raise as a **wight** if disturbed. It wears a full scale armor, a conical helmet and a silver-bladed lochaber axe. It uses the lochaber axe in combat and can't channel negative energy through its silver blade.

8. WEASEL KENNEL: The ice kobolds keep their **giant weasel** pet here, using an ancient portcullis trap as a cage. Kamarthal knows how to set the trap on and off from the room 9.

9. PILLARED VAULT: Kamarthal and 9 **ice kobolds** keep watch upon this room with 2 halfling slaves. They have discovered the mechanism of the portcullis traps around and used them to keep both the cavemen and the troglodytes at safe distance. Ice kobold and cavemen bodies litter the floor of this beamed sturdy hall.

Yashalob rules the cavemen. A secret passage allow them to leave the place, but they can't come back from the front gate because of the pterodactyls. Their caves extend on each side of stairs lining a bottomless pit.

10. FIERY PITS: 12 **cavemen** play human-skinned drums around the flames of the 10' deep fiery pits of this wide cave. They wield stone axes and wear thick furs.

11. CAGED CAVE: This cave is barred with strong wooden bars. The bar's mechanism is hidden in an alcove nearby. 3 **giant carnivorous apes** are inside. They attack all creatures on sight if freed, including the cavemen.

12. SHAMAN'S LAIR: Along with 6 **cavemen**, Yashalob, the tribe's shaman completes her rituals here. She wears a magical voodoo mask enabling her to scare her enemies away. The lair is all pelts, skinned animals and ivory tusks.

13. BLACK DOOR: This black stone slab opens only when its magic is dispelled or knocked away. Beyond the door, the secret vale of the ape-men lays in all its jungle glory. There are hundreds there, mounting axe beaks and feeding on dinosaurs. Ties connect them to a two-headed demon lord to whom they sacrifice victims.

Keeping an ancient strife with the cavemen alive, the troglodytes have sent a war party to the surface. They are stuck by the portcullis traps and intent on killing the ice kobolds as well. Their caves are all wide and slightly glowing with phosphorescent lichens.

14. AMBUSH: 8 hidden **troglodytes** watch over the Pillared Vault (9) from this cave.

15. LICHEN CAVE: A small underground lake fills the half of this room. A **dimetrodon** dinosaur wades in its water.

16. TROGLODYTE WAR PARTY: 12 **troglodytes** led by 2 **strong troglodytes** wander along this long gangway towards the surface. They fight with war axes.

17. INTO THE DEPTHS: The cave eventually leads deep below to the troglodytes' gargantuan lair. The tribe is the size of a small city and opens into many different dungeons.



Labyrinth Lord Compatible Product



Combat Level 3+



Monster Diplomacy



Some Deadly Traps

HALLS & CAVES KEY

1. PTERODACTYLS' NEST

PTERODACTYLS (14)

Armor class: 7 [12]

Hit Dice: 1

Hit Points: 5 each

Attacks: Bite (1d3)

Saving Throw: 17/F1

Special: None

Move: 6/18 (when flying) – Fly: 180' (60')

Morale: 7

Challenge Level/XP: 1/15

GEMS

9 turquoises worth 50gp each

1 purple beryl worth 75gp

3. GREAT HALL

275 silver pieces. A collector will trade each for 10gp.

4. FRESCO ROOM

ICE KOBOLDS (4)

Armor class: 5 [14]

Hit Dice: 1d4 hit points

Hit Points: 3 each

Attacks: Pick (1d8)

Saving Throw: 18/Human 0

Special: None

Move: 6 – 60' (20')

Morale: 7

Challenge Level/XP: A/5

The fierce ice kobolds use thick hides and armors, giving them a better armor class. They can use larger weapons than their cousins and bear extreme cold easily. They are expert at moving and fighting on ice and in the snow. Their tribes are smaller than usual kobold tribes, and their chiefs as strong as bugbears.

4A. HORN TRAP

BLASTING TRAP

The collapse causes 1d12 points of damage to anyone standing in the 4 or 4A area. In addition, characters missing their Saving Throw (or Petrification ST) are pinned under the rubble and need help to move out.

KSARNIAN BRONZE HORN

Summons 1d4 dwarf berserkers (2HD) to assist the one who winded the horn. Usable by Fighting-men (Fighters) and Clerics. The character can use the horn once a week only.

Berserkers add +2 to their attack value because of their ferocity. In addition, they never roll for Morale. If you use the *Swords & Wizardry* rules, roll 2d6+4 for their hit points and give them a +4 bonus on Saving Throws against magic.

5. GALLERY

ICE KOBOLDS (7)

Armor class: 5 [14]

Hit Dice: 1d4 hit points

Hit Points: 2 each

Attacks: Barbed spear or heavy crossbow (1d6+1/1d8 if you use the *Labyrinth Lord* rules)

Saving Throw: 18/Human 0

Special: None

Move: 6 – 60' (20')

Morale: 7

Challenge Level/XP: A/5

6. RUBBLED ROOM

When fighting or running in this room, characters roll a Saving Throw (Petrification) or fall for 1 damage and lose their action.

6A. HIDDEN NICHE

GLOWING HUGE BLUE GEM

Its possessor gets a +1 bonus when rolling a Saving Throw against the special attack of an undead.

7. MAUSOLEUM

WIGHT (1)

Armor class: 5 [14]

Hit Dice: 3

Hit Points: 17

Attacks: Lochaber axe (1d8+1/1d10 if you use the *Labyrinth Lord* rules)

Saving Throw: 14/F3

Special: Can only be hit by magical or silver weapon, undead immunities

Move: 9 – 90' (30')

Morale: 12

Challenge Level/XP: 4/120

This wight retains memories of the former Ksarnian honor. It doesn't drain levels but attacks with its weapon, a large lochaber axe.

LOCHABER AXE

Its blade being made of silver, the lochaber axe is worth 100gp.

8. WEASEL KENNEL

GIANT WEASEL (1)

Armor class: 7 [12]

Hit Dice: 4+4

Hit Points: 16

Attacks: Bite (2d4)

Saving Throw: 13/F3

Special: Sucks blood for 2d4/round, see in the dark 30', acute smell

Move: 15 – 150' (50')

Morale: 8

Challenge Level/XP: 5/240

HALLS & CAVES KEY CONT.

9. PILLARED VAULT

KAMARTHAL

Ice Kobold Sergeant (bugbear)

Armor class: 5 [14]

Hit Dice: 3+1

Hit Points: 19

Attacks: Barbed spear (1d6+2)

Saving Throw: 14/F3

Special: Surprise on 1-3 (50% of the time)

Move: 9 – 90' (30')

Morale: 9

Challenge Level/XP: 3/60

ICE KOBOLDS (9)

Armor class: 5 [14]

Hit Dice: 1d4 hit points

Hit Points: 2 each

Attacks: Barbed spear (1d6+1)

Saving Throw: 18/Human 0

Special: None

Move: 6 – 60' (20')

Morale: 7

Challenge Level/XP: A/5

10. FIERY PITS

CAVEMEN (NEANDERTHALS) (12)

Armor class: 8 [11]

Hit Dice: 2

Hit Points: 7 each

Attacks: Stone axe (1d8+1)

Saving Throw: 16/F1

Special: None

Move: 12 – 120' (40')

Morale: 7

Challenge Level/XP: 2/30

11. CAGED CAVE

GIANT CARNIVOROUS APE (3)

Armor class: 6 [13]

Hit Dice: 6

Hit Points: 39 each

Attacks: 2 (claw 1d6/claw 1d6)

Saving Throw: 11/F3

Special: Throw rocks 1d6

Move: 12 – 120' (40')

Morale: 8

Challenge Level/XP: 6/400

12. SHAMAN'S LAIR

YASHALOB

Cavemen (Neanderthal) Shaman

Armor class: 8 [11]

Hit Dice: 2

Hit Points: 14

Attacks: Stone axe (1d8+1)

Saving Throw: 16/F1

Special: Clerical spell use

Move: 12 – 120' (40')

Morale: 7

Spells: *Cure Light Wounds, Light, Hold Person*

Challenge Level/XP: 3/60

CAVEMEN (NEANDERTHALS) (6)

Armor class: 8 [11]

Hit Dice: 2

Hit Points: 11 each

Attacks: Stone axe (1d8+1)

Saving Throw: 16/F1

Special: None

Move: 12 – 120' (40')

Morale: 7

Challenge Level/XP: 2/30

VOODOO MASK

As *Wand of Fear*, but shaped as a mask. It holds 9 charges. Any character can use the *Voodoo Mask*.

IVORY TUSKS

12 tusks worth 125gp each.

14. AMBUSH

TROGLODYTES (8)

Armor class: 5 [14]

Hit Dice: 2

Hit Points: 8 each

Attacks: 3 (claw/claw/bite, 1d4 each)

Saving Throw: 16/F2

Special: Surprise 1-4, stench causes -2 to attack value

Move: 12 – 120' (40')

Morale: 8

Challenge Level/XP: 3/60

15. LICHEN CAVE

DIMETRODON (DINOSAUR LIZARD)

Armor class: 4 [15]

Hit Dice: 7

Hit Points: 32

Attacks: Bite (1d10)

Saving Throw: 9/F4

Special: None

Move: 9 – 90' (30')

Morale: 7

Challenge Level/XP: 7/600

16. TROGLODYTE WAR PARTY

STRONG TROGLODYTES (2)

Armor class: 5 [14]

Hit Dice: 4

Hit Points: 18 each

Attacks: War axe (1d8+1)

Saving Throw: 13/F3

Special: Surprise 1-4, stench causes -2 to attack value

Move: 12 – 120' (40')

Morale: 9

Challenge Level/XP: 4/120

TROGLODYTES (12)

Armor class: 5 [14]

Hit Dice: 2

Hit Points: 10 each

Attacks: War axe (1d8)

Saving Throw: 16/F2

Special: Surprise 1-4, stench causes -2 to attack value

Move: 12 – 120' (40')

Morale: 8

Challenge Level/XP: 3/60

WANDERING MONSTERS

HALFLING

Armor class: 7 [12]

Hit Dice: 1d6 hit points

Hit Points: 2

Attacks: Dagger (1d4)

Saving Throw: 18/F1

Special: None

Move: 9 – 90' (30')

Morale: 5

Challenge Level/XP: B/10

WHITE PUDDING (1)

Armor class: 8 [11]

Hit Dice: 10

Hit Points: 23

Attacks: Attack (4d8)

Saving Throw: 5/F6

Special: Immune to cold and physical attacks except fire, dissolves flesh and animal substances, splits when hit by lightning, moves on vertical surfaces

Move: 9 – 90' (30')

Morale: 12

Challenge Level/XP: 13/2,300

A flee or die encounter. A *Ring of Telekinesis* is inside the monster's belly.

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HALLS OF KSARNIA / STAT BLOCKS

OSRIC™

For Advanced
Gaming

AN ADVENTURE FOR CHARACTER LEVEL 3-5

HALLS & CAVES KEY

1. PTERODACTYLS' NEST

PTERODACTYLS (14)

Size: Small

Move: 240' flying

Armour Class: 8

Hit Dice: 1+2

Hit Points: 6

Attacks: 1

Damage: 1d6

Intelligence: Non-

Alignment: Neutral

Level/XP: 1/15+1/hp

GEMS

9 turquoises worth 50gp each

1 purple beryl worth 75gp

3. GREAT HALL

550 silver pieces. A collector will trade each for 5gp.

4. FRESCO ROOM

ICE KOBOLDS (4)

Size: Small

Move: 60'

Armour Class: 5

Hit Dice: 1d4

Hit Points: 3

Attacks: 1

Damage: 1d6+1 (pick, heavy)

Intelligence: Average (low)

Alignment: Lawful Evil

Level/XP: 1/5+1/hp

The fierce ice kobolds use thick hides and armors, giving them a better armor class. They can use larger weapons than their cousins and bear extreme cold easily. They are expert at moving and fighting on ice and in the snow. Their tribes are smaller than usual kobold tribes, and their chiefs as strong as bugbears. Each kobold individual carries 3d6cp.

4A. HORN TRAP

BLASTING TRAP

The collapse causes 2d10 points of damage to anyone standing in the 4 or 4A area. In addition, characters missing their Saving Throw vs. Petrification are pinned under the rubble and need help or a bend bars roll to move out.

KSARNIAN BRONZE HORN

This horn performs as a *Bronze Horn of Valhalla* with the following exceptions:

It summons 1d4 dwarven berserkers, 4th level fighters with all the dwarven racial powers and may strike twice in a round or once at +2. They are unarmoured and never roll for morale checks once engaged in battle.

5. GALLERY

ICE KOBOLDS (7)

Size: Small

Move: 60'

Armour Class: 5

Hit Dice: 1d4

Hit Points: 2

Attacks: 1

Damage: 1d6+1 (barbed spear or heavy crossbow)

Intelligence: Average (low)

Alignment: Lawful Evil

Level/XP: 1/5+1/hp

6. RUBBLED ROOM

When fighting or running in this room, characters roll a Saving Throw vs. Petrification or fall for 1 damage and lose their action.

6A. HIDDEN NICHE

GEM OF UNDEAD WARDING

Its possessor gets a +1 bonus when rolling a Saving Throw against the special attack of an undead.

7. MAUSOLEUM

WIGHT (1)

Size: Man-sized

Move: 120'

Armour Class: 5

Hit Dice: 4+3

Hit Points: 19

Attacks: 1

Damage: 1d6+1 (lochaber axe)

Special Attacks: See below

Special Defences: Silver or magic weapons required to hit; spell immunities

Intelligence: Average

Alignment: Lawful Evil

Level/XP: 5/350+4/hp

This wight retains memories of the former Ksarnian honor. It attacks with its weapon, a large lochaber axe and doesn't drain levels when doing so. If unarmed, it drains levels normally.

LOCHABER AXE

Its blade being made of silver, the lochaber axe is worth 90gp.

HALLS & CAVES KEY CONT.

8. WEASEL KENNEL

GIANT WEASEL (1)

Size: Medium

Move: 150'

Armour Class: 6

Hit Dice: 3+3

Hit Points: 16

Attacks: 1

Damage: 2d6

Special Attacks: *See below*

Intelligence: Animal

Alignment: Neutral

Level/XP: 3/75+3/hp

It drains blood for 2d6 after the first successful attack. Its pelt sells for 400gp.

9. PILLARED VAULT

KAMARTHAL

Ice Kobold Sergeant (bugbear)

Size: Large (7' tall)

Move: 90'

Armour Class: 5

Hit Dice: 3+1

Hit Points: 19

Attacks: 1

Damage: 1d6+1 (barbed spear)

Special Attacks: Surprise on 1-3 on 1d6

Intelligence: Average

Alignment: Lawful Evil

Level/XP: 5/135+4/hp

Treasure: 16sp, 6gp

ICE KOBOLDS (9)

Size: Small

Move: 60'

Armour Class: 5

Hit Dice: 1d4

Hit Points: 2

Attacks: 1

Damage: 1d6+1 (barbed spear)

Intelligence: Average (low)

Alignment: Lawful Evil

Level/XP: 1/5+1/hp

10. FIERY PITS

CAVEMEN (12)

Size: Man-sized

Move: 120'

Armour Class: 8

Hit Dice: 2

Hit Points: 9 each

Attacks: 1

Damage: 1d8+1 (stone axe)

Intelligence: Low (to average)

Alignment: Neutral

Level/XP: 2/20+2/hp

Cavemen suffer -1 to all morale checks.

11. CAGED CAVE

GIANT CARNIVOROUS APE (3)

Size: Large

Move: 120'

Armour Class: 6

Hit Dice: 6

Hit Points: 39 each

Attacks: 3

Damage: 1d4/1d4/1d8

Special Attacks: Mangle 1d8

Special Defences: Surprised only 1 on 1d6

Intelligence: Low

Alignment: Neutral

Level/XP: 4/185+6/hp

12. SHAMAN'S LAIR

YASHALOB

Cavemen Shaman (F)

Size: Man-sized

Move: 120'

Armour Class: 8

Hit Dice: 2+3d6

Hit Points: 27

Attacks: 1

Damage: 1d4+1 (stone dagger)

Intelligence: Average

Alignment: Chaotic Evil

Level/XP: 3/115+3/hp

Yashalob suffers -1 to all morale checks. She knows the following spells: *Cure Light Wounds, Light, Chant*. In addition, she has a +2 "to hit" bonus.

CAVEMEN (6)

Size: Man-sized

Move: 120'

Armour Class: 8

Hit Dice: 2

Hit Points: 11 each

Attacks: 1

Damage: 1d8+1 (stone axe)

Intelligence: Low (to average)

Alignment: Neutral

Level/XP: 2/20+2/hp

VOODOO MASK

As *Wand of Fear*, but shaped as a mask. It holds 9 charges. Any character can use the *Voodoo Mask*. It may be recharged as a wand.

IVORY TUSKS

2 ivory tusks worth 1,000gp each.

14. AMBUSH

TROGLODYTES (8)

Size: Man-sized

Move: 120'

Armour Class: 5

Hit Dice: 2

Hit Points: 8 each

Attacks: 3

Damage: 1d3/1d3/1d4+1

Special Attacks: Repulsive odour

Special Defences: *See below*

Intelligence: Low

Alignment: Chaotic Evil

Level/XP: 2/20+2/hp

Due to their chameleon-like skin, troglodytes surprise other on 1-4. They have infravision 90'.

15. LICHEN CAVE

DIMETRODON (DINOSAUR)

Size: Large

Move: 90'

Armour Class: 7

Hit Dice: 7

Hit Points: 32

Attacks: 1

Damage: 1d10

Intelligence: Non-

Alignment: Neutral

Level/XP: 4/100+6/hp

HALLS & CAVES KEY CONT.

16. TROGLODYTE WAR PARTY

STRONG TROGLODYTES (2)

Size: Man-sized

Move: 120'

Armour Class: 5

Hit Dice: 4

Hit Points: 18 each

Attacks: 1

Damage: 1d8 (war axe)

Special Attacks: Repulsive odour

Special Defences: *See below*

Intelligence: Low

Alignment: Chaotic Evil

Level/XP: 3/75+3/hp

TROGLODYTES (12)

Size: Man-sized

Move: 120'

Armour Class: 5

Hit Dice: 2

Hit Points: 10 each

Attacks: 1

Damage: 1d8 (war axe)

Special Attacks: Repulsive odour

Special Defences: *See below*

Intelligence: Low

Alignment: Chaotic Evil

Level/XP: 2/20+2/hp

Due to their chameleon-like skin, troglodytes surprise other on 1-4. They have infravision 90'.

WANDERING MONSTERS

HALFLING

Size: Small

Move: 90'

Armour Class: 7

Hit Dice: 1d6 hp

Hit Points: 2

Attacks: 1

Damage: 1d4 (dagger)

Special Attacks: +3 to hit with bow or sling

Special Defences: Saves at 4 levels higher; sneaking and hiding

Intelligence: Very

Alignment: Lawful Good

Level/XP: 1/5+1/hp

WHITE PUDDING (1)

Size: Medium (5')

Move: 90'

Armour Class: 8

Hit Dice: 9

Hit Points: 23

Attacks: 1

Damage: 7d4

Special Attacks: Dissolve any animal, ice or vegetable material in a single round

Special Defences: Acid, cold and poison have no effect; lightning divides into smaller creatures; fire causes normal damage as do magic missile spells; 50% to be mistaken for snow and ice

Intelligence: Non-

Alignment: Neutral

Level/XP: 7/1,200+12/hp

A flee or die encounter. A *Ring of Telekinesis* is inside the monster's belly.

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HALLS OF KSARNA / STAT BLOCKS



A PATHFINDER ADVENTURE FOR LEVEL 6

HALLS & CAVES KEY

1. PTERODACTYLS' NEST

(CR6, 2,800 XP)

PTERODACTYL (14)

N Small animal

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +4

DEFENSE

AC 16; touch 14, flat-footed 12 (+4 Dex, +1 size, +1 natural)

hp 5 (1d8+1)

Fort +1, **Ref** +4, **Will** +0

OFFENSE

Speed Fly 80 ft. (good)

Melee bite +5 (1d6-2)

Space 5 ft.; **Reach** 5 ft.

Special Attacks: None

STATISTICS

Str 6, **Dex** 19, **Con** 13, **Int** 2, **Wis** 11, **Cha** 6

Base Atk +0; **CMB** -3; **CMD** 11

Feats: Weapon Finesse

Skills: Fly +8, Perception +4, Stealth +6;

Racial Modifiers: Perception +4, Fly +8

Languages: none

GEMS

9 turquoises worth 50gp each

1 purple beryl worth 75gp

3. GREAT HALL

132 silver pieces. A collector will trade each for 10gp.

4. FRESCO ROOM

(CR5, 1,600 XP)

WHITE DRACONIC KOBOLD (4)

LE Small humanoid (reptilian)

Init +1; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 15; touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 size, +1 natural)

hp 5 (1d8)

Fort +2, **Ref** +1, **Will** -1

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee pick, heavy +1 (1d4-1/x4)

Special Attacks: Breath Weapon

STATISTICS

Str 9, **Dex** 13, **Con** 10, **Int** 10, **Wis** 9, **Cha** 9

Base Atk +1; **CMB** -1; **CMD** 10

Feats: Skill Focus (Perception)

Skills: Craft (trapmaking) +6, Perception +5, Stealth +6; **Racial**

Modifiers: +2 Perception, +2 Profession (miner)

Languages: Common, Draconic

SQ crafty

SPECIAL ABILITIES

Crafty (Ex)

Craft (trapmaking) and Stealth are always class skills for a draconic white kobold.

Breath Weapon (Su)

White draconic kobolds can breathe cold in 10-foot cones once per round as a move action, forcing a DC 13 Reflex save for half damage. Those who fail the saving throw take 1d8 points of damage. After using their breath weapons, white draconic kobolds must wait 1d4 rounds before using them again.

4A. HORN TRAP

(CR6)

BLASTING TRAP

Type magic; **Perception** DC 29; **Disable**

Device DC 29

Trigger touch; **Reset** none

EFFECT

Atk +15 melee (6d6); multiple targets (all targets in areas 4 and 4A) and targets failing a DC 19 Reflex save are

pinned under the rubble and unable to move for 1 turn or until they succeed at a Strength DC 21 check.

KSARNIAN BRONZE HORN

Aura moderate conjuration; **CL** 7th

Slot —; **Price** 10,000 gp; **Weight** 2 lbs.

This horn performs as a *Silver Horn of Valhalla* with the following exceptions: It summons 1d4+1 2nd level dwarven barbarians with all the dwarven racial traits instead of 2d4+2 human barbarians. Summoned barbarians are constructs, not actual people (though they seem to be); they arrive with the starting equipment for barbarians. They attack anyone the possessor of the horn commands them to fight until they or their opponents are slain or until 1 hour has elapsed, whichever comes first.

CONSTRUCTION

Requirements Craft Wondrous Item, *summon monster IV*, must be a dwarf; **Cost** 5,000 gp

5. GALLERY

(CR6, 2,800 XP)

WHITE DRACONIC KOBOLD (7)

These white draconic kobolds are exactly as the white draconic kobolds in area 4, except for the following:

hp 4

Melee barbed spear +1 (1d6/x3)

Ranged heavy crossbow +3 (1d8/19-20/x2)*

*Two white draconic kobolds only have heavy crossbows.

HALLS & CAVES KEY CONT.

6. RUBBLED ROOM

When fighting or running in this room, characters failing at a DC 20 Reflex save fall for 1d3 damage and lose their current action.

6A. HIDDEN NICHE

GEM OF UNDEAD WARDING

Aura faint enchantment; **CL** 3rd

Slot —; **Price** 1,000 gp; **Weight** 1 lbs.

This gem offers continual magical protection in the form of a sacred bonus of +1 to Will against attacks of undeads.

CONSTRUCTION

Requirements Craft Wondrous Item, *bless*; **Cost** 500 gp

7. MAUSOLEUM

(CR3, 800 XP)

WIGHT (1)

LE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 15; touch 11, flat-footed 14
(+1 Dex, +4 natural)

hp 33 (4d8+8)

Fort +3, **Ref** +2, **Will** +5

Defensive Abilities undead traits

Weaknesses resurrection vulnerability

OFFENSE

Speed 30 ft.

Melee lochaber axe +4 (1d10+1/x3 plus energy drain)

Special Attacks: create spawn, energy drain (1 level, DC 14)

STATISTICS

Str 12, **Dex** 12, **Con** —, **Int** 11, **Wis** 13, **Cha** 15

Base Atk +3; **CMB** +4; **CMD** 15

Feats: Blind-Fight, Skill Focus (Perception)

Skills: Intimidate +9, Knowledge (religion) +7, Perception +11, Stealth +16; **Racial Modifiers:** +8 Stealth

Languages: Common

SQ create spawn, weapon channeling

SPECIAL ABILITIES

Create Spawn (Su)

Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer a –2 penalty on all d20 rolls and checks, as well as –2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed wights. They do not possess any of the abilities they had in life.

Resurrection Vulnerability (Su)

A raise dead or similar spell cast on a wight destroys it (Will negates). Using the spell in this way does not require a material component.

Weapon Channeling (Su)

This wight is able to channel its energy drain power through its weapon.

LOCHABER AXE (HALBERD)

Its blade being made of alchemical silver, the lochaber axe is worth 190gp. It is considered as a halberd for combat purposes (1d10/x3).

8. WEASEL KENNEL

(CR4, 1,200 XP)

DIRE WEASEL (1)

N Large animal

Init +7; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 16; touch 12, flat-footed 13
(+3 Dex, +4 natural, -1 size)

hp 48 (5d8+20)

Fort +5, **Ref** +8, **Will** +3

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +8 (1d8+4 plus attach)

Special Attacks: attach

STATISTICS

Str 19, **Dex** 17, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +7; **CMD** 20

Feats: Improves Initiative, Skill Focus (Perception), Toughness

Skills: Acrobatics +11, Climb +8, Perception +10, Stealth +7; **Racial Modifiers:** +8 Acrobatics, +4 Stealth

SPECIAL ABILITIES

Attach (Ex)

When a dire weasel hits with a bite attack, it automatically grapples its foe, inflicting automatic bite damage each round.

9. PILLARED VAULT

(CR8, 4,200 XP)

KAMARTHAL

White kobold Sergeant

LE Medium humanoid (reptilian)

Init +1; **Senses** darkvision 60 ft., scent; Perception +6

DEFENSE

AC 17; touch 11, flat-footed 16

(+2 armor, +1 Dex, +3 natural; +1 shield)

hp 21 (3d8+3)

Fort +2, **Ref** +4, **Will** +1

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee barbed spear +5 (1d8+4/x3)

STATISTICS

Str 16, **Dex** 13, **Con** 13, **Int** 10, **Wis** 10, **Cha** 9

Base Atk +2; **CMB** +5; **CMD** 16

Feats: Intimidating Prowess, Skill Focus (Perception)

Skills: Intimidate +2, Perception +6, Stealth +6; **Racial Modifiers:** +2 Perception, +2 Profession (miner)

Languages: Common, Draconic
SQ stalker

SPECIAL ABILITIES

Stalker (Ex)

Perception and Stealth are class skills for Kamarthal.

WHITE DRACONIC KOBOLD (9)

These white draconic kobolds are exactly as the white draconic kobolds in area 4, except for the following:

hp 3

Melee barbed spear +1 (1d6/x3)

HALLS & CAVES KEY CONT.

10. FIERY PITS

(CR8, 4,800 XP)

CAVEMEN (NEANDERTHAL) (12)

N Medium humanoid (human 2nd level Fighters)
Init +2; **Senses** low-light vision; Perception +5

DEFENSE

AC 17; touch 12, flat-footed 15 (+4 hide armor, +2 Dex, +1 natural)
hp 22 (2d10+12)
Fort +9, **Ref** +2, **Will** +1

OFFENSE

Speed 30 ft.
Melee stone axe +5 (1d10+4/x3)

STATISTICS

Str 17, **Dex** 14, **Con** 17, **Int** 8, **Wis** 12, **Cha** 10
Base Atk +2; **CMB** +5; **CMD** 17
Feats: Great Fortitude, Power Attack, Weapon Focus (stone axe)
Skills: Intimidate +4, Survival +2
Languages: Common
SQ hardy, mental fortitude

SPECIAL ABILITIES

Hardy (Ex)

Cavemen have +6 hp.

Mental Fortitude (Ex)

Cavemen have a +2 racial bonus to saving throws against Illusions or Enchantments.

The cavemen each carry 8 gp worth of uncut gems.

11. CAGED CAVE

(CR6, 2,400 XP)

DIRE APE (3)

N Large animal
Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 15; touch 11, flat-footed 13 (+2 Dex, +4 natural; -1 size)
hp 32 (4d8+12)
Fort +7, **Ref** +6, **Will** +4

OFFENSE

Speed 30 ft., climb 30 ft.
Melee bite +7 (1d6+4), 2 claws +7 (1d4+4)
Space 10 ft.; **Reach** 10 ft.

STATISTICS

Str 19, **Dex** 15, **Con** 16, **Int** 2, **Wis** 12, **Cha** 7
Base Atk +3; **CMB** +8; **CMD** 20
Feats: Iron Will, Skill Focus (Perception)
Skills: Acrobatics +4, Climb +12, Perception +8, Stealth +7; **Racial modifiers:** Climb +8, Perception +4, Stealth +2

12. SHAMAN'S LAIR

(CR7, 3,200 XP)

YASHALOB

Cavemen (Neanderthal) Shaman (F)

CE Medium humanoid (human 4th level Cleric)
Init +0; **Senses** low-light vision; Perception +5

DEFENSE

AC 15; touch 10, flat-footed 15 (+4 hide armor, +1 natural)
hp 36 (4d8+18)
Fort +9, **Ref** +1, **Will** +8

OFFENSE

Speed 30 ft.
Melee stone axe +5 (1d10+2/x3)

STATISTICS

Str 14, **Dex** 10, **Con** 17, **Int** 10, **Wis** 18, **Cha** 12
Base Atk +3; **CMB** +5; **CMD** 15
Feats: Combat Casting, Great Fortitude
Skills: Insight +9, Knowledge (Planes) +6, Knowledge (religion) +6
Languages: Common
Class powers: Channel Energy 2d6, Destructive Smite, Vision of Madness
Spells: *bleed, light, mending, virtue, cure light wounds, doom, lesser confusion, obscuring mist, summon monster I, bull's strength, hold person, shatter, silence*
SQ hardy, mental fortitude

SPECIAL ABILITIES

Hardy (Ex)

Yashalob has +6 hp.

Mental Fortitude (Ex)

Yashalob has a +2 racial bonus to saving throws against Illusions or Enchantments.

CAVEMEN (6)

As in area 10.

VOODOO SCARE MASK

Aura faint necromancy; **CL** 7rd
Slot head; **Price** 10,500 gp; **Weight** 1 lbs.

This mask functions exactly as a *wand of scare*, but is a command word item. It holds 19 charges.

CONSTRUCTION

Requirements Craft Wondrous Item, *scare*; **Cost** 5,250 gp

IVORY TUSKS

6 ivory tusks worth 1,000 gp each.

14. AMBUSH

(CR7, 3,200 XP)

TROGLODYTES (8)

CE Medium humanoid (reptilian)
Init -1; **Senses** darkvision 90 ft.; Perception +0
Aura stench (30 ft., DC 13, 10 rounds)

DEFENSE

AC 15; touch 9, flat-footed 15 (-1 Dex, +6 natural)
hp 13 (2d8+4)
Fort +7, **Ref** -1, **Will** +0

OFFENSE

Speed 30 ft.
Melee 2 claws +2 (1d4+1), bite +2 (1d4+1)

STATISTICS

Str 12, **Dex** 9, **Con** 11, **Int** 8, **Wis** 11, **Cha** 11
Base Atk +1; **CMB** +2; **CMD** 11
Feats: Great Fortitude
Skills: Stealth +5 (+9 in rocky areas); **Racial modifiers** +4 Stealth (+8 in rocky areas)
Languages: Draconic

HALLS & CAVES KEY CONT.

15. LICHEN CAVE

(CR5, 1,600 XP)

HUGE DIMETRODON

N Huge animal (reptilian)
Init +2; **Senses** low-light vision, scent;
Perception +7

DEFENSE

AC 18; touch 11, flat-footed 16
(+2 Dex, -1 size, +7 natural)

hp 75 (7d8+45)

Fort +7, **Ref** +3, **Will** +1

OFFENSE

Speed 40 ft.

Melee bite +10 (2d8+8)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 26, **Dex** 13, **Con** 22, **Int** 2, **Wis** 10,
Cha 10

Base Atk +5; **CMB** +13; **CMD** 23

Feats: Alertness, Improved Natural
Armor, Toughness

Skills: Perception +7, Stealth +0

Languages: None

16. TROGLODYTE WAR PARTY

(CR9, 6,000 XP)

ADVANCED TROGLODYTES (2)

CE Medium humanoid (reptilian)
Init +1; **Senses** darkvision 90 ft.;
Perception +2
Aura stench (30 ft., DC 13, 10 rounds)

DEFENSE

AC 19; touch 11, flat-footed 18
(+1 Dex, +8 natural)

hp 13 (2d8+4)

Fort +9, **Ref** +1, **Will** +2

OFFENSE

Speed 30 ft.

Melee 2 claws +4 (1d4+3), bite +4
(1d4+3)

STATISTICS

Str 16, **Dex** 13, **Con** 15, **Int** 12, **Wis** 15,
Cha 15

Base Atk +1; **CMB** +3; **CMD** 15

Feats: Great Fortitude

Skills: Stealth +7 (+11 in rocky areas);

Racial modifiers +4 Stealth (+8 in rocky
areas)

Languages: Draconic

TROGLODYTES (12)

As in area 14.

WANDERING MONSTERS

HALFLING

(CR1/2, 200 XP)

CG Small humanoid (halfling 1st level
Rogue)

Init +2; **Senses** low-light vision;
Perception +7

DEFENSE

AC 17; touch 13, flat-footed 15
(+4 armor, +1 size, +2 dex)

hp 9 (1d8+1)

Fort +2, **Ref** +5, **Will** +1

OFFENSE

Speed 20 ft.

Melee sword, short +2 (1d4)

Ranged sling +2 (1d3)

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 10, **Wis** 10,
Cha 14

Base Atk +0; **CMB** -1; **CMD** 11

Feats: Weapon Finesse

Skills: Acrobatics +7, Climb +5, Escape
Artist +7, Perception +7, Stealth +7;

Racial Modifiers: +2 Acrobatics, +2
Climb, +2 Perception

Languages: Common, Halfling

Class powers: Find Traps, Sneak Attack
SQ fearless

SPECIAL ABILITIES

Fearless (Ex)

Halflings receive a +2 racial bonus on
all saving throws against fear.

WHITE PUDDING (1)

(CR6, 2,400 XP)

N Huge ooze

Init -5; **Senses** blindsight 60
ft.; Perception -5

DEFENSE

AC 3; touch 3, flat-footed 3
(-5 Dex, -2 size)

hp 85 (9d8+54)

Fort +8, **Ref** -3, **Will** -3

Defensive Abilities split, ooze traits

OFFENSE

Speed 15 ft., climb 15 ft.

Melee slam +10 (2d8+4 plus 2d8 acid
plus grab)

Space 15 ft., **Reach** 10 ft.

Special Attacks: constrict (2d6+4 plus
2d8 acid)

STATISTICS

Str 16, **Dex** 1, **Con** 22, **Int** —, **Wis** 1,
Cha 1

Base Atk +6; **CMB** +11 (+15 grapple);
CMD 16 (26 vs. bull rush, can't be
tripped)

Skills: Climb +9, Stealth +5 in snow and
ice; **Racial Modifiers:** +10 Stealth in
snow and ice

SQ ooze traits, suction

SPECIAL ABILITIES

Split (Ex)

Slashing and piercing weapons deal no
damage to a white pudding. Instead,
the creature splits into two identical
puddings, each with half of the
original's current hit points (round
down). A pudding with 10 hit points or
less cannot be further split and dies if
reduced to 0 hit points.

Suction (Ex)

The white pudding can create powerful
suction against any surface as it climbs,
allowing it to cling to inverted surfaces
with ease. A white pudding can
establish or release suction as a swift
action, and as long as it is using
suction, it moves at half speed.
Because of the suction, a black
pudding's CMD score gets a +10
circumstance bonus to resist bull rush,
awesome blows, and other attacks and
effects that attempt to physically move
it from its location.

A *ring of limited telekinesis* is stuck in
the creature's stomach.

RING OF LIMITED TELEKINESIS

Aura moderate transmutation; **CL** 9th

Slot ring; **Price** 25,000 gp; **Weight** —

This ring allows the caster to use
the spell *telekinesis* on command
once per week.

CONSTRUCTION

Requirements Forge Ring, *telekinesis*;
Cost 12,500 gp

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