

RJK-2

FIRST
EDITION FANTASY

Lake Geneva Castle & Campaign™ Tower of Blood™

by Robert J. Kuntz

AN ADVENTURE FOR CHARACTER LEVELS 5-8



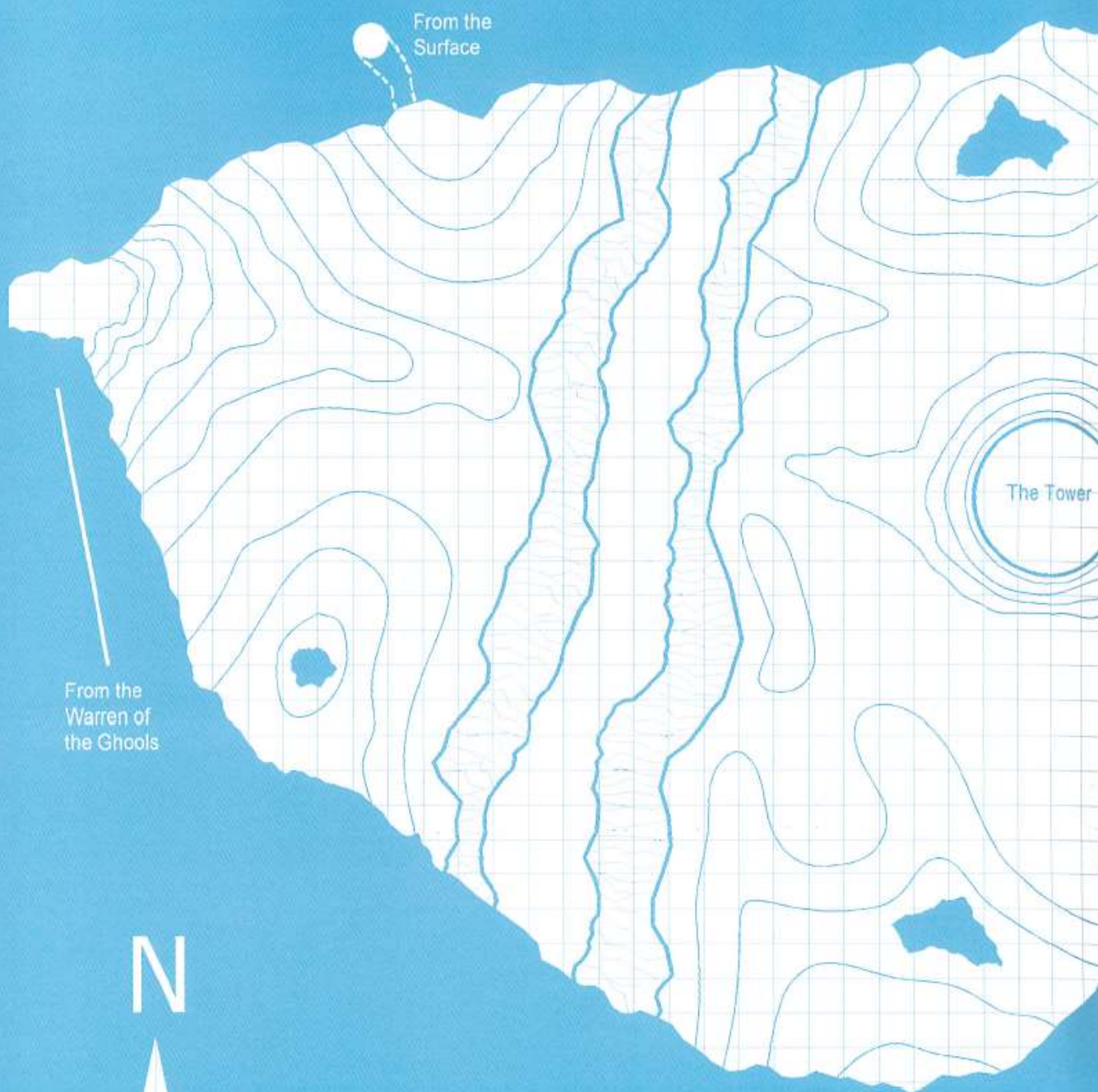
Shadows stir beneath the earth. In *Tower of Blood*, the PCs discover that a subterranean gnomish tower has fallen to beings from the Plane of Shadow. Can a band of heroes drive this menace from the depths before it claims the unsuspecting world above?

This module details three distinct settings for adventure: a large cavern within which the three-level tower rests; two levels of mines below the tower; and the sinister lair of forces allied to the tower invaders. *Tower of Blood* also features two unique NPC foes, seven new magic items, and five new monsters. *Tower of Blood* can be run as a stand-alone adventure or as a sequel to RJK-1 *Cairn of the Skeleton King*.

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The Cavern of the Tower

Legend

One square equals 20 feet

Tunnel from Surface

Ledge

Contour Line
(25' Increments)

Stone Column

Chasm Wall

Drawbridge Supports





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RJK-2 Tower of Blood

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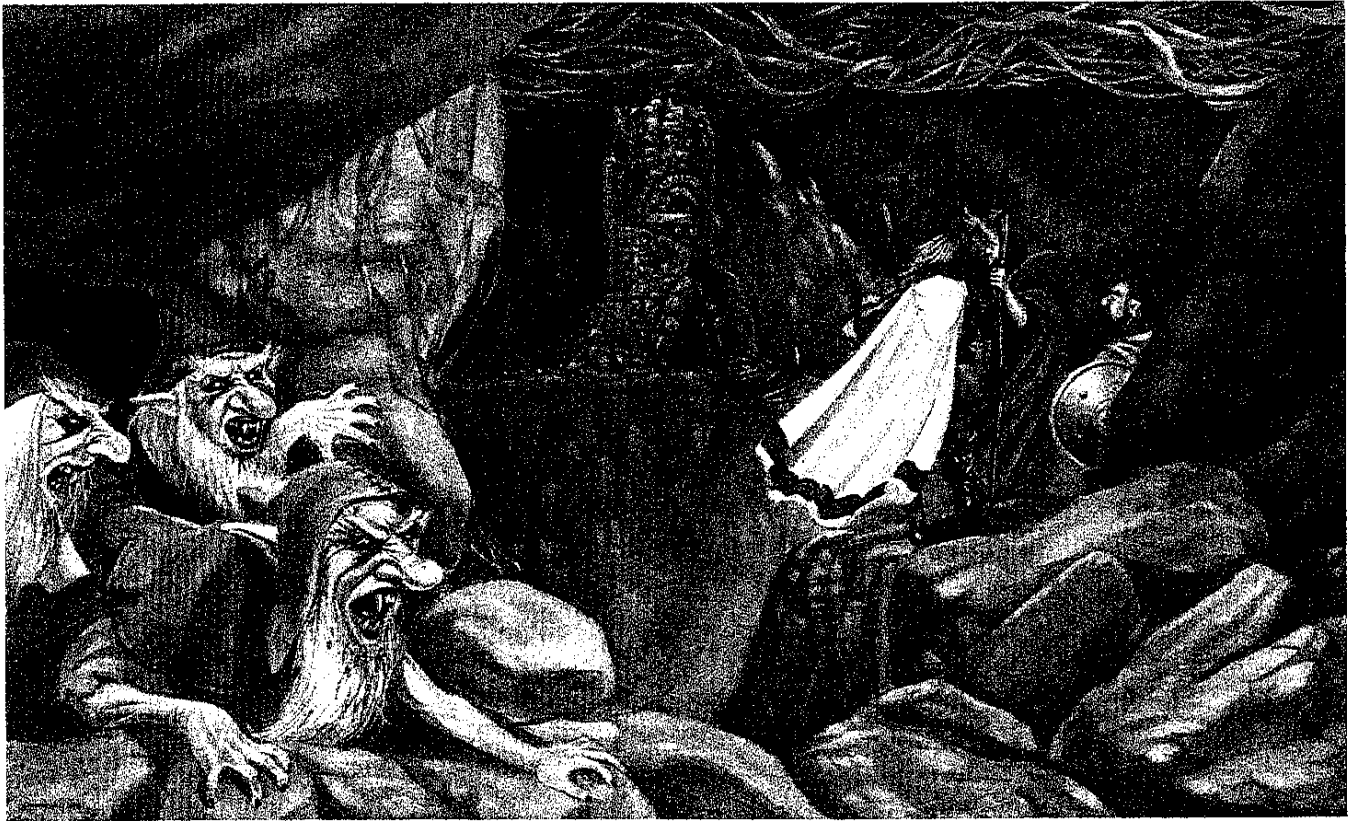
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Tower of Blood™

By Robert J. Kuntz and Lance Hawvermale



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In memory of Pip Muller

Introduction

Welcome, bold adventurers! I still can't believe I'm writing the introduction for a module I co-authored with Robert Kuntz. Many moons ago, I had the pleasure of serving as gamemaster for a group of heroes that consisted of my brother, my cousin, and a few of our trusty cohorts. That particular adventure was written by Mr. Robert J. Kuntz, and featured a little something called the Terrible Iron Golem. Over twenty years later, my players still talk about that golem, and how it was terrible, indeed.

When our favorite fantasy role-playing game changed to newer editions, we didn't change with it. The rules of the revised version didn't bother us so much as did the altered spirit of the game. We yearned for what had been lost and resolved to keep our grasp on it, even while the rest of the gaming community let it go and moved on. But as I've learned, my group of players and I are not alone.

There are others out there, still holding fast. They call themselves old-schoolers or grognards or plain old purists. And they're not only playing the older edition of the game, they're publishing it, as well.

There is no such thing as coincidence. I was looking to get involved in old-school game design, and Rob was in need of an editor. He graciously accepted me into the grassroots ranks of those supporting Cairn of the Skeleton King, and from there asked me to co-author that module's sequel, which you now hold in your hands. I'd like to thank Rob for making me a part of his vision.

Of course, I must always give a shout-out to my brother, Travis Hawvermale, for whom no dungeon is too deep, no peril too great.

Lance Hawvermale
Tulsa, Oklahoma
August 2006

INTRODUCTORY MATERIAL

Shadows stir below the earth. Unbeknownst to the surface-dwellers, forces of the Plane of Shadow are conspiring to invade the sun-lit world. In this adventure, the heroes uncover a plot in which beings from that gloomy plane are slowly gaining a foothold within an unsuspecting mortal kingdom. The crux of their machinations is a subterranean tower, an edifice once populated by gnomes but now controlled by undead—the Tower of Blood. If the heroes are to stave off the invasion, they must defeat the undead and their shadowy masters.

Using This Module

Tower of Blood may be played as a stand-alone adventure, or as a sequel to the troubles first revealed in *Cairn of the Skeleton King*, also by written Robert J. Kuntz and republished by Black Blade Publishing, LLC. This module is best suited for 4 to 6 player characters (PCs) of 5th to 8th levels.

Boxed text throughout the module is meant to be read aloud to, or paraphrased for, the players, and describes their first impressions of an area; GMs should extrapolate descriptions from the encounter text when boxed text is not provided.

The Story Thus Far

Within the elemental Plane of Shadow there exists a faceless entity which sages refer to simply as the Shadow Lord. Certainly the being's true name and nature are beyond conjecture. What is known is that the Shadow Lord—perhaps one among many such creatures—has designs upon realms not his own. Years ago, with the help of a mortal magic-user, the Shadow Lord made his first attempt at establishing a foothold on the Prime Material Plane. That plot was foiled when the magic-user failed to create a device that would flood the world with shadow. The Shadow Lord seethed in frustration, but soon hatched a second plan, this one involving quasi-real beings known as *figments*.

A figment is a small piece of a Shadow Lord's imagination; indeed, anything the Shadow Lord imagines can be materialized in the form of a figment. Some figments are perforce more powerful than others. Some fade after having spent too much time spent on the Prime Material, while others are more persistent. Figments are fully detailed in **Appendix C**. Lord Veck, one such figment that has taken the form of a vampire, is tasked with establishing a point of control on the Prime Material.

The Shadow Lord dispatched Veck on this mission in order to oppose the forces of Hades, who also seeks domination on the Prime Material. Instead of beginning his conquest on the surface, the vampire has chosen first to subjugate numerous Underworld communities, to convert their inhabitants to undead or other minions, and then use this army to seize control of the kingdoms above. By the time the adventurers become involved, Veck has defeated a gnomish mining post that was based in a subterranean tower and transformed the gnomes into a special form of undead called *uderlings*. These foul creatures are blood-drinkers, and so the formerly peaceful gnomish tower is now awash in death. With the *uderlings* as his strike force, Veck plots to invade a much larger gnomish nation to the east, but he must first overcome a potent barrier placed there by the gnomish earth elemental, Kwasik. The vampire rightly believes that the elemental's barricade can be sundered by the power of a magical piece of stone known as *fragmentium*. He is using the *uderlings* to explore the mines near the tower in a maniacal search for this hidden ore.

If the heroes have played *Cairn of the Skeleton King* and eliminated the majority of the ghouls there,

Lord Veck finds his job much easier, as he now has one less obstacle to overcome. However, the ghouls have left behind a grim legacy: they carry a blood disease known as *chillbane*, which is highly poisonous to *uderlings*. As noted more completely in the Appendix, a short time after the PCs arrive at the tower, the *uderlings* begin to lose 1 hit point per day as the negative energy within them slowly seeps away. The only method known to Veck to stop this loss of negative energy is thought to be located somewhere within the gnomish kingdom to the east of the tower. Thus Veck becomes increasingly desperate in his gambit to control the region—to do so he must find the *fragmentium*, remove the barrier, and invade the gnomish homeland to search for *chillbane's* cure. If Veck fails to discover this cure prior to his forces succumbing to the effects of *chillbane*, he will have failed the Shadow Lord before his task of domination even began.

Veck is not the Shadow Lord's only agent. Another powerful figment stirs in the caverns, one Talch-Na, given form as the Spider Queen. She too has a part to play in the unfolding machinations: she seeks to admit the Minions of Dim to this realm by opening a gate to the Plane of Shadow. . . .

TOWER OF BLOOD BACKGROUND

Adventure Hooks

The heroes might commence their quest through one of two means:

- (1) The adventure *Cairn of the Skeleton King* introduces the PCs to the region and serves as a natural springboard to the events described here. Refer to that adventure for details on how to link the two modules together, specifically to **Warren of the Ghouls, Key #24**.
- (2) The kingdom's rulers charge the PCs with removing a suspected undead menace from the land. The adventurers are sent to an old washed-out tunnel on the surface, several miles from their home city. This winding tunnel leads steadily downward for 500 feet, until it opens out amongst the vegetation that clings to the cavern ceiling. See **The First Look**, below, for details.

If these hooks fail to motivate the PCs, the GM should invent ones that will.

The Vampire's Tactics

At some point Veck becomes aware of the PCs' presence in his demesne. Exactly when he makes this discovery will vary based on how stealthily the heroes infiltrate the tower. Because Veck is very intent on protecting his assets, he frequently assumes a gaseous state and patrols the tower rooms and mineshafts below. This happens once every few hours, so it's quite likely he'll realize his domain has been compromised. Whenever you as GM deem it appropriate, Lord Veck launches a sudden assault, hoping to catch the heroes by surprise. See **Area 8** for further details on Veck's activities in the tower.

Veck commences this attack by casting *invisibility* on himself and advancing on the PCs' location. He brings **2d4 shadows** with him. Once in the midst of the party, he casts *darkness*, hoping to extinguish the party's light source. At the same time, the shadows attack. If he assesses the PCs to be formidable, Veck doesn't try to slay them all but instead focuses on a single party

member, trying to bite them and drink their blood. Remember that PCs in total darkness, unaware of the vampire's presence, receive no AC bonus for Dexterity, and that any successful bite or touch by the vampire will drain two experience levels.

Shadows (2d4): AC 7, MV 12", HD 3+3, hp 16 each, #AT 1, Dmg 2-5, SA drain 1 point STR per hit, SD only hit by magic weapons, 90% undetectable, not affected by *sleep*, *charm* or *hold* spells, AL CE, XP 319 each.

Lord Veck, male human vampire: See Appendix A for the vampire's statistics.

PART I: THE TOWER

The tower's most interesting characteristic is this: no one can enter by its main entrance, since the lower level doors at **Area 34** are sealed; instead PCs must find some other method to reach the tower—climb down to the depths of the cavern's floor and then up again; climb across the walls and ceiling of the great cavern to access the tower from the roof; or fly across the gap.

The First Look: The PCs arrive either by thousands of feet of tunnel from the **Warren of the Ghoos** or a shorter tunnel from the surface in their home kingdom. Either way, they must traverse winding passages that are partially choked with foliage. The closer they get to the tower's great cavern, the more often the standard flora gives way to the thick, knotty plants called *satchelvine*. The rampant satchelvine takes its name from the bloated seed sacs that dangle from its spindly limbs. These sacs, resembling satchels or bags, emit a natural bioluminescence that lights an area 5 feet in diameter. Satchelvine grows several layers thick, so that intrepid climbers can ascend or descend along it at 1/4 their normal movement rate. At times the tunnels become so filled with satchelvine that the PCs must climb through it, rather than walk on the passage floor.

When the PCs first enter the cavern through these vinethick-corridors, read or paraphrase the following first impression of the great cavern:

Before you is an enormous cave, stretching hundreds of feet across. Lit by the strange vines through which you've been climbing, the cave appears to be at least 75 feet deep, its floor a great bowl-shaped depression far below. The ceiling is covered in the same vines that filled the tunnel. Three natural columns rise from the cavern floor and support its ceiling, while a fourth broad pillar of stone forms an island, upon which stands a single, squat tower. A great chasm splits the floor of the cavern, dropping to unseen depths. The natural bridge that once connected the tower island to the eastern wall has obviously collapsed, leaving the structure isolated in the vast cavern.

The 90 foot-wide tower stands on large pillar within an enormous cave. The cavern floor is shaped like a great, cracked bowl, within which the tower rests, atop a natural stone column 100 feet high. Around the structure's base is a narrow strip of stone some 3 feet wide, just broad enough that the structure may be circumnavigated.

Anyone unlucky enough to slip off the ledge around the tower faces quite a drop, indeed. The ledge widens from 6 o'clock to 3 o'clock, from the great doors at **Area 34** to the remains of a once-mighty drawbridge system: in the past, this bridge could be lowered to span the gap across 100-foot-tall support pillars, and connect to the gnomish kingdom to the east. Now the drawbridge is destroyed—its wreckage, and the remnants of the support columns, are scattered on the cavern's floor.

The tower stands as a massive monolith at the center of its column, a total of 130 feet high (the 30-foot tower stands on the 100-foot column). In the stone beneath the cavern are the mines from which the gnomes once quarried precious stones. The great chasm that divides the cavern is a least another 100 feet deep. A tunnel extends east away from the vast cavern and eventually leads to the kingdom of gnomes. The earth elemental Kwasik has shored up this passage, as described in the **Background**. Other than common subterranean features and life forms (stalagmites, broken rubble, fungi, bat guano, cave crickets, etc.), the cavern contains nothing else of note.

Once the PCs reach the tower's column, read or paraphrase the following description, which is based on the perspective that the PCs will arrive from the west, and will not initially be able to view all of the tower's features. If they approach from above, fly around the tower, or otherwise have a different vantage point, adjust the description accordingly.

The large, low tower sits upon a pillar that rises from the cavern floor, at least 75 feet below. The tower rises three stories to reach to within thirty or forty feet of the ceiling, and occupies the majority of its island pillar—a narrow track arcs around the tower. Satchelvines cast their strange glow upon the ominous, black edifice. Its exterior is composed of closely-mortared, smooth, polished rock, and a stairwell rises from the base of the tower to the roof, which features a raised wall with regular crenellations. You see no visible means of entrance.

Tower Environs: The tower is 90 feet wide, and 30 feet high. From the tunnel through which the PCs enter, the cavern ceiling is 45 feet above their heads and the base of the "bowl" in which the tower stands is 100 feet below, so that it is 160 feet from the pillar's base to the ceiling. Most of the ceiling is covered in a thick matting of satchelvines, which has grown up the walls and across the cavern ceiling. Anyone descending the rocky slopes into the bowl-shaped chasm in hopes of entering the tower must ascend the 100-foot column to reach the tower's base. The column is fairly smooth but contains irregular cracks and fissures; however it is also slick with cavern moisture, therefore all Climb Walls checks are five to ten times as likely to fail as normal (thieves will be able to strongly caution against this course of action if they assess the climbing conditions). Climb Walls checks are required for every round of movement at a 3' to 12' rate of ascent, varying by the roughness of the climbing surface. If the PCs manage this feat and reach the narrow ledge that encircles the tower, they find the main doors sealed and no other clear entrance method.

PC may spot the balcony leading to **Area 21** and decide to enter the tower through this opening. This approach is problematic

for two reasons. First, the balcony is 15 feet up the side of the tower (115 feet from the cavern floor), requiring either magic or a properly thrown grapple line to access. Secondly, the stone railing of the balcony is unstable, so that any rope moored there will tear free in a shower of rock splinters if more than 100 pounds of pressure is applied. Anyone falling drops all the way to the cavern floor below, taking 11d6 points of damage. The characters may also spot the broken wall allowing entrance to **Area 5**, which presents its own dangers (q.v.), while the glass window at **Area 11** may appear to offer ready ingress, but it is glassteel and unbreakable (q.v.). A stone stairwell five feet wide spirals up the exterior of the tower, leading from its base to the roof. A nest of bats resides approximately two thirds of the way up the stairs, and they have covered the risers with guano. PCs who are running or otherwise not advancing cautiously may slip and fall (see **Area 4** for further details).



However, there is one quite viable means of entering the tower. The tower roof, rising 30 feet from the top of its supportive column, reaches to within 15 feet of the overhanging ceiling vegetation. Once they realize they can't enter the tower through the usual means, the PCs could decide to climb the satchelvine, move across it until they are above the tower, and then lower themselves down to the roof. This requires careful planning on the heroes' part, as most non-thieves will find the climb both arduous and dangerous. Consider any non-thief to have a base Climb Walls ability of 40%. Add to this +25% for climbing with the natural handholds of the vines. The adventurers can further increase their chances with the use of ropes and pitons, and by belaying themselves to one another (generous GMs could award up to a 10% bonus for each of these preventative measures). One check should be made per 50 feet climbed. Anyone falling takes 1d6 points of damage per 10 feet of the drop.

Characters capable of magical flight can readily reach the tower's pillar from the cavern entrance, or the balcony or the roof from the base of the tower (*levitate* will also serve for the latter).

Tower Roof: The roof sports two trapdoors, 80' apart at the 12 o'clock and 6 o'clock positions. Both are barred from below and require a successful Open Doors check using exceptional strength to open. The northernmost one accesses **Area 1**, while the southern trapdoor leads to **Area 10**. A brick chimney is also present, the flue of which leads down to **Area 7** and further still to **Area 15** (on level two) and **Area 27** (on level one). The chimney's width can accommodate a small-size humanoid or demi-human, though descending by such means is impossible without the proper climbing equipment or successful Climb Walls attempts.

The Interior: Because it was constructed by gnomes, the tower's inner dimensions are somewhat smaller than most human structures. The ceilings are rarely over 6 feet high, forcing tall characters into uncomfortable positions. Anyone over 5'10" tall makes all attack rolls and Dexterity checks at -1, and they find it difficult to wield weapons that require overhand delivery (an additional -1 penalty to attack rolls for two-handed swords, battle axes, etc.), while use of non-thrusting pole arms is impossible. Further, all doorways are only 5' wide, which will prevent more than two medium-sized PCs from

attempting simultaneous Open Doors checks, and prevents more than one medium-sized PC from entering through the door each round (three small PCs may attempt Open Doors checks, and two small PCs may enter simultaneously). The doorway sizes may also sometimes force the characters into awkward positions during combat. These penalties become more pronounced when the characters venture into the mines below the tower (q.v.).

The tower walls are generally 4 feet thick, with all ceilings and floors made of smoothly-polished and mortared stone unless otherwise noted. The interior stonework consists of carefully placed bricks, all precisely cut and mortared together, as is the norm for gnomish construction. Most doors are wooden and 3 inches thick, with hinges and doorknobs placed on the left. Barred doors generally require exceptional strength to open (standard Open Doors checks will usually fail); *knock* and similar magic spells function normally, of course.

The tower encounters are keyed from the top down, presuming that the PCs will enter from the roof.

Tower Level 3 Encounter Key

1. Upper Landing

This area accesses the Tower Roof directly above. These twin spiral staircases descend 10 feet to the tower's mid level and then another 10 feet to the ground floor in **Area 22**. To reach the western door to **Area 4**, the PCs will have to climb through a large pile of refuse. The corpses of slain gnomes are piled here, along with various other hunks of detritus left over after the vampire began his assault on the tower. The underlings have piled the remains here to get them out of the way. The mound stinks horribly, and anyone climbing over it absorbs the odor until the next time they clean their clothes.

2. Stores

This room holds dry goods: coils of rope, lantern oil, trowels, and maintenance gear, as well as nonperishable foodstuffs for those gnomes who spent a lot of time on third level. The PCs can acquire the equivalent of two weeks' worth of iron rations, 10 oil flasks worth of lamp oil, and 5 lengths of 30-foot rope if they spend at least 3 turns rummaging around in this pantry.

3. Veck's Repose

The door to this room is securely locked, penalizing all Open Locks checks by -15%. Only the vampire has the key.

Within this room is a mound of fresh earth, apparently imported from the cave beyond the tower walls. Half-buried in the wormy soil is what appears to be a heavy, finely made casket.

This is one of Lord Veck's spare coffins. The casket's interior is richly appointed in burgundy silk. Hidden within the thick padding is a platinum ring set with a fire opal (1100 gp). At the GM's option, Veck has an innate link with all of his resting places that permits him to know instantly if anyone tampers in any way with the casket.

During what is daytime on the surface world, Lord Veck can be found here 20% of the time. His primary site of slumber is in a chamber in the mines, **Area 49**.

4. Empty Storage Closet With One-Way Egress

This store room contains several empty, dusty shelves, as well as a one-way door to the exterior stone stairway. The door is remarkably sturdy and magically controlled so as only to open from the inside; in other words, though someone here in **Area 4** may pass through the door normally, someone climbing the steps from the bottom and trying the door from the outside finds their way impeded by this one-way portal, barring spells such as *knock* or *passwall*. From the exterior, the door is faced with stone to match the wall, and may be detected as a concealed door.

Anyone opening the door or advancing to the stairwell beyond disturbs a nest of **100 bats**. The bats burst into a bloom of black wings, flying about the heroes chaotically. The bats will also swarm the first time that PCs climb the stairs from the foot of the tower, or descend from the roof.

Bats (100): AC 8, MV 1", fly 24" (B), HD ½, hp 1 each, #AT 1, Dmg 1, SA swarm confuses spellcasters, inhibits combat, AL N, XP 2 each.

The stairs outside the door are covered in a layer of slick guano one inch thick, but are otherwise unremarkable. PCs who fail to exercise caution while ascending or descending the risers may slip and fall 20 feet to the ground-level, taking 2d6 damage.

5. Death from Above

This was once a bedroom, though nearly everything within was consumed in a terrible explosion when a *fireball* detonated here during Veck's surprise attack on the tower. One of the gnomes, a thief named Basburk, tried to defend himself by reading a magic-user scroll that turned out to be beyond his ability to control. The conflagration consumed Basburk and most of the room's contents. Now only the melted metal bed frame remains, along with a few blackened chunks, some of which are Basburk's bones.

The walls have been blackened, and the stink of smoke permeates the room. Most dramatically of all, the *fireball* blasted a hole the wall, creating a 5-foot gap that permits the PCs to look out on the cavern vista beyond. The drop from the hole to the ground below is 20 feet.

A **lurker above** has climbed through this hole. This dangerous creature ascended the tower face, entered through the window, and now clings to the center of the ceiling. When it falls, it drops on top of whichever PC is nearest the chamber's center. It has no treasure.

Lurker Above: AC 6, MV 1", HD 10, hp 50, #AT 1, Dmg 1-6, SZ L, SA surprise on 1-4, smother in 2-5 rounds, AL N, XP 2200.

6. Great Hall

Three huge tables dominate this room. The chairs are sized for gnomes. The walls were once adorned with portraits of gnomish ancestors, but they have all be vandalized to some degree. Plates, bowls, and flatware litter the floor. Though once the primary place of fellowship for the tower's inhabitants, this vast room now serves as the lair of **15 uderlings** under Veck's command. When the PCs first arrive, the uderlings are hunched over one of the tables, speaking in their raspy, metallic voices (in gnomish). The undead are discussing their latest quest their master, finding a chunk of glittery black rock called fragmentium. Lord Veck has ascertained that the only way to crumble Kwasik's barrier that blocks passage to the gnomish kingdom is via this magical stone, which is somewhere in the mines below the tower, hidden by the gnomes during the vampire's initial assault. The power of fragmentium is such that it can unravel the geomantic magic that holds the mighty barrier together.



The uderlings thirst for humanoid blood and attack in a crazed pack as soon as they discover the PCs. Hidden in a hollow arm of the head chair at the table are a **potion of healing** in a steel vial, and a **+1 dagger** (compartment detects as a secret door if actively searched for).

Uderlings (15): AC 7, MV 6", HD 2, hp 9 each, #AT 3, Dmg 2-4/2-4/2-7, SZ S, SA special, SD special, AL CE, XP 218, see **Appendix**.

Possessions: Each uderling has salvaged a small amount of gold (3-18 gp) during their pillaging of the tower. One of the uderlings wears a white chef's hat; this is Quosiph, from Area 7.

7. Kitchen

Before the gnomes succumbed to undeath, they used this kitchen to prepare food for the tower's inhabitants. Now dust covers the hearth and butcher's block, and most of the cookware lies scattered on the floor. A rack of dusty copper pots hangs from the ceiling.

A concentrated search of the area reveals nearly any kind of cooking device the PCs might require. One such item discovered is a marble rolling pin, the handle of which is engraved with a stylized letter "Q." This belonged to the former chef, a gnome

named Quosiph who inhabits Area 6 with the other uderlings. If Quosiph sees the pin, he becomes morose with regret at what he has become, and catatonic, effectively removing him as a threat; at the GM's option, creative PCs may be able to mine him for information.

The hearth's flue rises to vent on the roof and also extends down to the forge at Area 27. This chimney is wide enough to accommodate a size-small creature if one is inclined to navigate it. Inside the chimney shaft, midway between the kitchen and Area 27, is a small niche

carved in the bricks. Within this little groove is a small bag with a drawstring closure, inside of which is a **ring of shooting stars**.

8. Private Study

Lord Veck actively maintains this room, as he enjoys coming here to plot and ponder. The walls are covered in fine teak paneling. The desk is crafted of highly-polished black marble, with a variety of elegant paperweights, inkwells, and writing and drawing materials. An incense burner provides the room with the pleasant scent of sandalwood. The bookcase holds a modest collection of texts dealing with mining, stone-working, and minerals.

While awake, the vampire is present here 25% of the time, reading through the mining logs in hopes of finding reference to a secret passage to the gnomish kingdom. It was here that he unearthed information regarding fragmentium and its discovery by the tower's inhabitants. Veck further deduced that the magic stone is located in the mines. This lore is contained in Gulthum's Mine Log, which lies open on the desk. PCs who spend 1d4 hours reading this book and Veck's annotations will conclude that Veck's uderlings are seeking the fragmentium, which is buried somewhere below the tower. The log book is written in gnomish.

If Veck isn't present when the PCs arrive, he's either down in the mines directing the search for the fragmentium (20%), surveying his domain in *gaseous form* (50%), or perhaps running some other errand, to which only he is privy (5%).

9. Library

Before you is a well-stocked if somewhat cluttered library. Shelves line the walls, most crammed with books. Many tomes have fallen to the floor. Several short ladders are provided for ready access to the upper shelves. Everything is covered in a light patina of dust.

There are over a thousand books here, most written in gnomish. Caring for them is the spirit of the murdered librarian, now haunting these shelves as a **spectre**. Because of its connection to the room and its contents, the spectre has the power to shift books slightly on the shelves, causing them to tumble to the floor and, perhaps, unnerve anyone investigating the titles. If the PCs are not dissuaded by these tactics meant to frighten them away, the gnome-sized spectre attacks after 2-4 rounds.

Spectre: AC 2, MV 15" (FL 30" [B]), HD 7+3, hp 38, #AT 1, Dmg 1-8, SA *energy drain*, SD hit only by magic weapons, partial spell resistance, AL LE, XP 2030.

As GM, you should stock the library with books pertinent to your campaign world. The PCs might find atlases of known nations, taxonomies of campaign-specific creatures, and/or genealogies of prominent NPCs. At your option, spellbooks or scrolls containing rare spells may be present.

One particular document found here, discovered after at least 10 turns of searching, is a property deed which grants its bearer full claim to an inn in a prominent nearby city. This boarding and drinking establishment, currently boarded-up and untenanted, is known as The Gurgling Gullet. If one of the PCs signs his or her name to the document and presents it to the proper city officials, they come into full and legal possession of the 'Gullet and may do with it as they please, within the limits you set as GM.

10. South Landing

The trapdoor here leads up to the Tower Roof. A single gnome corpse is crumpled midway down the hall, its skeletal hands bound behind its back with rusty wire.

11. Geomancer's Boudoir

This room's most prominent feature is the large window that looks out into the great cavern beyond. The window's glass is intact, though the upper portion is covered in silver cobwebs. Heavy gold-brocade drapes hang on either side of the window. Standing directly in front of it is a flowering plant in a large pot. The plants green leaves and lilac and red flowers appear quite healthy. Other items in the room include an unmade bed, a dingy green rug, and a large pile of multi-colored throw pillows.



This room is the former quarters of Kwasik, before he fled with a few followers and sealed off his route with the great magical barrier that currently thwarts Lord Veck. The window is actually *glassteel* and cannot be broken or opened to be used as a means of entrance/egress. The gnome took most of his valuable possessions with him when he made his escape, though a few things of interest were left behind.

Plant: Kwasik learned much about the nature of flora during his studies as an earth elemental. In fact, he became a master of soil and the things that grow in it. This rhododendron represents one of his successful hybrids of magic with organic matter. Though the PCs might assume that the plant bears magical properties, actually those traits lie within the soil. The large, two-gallon earthenware pot holds rich, dark soil that bears red striations. Any plant whose roots are buried within this loam can exist without the need for either sunlight or water. Further, the plant gains a limited sentience, so that it can respond to simple phrases by moving its petals, stem, fronds, etc. Alone, the dirt weighs 33 pounds. The pot in which it currently resides weighs another 5 pounds, for a total load of 38 pounds if the PCs wish to remove it. The soil is worth 150 gp to the right buyer, although Kwasik's formula would fetch at least ten times that amount, if it could be recovered somehow.

Throw Pillows: Of the dozen pillows heaped on the floor, two are exceptional. Inside one of them, bundled in the pillow's stuffing, is a **potion of healing**. In the other is a vial of poison. The cap of the **potion of healing** is marked with a skull, while the other container bears the symbol of your campaign's healing god. Kwasik switched the caps for reasons that make sense only to his own odd sense of humor. Quaffing the toxin forces a saving throw vs. poison to avoid 3d6 points of damage and 1d6 rounds of helpless and painful convulsions. A successful saving throw halves both the damage and the duration of the seizures.

Bed: Under the gnome-sized bed is a small chest. The chest is **trapped** with a poison needle, which forces a saving throw vs. poison to avoid 2d6 points of damage; this especially virulent toxin cannot be cured via magic but must be allowed to heal naturally. Inside the chest is a collection of eight matching sapphires, each individually worth 400 gp, or 4000 gp as a set.

The secret door in the east wall leads to a small, empty nook; Kwasik removed the goods previously stored in that room prior to his departure.

Tower Level 2 Encounter Key

12. Brig

The gnomes rarely held anyone in these cells for long, but the chamber certainly saw its share of drunks and insubordinate miners, as well as the occasional goblin prisoner. A heavy barred gate prevents access to and from the cells; the gate is locked and the key is long since lost. Bypassing this barrier requires a Bend Bars/Lift Gates check. A thief may attempt to pick the lock, but the tumblers are very rusty, causing a -30% penalty to the check, with failure meaning that the thief has broken a pick in the attempt.

The word "Brig" is engraved in gnomish, on a plaque riveted to the bars.

The doors of the cells themselves are made of oak, 3 inches thick and banded with thick iron strips, each with a tiny window through which the interior of each cell may be viewed.

12A. Cell

This cell is empty.

12B. What is Best Avoided

This room's door is of solid iron. There are two keyholes, and the door is double-locked. The door withstands 100 points of damage before collapsing, and the intricate tumblers impose a -25% penalty on all attempts to pick the locks, while all Open Doors checks require three simultaneous sets of 1s to be rolled before the door will yield. Once the PCs bypass the door, read or paraphrase the following:

This room is unlike any others you've seen in the tower. Remarkably, the walls, floor, and ceiling are made of shining mirrors, causing you to be momentarily disoriented as your eyes adjust to the brilliance as the light reflects countless times across the surfaces. The room contains only a single item. Sitting directly in the middle of the floor is a six-foot long casket made of metal. The casket is covered in runes and wrapped in at least three separate chains with locks; the chain links are as thick as a halfling's wrist.

The box is stone, fully-covered with a leaden seal that cannot be penetrated with magical vision or detection. The runes of warning are written in adumriscuric, the script of the Plane of Shadow, and are non-magical. The three chains are each held fast with separate, locked padlocks. The heavy lid has been mortared in place, and this sealant and the lead casing must be chipped away for 3d6 rounds before the top can lifted (requiring a combined Strength of 45). Finally, the mirrored walls are magically treated to thwart *teleport* and similar transportation spells, and the dozens of reflected images make it difficult for a magic-user to concentrate (Intelligence check at -4 each time a spell is attempted within the room, unless the spell can be cast while the mage keeps his or her eyes tightly closed).

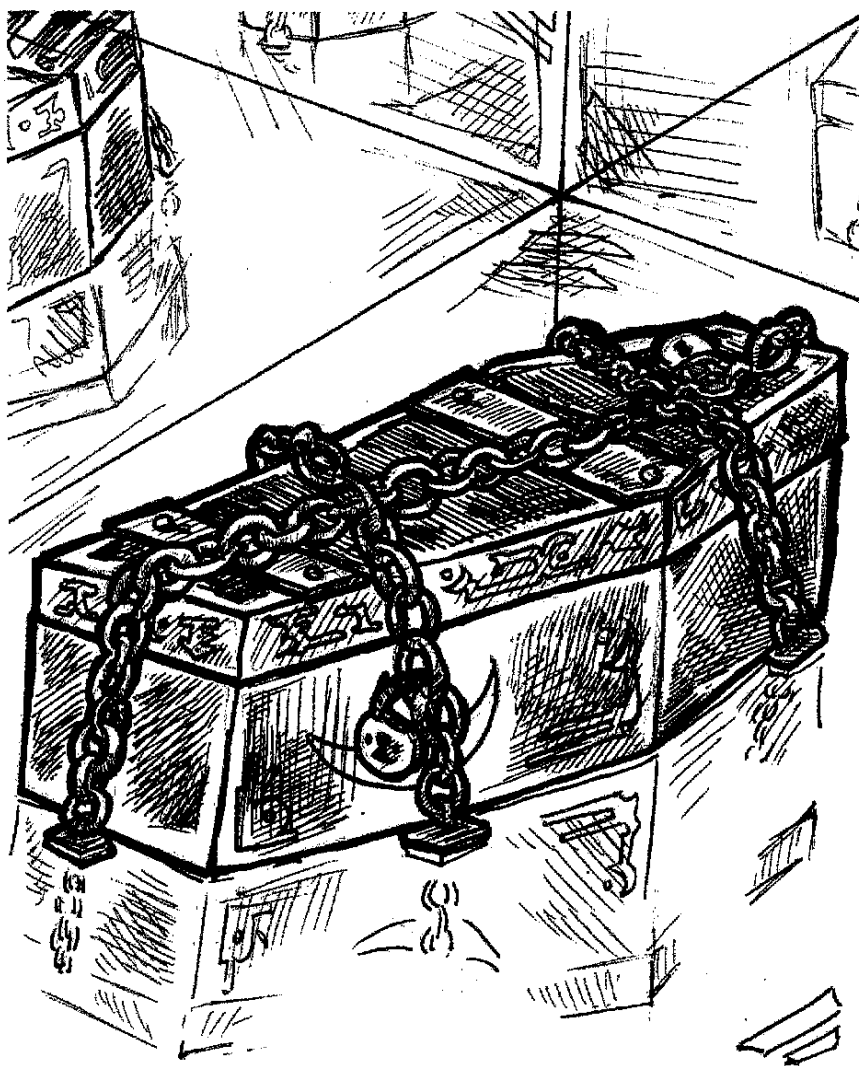
The Casket's Inhabitant: The coffin once belonged to Veck, many winters ago. But the vampire came into terrible conflict with a female werewolf named Adashia and was forced to incarcerate her here. It was either that or kill her, which was something he couldn't bring himself to do. For Veck loved Adashia, and this is both his joy and his eternal torment.

One evening while in the guise of a normal human, Veck attended a banquet at the manse of a neighboring lord. Also on the guest list was one Adashia Breehawken, a dark-eyed beauty whose intelligence was matched only by her skill as a ballroom dancer. Against his will, Veck fell in love with the fascinating woman, not knowing that she was actually not a woman at all. Months before the lord's festival, Adashia was bitten by a werewolf and contracted lycanthropy. She had come to the banquet in search of new victims. In Lord Veck, she thought she'd found one. Over the course of the next few weeks, the two carried on a tempestuous affair. On the same night that Veck confessed his feelings for her, Adashia assumed lupine form and attacked her lover.

Veck was victorious in the ensuing combat, managing to subdue the lady werewolf and capture her in one of his own caskets. Unable to bring

himself to slay the object of his desire, Veck hired magic-users to place upon the coffin powerful sustenance and respiratory spells so Adashia could exist within the locked container without the need for food, water, or air. The vampire hopes one day to discover a cure for lycanthropy—until the disease is removed from his beloved he can't transform her into his vampire consort.

If the PCs successfully open the coffin lid, they see a stunningly elegant woman recumbent on cushions of deep blue satin. Her dress is torn and rent as if she experienced a violent struggle, but she otherwise appears unwounded, and at peace. She is clearly breathing. A large blue gemstone lies at her throat, set in a delicate silver chain. Adashia is currently asleep, but if the party makes any noise above a whisper, she awakens in 1d4 rounds. Once she realizes her deliverance may be at hand, she assumes the role of captive and begs the heroes to



assist her in escaping Veck's clutches. She claims that Veck became obsessed with her and has taken her prisoner while he seeks for a powerful spell to bring her under his sway. Though she once loved Veck, and perhaps still does, her hunger and feral passions as a werewolf are now the driving forces in her life. The jeweled necklace she wears exudes a permanent *misdirection* spell, so that *detect evil*, *know alignment*, and similar spells fail to reveal her true nature. As soon as she has the PCs as a disadvantage, she attacks whoever she deems to be the weakest member. Her immediate goal is to kill a lone PC. Once she's feasted on human flesh, she feels renewed, and shortly thereafter flees the tower.

Adashia, female werewolf: AC 5, MV 15", HD 4+3, hp 35, #AT 1, Dmg 2-8, SZ M, SA surprise on 1-3, lycanthropy, SD hit only by silver or magic weapons, AL CE, XP 280.

If Veck learns that the PCs' have had interactions with Adashia, he responds with borderline madness—suddenly his mission and agenda are unimportant, and ruining the PCs becomes his top priority. Veck does anything that he can to regain his lost love.

12C. Cell

This cell contains two corpses, both gnomish. They appear to have died while fighting each other. Upon closer inspection, it becomes apparent that one of the gnomes was a prisoner in this cell, shackled to the wall, while the other was undead. The uderling entered the cell to kill the gnome, but was itself destroyed in the struggle.

12D. The Deceased

The body of a rag-clad drow elf lies within, his skin turned from black to gray in death.

12E. Storage Cell

This door is wedged shut, requiring an Open Doors check with at least one 1 in the result before it will grind open. Inside are a variety of gnomish common household materials, including dinnerware and cleaning implements. When the PCs first open the door, their light source causes the assembled brooms and kettles to throw disturbing shadows across the wall, perhaps making the heroes believe that this place is more dangerous than it seems. However, neither items of value nor fell monsters lurk within the room.

13. Weapons Locker

When adversaries from the Underworld would attack the tower, the gnomes would muster here to defend it, and equip themselves with arms from this chamber. The room's current occupants are 5 ghouls, representing the cursed remains of gnomes who were slain here when Lord Veck invaded.

Combating these ghouls is not as easy as it sounds. Upon his death, one of the gnomes was wearing a special amulet that granted *protection from edged weapons* to all allies within 15 feet. The amulet's magic can defend against another 42 points of damage before it fades forever.

Ghouls (5): AC 6, MV 9", HD 2, hp 11 each, #AT 3, Dmg 1-3/1-3/1-6, SA *paralyzation*, SD immune to *sleep* and *charm*, AL CE, XP 87 each, note that the ghouls are protected by the amulet, as per above.

Though many of the weapons are rusted, dented, or otherwise broken, there remain several serviceable specimens, including 17 short swords, 8 footman's maces, 6 hand axes, 9 light crossbows, and 112 light quarrels. One of the short swords, inconspicuous among the others, is actually a +1 **short sword**. Lying forgotten amongst the weapons is a scratched bone scroll tube. The Clerical scroll within contains the spell *tongues* (cast at 7th level).

14. Shrine

Once the tower's religious center, a faint echo of that prior magic still lingers in this chamber. The uderlings avoid this place, as they grow uneasy in the presence of the residual spirituality.

This room's walls are hung with sagging tapestries, and though they have been torn and defaced, they still bear images of religious rites and ceremonies. The room's altar has been turned upside-down—its white marble legs jut irreverently into the air. Behind the altar is the stone statue of an oversized gnome wearing robes and sandals, but its face has fallen victim to vandals. The faceless statue extends its arms outward, palms down.

The statue remains inert unless someone speaks the name of the gnomish deity in the GM's campaign. If this condition is met, the statue begins to glow faintly as the last vestiges of its magic surface a final time. When the statue is glowing, if anyone

places their hands so that their palms touch those of the statue, they receive a blessing equivalent to a *protection from evil* spell. If the character so touching the statue is a gnome, this boon becomes permanent, otherwise it lasts for 1 hour for each point of a PC's Charisma. The glow will remain for 3-6 rounds, and up to two characters may be thusly blessed per round.

15. Gnomish Studio

The southern door to this room is quite odd, as the doorknob and hinges are positioned on the right-hand side (the northern door, like the others in the complex, positions them on the left). Turning the knob has no effect, and the hinges cannot be removed by normal means. The door is protected with *wizard lock* cast at the 16th level of casting. The only way to open the portal is to touch any suitable object to that place on the door where a proper knob should be located. If this is done, the item momentarily bonds with the door and permits the PC to tug it open. After this happens, the bond dissolves, and the makeshift knob (dagger, tankard, or whatever the PC employed for this purpose) comes free. The northern door is normal.

Painted on the ceiling above the front of the southern door, so faint as to be almost invisible, is a rainbow. It will only be noticed if a PC searches that area of the ceiling for a turn or more. Refer to **Area 16** for details. Once the heroes are inside, read or paraphrase the following:

Tables with thick marble tops share space with a variety of cabinets, shelves, and tool racks. The tools themselves are mostly broken or rusted beyond repair. Scattered parchments bear odd schematics and designs, though without closer inspection, their exact purpose remains obscure. A round, brick column supports the ceiling. Obviously this used to be one of the tower's primary workrooms.

The brick column is the flue that runs from **Area 7** above to **Area 27** below; it is not accessible from the workshop. The room contains a few items of note:

Locked Cabinet: One of these cupboards remains secure, though the rest are empty or broken or both. The unit's keyhole is covered by a sliding metal plate. Though this protective plate isn't itself **trapped**, it covers a symbol carved into the wood beneath. This

is actually a *glyph of warding* activated by anyone seeing it. The *glyph* fires an electrical charge about a foot away from the keyhole, forcing a saving throw vs. spells to avoid 6d4 points of damage (a successful save equals half damage). Within the cabinet are a dozen well-preserved rare spices from a land across the sea, each worth 1d10 x 10 gp. One of these spice jars is actually filled with powdered diamond dust (1000 gp worth).

Intact Shelf: Though most of the room's shelving is destroyed, one intact unit holds two texts and a waterfilled, glass orb. The books are a translation manual and dictionary, permitting the reader to convert gnomish words to those of the common tongue (and vice-versa). The sphere contains many small silver sequins that float in the water. Shaking the globe causes the tiny motes to twinkle and turn in the fluid. This liquid is actually not water at all, but rather **sovereign glue**. If the sphere is smashed, the magical adhesive covers an area equal to 10 square feet.

Copper Hammer: This magical tool is conspicuously free of rust and signs of wear, discovered if the PCs spend at least 3 turns searching. It is a **sedulous striker**. See **Appendix B** for details of this new magic item.

If the party is overly noisy in their inspection of the room, there is a 75% chance they attract the attention of **2d4 shadows**. These gloom-loving beings do not attack if the PCs are bearing a light source as potent as *continual light*.

Shadows (2d4): AC 7, MV 12", HD 3+3, hp 16 each, #AT 1, Dmg 2-5, SA *drain strength*, SD hit only by magic weapons, 90% undetectable, AL CE, XP 319 each.

16. Closet of Dreams

The door to this smallish room stands open, though it is only three feet wide. Medium-sized PCs must step through sideways, and anyone wearing bulky armor must succeed on a Dexterity check or be forced to remove their protective layers before passing into the closet.

The nook is all but empty. Into the stone walls are carved and scratched countless names, pictures, and bits of doggerel. The only visible item here is a dented chamber pot.

Anyone searching the east wall for a turn or more will notice a gnomish verse neatly carved into the stone blocks:

*The caterpillar turned around
as if disturbed by ghostly sound
and found within its path the key
to change anew what it might be;
Two days a' forward first it went
then turned to port-side as if sent
by wayward wind for twelve days more
and stopped beside a backward door;
To the sky it cast its eyes
and tired of its old disguise
it whispered first its old name
then spoke the word it became.*

This riddle is the legacy of a gnome illusionist named Jelver, known equally among the gnomes for his splendid phantasms and his excessive drinking. He spent many nights locked in this closet converted into a cell, as he tended to fire off dangerous illusions when inebriated. Before he left the tower to seek fame and fortune elsewhere, Jelver left behind one last trick, as yet undiscovered.

To find Jelver's secret, the PCs must follow the instructions left in the verse: (1) Turn around and take two steps, which brings them out of the cell and into the hall. (2) Turn left. (3) Walk twelve steps south down the hall, stopping beside the "backward" door (see the description of the odd door at Area 15). (4) Look up at the ceiling. Painted there very faintly, all but undetectable, is what appears to be a rainbow, though its colors are quite muted. Without the riddle, this image is only located if the viewer searches the ceiling for more than a turn. (5) While staring at the rainbow, someone whispers the word "caterpillar," followed by speaking aloud "butterfly."

When these conditions are met, the painted rainbow transforms to a real object, much like the caterpillar changes into a butterfly. Dropping from the ceiling is the **chrysalis fan of fury**. Refer to **Appendix B** for details.

17. Mid-Quarters

These two-tiered bunks once served as the sleeping places of a dozen gnomish miners. Their footlockers contain standard personal clothing and gear.

Lord Veck, like other vampires, harbors a fondness for savage canine companionship, and his master bound a pack of **shadow mastiffs** to Veck prior to invading the tower; of the original pack four shadow mastiffs survive. Veck loaned one to the Spider Queen (see Area 56), and this room serves as the kennel for the remaining three. Anyone entering the room disturbs these beasts, which immediately attack anyone other than Veck. They fight to the death. Their loud barking and growling has a 50% chance of attracting **1d4 shadows**.

Shadow Mastiffs (3): AC 6, MV 18" (9" in bright light), HD 4, hp 24 each (20 in bright light), #AT 1, Dmg 2-8, SA baying causes *panic* (save vs. spells at +7 or flee directly away, dropping items held in hand), SD hide in shadows 40% (unavailable if in bright light), AL NE, XP 281 each.

Shadows (1d4): AC 7, MV 12", HD 3+3, hp 16 each, #AT 1, Dmg 2-5, SA *drain strength*, SD hit only by magic weapons, 90% undetectable, AL CE, XP 319 each.

Other than the remains of the miners' personal affects, the room contains nothing but the smelly evidence of the wolves.

18. Jack in the Wall

At this point along the wall, you should make a secret Hear Noise check for each PC. Whoever is most successful in this roll hears soft sounds coming from behind the mortared stones. If the heroes listen closely, they hear what they believe to be scratching and quiet drumming, as if someone on the other side is trying feebly to escape. The PCs may bash in the wall by dealing 75 points of damage to the brickwork. Slashing weapons do only 1/2 damage, and piercing weapons are ineffective.

Within the wall is the remains of a gnome who fought hard against Lord Veck when the vampire first arrived at the tower. Instead of changing this fellow into an *uderling*, Veck opted to punish him for eternity by seeing that he became a **ghast**, rather than merely a *figment*. The vampire then bricked him up so that his torment would be even worse. As soon as the stones crumble, the insane ghast attacks

immediately, unless Veck is present, in which case it attacks Veck.

Ghast: AC 4, MV 15", HD 4, hp 26, #AT 3, Dmg 1-4/1-4/1-8, SA nausea, *paralyzation*, SD immune to *sleep* and *charm*, AL CE; XP 278.

The gnome's tattered clothing is heaped into a nest against the exterior wall, yet one glove remains whole and apparently unscathed. This is actually a **glove of redundancy** (see **Appendix B** for details).

19. Throne Room

Note that the hallway behind **Area 13** that accesses the Throne Room is only 3 feet wide—it is sized for gnomes to approach in single file, as a sign of deference to their laird. While in this hall, apply the height penalties for PCs taller than 5'10" to any PC who is not a gnome, a dwarf or a halfling, and double the penalties for any PC who is already taller than 5'10" tall.

This dark hall contains a heavy stone throne, heavily scratched and chipped, a long oaken table, and a few chairs. A heavy iron chandelier hangs from the ceiling. Although the chandelier could hold a few dozen candles, all of the sconces are currently empty.

The gnomes' laird once presided here, directing the activities of his people. The chamber is now the uderlings major congregation point, and if they're aware of the PCs presence, they will set an ambush here. Unless they've been drawn away by sounds of nearby combat, **15 uderlings** bide their time here, awaiting the orders of the vampire. For an ambush, 10 uderlings turn the huge oaken table on its side and use it as a mantlet. Armed with light crossbows, they hide behind the table and fire upon anyone entering the main door; the other 5 circle behind the PCs via **Area 13**, gather the ghouls if they survive, and try to surround the PCs in the narrow corridor. Due to the cover provided by the table, the uderlings receive a +4 bonus to their AC.

Uderlings (15): AC 7 (3 with cover), MV 6", HD 2, hp 9 each, #AT 3, Dmg 2-4/2-4/2-7, SZ S, SA special, SD special, AL CE, XP 218, see **Appendix C**.

Possessions: Each uderling carries a light crossbow and half-a-dozen bolts.

Another tactic the uderlings may employ during combat is to release the large chandelier in the center

of the ceiling. By tugging on a rope anchored to the wall, the undead cause the chandelier to swing, and when they release the rope, it will crash down; they can also simply let the rope go and drop the chandelier in the center of the room. The GM should determine if any of the PCs are positioned near the chandelier's point of impact. If there's any doubt, assume a 50% chance that any single hero is under the falling chandelier, in which case he or she must make a saving throw vs. petrification or suffer 3d6 points of damage (a successful save negates the damage).

This should prove to be a chaotic, cutthroat battle for the PCs. If they survive, they may examine the room's contents:

- three dirty sacks full of 300 gp each
- a collection of a dozen gnomish skulls, each painted a different color; one contains a turquoise belt buckle (25 gp)
- small steel coffer holding 14 freshwater pearls (100 gp each)
- a heavy trunk full of normal, gnome-sized weapons
- strapped to the bottom of the throne is a +2 **dagger**
- a black burlap bag full of various spell components (GM's choice)

20. Bone Cage

The room before you is cluttered with hammers, prongs, bolts, levers, belts, nails, and countless other components of craftsmanship, yet for the most part these tools appear broken, bent, rusty, or otherwise past their prime. In the midst of these supplies is what appears to be a man-shaped sculpture made entirely of bones. This bone-statue looks like a giant skeleton, its oversized ribcage serving as prison for a crumpled humanoid form. The prisoner shows no signs of life.

Since the gnomes' transformation to uderlings, this chamber has become a bizarre expression of their increasing madness. In life, gnomes are industrious beings, crafting fine jewelry, art, and other objects of imaginative engineering. In undeath, their minds have transformed—their innate desires for creation now perverted.



The sculpture is a **skeleton golem** in the final stages of completion. In its current state it can manage only partial animation; it cannot walk, though it can swing its long, three-jointed arms to great effect. If the golem is disturbed, such as if the PCs attempt to free the prisoner, the creature animates and attacks. The golem has reinforced bones and is very resilient, and its arms can strike opponents up to 15 feet away.

Skeleton Golem: AC 0, MV 0", HD 10, hp 55, #AT 2, Dmg 5-20, SZ L, SD magic resistance 80%, AL N, XP 2630.

Spells such as *fireball* that damage the golem might also harm the prisoner inside, and other attacks may damage her as well, at the GM's discretion. The captive, an elven female named Mikalah, wakes the moment the golem moves.

If the adventurers best the golem, they may smash its ribs to free the elf. Each rib can withstand 12 points of damage before breaking. Mikalah is very grateful

for her rescue. She explains that she and her traveling companion, Estos, were captured on the tower's roof when they came here as explorers in search of loot. The *uderlings*, demented creatures that they are, were building the golem around Mikalah simply to satisfy their sadistic sense of humor. She does not know Estos' fate or present whereabouts.

Mikalah, elven female: AC 7, MV 12", F3, hp 15 (currently 4 hp), #AT 1, Dmg by weapon type, AL LN, S 9, I 14, W 12, D 17, C 14, CH 16.

21. A Family's Legacy

The double doors outside of **Area 21** are barred from the inside, requiring an Open Doors check to gain entry.

The room beyond the doors is in decent repair. A wide balcony with a railing of stone opens into the great cavern beyond, so that the room is the same cool temperature as the cavern. Lush rugs cover the floor. A pair of fancy chairs overlook the balcony, their carved wooden backs facing the doors. There is also a large, four-poster bed and a heavy wooden washing tub. A faint odor of decay permeates the air. Everything is silent and still.

The vampire killed the ruling gnomish laird of the tower, along with his family and heirs. They now haunt this room as **6 legacy corpses**.

A legacy corpse is a new type of undead, and is described in the **Appendix C**. The members of this particular legacy clan are dressed in the tatters of their clothes of state; astute players will note the finery and surmise correctly that these undead represent the former masters of this place. Present here are a father, mother, grandmother, and three children, who were of ages between six and twelve when they met their grisly end at Veck's hand. The children still carry the toys they played with in life.

These undead have no desire to leave the room, hence the bar across the door. When the PCs enter, two lie under the covers in the large bed, which reeks of decomposition. Two children are seated in the chairs before the balcony, their backs to the heroes. The undead grandmother is submerged

within the stale water in the bathtub. The last child hides inside the large wardrobe. None of them move to confront any of the PCs unless they are attacked or a cleric attempts to turn them, at which point all of them burst from their locations and attack, possibly with surprise. Throughout the encounter, the PCs note a strange green mist swirling around the undead, apparently connecting them.

Legacy Corpses (Clan) (6): AC 10, MV 12", HD 8, hp 41, 39, 37, 32, 24, 21, #AT 3, Dmg 1-3/1-3/1-6, SA *baleful lamentation*, poison, SD hit only by +2 or better magic weapons, MR 100% (special, reduce by 16% for each legacy corpse slain), AL LE, XP 530 each.

Searching the room reveals a total of 420 gp, 5 pieces of jewelry (800 gp onyx necklace, two 100 gp silver bracelets, a 350 gp ruby brooch, and a 100 gp gold wedding ring), and a fancy silver tea service (50 gp). The 12-year-old legacy corpse has a 6" miniature sword fashioned from platinum, with a grip and pommel of copper and zinc (500 gp), with a matching platinum and copper sheath (200 gp).

Tower Level 1 Encounter Key

22. Song and Sorrow

This large chamber contains wooden pews, once lovingly maintained, now stained with blood and gouged by axes. The frescoes on the walls are scorched as if by fire. Positioned between the pews against the curved north wall is a partially destroyed yet nonetheless grand pipe organ. Some of the pipes are missing, while a few still rise boldly to the ceiling. Slumped at the old ivory keys is a skeletal gnome clad in ragged robes. Near the south wall, twin spiral staircases rise through the ceiling to the floor above, while the wall itself features closed double doors. To the east, a single door rests in the far wall.

The remains of Giphrrion the Grizzled sit at the organ; at the time of his murder he was the oldest gnome in residence at the tower. Lord Veck snapped his neck while he played a sonata; the evidence of the wound can be noted by anyone with knowledge in the healing arts.

Giphrrion does not rest easily. His vengeful spirit abides within the organ's pipes as a **ghost**. If the PCs depress any of the instrument's keys, there is a 25% chance the ghost comes sailing out of the pipes, moaning in harmony with the resonating note.

Ghost: AC 0 (8), MV 9", HD 10, hp 60, #AT 1, Dmg special, SA age 10-40 years per touch, *magic jar*, SD immune to *sleep* and *charm*, AL LE, XP 4890.

If the ghost is either undisturbed or dispatched, the PCs may search the room. It contains three items of note:

Under a pew: Hidden on the underside of one of the pews is a small silver flask (20 gp), kept here by a gnome who wished to take the occasional nip of liquor. It's metal is embossed with the brand name of "Laughing Noble" and the flask contains eight ounces of exceptional, aged brandy (worth 450 gp).

On the floor: The floor is littered with chunks of wood, bits of stone, torn fabric, and a scattering of paper. One page is a special sheet of music; it is noteworthy because unlike the dozens of other pages it's musical notation is written in red ink rather than the standard black. Without *detect magic* this sheet will only be noticed if a PCs examines all of the sheets over three or more turns and succeeds on an Intelligence check at -4. The page is a magical composition known as the *Somnolent Suite in C*. Though representing only the opening measures of the complete arrangement, the *Suite* remains quite potent. If a skilled musician plays the *Suite* on any instrument, an act which requires two full rounds, a potent *sleep* spell affects an area within 20 feet (cast at 13th level). The *Suite* may be cast in such a way only once per week, and the sheet is required as a material component; if cast more than once in a week, the music disappears from the sheet like a standard spell scroll, and is gone from the world. To the right buyer, the *Somnolent Suite in C* is worth 850 gp or more.

Near the east wall: As the PCs approach within ten feet of the door to the Privy (**Area 23**), they will smell the reek of sewage.

Near the south wall: The spiral stairwells ascend to Tower Level 2, and to **Area 1** on Tower Level 3. The double doors in the south wall lead into **Area 26**, and are **trapped** (see **Area 26** for details).

23. Privy

Two wooden chairs feature holes for the toiletry needs of the tower's inhabitants. These days, the undead have no use for such conveniences. A terrible stench wafts up from the two holes, the smell so powerfully acidic as to cause the eyes to water. Unprotected PCs will pass out after spending more

time in the privy than 1/3 of their Constitution score (round up) in rounds. If the PCs search the small room for a total of 1 turn or longer (combined), they discover a loose plank in one of the wooden chairs. Pinned to the back of this board is a folded scrap of parchment. On one side of this paper is a recipe for mushroom stew; on the other side is a *scroll of protection from plants*.

The shaft below the two seats drops 30 feet down to the horrid lair of the otyugh in **Area 39**. The shaft is wide enough to accommodate a Medium-sized creature in non-bulky armor.

24. Lower Quarters #1

This room contains eight sets of bunk beds that once provided a resting place for 16 miners who worked the stone below the tower. Near each bunk is a footlocker. Most of these dented metal lockers have been thrown open and plundered by the uderlings. Scattered about the chamber, the PCs can find gnomish clothing (boots, vests, hats, work gloves, etc.) and various personal belongings (combs, mirrors, love letters, trinkets, etc.). Most of the miners who bunked here have been transformed into uderlings by Veck. There is nothing of value in the room.

25. Mine Access

The eastern portion of this room is dominated by a rectangular pit, 10 feet square. It plunges down out of sight, and cool, moist air wafts up from the shaft. Suspended above the pit is a square platform, attached by a thick rope that runs from the ceiling to a capstan in the center of the floor. It appears that the capstan turns like a great spool to raise and lower the platform. The shaft is open between this room and the room to the west. The rest of this room is given over to a staging area, covered with mining dust, footprints, stray tools and boots, and other mining detritus.

The ceiling in this room is 8 feet high, to accommodate the lift; height penalties for combat do not apply in this room. While the pulleys and other mechanisms appear to be in excellent working order, anyone with a background in engineering or mining who reviews the structure will detect a weak gear in the system. Optionally, a thief who has been schooled in trap design may also discover this flaw.

The platform can be used to lower the PCs more than 100 feet through the bedrock of the tower's pillar, to the first level of the mines at **Area 45**. Using the pulleys and rope, one character with a Strength or 12 or more may raise or lower up to 500 pounds. For every point of Strength above 12, another 50 pounds of weight may be moved; for every character beyond the first, an additional 150 pounds may be added to the weight, and up to three characters may crank the capstan simultaneously.

However, if more than 800 pounds are placed upon the platform, when the crank is turned the weak gear snaps, plunging the lift and its contents to the bottom of the shaft. Anyone riding the lift during such an accident sustains 11d6 falling damage + 1d6 additional damage from falling debris; if the platform is at the top of the shaft when the gear breaks, a kind GM may grant PCs a saving throw versus petrification to leap to the room's floor before the platform plummets. The lift will not function after the gear snaps without repair.

If the faulty gear is detected prior to snapping and replaced, the lift may be used safely, repeatedly, to move up to 1500 pounds, which is its maximum capacity; if more weight is placed upon it, it will moan and groan and not move further, and eventually collapse as described above if the PCs persist in overloading it. The faulty gear may be repaired with spells like *mending* or *fabricate*. In the event of a collapse, there is sufficient rope to reach the bottom of the shaft if the PCs decide to climb down to the mines.

26. Hall of Pain

The uderlings have rigged this corridor with a **ballista trap**. Knowing that nosy adventurers come calling to their secluded tower home, the undead gnomes have constructed a siege engine in this hallway and connected its firing mechanism to the movement of the doors leading south from **Area 22**. The PCs have little chance to detect this trap without magic, since all of the trap mechanisms are located on the hallway-side of the trigger doors. However, at the GM's option, clever PCs who examine the ruined organ in detail (or use *augury* or similar magic) may be able to deduce from the damage that the organ has been previously struck from the south, which may alert them to possible danger from that direction.

Opening the door from **Area 22** triggers the ballista to fire down the hall. The shaft is barbed and inflicts 2-12 points of damage to whatever character is standing in the front rank when the ballista fires. Roll to hit as a 2 HD monster as if the target's AC was 10, with a +7 bonus based on placement and siege engine combat modifiers. If the bolt deals at least 9 points of damage, the victim has sustained a serious injury to either the chest (75% chance) or head (25%), knocking the character unconscious for 2-5 turns. If the bolt misses, check the same to hit result against each PC in the line of fire behind the initial target to see if the bolt hits; if not, it will smash into the organ in **Area 22**, and if the **ghost** has not yet been roused, the damage to the organ will provoke it to attack.

The ballista is located at the "T" symbol on the map, just below the number "26"; it fills a large portion of the hall, and anyone seeking to enter one of the nearby doors must navigate beyond the contraption by climbing through or over it (no Dex or shield bonus to AC while so occupied). It does not block any doors in the corridor, all of which may be opened normally.

Other than the trap the hall is unremarkable. If the PC make excessive noise in the hall (in particular if the ballista strikes the organ), the **uderlings** in **Area 28** will pour forth to attack.

27. Forge

A broad forge with three mouths occupies the northern half of the room. A shared opening to the west reveals a wooden platform mechanism, from beneath which a cool, damp breeze rises from an open pit. Beside the forge is a stack of rusting pig iron, and beside that sits a smaller pile of wood. The forge is cold and dark. The walls of this room are coated in thick layers of soot, and the brick flue for the forge rises into the ceiling. Someone has scrawled some words in the ash on the east wall, opposite the pit.

The ceiling in this room is 8 feet high, to accommodate the lift; height penalties for combat do not apply in this room. The finger-drawn scrawl reads "Blood house" in gnomish.

The gnomes fashioned a variety of metal objects here, many of which are still stored in large buckets throughout the room, including nails and spikes;

heads for crossbow bolts, axes, and picks; tongs; buckles; and dinner flatware.

There are sufficient tools, iron slabs, and fuel logs here to keep the PCs searching for 6 hours, yet still they discover nothing beyond the ordinary unless they specifically examine the forge's interior. Within its bloated steel belly, buried among five inches of ashes and charred scraps of metal, is a verdigris-covered, **+1 copper ring of protection**.

The forge's exhaust flue rises up to join the kitchen chimney in **Area 7**. This brick-lined flue will accommodate a small-size creature if one ventures its length. The chimney rises 30 feet to the roof. Refer to the kitchen at **Area 7** for details if the flue is explored.

28. Lower Quarters #2

This room appears identical to **Area 24**, but it is occupied by 20 **uderlings** that attack the PCs on sight. They will investigate any loud noises in **Area 26** or **Area 32** (and elsewhere at the GM's discretion).

Uderlings (20): AC 7, MV 6", HD 2, hp 9 each, #AT 3, Dmg 2-4/2-4/2-7, SZ S, SA special, SD special, AL CE, XP 218, see Appendix.

Possessions: None, although one of the 16 footlockers in the room contains a false panel in the lid, behind which is a treasure map to a combined hoard. The false lid may be detected as a secret door, but only if examined actively. The GM must determine the exact contents and location of the hoard. This map belonged to the surveyor (see **Area 29**).

29. Map Room

The lock on the door to this room has been smashed, though the door itself remains closed.

The three tables built into the west wall of this long and narrow room are covered with piles of parchments, papers, and thin hides, all of which are inscribed with maps, symbols, diagrams, and charts. A gnomish skeleton slumps in one of the chairs, its head resting on a map. A stout metal coffer rests beneath one of the tables.

The decayed corpse is all that remains of the chief mining surveyor. The product of his trade is all around him, as he has assembled quite a collection of maps of realms of the Underworld, near and far. However, the PCs can find no map of the mines

immediately below the tower, as Lord Veck has already claimed them, along with the surveyor's drafting supplies. The skeleton is dead and remains inert. It wears the remains of a leather belt that holds many quills and ink pots, as well as two keys. One of them fits the trunk below the table. The other, long and slender and oddly shaped, operates the Central Junction Box in the mines at Area 35.

The coffer is locked and opens with the key in the skeleton's belt. When the PCs look inside, read the following:

Within the coffer is a fine layer several inches deep of what appears to be white sand or perhaps fine bone dust. Partially buried within this sediment is an ancient human skull. Fine jewels are visible in place of the skull's eyes and teeth.

Veteran players and PCs alike may assume this is the legendary undead horror known as a **demi-lich**. In fact, the skull isn't dangerous, nor are the seven jewels real (each is worth 15 gp as simple costume jewelry). The surveyor was planning to use this coffer as a cruel hoax upon Jelver, but never had the opportunity to follow-through on his plan. Sadistic GMs can heighten the (player) horror of the encounter by causing the fine dust to swirl with the raising of the lid, and the gems to glint from the PCs' light sources...

In addition to the cartography visible on the desk surfaces, all three desks contain eight long, shallow drawers, each stuffed with maps ranging in size from a single sheet of vellum to large poster maps on tanned hides. 290 of the 308 maps detail general Underworld trade routes, topography and natural hazards (rivers, lava flows, collapsed or rerouted tunnels, gas pockets, etc.), settlements of the major and minor races, etc., and are worth at least 10 gp each to the right buyers. The remaining 18 maps are similar, but offer current and/or detailed views including secret entrances or paths to established vaults or trade routes, military battle plans and troop strength assessments, histories of exploratory expeditions, entrances from the Underworld to the surface, caverns with magical pools or gates to other planes, etc., and are worth at least 1000 gp apiece. PCs will need to assess all of the maps in order to discover the valuable ones, as they are intermixed throughout the piles. Assuming that 10 maps will fit

into a standard map or scroll case, which weighs 5 pounds, the room's contents weigh over 150 pounds (no map cases are present in the room to assist with their removal, however). Only 30% of the maps are written in gnomish—the other 70% being written in the tongues of the major and minor Underworld races (Undercommon, dwarven, goblin, drowic, etc.). GMs can use these maps to seed adventures to other locations in the Underworld, and beyond.

30. The Shade Gate

When the PCs enter, their light sources immediately dim, emitting only half the usual amount of light. The room is also noticeably colder than the rest of the tower. Four shadows lurk in the room, and attack as soon as the PCs enter.

Shadows (4): AC 7, MV 12", HD 3+3, hp 16 each, #AT 1, Dmg 2-5, SA *drain strength*, SD hit only by magic weapons, 90% undetectable, AL CE, XP 319 each.

After defeating the shadows, the PCs may examine the room more closely:

This room is gloomy. Most of the furniture in this chamber has been destroyed and lies in splinters and ragged chunks of wood. A rectangular shape on the western half of the southern wall, is darker than the stonework around it—a large picture once hung there, though now nothing remains but a single hook driven into the mortar.

Not everything is as it seems in this room. Though a thorough search of the rubbish reveals nothing useful, there is indeed something of interest here. The faint shading on the wall is not actually the former resting place of a framed picture, but rather a nearly-closed gateway to the Plane of Shadow. Over the years, this two-way portal has lost its power and all-but faded away. Anyone touching this shaded area feels a distinct coolness in his or her fingertips. Pressing the wall reveals the stone to be ever-so-slightly pliant. Though the wall is a little "squishy" it cannot be penetrated, as the bulk of its ancient magic has vanished. It retains sufficient strength, however, to dim and cool the chamber. However, at the GM's discretion, casting *passwall*, *teleport*, *gate*, or similar spells on this spot will reopen a temporary conduit to the Plane of Shadow. In this instance, the not insignificant task of detailing the landscape of the Plane of Shadow, with its attendant dangers and rewards, falls to the GM.

Close inspection of the "picture hook" reveals that it doesn't resemble a picture hanger so much a single, upturned claw or talon. Anyone tugging on the curved talon notices a slight but definite degree of movement; there's some give in the talon and it seems to become more loose as the character wiggles it. Yet still nothing untoward happens unless one of the PCs declares an attempt to pull the talon free. Roll percentile dice. On a roll of 01-50, the talon breaks free, leaving the character with a chunk of claw (useful, at the GM's discretion, as a link to the demon, a material spell component, talisman, etc.). On a roll of 51 or higher, there is a tremendous ripping/breaking sound, as the character pulls the **demon** through the gate!

Type I Demon: AC 0, MV 12", fly 15" (C), HD 8, hp 40, #AT 5, Dmg 1-4/1-4/1-8/1-8/1-6, SA magic use, SD magic resistance 50%, AL CE, XP 1675.

This vrock has been trapped midway between the Plane of Shadow and the Prime Material Plane for years, and it wastes no time in unleashing its frustration on any and all nearby beings. If it is engaged in combat for more than 6 rounds, and not faring well, it will calm down sufficiently to realize that it's free, and *teleport* elsewhere upon the Prime Material to wreak havoc; if it's holding its own in combat, it will relish defeating its rescuers, and then *teleport* away.

31. Silk and Gold

The door to this room is shattered, and a mere third of it remains hanging from its hinges.

This room is a scene of wreckage—whatever was once housed here has been demolished, and the fragments remaining constitute kindling, covering the floor. What seems to be a large stoneware urn rests in the northwest corner. It appears to be the only intact object in the room.

The debris makes movement in the room noisy (-25% Move Silently). Danger lurks here in the form of **3 huge spiders** that cling to the ceiling. They immediately leap to attack anyone entering the room (likely with surprise)—one in front, the other two behind.

Giant Spiders (3): AC 6, MV 18", HD 2+2, hp 11 each, #AT 1, Dmg 1-6, SZ L, SA surprise on 1-5, poison (save at +1 or die), AL N, XP 178 each.

If the PCs crack the urn's four-inch-thick wax seal, they find one of the few remaining caches of the gnomes' wealth. Inside are 2353 gold coins, all minted by the gnomes and bearing the likeness of one of their past leaders. The urn weighs 40 pounds; with the coins it weighs 275 pounds, likely why it remains here.

32. Smashers

This room is unlit and appears rarely used. Ancient bloodstains mar the stonework floor. Two five-and-a-half foot-tall statues of stern gnomes flank the massive rock-hewn double doors; each bears two stone axes, crossed upright against their chests, blades pointing outward. The ceiling is a profusion of dusty cobwebs, some of which cling to the brows and axes of the statues.

The statues are **animated columns** which attack anyone who touches the doors to the south which they guard. As PCs approach the doors, the animated gnomes will pivot to face them, and their arms will unfold outward in warning, brandishing their axes. If the PCs retreat, they will return to their silent vigil; if the PCs continue to the door, they will attack.

Animated Columns (2): AC 5, MV 6", HD 6, hp 22, #AT 1, Dmg 2-8, SD 1/2 dmg from non-magical weapons, attacker's weapon breaks 25% of the time (-5% per magical plus), +4 on all saving throws, AL N, XP 280.

The animated columns will not pursue PCs beyond this room. The doors open outward, and are blocked by the stone wall at **Area 34**; they cannot be budged. Although no dangerous spiders currently reside in the webs, the huge spiders in **Area 31** may be drawn to sounds of combat (60%); if so, they will attack.

33. The Last Guest

A few weeks before the gnomes' territory was invaded by Lord Veck, they hosted a human traveler named Zatmenye (pronounced "zaht-MEN-yuh"). Hailing from a frigid land to the north, Zatmenye the Battle Mage hoped to trade mystic lore with the gnomes. This is the room where he stayed.

The underlings have ransacked this once-fine chamber. The large four-poster bed has been cleft down the center, its down quilt and pillows shredded. Though there is nothing fascinating to

discover here, while the PCs are searching, they are *scryed* by a distant observer (PCs higher than seventh level, with Intelligence scores greater than 15, may notice this). Far away in his homeland, Zatmenye using his **crystal ball** to *scry* upon this room in hopes of finding some clue as to the whereabouts of his long-lost sword. When he sees the heroes searching the room, he will contact one of them (preferably a fellow magic-user) via *telepathy*.

Zatmenye's Story: As a dual-classed mage of melee, Zatmenye travels with a variety of weapons, most of which he keeps on a magical **charm bracelet** that reduces weapons to the size of trinkets and thus permits the wearer to carry many more than is normally possible. Similar to a **robe of useful items**, to use any of the weapons, Zatmenye removes the charm and commands it to return to its true form. Alas, during his stay among the gnomes, the magic-user lost one of his charms—a tiny two-handed sword. Upon speaking the proper command word, anyone holding the charm can cause it to become the mighty magical weapon known as **Grandfather Thunder**. For more details of the sword, refer to **Appendix B**. The enchanted weapon is located deep in the mines, at **Area 45**.

While the PCs search the room, Zatmenye establishes mental contact with one of the PCs and describes his dilemma. He wants to recover the charm but has neither time nor resources to return to the tower. He offers to trade the PCs either gold or a magic item in return for the charm. If Zatmenye believes that he can trust the PCs—if they obviously display lawful and/or good holy symbols, and if Zatmenye backs this perception up with sworn oaths or by casting *detect good* through the **crystal ball**—he admits that his charm is a potent magical sword called **Grandfather Thunder**. In exchange for its recovery and return, he offers the PCs either 2000 gp each or a magical item of like value (GM's choice).

If the PCs accept the deal but later renege on it, they will face two difficulties: they won't be able to divine the command word without extensive magical research; and, they will incur the enmity of Zatmenye, who is no shirker when it comes to combat. The magic-user will appear at a later date to demand the return of his property. If the PCs fulfill the bargain, they make a lifelong ally in the Battle Mage. A master tactician and scholar of military history, Zatmenye can aid the PCs in various ways,

especially as they advance in their careers and assume command of their own private guards and bodies of fighting men.

Zatmenye, human male: AC -2 (**bracers of protection AC 2, +3 ring of protection**), MV 12", F/ MU 5/13, hp 71, #AT 3/2 (longsword specialist), Dmg by weapon type, S 15, I 17, W 13, D 15, C 18, Ch 15, AL LN, Zatmenye specializes in the longsword, granting him a +1 to hit/+2 on damage with that weapon, **Equipment:** Zatmenye owns a considerable collection of items both mundane and magical at his castle, but he only carries a few on his person, including **bracers of protection AC 2, +3 ring of protection, wand of magic missiles** (78 charges), **ring of spell storing** (*dispel magic, conjure elemental, mass charm, mind blank*, cast at 18th level), and his battle charm bracelet that currently holds miniaturized versions of a **+3 longsword, +2 machete** (allows jungle movement without terrain penalties), and a **+2/+4 scimitar** (+2/+4 vs. aerial creatures).

Spells Memorized:

- 1st—*burning hands, charm person, comprehend languages, detect magic, shocking grasp*
- 2nd—*deephockets, ESP, forget, invisibility, knock, mirror image*
- 3rd—*fireball, fly, item, lightning bolt, slow*
- 4th—*dimension door, ice storm, polymorph self, stoneskin*
- 5th—*cloudkill, hold monster, stone shape, teleport*
- 6th—*chain lightning, contingency* (precast to teleport home if he reaches 30 hit point or less)

34. Sealed Portal

In addition to his famous barrier, which prevents Lord Veck from attacking the gnomish kingdom to the east, Kwasik sealed the base of the tower with his personal version of *wall of stone*.

Kwasik's *wall of stone* is solid granite, measures 10 feet high by 17 feet wide by 8 feet thick, and directly abuts the doors to **Area 32**, which prevents them from opening outward. In addition to blocking the doors' movement, this *wall of stone* cannot be bypassed by *dimension door, etherealness*, or similar effects. In order to pass through it, the PCs (or Veck) must successfully cast *dispel magic* upon it (against a 17th level caster), *disintegrate* it, or bash through it the old fashioned way (the stone wall withstands a massive 300 points of damage before collapsing).

PART II: THE BLEAK MINES OF SUNA-MAL

Fortune lies beneath the earth. A few centuries ago, a subterranean gnomish surveying party discovered precious veins within the rock formations in this area: veins of gold, clusters of raw gemstones, and—most remarkably—thin bands of an ore that came to be known as onium. A very rare metal, onium (pronounced OH-nee-um) possessed the exact physical properties of iron, with one very important difference: onium is transparent. The gnomes were elated. They had unearthed a ready cache of see-through iron, which turned out to be a financial boon beyond their expectations. The chief surveyor, Suna-Drak, became rich as he oversaw the transportation of unrefined onium back to the gnomish kingdom to the east.

But disaster struck. The mines ran so deep in search of onium that the hapless miners eventually disturbed the slumber of a very old purple worm. The creature immediately slew more than 30 miners. Suna-Drak was devastated by the loss, and threw himself into the forefront of the battle against the beast. At the moment of his death, he invoked a powerful *death* spell. This fatal incantation destroyed not only the purple worm, but dozens of additional gnomes as well. Since that day, the surveyor has been known as Suna-Mal.

Mine Environs: The majority of the lowest mine levels collapsed long ago, and only two levels of shafts remain accessible. These chambers were once used as living quarters for the miners, and to process and store ore. Years ago they reverted to a more natural state, and are once again home to fungi, bats, cave fish, and other common dwellers of the dark.

PCs venturing below the tower encounter the remnants of the gnomes' operation and the current place of congregation for the uderlings, who comb the passages in search of the fragmentum rumored to be there. The tunnel from the uderlings' tower sinks into lightless rock. The atmosphere immediately shifts to that of the deep mineshafts: the air is stale and dusty, and reeks of earth and minerals; the temperature is a constant 55 degrees Fahrenheit, and a cool current rises from the shaft into Areas 25 and 27.

Unless otherwise noted, all passageways are only 4 to 8 feet wide and usually less than 5 feet tall, forcing taller characters to stoop or crouch as they

walk. This requires most Medium-sized PCs to move at $\frac{3}{4}$ normal speed to avoid injury. In addition, the cramped quarters impose the following combat penalties on Medium-sized and larger creatures:

- -2 to hit penalty for all those wielding non-thrusting, non-piercing weapons;
- no use of weapons that require overhand delivery (two-handed swords, battle axes, etc.), and no use of any pole-arms longer than 6 feet in length;
- $\frac{3}{4}$ range for bows due to limited firing arc (all crossbows excluded), and $\frac{1}{2}$ range for hurled missile weapons;
- -2 penalty on all Dexterity checks and saving throws involving dodging;
- $\frac{3}{4}$ movement rate for Medium-size humanoids, and $\frac{1}{2}$ for Large-sized humanoids;

Mine Hazards: Two other distinct dangers also await the unwary explorer, these being gas pockets and rockfalls. Roll 1d8 for every three turns (30 minutes) that the PCs spend active in the mines (don't roll while PCs rest or are otherwise inactive). Rolls of 1 and 2 are explained below; on a roll of 3-8, no hazards are encountered.

Gas Pockets: On a roll of 1 the PCs encounter a cell of colorless, flammable gas. Dwarves and gnomes are permitted a Wisdom check to smell the peril before walking into it; similarly, animals such as a druid's or ranger's companion or a magic-user's familiar may detect the gas. Each gas pocket fills two 10-foot cubes. Any open flame entering this area causes an immediate explosion that causes 1d6 to 4d6 points of damage to anyone within the gas pocket (save vs. breath weapon for half damage). Failed saving throws necessitate item saving throw vs. magical fire for unprotected gear carried by the hapless victims.

Rockfalls: On a roll of 2 the party triggers a partial collapse in their immediate vicinity. Otherwise several large chunks of stone drop from above into the party's midst. This event is presaged by an ominous cracking sound; successful Dexterity checks will allow PCs who wish to react to run 20 feet in any direction. After reacting PCs have moved (if any), roll 1d8 twice to determine the exact location and scope of the rockfall:

Characters in a rockfall are buried unless they succeed in a saving throw vs. paralyzation.

Characters who make the save take half-damage from the rockfall, and may move freely; PCs that fail the save are trapped beneath several 2-4 feet of stone and soil (one foot per d6 of damage rolled), and suffocate in a number of rounds equal to 1/3 of their Constitution score; they also take full damage. Characters may dig 1 foot per round with tools (picks, shoves, etc.), or 1 foot per 2 rounds with hands and improvised tools (axes, shields, etc.), per PC. Thus four or more PCs would be able to free a character trapped under a 4d6 collapse in one round; buried PCs may also dig, as long as they are conscious.

At the GM's option, exceptionally quiet, light-footed, or flying groups may entirely avoid this result, or reduce its impact (by subtracting 1 or 2 from the d8 rolls above).

d8 Roll	Center of Collapse
1	30 feet behind the party
2	20 feet behind the party
3-4	10 feet behind the party
5-6	Directly overhead
7	10 feet in front of the party
8	20 feet in front of the party

d8 Roll	Scope of Collapse
1-2	Small rocks, earth and debris shower down, causing no damage
3-5	10 foot-long rockfall (2d6 damage)
6-7	20 foot-long rockfall (3d6 damage)
8	30 foot-long rockfall (4d6 damage)

The Bleak Mines of Suna-Mal Level 1

Encounter Key

35. Goblins and Ore

This large cave is the nexus of the mine operation, accessed by way of the lift and its gearworks at **Area 25**, 110 feet above. In the days before the ore was depleted, this room served as the central junction for all excavation activity. Narrow-gauge rails run southeast and southwest across the floor, upon which wheeled carts traveled with rock loads. Today, most of the rails are bent and twisted. A

dwarf, gnome, or any PC familiar with geology may make an Intelligence check to determine that an earth tremor probably caused the warping. When the PCs enter, they see at least two dozen metal ore carts, some still on the tracks, but many more toppled. Unwelcoming black mine shafts lead off from the room in many directions, seeming to lead into the depths of the earth.

This cavern is currently occupied by **36 goblins** who wandered here from a deeper lair. During their normal digging operations, they discovered a passageway which eventually lead to the tunnels of the subterranean lizards (see **Area 36** below). They passed through while the lizards were away hunting, and are presently looting the room. So far, the only meaningful item they've discovered is a single boot known as **tremorstomp**. This iron-shod boot allows the wearer to drive his foot onto the ground to create a localized shockwave. Many years ago, **tremorstomp** was the cause of much of the area's destruction. The boot has 13 charges remaining, and the goblin who wears it—a brute named Ragthor—uses the boot effectively during combat with the PCs. For more information on the magic boot, see **Appendix B**.

Goblins (36): AC 6, MV 6", HD 1-1, hp 5 each, #AT 1, Dmg by weapon type, SZ S, AL LE, XP 15 each.

Possessions: The goblins are armed with short swords and short bows. They carry a total of 459 gp and 7 uncut gemstones (100 gp value each).

Tactics: The goblins make good use of the overturned carts, diving behind them for cover and then using their bows in ranged combat. A few of the carts are still mobile enough that they can be used against the PCs; opportunistic goblins jump inside the carts and propel themselves along the rails and into the party's midst. They use their great numbers to attempt to overbear single PCs. Meanwhile, Ragthor slams his foot against the ground, sending out concentric tremors that force to the PCs (and goblins) to make Dexterity checks to stay on their feet (assume goblin Dex is 13). Other than the goblins, there is nothing of interest in the cavern other than the Central Junction Box, detailed below.

Note that the lift can only be operated from the capstan at **Area 25** in the tower above. PCs on this level must find other means to access that room if they wish to exit the mines via the tower. If the PCs follow the goblins' tunnel to their lair, the GM will

need to detail the lair and its 280+ members.

Central Junction Box: Not far from where the lift touches down is a complicated device made of steel, wire, and wood, mounted on a tube-shaped post that is firmly cemented into the rock. Anyone touching the device notes a faint but definite vibration. The top of the box features a strangely-shaped hole.

The Central Junction Box defies explanation. Part mechanical object, part magic item, it once permitted the rapid movement of hundreds of mine carts, all simultaneously rushing up and down the tracks. Their direction was controlled by the chief mining surveyor. These days, only remnants of rail lines extend into the passageways, and none of the carts are magically active. This leaves the Central Junction Box with one remaining useful power: if the proper key is inserted into the odd keyhole on top, the person touching the key gains control of the gnomes' animated and highly proficient mining construct known as the Rock-Eyed Entrencher.

35A. Rock-Eyed Entrencher

The Rock-Eyed Entrencher is a **stone golem** armed with a **mattock of the titans** (q.q.v). The golem is encased within several feet of solid stone in the cave's western wall, at **Area 35A**. When the key is inserted into the Central Junction Box and twisted, the person grasping it is automatically aware of the golem's name, presence, and purpose. Upon mental command, the Rock-Eyed Entrencher can excavate its way to freedom and perform any other task within its capacity. The automaton is able to work for up to two hours at a time before it must return to any suitably sized section of earth in which to "recharge" its connection with the key. If forced to work beyond this two-hour time limit, the Rock-Eyed Entrencher has a 10% cumulative chance per round of breaking loose of the key's arcane bond and attacking anything and everything in sight. Because of this limitation, it is unlikely that the PCs will be able to remove the golem from the vicinity of the mines and



tower, although a *limited wish* can alleviate the need to recharge, or substantially extend the period.

The key to the Central Junction Box is located in the tower in **Area 29**.

Rock-Eyed Entrencher (stone golem): AC 5, MV 6", HD 14, hp 60, #AT 1, Dmg 3-24, SZ L, SA *slow* spell, SD hit only by +2 or better magic weapons, spell immunities, AL N, XP 8950.

Note: The Rock-Eyed Entrencher's looks like a gnome miner in a helmet, though it is about two feet wider and 18 inches taller than usual. Although it has no neck, it can turn its head 360 degrees. Its eyes are fashioned from smooth, round matte-black rocks, and its legs are carved like wrinkled trousers, with detailed boots. Its level of artistry is quite remarkable, overall.

35B. Staging Zone

Thick timbers are stacked here, along with dozens of mining tools, including picks, shovels, stakes, chisels, and many other objects both large and small. Most remarkably, there are long rods of some kind of odd, transparent metal. Apparently some kind of battle was fought here, as among the digging gear are helmets, sundered shields, and dented weapons.

Although not all of the weapons are gnomish in origin, no evidence speaks to the conflict that occurred. Several normal rats will skitter away from the PCs (toward Area 37) if they investigate the tools or weapons.

There are 12 onium rods present, each weighing 12 pounds per foot; each rod is 7-18 feet long (d6+12) and 8 inches thick in diameter. This is one of the last stores of onium to be found in these mines, and as such the rods are worth 100 times the value of normal iron.

36. Home of the Scaled

This cave is home to 2 **subterranean lizards**. This mated pair vigilantly patrols the nearby passages. They've lived here so long and fought so many intruders that they've grown quite formidable. Highly aggressive by nature, they are even more dangerous now, defending their latest clutch of eggs. The lizards use the environment to their advantage, climbing the walls to attack invaders from above. If one of them is slain, the other is so enraged that it fights normally until reaching -10 hit points.

Subterranean Lizards (2): AC 5, MV 12", HD 6, hp 48, 45, #AT 1, Dmg 2-12, SA climb walls and ceiling, a "to hit" roll of natural 20 results in double damage, AL N, XP 638 each.

Nest Contents: The three eggs will hatch in 2d6 weeks and are worth 500 gp each if a suitable buyer is found. Although the nesting area is obviously well-tended, it contains nothing else of value.

The cave's back wall is riven with many crevices, some sufficiently large for the lizards to use as thoroughfares to other parts of the Underworld. PCs venturing down these paths encounter miles of tunnels that eventually lead to the goblins' tribe (see Area 35), and other regions of the campaign world as detailed by the GM.

37. Cold Black Waters

The majority of this cavern contains a wide, deep pool. The water itself is clear, and may be circumnavigated via a stone ledge only three feet wide. Several sets of rails run into the pool, and appear to converge at a submerged platform.

When the PCs arrive, they find 3 **bombardier beetles** exploring the water's edge. Any bright light spooks these insects, which promptly attack.

Bombardier Beetles (3): AC 4, MV 9", HD 2+2, hp 10 each, #AT 1, Dmg 2-12, SA acid cloud, SD firing cloud, AL N, XP 135 each.

Anyone examining the depths with *infravision* notes the presence of a warmer layer of water, about 15 feet below the surface, near a rocky shelf. The water is safe to drink, though it tastes of minerals.

Any combat that occurs draws the attention of the **water weird** that dwells within the pool. Quite intelligent, this native of the Plane of Water observes the PCs and decides that perhaps the moment of its deliverance is at hand. Many years ago, the water weird was summoned to the Prime Material Plane by a magic-user who made a fatal mistake, and the water weird found itself unable to return to its home. Ever since, it has traveled the waters of the Prime Material. For the last several weeks it has brooded in this underground pool, which it accessed through one of the numerous flooded channels in the rock.

The water weird wishes to communicate with the PCs, but this is only possible with *tongues* or a similar spell (a copy of which appears on a scroll in Area 13). When the water weird rises up to confront them, its "face" forms of water into the countenance of an androgynous yet arresting human. It moves its mouth gracefully yet silently, as it is unable to speak. If the PCs manage to communicate, the water weird does not reveal its true nature but is truthful in its account of its plight. It wishes to be returned to the Plane of Water via *plane shift* or similar magic, and in exchange for this service it offers what it calls the gestating stone. Though the PCs might believe that the gestating stone refers to the fragmentum sought by Lord Veck, this is not the case—the gestating stone is a live dragon egg. Through a series of events that involved an itinerant efreet and a miscast *teleport* spell, the water weird's pool came to possess the egg of a red dragon. This hot object grows cooler by the day. In 2d6 days, the tiny dragon inside will perish. The water weird doesn't know the nature of the egg, only that it's very resilient and very warm.

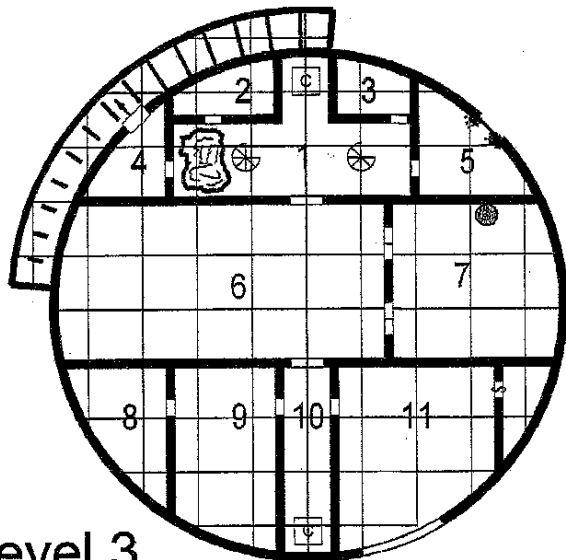
If the party is unable or unwilling to speak with the water weird, or if someone enters the pool or tries to raise the egg without communicating first with the creature, it attacks, attempting to drown one hero at a time until all are dead.

Water Weird: AC 6, MV 12" (swim), HD 3+3, hp 21, #AT Nil, Dmg Nil, SZ M, SA drag into water and drown, SD various weapon and magic immunities, AL CE, XP 454.

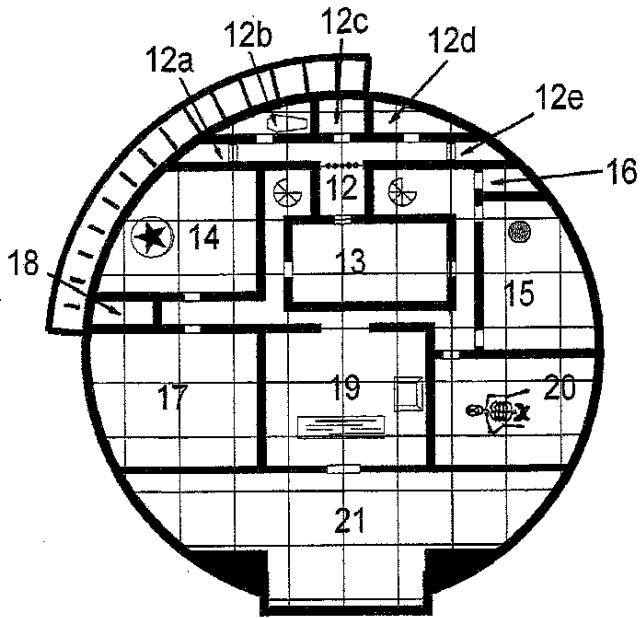
The Tower of Blood

One square equals 10 feet

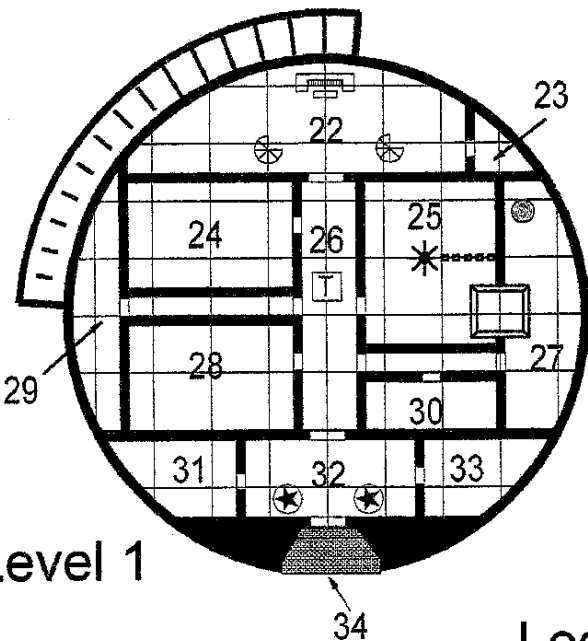
Level 3



Level 2

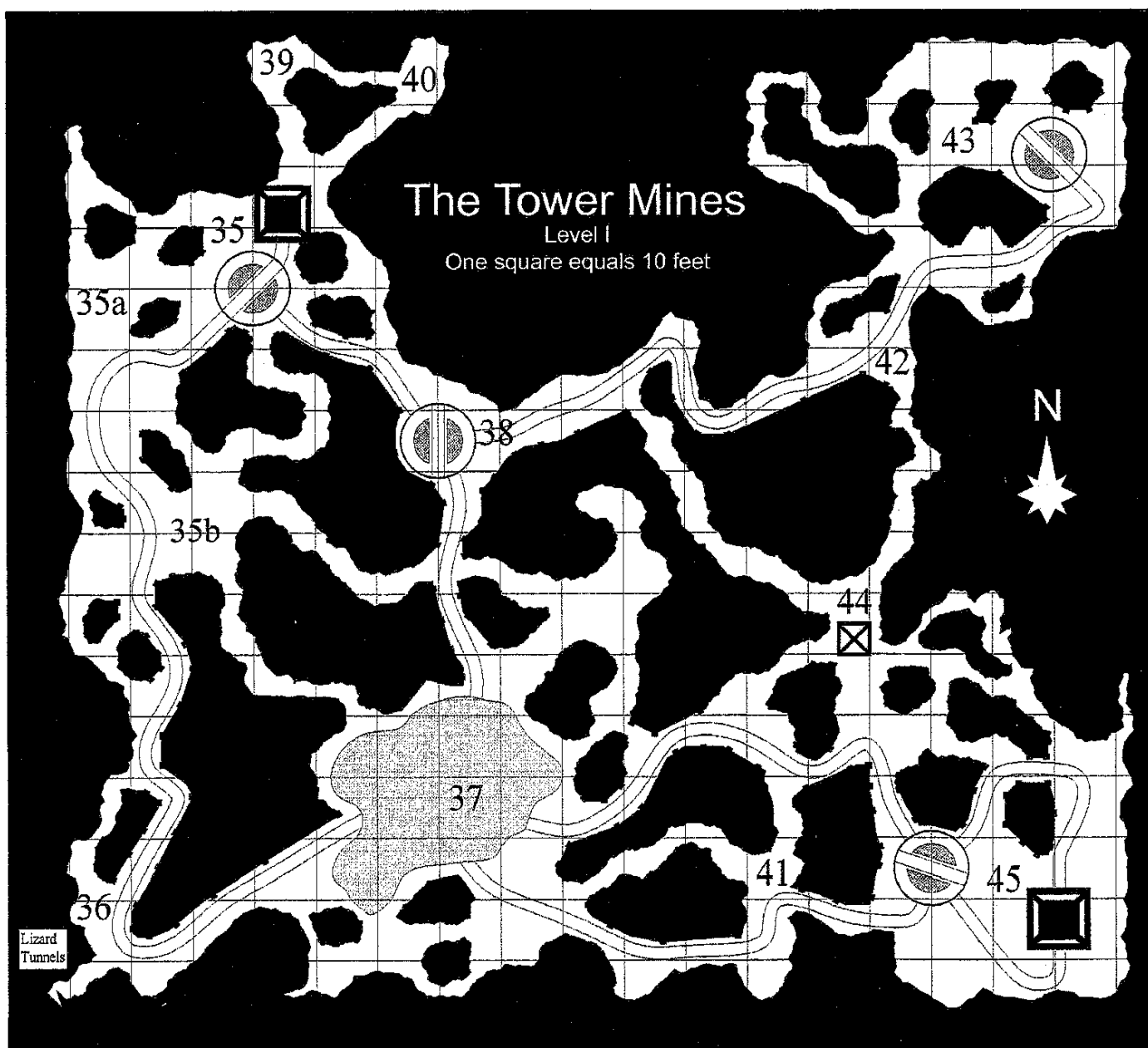


Level 1



Legend

Wall of Stone		Stairs, Spiral		Fireplace/Flue		Coffin	
Door		Stairs		Winch		Table	
Door, Double		Trap		Giant Skeleton		Throne	
Door, Secret		Portcullis		Rubble		Statue	
Door, One Way		Trap Door, Ceiling					



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Legend

Timber-Supported Wall



Unfinished Wall



Ore Cart Rails



Ore cart Nexus



Covered Pit



Mine Shaft



Water

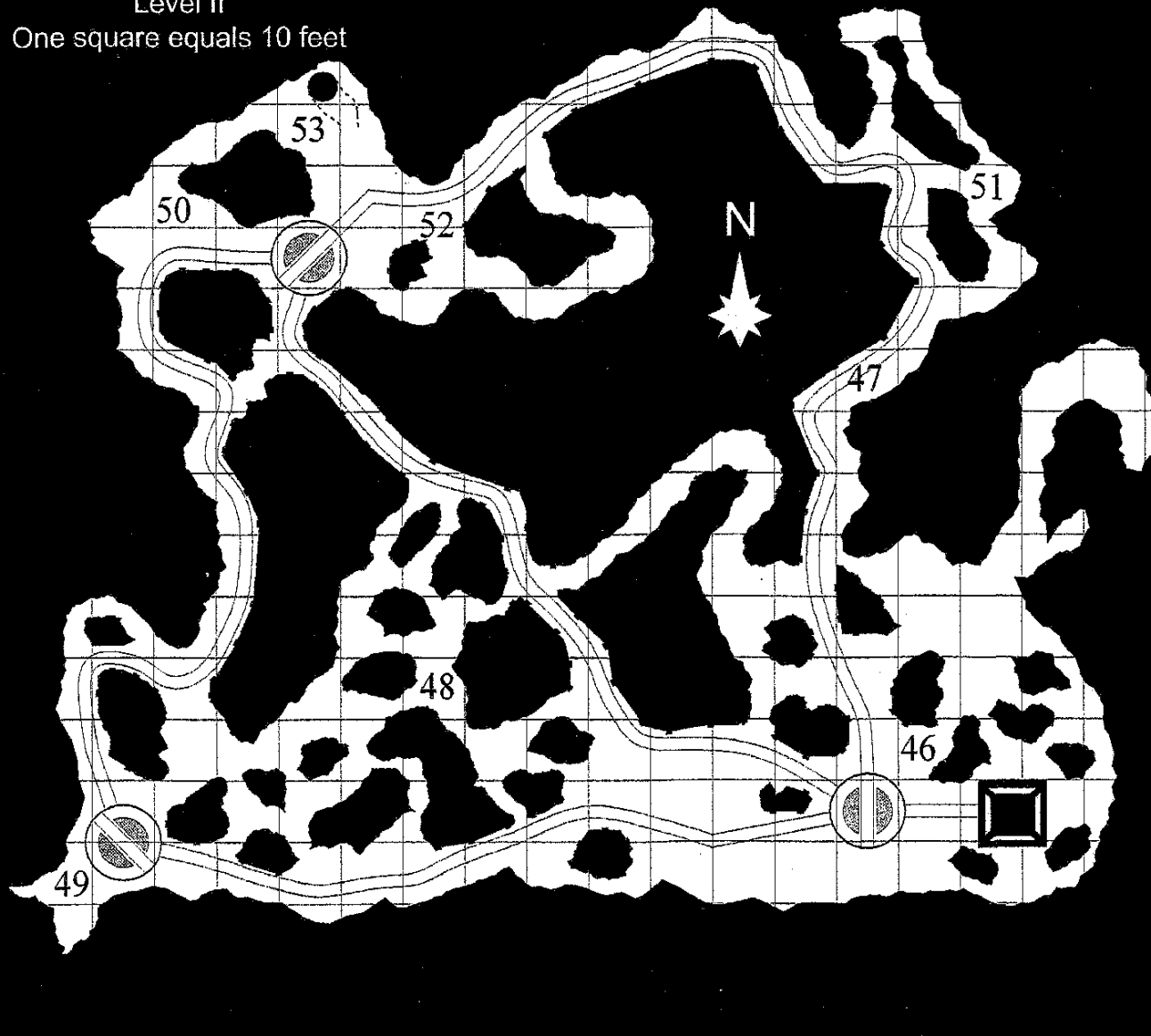


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The Tower Mines

Level II

One square equals 10 feet



Legend

Timber-Supported Wall



Unfinished Wall



Ore Cart Rails



Ore cart Nexus



Mine Shaft



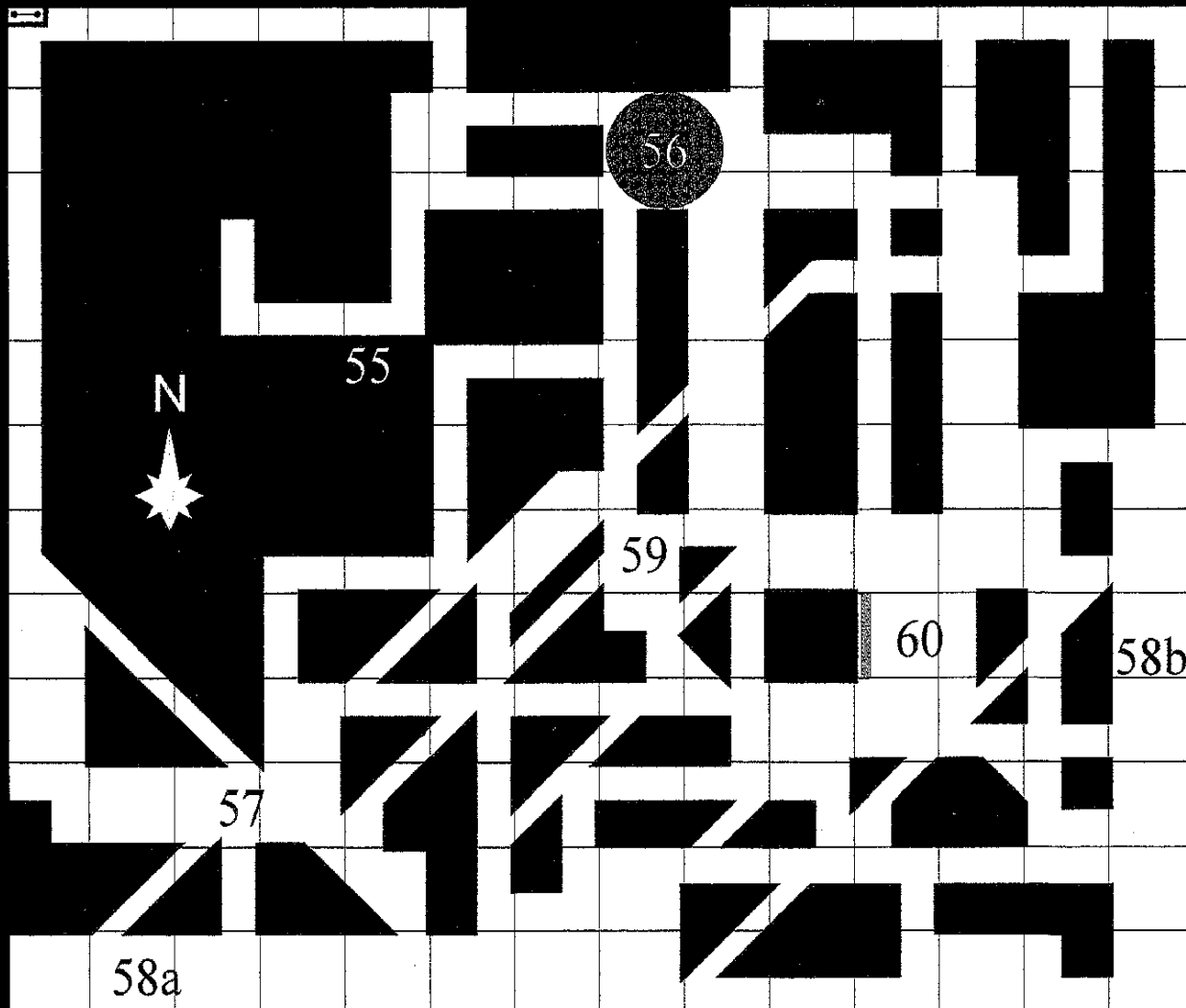
Descent Tunnel



Realm of the Spider Queen

One square equals 10 feet

54



Legend

Darkness
Effect



Ladder



Planar gate



The red dragon's egg is about four feet long and weighs 50 pounds. What the heroes do with it, exactly, is up to them. If returned to civilization, the unhatched egg is worth approximately 3000 gp.

38. Gray Death

Lying dead and half-eaten in this cavern are the corpses of two goblins. Not only has their flesh been consumed, but so has much of their armor. Between the goblins is a wooden chest, evidently dropped during whatever event caused their deaths.

A **gray ooze** abides here, lurking between the goblin bodies. If the PCs investigate the corpses, the ooze strikes. The gray ooze killed the goblins and was in the process of feeding on them when it sensed the vibrations of the PCs' footfalls drawing close.

Gray Ooze: AC 8, MV 1", HD 3+3, hp 18, #AT 1, Dmg 2-16, SZ M, SA corrosive, SD spell immunities, AL N, XP 290.

The goblins discovered the chest in the mines and were returning to their fellows in **Area 35** when they ran afoul of the gray ooze. The chest's former owner placed a **trap** upon it to protect its contents from looters, and that trap remains active. Tampering with the chest or attempting to pick the lock while the trap remains in place causes poison gas to spray out from a hairline vent along the chest's bottom, affecting anyone within 5 feet. This gas is a powerful coagulating agent, causing the victim's blood to thicken in his veins and arteries, and forces a saving throw vs. poison. Success means that the victim grows nauseous and is incapacitated for 1d4 rounds. Failure indicates that the victim takes 1d4 points of damage per round, for a total number of rounds equal to 20 minus his Constitution. In this case, the only way to prevent the poison from running its course is to cast *neutralize poison* or *slow poison* upon the victim.

Chest Contents: Inside the chest are 241 gp, 45 sp, and a +2/+4 **silver dagger** (+2/+4 vs. lycanthropes).

39. Disposal

When the PCs are about 20 feet from this chamber, they notice a powerful stench. At 10 feet away, the odor is so bad that those of more delicate olfactory senses may consider turning back. Inside the room, partially buried in a pile of waste, is a hungry **otyugh**.

Anyone within the room must make a saving throw vs. poison or suffer a -2 to all attack rolls and ability checks. Even if the PC successfully saves, he must make another save every round, as the reek is overwhelming. After 1d6 rounds, the eyes begin to water and the throat burn. No one can remain unprotected in this room for a number of rounds greater than his Constitution.

The otyugh attacks all intruders. As it fights, sticky hunks of waste matter fly from its appendages and splatter its enemies. It will be difficult for anyone to do battle against the creature and remain untouched by the odor. Removing the smell requires submersion in water, such as in the pool in **Area 37**.

Otyugh: AC 3, MV 6", HD 8, hp 58, #AT 3, Dmg 1-8/1-8/2-5, SA disease, SD never surprised, AL N, XP 1164.

Above the otyugh's lair is a hole in the ceiling. This hole is the bottom of a shaft that rises 110 feet to the privy at **Area 23**, and is sufficiently wide that a Small- or Medium-sized creature could ascend it, though this requires many Climb Walls checks or magic.

The treasure to be found here will require the PCs to spend 3-6 turns actively exploring the refuse heap. If the PCs can last that long and don't mind getting coated in a horrid aroma, they find the following:

- 43 gp;
- a soiled tabard marked with the heraldry of a prominent drowic clan;
- one boot from a pair of boots of levitation (GM determines location of other boot);
- a pair of cracked spectacles that are actually **eyes of the eagle** (they will require repair before they function normally);

PCs who search the pile acquire a powerful stench, so that it becomes impossible for them to surprise creatures with even rudimentary olfactory senses. Only by thorough bathing can they rid themselves of the stink.

40. Rotten Runoff

A murky rivulet of sewage drains from **Area 39** into this cave, where it pools in a shallow depression in the center of the floor. From there it leaks slowly through cracks in the earth. The entire chamber reeks horribly, but is not as bad as the lair of otyugh. Years ago when the mines were active, this room was used to deposit liquid waste, hence the strong acidic scent in the

air. The fluid is about 4 inches deep and disgusting enough that most will be dissuaded from exploring it.

However, there is something to be discovered under that fetid sludge. Anyone running his or her hands over the surface of the floor below the liquid discovers a ring of platinum, set with an intricately cut jacinth. Not only is this ring worth 2000 gp for its gem properties alone, but it possesses considerable magic. The ring has the properties of both a **+3 ring of protection** and a **ring of blinking**. Each morning, the wearer is surprised by the ring's properties for the coming day. Roll percentile dice and consult the following chart:

d100	Result
01-45	+3 ring of protection
46-90	ring of blinking
91-99	both of the above properties
100	both of the above properties plus a single <i>limited wish</i> (communicated to the wielder via <i>telepathy</i> ; if the <i>limited wish</i> is not used during that day, it remains within the ring, although it is not available until 100 is rolled again)

The *limited wish* is a one-time use effect. If this result is rolled, any other such outcome does not provide an additional application of this spell. After expending the *limited wish*, the ring ceases to be magical.

Also note that the ring will likely not be discovered if the PC merely probes the puddle with a staff or other tool. One must actively get down and run one's hands through the sickening stuff, which will necessitate checks to avoid disease and nausea.

41. The Mysterious Dead

Crumpled against the stony wall is a strange, smallish humanoid creature, apparently slain from a chest wound. The creature appears similar to a kobold, although its skin is a deep and resonant blue, and it has stubby, vestigial wings that are folded over its chest. Blood has dried on its face.

This creature is a member of a race known as kobolt imps, and wandered up from the domain of the Spider Queen (see **Part III**). The kobolt imp was killed by a goblin spear, which lies broken nearby, and has no possessions. For details on this new race, see **Appendix C**.

42. Flickering Grotto

A faint light illuminates this cavern, emanating from the blue and purple caps of knee-high toadstools. Moss clings to the rocky walls and sheds a dim violet light. The subterranean vegetation is thick and smells musty. Tiny lights flicker here and there, as if lightning bugs are dancing on the air.

The gnomish miners discovered this natural underground garden during their excavations. They retired here for a few moments of respite from their hard days. Since then **2 violet fungi** have thrived here.

Currently a violet fungus is feeding upon the body of a small lizard. The other fungi has consumed food recently and remains silent and unmoving. If the PCs enter the grotto and bring a light source within 30 feet of its center, **4 shriekers** begin to wail for 1d3 rounds. This awful din not only alerts the inhabitants of **Area 43**, but also warns the violet fungi, which attack at the first opportunity. The lightning bugs are identical to their above-ground counterparts, and are likewise harmless.

Shriekers (4): AC 7, MV 1", HD 3, hp 13, 12, 10, #AT Nil, Dmg Nil, SD noise, AL N, XP 15 each.

Violet Fungi (2): AC 7, MV 1", HD 3, hp 12, 11, #AT 1-4, Dmg special, SA rotting poison, AL N, XP 183 each.

43. The Rainbow Mines

While the PCs are still in the tunnel several feet from this chamber, read or paraphrase the following description:

A spectrum of color arcs suddenly across the gray tunnel wall. For just an instant, a rainbow is painted across the stone, then it vanishes. A second later, another band of rainbow light ripples across the floor in front of you. These mysterious and scintillating colors seem to originate from a large cave ahead.

The dancing rainbow patterns are the result of the lantern lights (from **3 human miners**) passing through the crystalline bodies of **2 prismpedes**. The prismpede is a new monster fully detailed in **Appendix B**. The miners are the only humans in the Suna Mal cavern complex. They entered into an accord with the uderlings, and have agreed to help locate the fragmentium in exchange for keeping

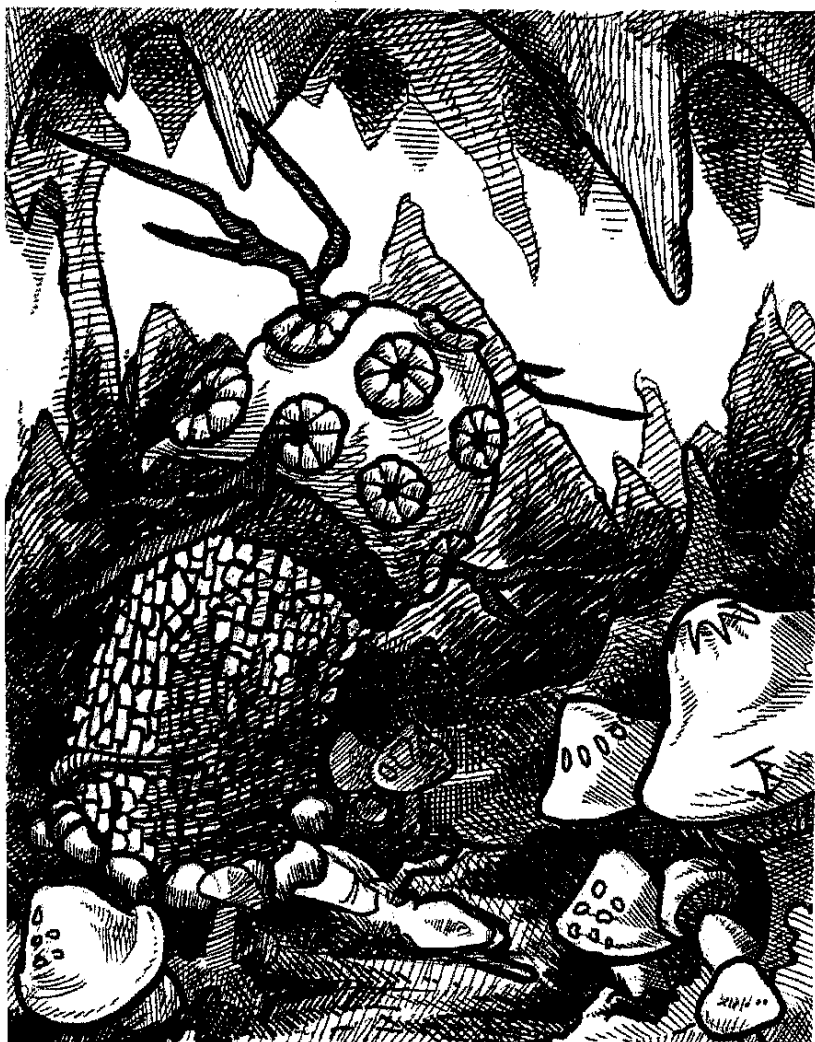
anything else of value they unearth. The miners discovered that this section of the catacombs yields precious gemstones, and so they continue to work with the undead.

Of course, both parties intend to betray the other. As soon as the fragmentium is located, the uderlings plan to crush the miners; equally treacherous, the miners plan to abscond with as many jewels as they can carry, and soon. When the PCs arrive, however, work is proceeding normally; the miners use long poles to guide a pair of prismpedes as they eat their way through one foot of solid stone per minute.

The miners have experience handling such creatures, but even so, the prismpedes are cantankerous on the best of days. When the PCs arrive, the miners are enjoying a good run of productive work from the prismpedes. The miners wear spelunker's lanterns—free-swinging lamps attached to swivels and worn on the head—and use goads to guide the prismpedes' activity, and to goad them into compliance. The light from the spelunker's lanterns enters the creatures' crystal-like bodies and cascades against the walls in beautiful, ever-shifting patterns.

Dealing with the Miners: These three miscreants are not given to effusive conversation, nor are they inclined to let interlopers roam unmolested. If the PCs enter the chamber in a non-threatening manner, the miners scowl and trade glances with one another. They do not advance or hail the PCs to parley, but keep their distance. The miners fear that the PCs' presence will threaten their plan to steal away with their gemstones, and they do what they can to dissuade the heroes from venturing further in the mine. They do not want to anger the undead. If the adventurers are obviously intent on exploring the complex, the miners relent, fearing that the PCs may discover their chest of uncut gems.

The miners attack if they feel their treasure is at risk. The first thing they do is command both prismpedes to attack, hoping that the creatures' incredibly sharp mandibles will cut off a few heads and even up the odds. If combat erupts, it will be a surreal experience, due to the shifting lights bobbing all around the room as the prismpedes lunge to and fro.



Tactics: Always keep in mind the *vorp* effect of the prismpedes' bite, and the miners' height penalties in combat. When they attack, the miners try to focus on one or two PCs; they retrieve their weapons from nearby mining carts (it will take a round to reach their weapons), hurl javelins, and then charge their chosen targets. If there any female PCs are present, the miners attack them first, naively believing them to be the weakest members of the group. Craven at heart, the miners sacrifice a prismpede if it is seriously wounded (they are aware that they will explode upon death, and direct it into the PCs' midst), and flee when one is slain (forcing the other to cover their retreat).

Prismpedes (2): AC 0, MV 6", burrow 12", HD 8, hp 40, 35, #AT 1, Dmg 2-16, SZ L, SA crystal silk, *vorp* bite, distracting light patterns, SD ½ damage from slashing and piercing weapons, AL N, XP 1750, 1700; see **Appendix B** for a full description of this new monster.



Miners (3): AC 8, MV 12", F3, hp 23, 19, 15, #AT 1, Dmg by weapon type, AL LE, XP 177, 161, 125.

Possessions: Each miner has 12 gp, leather armor, a short sword, two javelins, one key to the locked strongbox (see Treasure, below), a dagger, a leather belt replete with mining tools and 2 oil flasks, and a spelunker's lantern (see sidebar).

New Equipment: Spelunker's Lantern

To aid miners, surveyors, and other underground explorers, the Delvers Union designed the spelunker's lantern. It is worn on the top of the head within a spinning, lightweight metal frame, and it frees the miner's hands for other activities. A swivel permits the lantern to remain upright, facing front, regardless of the wearer's actual position or orientation. Freely rotating on three small axes, the

Treasure: The miners have amassed a respectable stockpile of unworked gemstones. One side of the room is heaped with supplies—mostly sacks of jerky and hardtack bread—and sitting innocuously among the water kegs and crates of dried fish is a metal strongbox secured with three separate locks. Each miner holds a key to one of the locks, ensuring that no single one of them can make off with the strong box's contents. The box itself is fashioned from thick iron alloy plates, and weighs 100 pounds (140 pounds with the gems within). The gems are crude and uncut, and remain clumped with bits of rock and earth. The gems fetch 12,000 gp if sold in their current state, or four times that amount if someone with the proper talent spends four weeks refining the stones.

44. Pitfall

The underlings have placed a **pit trap** here to snare the unwary. The hole is covered with a very thin board, which is in turn camouflaged with a layer of dirt. Being only ¼" thick, the board snaps under more than 45 pounds of weight. The shaft drops only 10 feet, but the bottom of this pit is inhabited by a **black pudding**. The undead have only recently coaxed the pudding into

the pit. They feed it a regular diet of rats in order to dissuade it from leaving.

The trap can be discovered if anyone is actively probing the passage or otherwise on the lookout for irregularities.

Black Pudding: AC 6, MV 6", HD 10, hp 61, #AT 1, Dmg 3-24, SZ L, SA dissolves wood and metal, SD blows, *cold*, and *lightning* are useless against the black pudding, AL N, XP 2204.

lantern casts its light forward even if the wearer crawls through a narrow tunnel, bends over to inspect his feet, or turns around quickly.

Spelunker's Lantern: light radius 15 feet, shadowy illumination out to 30 feet; burns 3 hours per pint of oil; capacity 1 pint of oil; cost 75 gp; weight 3 lbs.

45. The Gauntlet

Adjust the following description based upon the radius of the party's light source.

A large, high-ceilinged cave opens before you. It is a maze of stalagmites that rise like strange, misshapen trees, and stalactites that hang overhead—some joining to forming columns that stretch from floor to ceiling. Opalescent minerals glitter within some of the pillars. Old mining tools are heaped about, forgotten and unused like the rails and carts that run into and join in the cave. The rails also lead to a large, open pit toward the southwest corner of the cavern.

A **giant centipede** rests behind a large column in the center of the room. This hungry creature attacks anyone who approaches. Because it is the same color as the rock around it, the centipede will surprise the PCs on a 4 in 6.

Giant Centipede: AC 9, MV 15", HD 1/4, hp 2, #AT 1, Dmg Nil, SZ L, SA poison, AL N, XP 32.

The room's danger level is further heightened by the 18 **piercers** that lurk on the ceiling, awaiting unsuspecting passersby. The moment the adventurers reach the midway mark, the piercers begin to drop at the rate of 2d4 per round until all of them have done so. The PCs might try to flee the room, in which case the centipede gives chase.

Piercers (18): AC 3, MV 1", HD 3, hp 12 each, #AT 1, Dmg 3-18, SA 95% surprise, AL N, XP 42.

At the southeastern part of the room is a square pit, 10 feet across. The metal-lined shaft descends 60 feet to the ceiling of the second level of mines below, and then another 20 feet to the floor. A 100-foot-long coil of rope lays near the pit, though it is so old that it snaps if used to support more than 100 pounds of weight. The **uderlings** below in **Area 46** have their own means of ascent and never employ the rope. If PCs listen at the pit, they may be able to hear the **uderlings'** mining activity (q.v.)

Anyone spending more than 5 turns searching the cavern discovers an assortment of odds and ends, one item listed below per turn, in order:

- mining tools and implements;
- 3d4 random, uncut gemstones worth base 40 gp each;
- a cracked clay drinking horn that is actually a **horn of fog** (will not function without repair);

- a love letter written in gnomish;
- a miner's pick with a solid silver head (worth 85 gp; treat this as a footman's pick if used as a weapon);
- a tiny silver sword charm; this is **Grandfather Thunder** (see **Area 33**);

The Bleak Mines of Suna-Mal Level 2

Encounter Key

46. Uderling Work Zone

There are **25 uderlings** in this very large cavern, digging into the walls with picks and shovels. All around them are dozens of hand-carts, most of them laden with ore and raw minerals. Many of these chunks contain deposits of onium. Although Lord Veck has not yet discovered the sought-after fragmentium, he believes that he will benefit from the removal and sale of the rare transparent iron. He has ordered the **uderlings** to find as much onium as possible, and to ready it for transportation.

The hand-carts appear to be lined up in preparation for a journey toward the northwest; in fact, Veck plans to deliver the onium to the kobolt imps in the Spider Queen's realm, in exchange for use of their digging servant, a massive earth-born creature known as a lumbering hulk. Veck plans to employ the lumbering hulk to boost local searching efforts for the fragmentium. When the PCs arrive, some of the **uderlings** are tying down the heaps of ore with leather tarps, while others continue their grueling work, chanting in unison some kind of eerie labor tune.

Uderlings (25): AC 7, MV 6", HD 2, hp 9 each, #AT 3, Dmg 2-4/2-4/2-7, SZ S, SA special, SD special, AL CE, XP 218, see Appendix C for full details on these creatures.

If the PCs choose to do battle the **uderlings** head-on, they are in for a serious fight—the number of **uderlings** present should challenge even the most-savvy of tacticians.

47. Death From Below

When the PCs reach this area, the ground beneath them begins to shake, forcing a saving throw vs. paralyzation to avoid falling. Exactly one minute later, the soil bubbles like froth, and a **xorn** bursts from the earth and attacks!

Xorn (elder): AC -4, MV 9", burrow 9", HD 9+7, hp 65,

#AT 4, Dmg 1-6/1-6/1-6/6-24, SZ L, SA surprise on 1-5, SD molecular adjustment, spell immunities, AL N, XP 2695, note that this creature is one of the elders of its kind, hence its improved statistics.

This creature was traveling more or less randomly throughout the solid rock, eating and/or killing anything that got in its way. If reduced to $\frac{1}{2}$ of its hit points, the xorn burrows back into the earth, only to emerge again a little further down the passage, trying to reengage the PCs with surprise. If then reduced to $\frac{1}{4}$ of its hit points, it will retreat, never to be seen again.

48. Arachnid Omen

When the PCs move through this area, half a dozen normal-sized black tarantulas scamper away from the light and disappear into small fissures in the rock. Though these hairy spiders do not menace the party, they foreshadow the greater danger that awaits in Part III.

49. The Vampire's Casket

If the PCs have not yet encountered Lord Veck, he challenges them here. Unless they've taken extraordinary care to conceal their activities in the tower and mines, the vampire is aware of their presence and has prepared a reception for them. Modify the following description as necessary:

This cavern contains two things of note. Wedged in a floor crack on the far side of this room is what appears to be a casket made of transparent iron. The coffin's interior is richly padded, and upon this padding lies a man with his arms crossed placidly over his chest. Beside the casket stands a huge iron statue of a mighty warrior. As you look on, the statue animates and begins to stomp toward you. The floor reverberates with its footfalls, and wisps of green gas plume from its metal nostrils!

The **iron golem** isn't real but is a manifestation from Veck's **deck of illusions**. After casting down the card from the **deck of illusions** and creating the illusion, Veck will shape change into a bat and hide among the shadows of the ceiling. When the PCs engage the golem, Lord Veck drifts down behind them and attacks. If the heroes prove more capable than he imagined, he assumes *gaseous form* and attempts to flee. If somehow subdued and made to talk, he tells the PCs everything about the Shadow Lord's ability

to create figments and his master's plans to subjugate the underground- and surface races of the world.

Illusory Iron Golem: The illusion acts as though real until defeated or *dispelled*. AC 3, MV 6", HD 18, hp 80, #AT 1, Dmg 4-40, SZ L, SA poison gas, SD spell immunities, hit only by +3 or better magic weapons, AL N, XP 14,500. If you, the GM, decide that the golem is too powerful for the PCs, consider giving them clues to its illusory nature, such as a vague translucent quality or erratic movements, or its inability to move beyond a 30-foot-radius from the card that generates it. On the other hand, if you feel the PCs have had it too easy up to this point, play the golem as if it were entirely real.

Lord Veck: See Appendix A for his statistics.

The casket contains a dead miner, placed here by Veck as a bit of misdirection. Within the pillow are eight medium-size diamonds, each worth 500 gp. Veck's other possessions are on his person.

50. The Stony Dead

The uderlings sometimes discover humanoids exploring the region near their lair, and seldom do these trespassers escape unpunished. Because Lord Veck expects the uderlings to keep such interlopers away from his domain, most offenders are quickly captured and taken to this chamber to be put to death. Being inherently cruel, the uderlings often torment their victims. Their favorite method of execution employs long, pointed stones that pin the captives' hands and feet to the cavern wall, effectively crucifying them.

The tunnel, cold, dry, and crudely hewn, widens into a broad cavern that is reeks of rotting flesh. A glance about the chamber reveals the usual stalactite-covered ceiling and uneven ground, and—horribly—fastened to the walls are half-a-dozen elves and humans. They have been pinned to the walls by sharpened rocks, driven through their wrists and feet in wretched crucifixion. Of the six helpless figures, only one shows signs of life, his head rising and falling listlessly against his sunken chest.

These elves and humans were left to die by their uderling captors, though one still lives. One of the elves, Susurrantis, hangs fitfully, and is dying. In fact, he dies 2-12 rounds after the PCs enter the chamber unless they assist him.

The dying and the dead are menaced by one of their own, now a powerful **wraith**. This ghastly monster appears as an elf with its pierced arms outstretched—as if eternally damned to hold the posture of its death. Translucent and incorporeal, this wraith has flown to the ceiling and currently hides behind a stalactite 20 feet above the ground. Seething with anger, the wraith watches the PCs advance. It does nothing to reveal its presence, until one of the heroes comes close enough to attack.

Wraith: AC 4, MV 12", fly 24" (B), HD 8+3, hp 51, #AC 1, Dmg 1-6, SA *energy drain*, SD hit only by silver or magic weapons, limited spell immunity, AL LE, XP 943, note that this wraith has above-average Hit Dice and hit points.

The uderlings have stripped their victims, so there is no treasure here.

Rescuing the Prisoner: Susurrantis is in dire straits. No longer strong enough to support himself, he is slowing being suffocated by his own body weight. His lips are cracked, and a small albino cave worm had settled on his upper lip.

Removing each rock stake from the wall requires a successful Open Doors check (four total). If freed, the elf collapses. He requires immediate aid to stay alive; any type of healing that restores at least 3 hit points will revive him. Without further magical healing, Susurrantis needs at least 1d3 hours of rest before he can walk again, and even then he does so at only half speed. The PCs may be forced to carry him to safety. He weighs a slight 95 pounds.

Susurrantis, elf male: AC 10, MV 12", F5, hp 40 (currently 1), #AT 1, Dmg by weapon type, S 13, I 12, W 9, D 14, C 17, Ch 15, AL CG.

If spared from death, Susurrantis pledges himself to his rescuers. He is loyal and steadfast, offering the party his fealty for a period of 14 human months (the equivalent of what he calls a "Leaf Cycle"—a time designation from his culture).

51. The Place of Sentenced Dreams

Carved into the walls of this high-ceilinged cavern are ancient pictograms. These crude yet compelling images predate the arrival of the gnomes, being



the creation of whatever mysterious people lived here in ages long forgotten. The uderlings view this chamber with a kind of cautious respect, sensing the significance of the writings but unable to fathom them. The carvings were once cut deep into the stone in a primitive bas-relief style, though now—millennia later—the grooves are worn and quite shallow, so that only careful examination reveals their true design. The pictograms are difficult to see because they are both faded and inconveniently positioned, the lowest of them being 12 feet from the cavern floor. Anyone passing through the room without paying particular attention to the walls won't notice the inscriptions. A dedicated search of the room for at least 2 turns discovers the images. See Wall Writing, below.

The cavern is eerily silent, with a few stony bulges on the floor, like partially formed stalagmites. The gnomes always suspected this chamber was the holy site of an ancient and powerful people, so they never lingered here; now as uderlings, the gnomes have lost all interest in such things. The PCs sense a faint presence here; perhaps figments of old gods remain like faint particles in the air. In fact, a being that is very real is quite near: most of the floor is an **elder earth elemental**. This elemental is so old and so complacent that it spends most of its time in a quiescent state, only dimly aware of any activity that takes place in the cavern. At your option, depending on how challenged the PCs have been in this level thus far, the massive elemental may be roused by excessive noise or even the presence of torchlight. Activity such as chipping the walls or digging into the floor should rouse the elemental, at which point the stubby stalagmites elongate—these are the creature's appendages— and a giant maw opens in the center of the floor. PCs standing on the suddenly buckling "floor" suffer -2 to hit and Dexterity penalties while battling the elemental. It fights until destroyed.

Earth Elemental (elder): AC -2, MV 1", burrow 6", HD 16, hp 128, #AT 1, Dmg 4-32, SZ L, SD hit only by +2 or better magic weapons, AL N, XP 4770.

Wall Writing: Whoever rendered these images in ancient times was either very tall or had the benefit of a scaffold. Impress upon the PCs the apparent age of the carvings; a character with a scholarly background (history, geology, sculpture, etc.) or perhaps a bard may determine that the pictures are at least 3000 years old. The images include the

following: warriors defending a rock city, feathered mammals, kneeling figures, esteemed matriarchs, thunderstorms, earthquakes, marriage ceremonies, and murder. Perhaps most intriguing of all is an intricate series of lines that form some type of cuneiform code. As this cipher is three millennia old and based upon a long-dead language, decrypting it requires a thief's Read Languages check at -30%. Though comprehend languages won't work, a legend lore will unravel the code, which reads as follows:

*Dreams above
Pierce a stony sky
Sentences of earth
Written in wings*

Though obscure, this verse is far more than just a bit of ancient doggerel. Any character who intentionally looks up and studies the ceiling (the "stony sky") notices a tiny flicker 17 feet up. There, embedded in the stone, is a circular pattern of crystal flakes. These chips are not magical in any way. They mark the location of something buried in the ceiling above. Anyone using *fly* or other means of transport and then excavating the rock in that area must clear away half a foot of stone before revealing what has been resting there for the last 3000 years. It appears to be a large capsule, almost 2 feet long, wrapped in a warm membrane. The capsule is under the effects of an ancient magic similar to *temporal stasis*. It weighs 30 pounds.

What the capsule holds is up to you, depending on the needs of your campaign. Perhaps the capsule is an egg that contains an unborn phoenix or other mythical creature, or it contains clues to the location of an artifact or relic, or a map to the lost shrine of a forgotten god. Alternatively, the capsule holds the lost lore of a dead civilization, maps to far star systems, or other arcana.

Whatever it contains, the capsule may instigate a new storyline in your campaign. Perhaps the PCs spend monetary and magical resources to learn the capsule's history. Perhaps they want to dispel the *temporal stasis* to insure that the capsule hatches. Or they could simply seek out an interested party and sell the capsule for a hefty gain.

52. Fragmentium Chamber

Regardless of when the PCs they arrive, they find 6 **uderlings** scooping ore into a hand-cart. They are a few minutes away from discovering the fabled fragmentium.

They seem to be concentrating their efforts on a particular section of the northern wall, working with visible ardor. They fight to the death, hissing with hatred as they engage the party in combat.

Uderlings (6): AC 7, MV 6", HD 2, hp 9 each, #AT 3, Dmg 2-4/2-4/2-7, SZ S, SA special, SD special, AL CE, XP 218; see **Appendix C** for the uderlings' full statistics.

Finding the Stone: Anyone searching the wall the uderlings were so passionately exploring may roll for secret door detection (dwarves, gnomes, and PCs with mining, geology, or engineering backgrounds gain a +1 bonus on the roll). Successful PCs spot an anomaly in the stone—within the otherwise-featureless rock is a large chunk of brown stone marked with smoky orange striations. Anyone

touching the stone receives a mild electrical charge, not altogether unpleasant. The heroes have discovered the fragmentium. If they keep this artifact away from Lord Veck or destroy him outright, they successfully complete this portion of their quest. Refer to **Appendix B** for full details of fragmentium's properties.

53. To the Realm of the Queen

Plunging deep into the earth is a black shaft, about 7 feet in diameter. This tunnel extends downward at a fairly steep angle for nearly 60 feet before leveling out. It then continues for another 100 feet, and ends at **Area 54**, which marks the beginning of that portion of the mines ruled by the figment known as the Spider Queen. Continue with **Part III**.

PART III: REALM OF THE SPIDER QUEEN

The second powerful figment that abides in the greater tower environs is the monstrous entity known as the Spider Queen. Unlike the twisting mines of Suna-Mal, the lair of the Spider Queen consists of smooth floors and mortared walls; the blocks have been precisely hewn and placed with skill. This unexpected industry is due to the proficiency of the kobolt imps, who serve their mistress with fervor and skill.

The Blue Men: Sages believe them to be kin to both goblins and gremlins, as they exhibit traits similar to both races. As detailed in **Appendix B**, kobolt imps have a natural affinity for metal ores, and other sages speculate that they originate from hollows deep within the metal-rich Plane of Elemental Earth. Kobolt imps have bright blue skin, deep red eyes, vestigial wings, and a penchant for causing trouble for those who would mine the earth for minerals.

Though the kobolt imps have remarkable digging powers of their own, they prefer to work with the assistance of such creatures as lumbering hulks. They ride on the backs of the hulks in specialized saddles, directing the mighty excavators in their shared pursuit of food and treasure. The kobolt imps have no talents other than those involving stonework. They are otherwise unkempt, graceless, and savage. When stone is part of their environment, however, kobolt imps thrive. They have used their

lumbering hulk mounts to carve out a living space for the Spider Queen, and then applied their own considerable faculty as masons to smooth the rock and create an orderly and secure base of operations.

The Queen's Agenda: Though the kobolt imps have given her the title "Spider Queen" because of her form, she actually answers to the name of Talch-Na. Like Lord Veck, Talch-Na is a figment from the Plane of Shadow, sent to the Prime Material to take control of the region. The vampire's task is to destroy Kwasik's great barrier and gain access to the gnomish cities beyond; Talch-Na, on the other hand, prepares the way for the Minions of Dim, a mercenary company of creatures from the Plane of Shadow with over 400 total members.

Talch-Na intends to create a gateway between Plane of Shadow and the Prime Material. The portal is under construction at **Area 60**, and she lacks a single component to complete the spell. That component is "steel alloyed in the sun-filled world, used to slay a shadow." If any of the PCs have slain a shadow in the tower or the mines, with a steel weapon, they are unwittingly bringing Talch-Na the very item that she most desires!

The Lair: Talch-Na commanded the kobolt imps to create the catacombs to maximize the potency of her favorite spell, *web*. To this end, the imps kept most areas narrow, the better to anchor the spell and

cause movement problems for infiltrators. They built a multitude of hallways for the same reason, hoping that all the various passages would provide a far greater number of places for *web* to snare unfortunate visitors. As GM, you should re-familiarize yourself with this spell's potential.

Unless otherwise noted, the catacombs are unlit, and the ceilings are 9 feet high. None of the height-based combat restrictions present in the tower and mines apply within this level.

Realm of the Spider Queen Encounter Key

54. Unseen Sentinel

When the PCs complete their lengthy journey from **Area 53**, the tunnel terminates at an iron ladder; the rungs are cold to the touch. This ladder climbs 15 feet, and opens at the floor of a passage unlike any the PCs have seen in the mines—these corridors are smooth and obviously well-crafted with care. A dwarf, gnome, or someone familiar with stonework and masonry knows that this is high-quality work, and quite recently completed.

Crouched near the hole is an invisible stalker. Talch-Na ordered this being to remain here and stand guard over the ladder for a period of 99 days. Midway through its servitude, the **invisible stalker** is chafing over its plight and in no mood to see the PCs pulling their way up through the hole. There is a 45% chance that it will pervert the intent of Talch-Na's command; if rolled, then the invisible stalker will remain at the ladder, guarding it, and will only attack the PCs if they inflict harm upon the ladder itself. If it remains true to the spirit of its orders (55% chance), then the invisible stalker will follow the PCs soundlessly and invisibly, and eventually attack them. The timing of this attack depends on several factors: if the stalker has the opportunity to dispose of one of the PCs alone, it does so; it may also strike from behind when the PCs are in melee with other adversaries. In any event, if reduced to $\frac{1}{4}$ of its original hit points, the invisible stalker retreats to report the events to the Spider Queen herself.

Invisible Stalker: AC 3, MV 12", fly 12" (A), HD 8, hp 35, #AT 1, Dmg 4-16, SA surprise on 1-5, SD invisible, AL N, XP 1440.

55. Phasing Assassins

If the PCs explore this dead-end passage, they are attacked from behind by a **phase spider**. After they turn to engage this otherworldly monster, a second phase spider materializes on their other flank, effectively trapping them in the 5-foot-wide corridor.

The phase spiders are large enough to fill most of the hall, preventing anyone from slipping past them. The phase spiders attempt to attack from behind, and then shift to the Ethereal Plane before their victims have the chance to retaliate.

Phase Spiders (2): AC 7, MV 6", web 15", HD 5+5, hp 30, 25, #AT 1, Dmg 1-6, SA webs, poison, SD *phasing out*, AL N, XP 880, 850.

The hallway ends in featureless stone walls.

56. Howl of Shadows

This area is under the effects of a *permanent darkness 15' radius* spell; it's impossible to pass through this room without moving through the lightless area. Currently snoozing inside this black abode is a **shadow mastiff** that has been charged with protecting the Spider Queen's lair. PCs who are very quiet may be able to pass through without waking the creature, otherwise the shadow mastiff stalks the heroes to the edge of the darkness and attacks the rear character from behind.

The shadow mastiff attacks for only two rounds, after which time it retreats to the opposite end of the darkness, forcing the PCs to pursue into the dark if they wish to continue the fight. It continues to use these hit-and-run tactics to harass the adventurers as long as they remain in the general vicinity.

Shadow Mastiff: AC 6, MV 18", HD 4, hp 20, #AT 1, Dmg 2-8, SA baying, SD light vulnerabilities, AL NE, XP 265.

Though the shadow mastiff has no treasure, it does maintain a crude sleeping pallet, around which are strewn rags and other scraps that once belonged to various victims. Diligent PCs will find 7 gp and a single diamond earring worth 150 gp.

57. Eight-Legged Armorers

The 4 **driders** in this room have ventured up from their city deep in the earth to arm the Minions of Dim. This is their temporary base of operations.

The driders are highly sensitive to light, so it's likely

that they'll be aware of the PCs' approach, as even the faintest light source seems as bright as a beacon in this pitch-black environment. If the PCs enter undetected, they catch the driders unarmed and unprepared for battle—the creatures are rearranging their weapons racks and are automatically surprised. If not surprised, the driders will have *levitated* into the air; two will attack with spells (all four are 7th level magic-users), while the other two engage PCs by swinging their swords down at the PCs' heads. The levitated driders will negate any shield bonuses, and also gain an additional +2 to hit. Sounds of combat in this area carry throughout most of the lair.

Driders (4): AC 3, MV 12", HD 6+6, hp 52, 40, 38, 35, #AT 1, Dmg 1-4 or by weapon, SA poison, spells, SD spells, MR 15%, AL CE, XP 2017 each.

Innate Spell Ability: *dancing lights*, *darkness* 5' radius, *detect magic*, *faerie fire*, *know alignment*, *levitate*.

Spells Memorized:

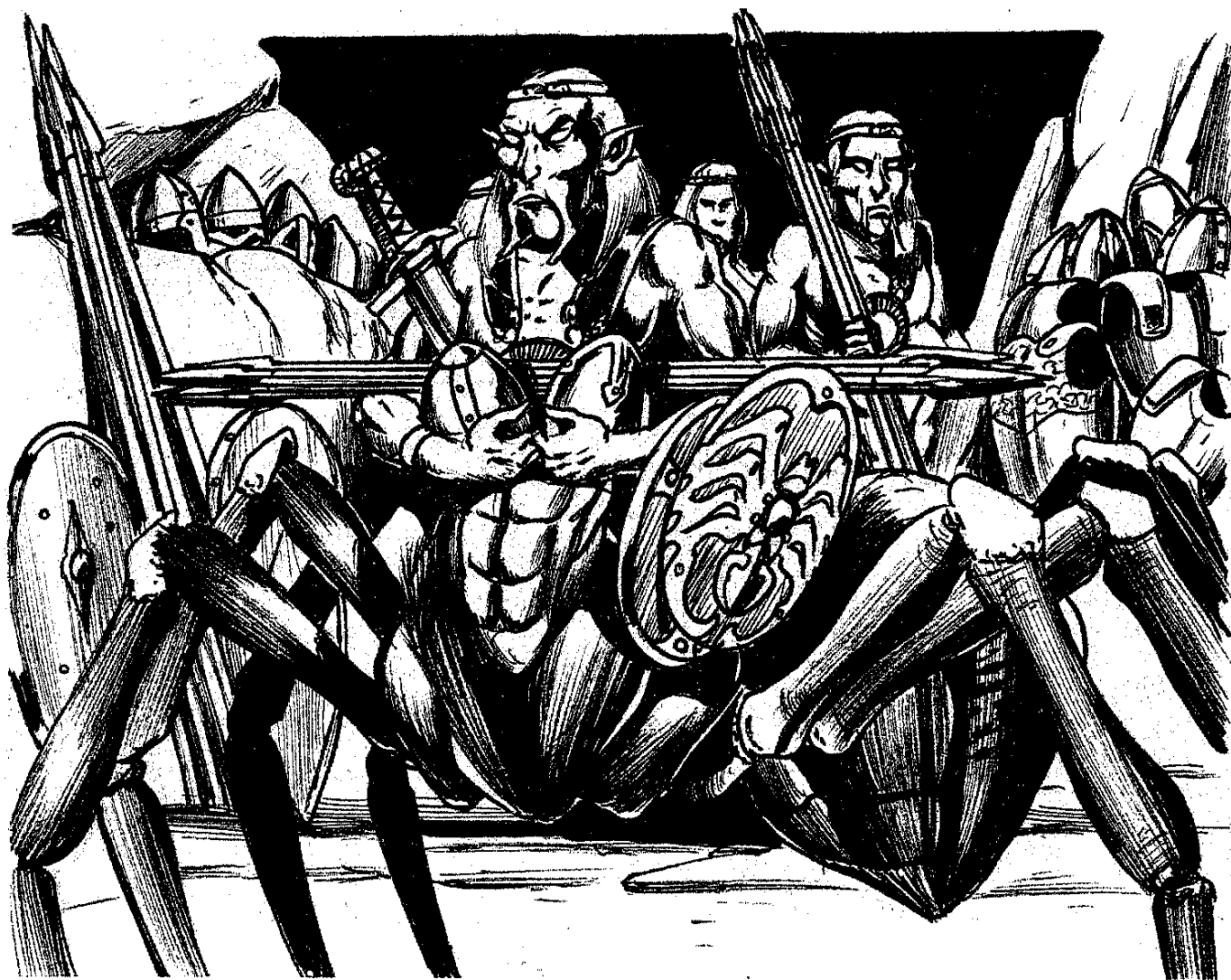
1st—*grease*, *jump*, *magic missile*, *spider climb*

2nd—*acid arrow*, *invisibility*, *stinking cloud*

3rd—*dispel magic*, *lightning bolt*

4th—*dimension door*

Possessions: Each drow carries 3d4 gemstones worth 50 gp each, as well as a full array of standard traveling gear (rope, food, etc.) and weapons (long swords, daggers, hand crossbows and bolts, etc.). Collectively, they also own: 3 **potions of healing**, 2 **potions of extra healing**, 1 **potion of ESP**, 1 **potion of gaseous form**, 1 **potion of longevity**, and 1 **potion of sweet water**. The driders won't hesitate to use their potions or the drowic weapons during an encounter.



The weapons in the racks were forged by drow, from a special black metal found only in their homeland; none radiate magic, but perform with the listed bonuses. All of the armor, swords, and weapons immediately begin to decay after exposure to direct sunlight, and corrode into pitted and useless hunks after 2d6 days. These arms are the first of four shipments for the Minions of Dim:

- 4 suits of +2 drowic chain mail armor
- 28 suits of +1 drowic black studded leather armor
- 32 +1 drowic longswords
- 32 +1 drowic daggers
- 30 +1 drowic buckler shields
- 2 +2 drowic longswords
- 2 +2 drowic buckler shields
- 30 drowic hand crossbows with 450 bolts

58A and 58B. Blue Diggers

Each of these two locations serves as a resting place for 30 kobolt imps and their lumbering hulk ally.

A lumbering hulk is a massive, bipedal humanoid with very strong, claw-like hands that it uses to dig through earth and stone. Its *mystical gaze* has the power to entrance and confuse the unwary. The lumbering hulk in each area wears a customized saddle on its back, permitting it to be mounted and semi-controlled by a kobolt imp who issues verbal commands backed with an elephant goad. Each pair leads the way during any combat that ensues.

The kobolt imps are still recuperating from the rigors of completing Talch-Na's lair. Their next task is to secure the necessary supplies for the completion of the magical gateway in Area 60. Until then, they are either catching up on sleep or midway through a meal of tubers, roots, and fungi.

Regardless of when the PCs arrive, half the kobolt imps are asleep and half are eating. They lie and sit on the floor. Their bedrolls and most of their other supplies were acquired through trading gems to other underground races—PCs who inspect these items discover motley assortments varied in style, design, and quality. Also present are half-a-dozen large crates crafted from tightly-woven and hardened silk (a product of drow workmanship). Five of the crates contain sufficient masonry tools to equip all of the kobolt imps; they range from bulky picks and shovels

to chisels and trowels to fine-detail instruments like puncheons and engravers. One of the chests contains the 'imps' treasure (see Treasure below).

Combat: If the kobolt imps are alerted to the PCs' presence before the PCs arrive, the kobolt imps position themselves strategically about the room, some using the crates for cover. The kobolt imp riding the lumbering hulk directs its mount to attack the bearer of any obvious light sources. No matter how the kobolt imps begin the battle, they quickly resort to gang-rushing the PCs and attempting to overbear them with numbers.

If the PCs sneak up on this bunch, they gain automatic surprise. It takes the eating kobolt imps 1d2 rounds to prepare for combat, while those asleep require 1d3+1 rounds.

Kobolt Imps (30): AC 7, MV 6", burrow 3", HD 1, hp 9 each, #AT 1, Dmg 1d6 or by weapon type, SZ S, SA spells, SD spells, AL LE, XP 54 each.

Lumbering Hulk: AC 2, MV 6", burrow 6", HD 8+8, hp 54, #AT 3, Dmg 3-12/3-12/1-10, SZ L, SA gaze attack confuses, AL CE, XP 1948.

Treasure: During their subterranean travels, the kobolt imps traveled with a magic-user, who cast *fire trap* upon their treasure chest. This fire trap may be bypassed by anyone who speaks the command word, which is known by all of the kobolt imps. Anyone else opening the chest discharges a fiery explosion that deals 1d4+16 points of damage to all within 5 feet (save vs. spells for half damage; no damage occurs to the chest or its contents). The chest is locked, and the key is around the neck of the kobolt imp upon the lumbering hulk's back. Each chest can sustain 60 points of damage before breaking. Smashing the container in this manner sets off the fire trap. Both Area 58A and Area 58B contain identical treasure chests, though their contents differ (see below).

Inside each chest is a mother lode of raw, uncut gemstones. The table below lists the types of stones, followed by three figures. The first number is the value of the stone in its current form, while the second is the value if the stone is worked by a trained jeweler or gem cutter. The last columns display the number of stones found in each of the two chests.

Gemstone	Values	58A#	58B#
Azurite	8/10	210	12
Bloodstone	40/50	21	54
Blue quartz	9/11	103	88
Diamond	2000/3000	1	0
Emerald	700/1000	3	7
Eye agate	10/12	50	67
Garnet	90/120	8	2
Jasper	45/55	15	34
Oriental topaz	1000/1500	2	0
Peridot	200/300	6	9
Sardonyx	50/60	10	28
Tourmaline	400/600	5	13

59. Halls of Web

Manning the center of these the adjoining and interlocking passages are 2 ettercaps, one of which is armed with a wand containing the magic-user spell *web*. This encounter could prove quite complex, and the GM should carefully review several significant points:

1. The ceiling is 9 feet high, but is effectively only 7 feet high, as it is protected by a layer of natural spider webs. In the space between the web and the ceiling proper are numerous large spiders. These creatures drop upon the PCs from above.
2. The ettercaps have drawn single strands of web across the halls, about 4 inches above the



base of the floor. Characters that run down the hall automatically trip on these tripwire webs; walking characters must succeed in a Dexterity check to avoid falling. The strands are placed every 15 to 20 feet, their exact location to be determined by the GM.

3. A **giant spider** prowls the area. This old beast has grown quite wily over the years and is difficult to catch surprised (only surprised on a 1). It strikes quickly, always choosing the smallest member of any group. It waits until the PCs are engaged in combat before creeping to the attack.
4. The ettercaps assault all trespassers. One of them uses generous applications of *web* from its wand in order to pin the PCs down; meanwhile the large spiders attack, racing nimbly along the webs as the adventurers try to free themselves.
5. Setting fire to the ceiling webs in order to remove them attracts the attention of every creature on this level. They all converge upon the PCs over 2-5 turns, and attack upon arrival. This could prove calamitous for the party.
6. The ettercaps' personal treasure is hidden throughout the area, tucked away in silken pouches stuck to the ceiling. Finding them all is quite difficult. There are a total of 18 such caches, collectively containing a total of 534 gp and the following magic items: **scroll of protection from poison**, scroll of 7 magic-user spells (*sending*, *passwall*, *repulsion*, *reverse gravity*, *maze*, *freedom*, and *shape change*, cast at 18th level), and a **potion of cloud giant strength** (2 doses). If the webs are burned, items must save or be destroyed.

Ettercaps (2): AC 6, MV 12", HD 5, hp 31, 28, #AT 3, Dmg 1-3/1-3/1-8, SA poison, AL NE, XP 650.

Possessions: One of the ettercaps has a **wand of web** with 34 charges.

Spider, Giant: AC 4, MV 3", web 12", HD 4+4, hp 32, #AT 1, Dmg 2-8, SZ L, SA poison, AL CE, XP 475.

Spiders, Large (20+): AC 8, MV 6", web 15", HD 1+1, hp 5 each, #AT 1, Dmg 1-6, SZ S, SA surprise on 1-5, poison, AL N, XP 75.

60. The Queen's Portal

This nexus of several hallways is noteworthy for the plentiful spider webs that cling to the ceiling; dangling from those webs are half-a-dozen motionless, human-sized forms, wrapped in tight cocoons. Against the western wall is a large object covered in a sheet of bright blue silk, perhaps a painting; it is about 10 feet long and nearly reaches the ceiling. On a dais to the east, is a huge, bloated spider with jagged fangs.

Here at last is **Talch-Na**, standing guard over her beloved portal, which lies beneath the blue fabric; see **The Gate**, below, for more information.

Talch-Na fights savagely, giving no quarter. She is aided in her attack by a single **phase spider** that materializes behind the party once they engage the Spider Queen in combat.

Phase Spider: AC 7, MV 6", web 15", HD 5+5, hp 31, #AT 1, Dmg 1-6, SZ S-M, SA webs, poison, SD *phasing out*, AL N XP 886.

Talch-Na the Spider Queen (figment): Refer to **Appendix A** for statistics.

The Gate: Removing the blue silk reveals what appears to be a tall, wide mirror, save that the surface is aswirl with foggy images of a shadowy temple or shrine. Protruding from the top of the gate's metal frame is a carved steel hand. The fingers of this hand are partially closed, as if intended to be holding something. Though Talch-Na plans quite soon to open a portal to the Plane of Shadow and admit the 400+ members of the Minions of Dim, she lacks the final component required to activate this magic. While the gate is thus "primed" it cannot be used for transportation, although it can be used to scry; Talch-Na coordinated her purchases with the drow via this property of the gate.

If anyone slides the hilt of a sword into the grasping hand—and that sword has at some point been used to slay a shadow—then the last bit of necessary magic locks in place, the hand closes upon the hilt, and the gateway shifts from the drowic shrine to the Plane of Shadow—the PCs see a murky, colorless land, where hundreds of shadowy forms amass and prepare to enter through the portal. This grand entry begins after 1d4+1 rounds. The only way to

stop the Minions of Dim from entering the Prime Material Plane is to remove the sword from its scone. However, the metal hand grips the sword tightly. In order to free the sword, the scone/hand must be defeated via a successful Bend Bars or Lift Gates check, in which case the gate once more displays the shifting drowic temple.

If the Minions of Dim begin to enter the Prime Material, they do so at a rate of 10 per round until all of them have passed through after 40 rounds. If the PCs have failed to remove the sword, they may continue to try while the Minions enter this realm. Although unarmed (their supplies are with the driders at Area 57), the Minions remain capable combatants.

Concluding the Adventure

Once Lord Veck and the Spider Queen are vanquished, the threat in this region has ended, for the moment. The heroes have conquered the menace that threatened the natives of this underground area, and perhaps come away with a bit of booty for their troubles.

Whither they fly next, who knows—perhaps to seek Kwasik or Jelver in the gnome kingdom, or to take the fight to the Shadow Lord himself. Perhaps they desire the sun upon their faces, the comfort of their own homes once more, and the just accolades of their rulers. Or perhaps the Underworld lures them to the deeps. . . . Regardless, the Shadow Lord will soon learn of the defeat of Veck and Talch-Na, and he will begin to formulate his third attempt to penetrate the Prime Material.

In the unhappy event that the PCs fail to stop Veck, he will recover the fragmentium, and use it to destroy Kwasik's barrier. He will then invade the gnome kingdom stealthily, to create more uderlings, and begin to corrupt the gnomes from within. If

Minions of Dim (10-400): AC 7, MV 12" (15" in darkness), F5, hp 21 each, #AT 1, Dmg by weapon type, SZ M, SA 75% undetectable in shadows, SD immune to *cold*, hit only by silver or magic weapons, AL LE, XP 250 each.

Treasure: The loot Talch-Na has accumulated during her mission to the Prime Material is stored beneath the dais, hidden by a secret door flush with the floor. This includes 4380 gp, a **ring of animal friendship**, and a two-paneled wooden device with carvings on its faces. This is actually the **Locked Forum of Lycinfor**, detailed in **Appendix B**.

not defeated by the PCs, the Spider Queen will eventually arrange for a shadow from Veck's tower to be spirited to the surface, where it will be slain in the sunlight using an iron-steel alloyed sword. She will then open the gate to the Plane of Shadow and admit the Minions of Dim into the Prime Material. Using Veck's uderlings as forward scouts, Talch-Na's will invade the gnomish realm in force. Other creatures of Shadow will soon pass through the gate: eclipse dragons, black nixies, darkspawned orrex, and stranger things. The Cavern of the Tower will transform under the influence of the umbral energies, and Veck's tower will sit at the center of an expanding, nebulous twilight, seeping into the Prime Material. Perhaps the next band of PCs will be more successful where the previous ones failed, though their challenges will surely be greater, with the Minions of Dim manning the tower's defenses, and perhaps expanding upon them within the great cavern, as well. But then, such challenges are meat and drink to heroes!

APPENDIX A: NPC Adversaries

Lord Veck

FREQUENCY: unique
 NO. APPEARING: 1
 ARMOR CLASS: 1
 MOVE: 12", fly 18" (C)
 HIT DICE: 12+6 (80 hp)
 % IN LAIR: nil
 TREASURE TYPE: nil
 NO. OF ATTACKS: 1
 SPECIAL ATTACKS: as per vampire
 SPECIAL DEFENCES: as per vampire
 MAGIC RESISTANCE: nil
 DAMAGE/ATTACK: 1d6+4
 INTELLIGENCE: very high
 ALIGNMENT: CE
 SIZE: M (6' 3" tall)
 PSIONIC ABILITY: Nil
 X.P. VALUE: 5780



Lord Veck is a figment that has been given the form of a vampire (see Figment in Appendix C). Because the Shadow Lord that created him is of considerable power (12 HD), Veck has 50% greater HD than

normal, though he was not imbued with the power to hypnotize victim's with his gaze. He is otherwise considered a standard vampire.

Personality: Veck was born of shadowstuff and thus has very little conception of what it means to dwell as a mortal upon the Prime Material Plane. He has no lasting capacity for empathy, mercy, or affection, and he is also very ignorant of the ways of humanity. He can be duped and distracted. His weakness is that he is incapable of predicting what mortals will do next, so that their actions have a tendency to surprise him. He almost always acts without consideration.

Possessions: Veck dresses in garishly-colored, clashing garb that permits unrestricted movement. He wears a lustrous red cloak lined with fur, a purple tunic trimmed in blue over a deeper burgundy, and bright yellow leggings. His soft-soled shoes are highly-polished black leather. He carries the following items at all times: a dog-eared **deck of illusions** (some cards may be missing at the GM's option), a pouch with 6 packets of **dust of appearance**, a **ring of spell storing** (contains *darkness* x2 and *invisibility* x2, cast as a 12th level illusionist), and one **bead of force**.

Talch-Na

FREQUENCY: unique
 NO. APPEARING: 1
 ARMOR CLASS: -2
 MOVE: 3" (web 15")
 HIT DICE: 6+6 (50 hit points)
 % IN LAIR: varies
 TREASURE TYPE: nil
 NO. OF ATTACKS: 1
 SPECIAL ATTACKS: poison, spells (see below)
 SPECIAL DEFENCES: hit only by +1 or better weapons
 MAGIC RESISTANCE: 10%
 DAMAGE/ATTACK: 2d8
 INTELLIGENCE: high
 ALIGNMENT: CE
 SIZE: L (10' diameter)
 PSIONIC ABILITY: nil
 X.P. VALUE: 2175

Another figment created by the mighty Shadow Lord, the Spider Queen appears as a giant female



arachnid. In most respects she is treated as a giant spider, albeit with 50% more HD than usual and an improved AC; her poison requires a saving throw to avoid death, though the save is made at +1, as she is but a figment and not a true spider. She may cast *web* three times per day, at will, (treat as if cast by a 7th level magic-user).

Personality: The Spider Queen is single-minded. Her only desire is to achieve her goal of opening the portal to the Plane of Shadow and admitting the Minions of Dim. If pressed in combat, she retreats, crawling rapidly across the ceiling in the direction of allies that will assist her in dealing with any pursuing PCs. She can speak with arachnids, and she is also fluent in elven and gnomish.

Possessions: As a spider, Talch-Na is incapable of carrying items, though her sharp mandibles are fashioned of hardened shadowstuff and fetch 1000 gp each if sold to the right buyer.

APPENDIX B: New Magic Items

Chrysalis Fan of Fury (miscellaneous magic item)

This item appears as a beautifully painted oriental fan, the imagery on its frail paper depicting a rainbow-colored light flashing through the translucent wings of a majestic butterfly. The chrysalis fan of fury is both a weapon and a work of art, as well as a magic item of considerable power.

As a Weapon: The chrysalis fan performs as a +1 fan, +1, +2 vs. **light-hating creatures**. When the fan is swung in combat, it trails a polychromatic sparkle of light. Every successful hit causes a brief flare of one of the eight shades of the rainbow. "Light-hating" creatures include drow, shadows, vampires, and many others. The fan has the following base statistics: Weight ½ lb., Dmg vs. Size S or M 1-2, Dmg vs. Size L 1, Space Required 1 ft., Speed Factor 2.

As a Magic Item: The owner may, once per day, swing the fan decisively in front of him to discharge a *prismatic spray*, as per the 7th-level illusionist spell. This expends three charges. For the cost of one charge, the fan can emit a *color spray*, as per the 1st-level illusionist spell. The fan currently has 14 charges and can hold a maximum of 21 charges if recharged. It has a value of 5500 gp/800 XP.

Fragmentium (minor artifact)

Legend holds that the essence for each of the fundamental elements incarnates, rarely, in physical form. The manifestation for primal earth is known as fragmentium. Fragmentium is a large crystalline rock, approximately 1 foot in length and half as thick. It is an opaque brown stone marked with smoky orange striations. It is also somewhat delicate, unlike other artifacts, which are nearly indestructible. If it is dropped from any height or 10 feet or more, or subject to other rigorous treatment, it must make an item saving throw vs. crushing blow to avoid being destroyed. If it is sundered, all of its power fades. Sages believe that a new incarnation of primal earth forms somewhere in the world at the moment of the destruction of the first, so that there is always one least one node in existence.

As part of the basic building blocks of the cosmos, the elements can be dangerous in the realm of mortals. At times entirely unpredictable, the fragmentium exudes a potentially calamitous surge of magic. Every

day, there is a 5% chance (non-cumulative) that it unleashes a random effect as per a wand of wonder. The target of this effect is chosen randomly. Primal earth also has the following abilities:

- The possessor may enchant rocks and pebbles as per *magic stone*. This may be done 2d6 times per day (roll daily).
- The possessor may *meld into stone* once per day.
- The possessor may employ *spike stones* thrice per week.
- The possessor may commune via *stone tell*, once per week.
- The possessor may cast *dispel magic* as per a 30th level magic-user upon any magically-summoned, -conjured, or -created stone-, metal-, or earthen object, such as those produced by the spells *wall of stone*, *wall of iron*, *stone shape*, and the like. This includes the barrier created by the gnome elemental, Kwasik. If employed against a stone golem, animated column, or another construct formed from stone, metal, or earth, the construct must save vs. dragon breath or be disenchanting; this will cause the fragmentium to fade and disappear.

A node of fragmentium weighs 5 pounds and is worth 50,000 gp.

Glove of Redundancy (miscellaneous magic item)

Anyone wearing the glove of redundancy is permitted to double his usual number of melee attacks, so long as the attacking weapon is held in the hand that wears the glove. This power may be employed up to twice per day. However, the "redundant" nature of the glove forces the wearer to repeat everything he speaks immediately—for the next 24 hours, the wearer must say everything that comes out of his mouth twice. This effect only takes place if the wearer used additional attacks at any time during that day, and it cannot be circumvented by any means other than *remove curse* cast by an 8th or higher level cleric, or a 10th or higher level magic-user, which renders all powers of the glove inoperable for 24 hours. The GM should require a character's player to repeat everything he says while seated at the gaming table, a situation that might prove frustrating, to be sure! The glove weighs ¼ pound and has a value of 4000 gp/-- - XP.

Grandfather Thunder (unique magic sword)

This mighty two-handed sword was forged in the time of the ancients, before the world was civilized and settled by men and dwarves. Bygone nations struggled in vast wars across the endless desert sands, and no weapon was more telling in those battles than Grandfather Thunder, also known as The Eldest Divider.

Grandfather Thunder is a +2 two-handed sword that also performs the following effects:

- *insect plague* (as per 9th-level cleric, locusts and scorpions only, 1/day)
- *animate object* (as per 14th-level cleric, 1/week)
- *control weather* (as per 16th-level druid, 1/month)

Further, if used in any region of natural desert, Grandfather Thunder deals maximum damage on any "natural 20" attack roll on a d20.

The sword weighs 15 pounds and is worth 10,000 gp/1600 XP.

Locked Forum of Lycinfor (minor artifact)

A century ago, the kingdom saw an influx of many settlers from a faraway land. Sailing upon one of those settlers' ships was a magic-user named Lycinfor, equally renowned for his talents as an orator as for his arcane abilities. Upon the ship he met a master woodcarver fleeing persecution for a series of sculptures he had rendered which depicted certain political figures in an unflattering light. The two men became fast friends, and by the time their vessel made beachhead, they had agreed to collaborate on a magnificent project. Over the next year they worked tirelessly to produce an item with which they were both satisfied. The result of their labors is the Locked Forum of Lycinfor.

The Forum appears as a diptych: a two-paneled wooden tablet that is hinged so that the two halves may be folded together to protect the carved artwork inside. Onto the left of the two panels, the woodcarver inscribed intricate bas-relief depictions of a man behind a lectern, delivering a lecture to a small group of onlookers. On the right panel is a highly detailed sculpture of two gladiators facing off in an arena. Both pieces of artwork are intended to illustrate a kind of "forum," the first being a

symposium of philosophers, the second being a public display of martial prowess.

Each panel of the Locked Forum of Lycinfor is 30 inches tall and 10 inches wide, so that the entire diptych is slightly under two feet wide when opened. However, that opening is often not so easily accomplished, as the device is fortified by locks both magical and mundane. First, the Forum is *wizard locked* by Lycinfor himself, a magic-user of 14th level. Secondly, a mechanical lock is set deep into the thick wooden panels. It was engineered by a talented dwarven locksmith and is difficult to bypass; the Forum imposes a -35% to all Open Locks attempts. The proper key is long since lost.

If successfully opened, the Forum may be used by anyone who touches either of the two panels and utters the proper command words. To activate the left panel, the user must speak the word "sinistra," while the righthand panel is empowered by the word "destra." Upon activation, the figures depicted in the wood materialize before the diptych as quasi-real beings, much like those produced by the spell *demi-shadow monsters*.

Activating the left panel causes a life-size statesman to appear, complete with patrician's robes, gesturing hands, and somewhat querulous eyes. This semi-illusory statesman is unable to attack physically and is dispelled if struck for more than 14 points of damage (the statesman is AC 6). The statesman always remains within 50 feet of the Forum, walking at a movement rate of 12" to follow the object if it is moved; if the Forum passes beyond the statesman's ability to keep up (e.g., if the user travels via dimension door), the statesman disappears.

The round after his appearance, the statesman may perform any of the following actions, upon command of the Forum's owner:

- The statesman begins a lofty oration heard by anyone within earshot, affecting them with a dizzying array of words that reproduce the effect of a *hypnotic pattern*. The duration is never any longer than 1 turn. This ability may be used once per day.
- The statesman extemporizes a speech to rally the allies of the Forum's owner. Refer to the bard's ability to raise morale and to-hit probability. This



ability requires 2 rounds to activate, persists for 1 turn, and may be used once per week.

- Finally, the statesman points one wizened finger at a target of the user's choice and angrily utters a chastisement that concludes in a particularly bellicose syllable equal to a *power word*, *stun* that behaves precisely as per the spell of the same name. This ability may be used once per month.

Once any of the above functions has been expended, the statesman dissolves and returns to the diptych in a colorful spiral of magic. The statesman's arcane abilities must be employed within 1 turn of his appearance, otherwise he reverts to the diptych.

Activating the right-hand panel summons the manifestation of a steadfast gladiator, his brow creased, and his armor nicked, smeared with his enemy's blood. The gladiator is considered a 5th-level fighter with the following statistics: AC 4, hp 30, #AT 1, dmg by weapon type. The gladiator has a movement rate of 12". Each time he is summoned, the gladiator may be armed with either short sword or spear (50% chance of either). The gladiator serves two functions, and may be commanded to perform either on the round following his appearance. Both abilities

may be used once per week. If no command is given within 1 turn, the gladiator returns to the diptych.

- The gladiator may fight any opponent indicated by the Forum's user. The gladiator engages in melee as a standard fighter of his level, save that only half the damage he inflicts is real; the other half of the damage heals one hour after it is delivered. Anyone reduced to 0 hit points by the gladiator must make a system shock check, with success meaning that the victim is merely unconscious for an hour, after which the temporary damage is restored. Failure results in death. The gladiator fights until destroyed or until 1 turn has passed, at which time he vanishes.
- The gladiator utters a heroic boast. For one full round, the gladiator extols his own puissance and speaks of the glory he shall win, or perhaps of the glorious death he will experience, in the achievement of his directive. All allies friendly to the Forum's owner who hear this bold proclamation enjoy a +2 bonus to all saving throws for the next turn. Once the boast is made, the gladiator returns to the diptych.

The statesman and the gladiator may not be present at the same time, as only one type of "forum" may exist at once. The Locked Forum of Lycinfor weighs 15 pounds and is worth 15,000 gp.

Sedulous Striker (unique miscellaneous weapon)

The hammer was designed by gnomish priests as a boon to gnomes who are persistent, steadfast, and diligent. In the hands of a non-gnome, the hammer acts as a non-magical weapon. Wielded by a gnome, on the first round of any combat, the weapon performs as a normal hammer, dealing 1d4+1 points of damage. On round two, the sedulous striker acts as a **+1 hammer**. The next round, it gains another plus, and so on, until round four when it achieves the apex of its power as a **+3 hammer**. Sedulous Striker remains a **+3 hammer** for another 1d4+1 rounds, and afterward it reverts to its normal state for a period of 1d4+1 hours. While a **+3 hammer**, the Sedulous Striker also gains an exceptional puissance when facing golems—completing destroying them on a natural 20 attack roll. Sedulous Striker weighs 5 pounds and is worth 6000 gp/900 XP.

Tremorstomp (miscellaneous magic item)

This footwear appears as a heavy and thick miner's boot, with a steel-protected toe and thick buckles. It magically adjusts to fit the wearer's foot. Anyone stomping his booted foot against natural soil or stone may expend 1 charge to cause a local tremor in a 35-foot radius. Everyone within this area of effect (except the wearer of Tremorstomp) must make an immediate Dexterity check or lose his footing and fall down. With the expenditure of 3 charges, the wearer may cause an *earthquake*, as per the spell. The boot has 16 charges at the beginning of this adventure (though the orcs may expend a few before the PCs acquire it) and can hold a maximum of 20. It may be recharged by any spellcaster capable of casting *earthquake*. Every time this spell is cast "into" the boot, it gains one additional charge. Tremorstomp weighs 2 pounds and is worth 14,000 gp /1500 XP.

APPENDIX C: New Monsters

Figment

FREQUENCY: very rare (summoned)

NO. APPEARING: 1

ARMOR CLASS: varies

MOVE: varies

HIT DICE: varies

% IN LAIR: nil

TREASURE TYPE: nil

NO. OF ATTACKS: varies

SPECIAL ATTACKS : varies

SPECIAL DEFENCES: varies

MAGIC RESISTANCE: nil

DAMAGE/ATTACK: varies

INTELLIGENCE: varies

ALIGNMENT: as per summoner

SIZE: varies

PSIONIC ABILITY: nil

X.P. VALUE: varies

A figment is a being summoned from a Shadow Lord's imagination. They are, in every facet and detail, exact representations of the imagined creature summoned except as noted below under Figment Anomalies.

Figments are rarely seen outside of the confines of the Plane of Shadow, where they go about fulfilling their master's wishes. Upon planes of existence other than Shadow, their powers are weakened.

Figment Anomalies: Figments can only subsist on the Prime Material Plane for a number of days equal to their summoner's Constitution x 10. After this time they wink out of existence as if they had never been, and anything on their bodies which was not part of their original manifestation is left behind. They otherwise do not age. If their originating master perishes, his figments also immediately cease to exist.

Figment negative traits differ according to their location and the original type manifesting. For example, an undead figment, such as a vampire, is only affected by turnings and banishment when upon any other plane besides its own; powers, items, etc. which normally effect vampires have little or no effect upon figment vampires when they are on the Plane of Shadow. This basic concept holds true in all instances for every type that is created and should be used as a guide by the GM in fashioning the different nuances of individual figments when these are encountered on their own plane. The types of figments are limitless, as a Shadow Lord could dream into existence figment tigers, figment fungus men, figment ettins—even figment dragons.

Combat: These creatures—part thought, part substance—use two sets of abilities, one for the Plane of Shadow and one for all other planes. The power of the Shadow Lord who created them defines the pattern. Also note that as the strength of the creator grows, so do his figments by proportion. Use the following chart to deduce a figment's derived statistics and enhancements.

Lord's Power	Figment HD	Neg. Traits	Other Realm
Average	(1-4 HD)	N/A	3 -50%
Moderate	(5-8 HD)	+25%	2 -25%
High	(9-12 HD)	+50%	1 NA
Supreme	(13+ HD)	+75%	0 +25%

Shadow Lord's Power: How powerful is a Shadow Lord? Raw supernatural power of the Shadow Lord is based upon hit dice.

Figment HD: Shadow Lords of average power create figments with the base HD of the real-



world creature they're emulating. For example, an average-power Shadow Lord could create a cave bear of 4 HD, equating exactly to a standard cave bear found on the Prime Material, while a highly powerful Shadow Lord could bring into existence a cave bear of up to 6 HD.

Negative Traits: Because they are made from shadows, figments are only semi-real. Each has some weakness, or some trait that makes its "less authentic." For example, a figment wraith may lack the *energy drain* ability; a figment werewolf might be susceptible to damage from ordinary weapons; a figment troll may not *regenerate*. The more powerful the Shadow Lord, the fewer such negative traits his figments will possess.

Other Realms: Figments are not as potent away from the Plane of Shadow. Unless the Shadow Lord is supremely powerful, his figments suffer from a certain decrease in HD, hp, saving throws, and other level-based statistics when they operate on any plane other than the Plane of Shadow.

Tower of Blood

Habitat/Society: Little information regarding figments or their creators is known among mortal scholars. It is thought that the Lords of Shadow create these as servants and have been doing so for uncounted aeons. Sages speculate that dreaming a figment into reality must be a draining process, or one that is limited in some manner, for if it were not so, the Material Plane would have been overrun in millennia ago by an endless stream of monsters native to that inimical realm.

Kobolt Imp

FREQUENCY: very rare

NO. APPEARING: 5-20

ARMOR CLASS: 7

MOVE: 6" (burrow 3")

HIT DICE: 1

% IN LAIR: 50%

TREASURE TYPE: J, O (Q x 10)

NO. OF ATTACKS: 1

SPECIAL ATTACKS: spells (see below)

SPECIAL DEFENCES: spells (see below)

MAGIC RESISTANCE: nil

DAMAGE/ATTACK: 1d6 or by weapon type

INTELLIGENCE: low

ALIGNMENT: LE

SIZE: S (3')

PSIONIC ABILITY: nil

X.P. VALUE: 45 + 1/hp



Kobolt imps are thought to be nothing but myths. When certain ores such as iron are found to be impure, one of the elements with which they are sometimes tainted is cobalt, a ferromagnetic metal used to add a rich blue hue to other substances. For years these impurities were dealt with by miners, smelters, and metalworkers, but as the deposits became larger and more common, foul play was suspected—and the miners were not wrong.

Kobolt imps derive their name from their bright blue skin. They are shaped generally like kobolds (the two races are distantly related), but sport a pair of stubby, vestigial wings and fingers made for digging. They are agile, highly cunning, and cruel. Their delight in malicious pranks is surpassed only by their love for earth and stone.

All kobolt imps have *infravision* to a range of 60 feet.

Combat: Kobolt imps fight either with their naturally thick and sharp claws, or with heavy mining picks. They use their small size to their advantage, as they are able to mass in narrow hallways and greatly outnumber their enemies. Their favorite tactic in hand-to-hand combat is to strike a larger opponent's knees and feet, trying to immobilize them.

All kobolt imps are born with a single, earth-related ability, which they may employ at will, once per day. Determine the exact spell for each kobolt imp by rolling percentile dice and consulting the following chart:

d100	Ability
01-25	<i>fool's gold</i>
26-44	<i>shatter</i>
45-55	<i>dig</i>
56-65	<i>stoneskin</i>
66-74	<i>stone shape</i>
75-82	<i>transmute rock to mud</i>
83-89	<i>wall of stone</i>
90-95	<i>move earth</i>
96-99	<i>animate rock</i>
100	<i>imprisonment</i>

Habitat/Society: Kobolt imps live in loose tribes that are organized around their chosen mining territory. One tribe is almost always at war with another, as they are vicious and mean creatures. Tribal leadership varies from one colony to the next, but it is

usually decided by age and mining proficiency. The agendas of kobolt imp tribes are diverse, but often involve the accumulation of mineral wealth and the tormenting of other races. Kobolt imps are particular fond of pestering humans and dwarves. They go out of their way to use their trickery and magic to confound the mining efforts of these two races, whom they consider to be far lesser beings. The dark elves are the only race that the blue miners never torment, since kobolt imps fear drow above all else.

Ecology: Kobolt imps thrive in the lightless spaces of the earth. Their diet consists of all manners of subterranean flora, including fungi, mosses, and other forms of underground plant life. They consider meat a delicacy; they rarely get to enjoy it, as they burrow far too deep to come into contact with moles and other animals of their world. For the most part, they are vegetarians.

Kobolt imps live in one area until it is played out of all natural resources, at which point they take their acquired ores and gemstones and move on. They are known to be prolific traders, bartering their wealth for clothing and foodstuffs. They trade with most other subterranean races, save dark elves. They have been known to share their colonies with lumbering hulks, xorns, dao, and a variety of other earth-minded beings, though their general bad temper eventually drives most visitors away.

Legacy Corpse

FREQUENCY: very rare

NO. APPEARING: 2-7 (always a clan)

ARMOR CLASS: 10

MOVE: 12"

HIT DICE: 8

% IN LAIR: 100%

TREASURE TYPE: varies

NO. OF ATTACKS: 3

SPECIAL ATTACKS: *baleful lamentation*, poison

SPECIAL DEFENCES: +2 or better weapon to hit

MAGIC RESISTANCE: 100% (base, see below)

DAMAGE/ATTACK: 1d3 (2 claws), 1d6 (bite)

INTELLIGENCE: average

ALIGNMENT: LE

SIZE: M (4'-6')

PSIONIC ABILITY: nil

X.P. VALUE: 450 + 2/hp

The sad and mournful legacy corpses are almost never found alone; rather they are generally only

found with other members of their kind, as they are the undead remains of a murdered family.

A legacy corpse appears as it did in life. Fathers wear tatters of their patriarchal garments; mothers cling to the ribbons of once-fine gowns; pale-faced children still drag the soiled toys they loved when they were alive. The distinctive trait of a legacy corpse family—properly known as a legacy clan—is the fine green mist that coils around them, negative energy connecting them to one another as they haunt the living world in search of rest and revenge.

Combat: Unlike most other undead types, the legacy clan always coordinating their efforts to attack as a team. A common tactic is for children to grapple a target's legs, impeding his movement, while the adults attack with claws and teeth. Anyone bitten by a legacy corpse is injected with a toxin of negative energy that has been infused with the creature's own deep sorrow. Victims must make a saving throw vs. poison at -2 or be overcome with feelings of grief, loss, and bitter regret. These emotions manifest themselves in physical trembling, penalizing all attack rolls by -2 and negating any Armor Class bonuses from Dexterity.

The most potent of the legacy clan's abilities is the *baleful lamentation*. Whenever four or more are encountered, they may spend a full round with hands joined and raise their eerie voices in a solemn and soul-wrenching song of grief. All who hear it must make a saving throw vs. spell at -2 or suffer the effects of a symbol of hopelessness.

All legacy clans begin with a base magic resistance of 100%. This total decreases with every member that is removed from the clan or destroyed. For example, when a clan of five legacy corpses loses one of its members, the magic resistance of each remaining member is decreased to 80%.

Legacy corpses are turned as vampires.

Habitat/Society: Legacy corpses attempt to reenact the family setting they enjoyed when they were alive. Their existence is a sad mockery of that which they knew in life. Though they make efforts to clean, cook food, and play with beloved toys, their efforts are dulled by their undead state, so that nothing gets clean, no edible food is prepared, and children's games are pointless and without joy. They never leave the sight of the other family members.

Ecology: Legacy corpses require no sustenance. They

are fed by the negative energy of the green mist that binds them. They are usually found in manor houses, castles, and fine homes.

Prismpede

FREQUENCY: very rare

NO. APPEARING: 1-2

ARMOR CLASS: 0

MOVE: 6" (burrow 12")

HIT DICE: 8

% IN LAIR: nil

TREASURE TYPE: nil

NO. OF ATTACKS: 1

SPECIAL ATTACKS : crystal silk, *vorpal bite*,
distracting light patterns

SPECIAL DEFENCES: ½ damage from slashing and
piercing weapons

MAGIC RESISTANCE: nil

DAMAGE/ATTACK: 2d8

INTELLIGENCE: animal

ALIGNMENT: neutral

SIZE: L (10+ feet long)

PSIONIC ABILITY: nil

X.P. VALUE: 1350 + 10/hp

The burrowing prismpede is found only in the earth, digging its way through soil and solid rock in search of food and mates. It appears like a large caterpillar made of faceted, semi-transparent, crystalline body segments. Its heavy, segmented body is supported by a dozen angular, sharp-looking legs. The prismpede's massive head resembles that of a common caterpillar, although its twin mandibles are sharper than razors and crush stone with ease.

Prismpedes are entirely blind, sensing their way through the earth by way their antennae, and the fine, granular receptors on their legs.

Combat: Being creatures of animal-level intelligence, prismpedes attack only when they are threatened or when someone inhibits their search for food. Though they usually bite with their deadly mandibles, they also rely on their ability to discharge a strange organic substance that resembles a spider's web. This crystal silk fires outward in a 20-foot cone and solidifies in a single round. Solidification results in the formation of small flakes sharp as needles; anyone caught in the sharp silk suffers 3d6 points of piercing damage (save vs. paralyzation for half damage). The hardened crystal silk remains for 1d4

hours, after which time it dissolves. The firm mass can be cut away by any determined individual in 1d4+1 rounds.

When the prismpede attacks with its mandibles, any to-hit roll of a natural 20 means that the target has been affected as if struck by a *vorpal sword* (i.e., the target's head is bitten off).

Each round of combat in which light is present, rainbows flash and arc throughout the environment, briefly inhibiting the vision any attacker: a successful saving throw vs. paralyzation (checked each round) will avoid being momentarily blinded by a refracted arc of light; a failed saving throw penalizes all of the victim's attack rolls -2. Optionally, a failed save may result in the automatic loss of initiative, or the dropping a weapon or shield.

Prismpedes sustain one-half normal damage from slashing and piercing weapons. Any sonic-based attacks inflict double damage to their crystalline forms, and a *shatter* spell inflicts 10-40 points of damage (save for half).

Slaying a prismpede explosively shatters the creature's body, driving razor-like shrapnel outward in a 15-foot radius; the flying shards deal 5-20 points of damage (3d6+2, save vs. paralyzation for half damage).

Habitat/Society: Little is known about the breeding practices of prismpedes, as they dwell far below the surface world and for the most part are known only to the races of that fathomless realm. It is suspected, however, that they bear many similarities to common caterpillars, though if they build cocoons and alter shapes (as per the butterfly), then this has yet to be confirmed.

Ecology: Prismpedes feed off the minerals they find in the rock. They are native to the Elemental Plane of Earth but they can be found in deep underground places of the Prime Material on rare occasions. Certain subterranean races have been known to domesticate them and use them as diggers or as beasts of burden. They are able to burrow through stone at the rate of one foot per minute, and through earth at ten times that rate, so they are capable excavators when trained to perform such work (they are, however, difficult to train and control). They received the name "prismpede" due to the fact that their crystalline bodies reflect prismatic colors whenever a light source is directed toward them.

Uderling

FREQUENCY: extremely rare
NO. APPEARING: 1 (50%), 2-12 (30%), 4-16 (20%)
ARMOR CLASS: 7 (natural, or by armor type)
MOVE: as per humanoid type
HIT DICE: 2
% IN LAIR: 80%
TREASURE TYPE: Q (x2)
NO. OF ATTACKS: 3
SPECIAL ATTACKS: see below
SPECIAL DEFENCES: see below
MAGIC RESISTANCE: Nil
DAMAGE/ATTACK: 1d3+1 (claws), 1d6+1 (bite)
INTELLIGENCE: average
ALIGNMENT: CE
SIZE: as per humanoid type
PSIONIC ABILITY: Nil
X.P. VALUE: 200 + 2/hp

An uderling (pronounced "oo-der-ling") is a recent addition to the mortal realm. It is the byproduct of a humanoid dying from the attacks of a vampire figment. When falling victim to a "normal" vampire, a creature often becomes a vampire itself. Death due to the bite of a figment vampire, however, creates an uderling instead.

Combat: Uderlings possess some but not all of the traits of the vampire figment that created them. Because they are also infused with shadowstuff, they have several unique characteristics:

- may be hit by non-magical weapons
- no *level-drain* ability
- strength of 17 (+1 to hit/+1 damage)
- immune to *sleep*, *charm*, and *hold*
- touch inflicts 1d4+1 points of *cold* damage
- gaze acts as *charm person*, but victim saves vs. spells at +2
- may use *spider climb* 1/day
- *regenerate* 1 hp/round
- no *gaseous form* or *shape change* abilities
- not adversely affected by garlic, holy water, or mirrors
- not rendered powerless by sunlight, but merely driven away
- turned by clerics as a mummy

Habitat/Society: Uderlings have no society other than the parody of one that is created when these beings congregate at the behest of their vampire



master. They are usually given a specific goal by that master, and they use whatever resources they have at their disposal to achieve that goal.

There are also rumored to be uderlings that have been created after their mortal forms were slain by figments other than vampires. Such uderlings inherit particular undead traits depending upon the type of figment that caused their death. The GM should determine what abilities such uderlings inherit. Not all abilities are inherited, and there is a maximum limit depending on the figment's base power (see Figment, above).

Ecology: Unlike full-fledged vampires, uderlings do not require blood to survive, though they certainly crave it. As undead, uderlings do not need to eat or sleep. However, they retain a sharp liking for humanoid blood and will feast upon it if given the opportunity.

Chillbane: All of the uderlings described in this adventure have been infected with a disease known as chillbane. This magical sickness is unique in that it only affects undead. Exactly 17 days after the commencement of events described here, the uderlings begin to lose 1 hit point per day as the negative energy within them slowly seeps away. The knowledge of the only way to stop this loss of negative energy is thought to be located somewhere within the gnomish kingdom to the east of the tower.

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