

REGION C. THE FINAL OPTION

This entire Region was designed specifically to hold a powerful demon, Falortuligo (Room C21). Though this cell was of primordial importance, several groups of minor demons and lesser undead creatures were also held prisoner here. When the cataclysm that shook the entire dungeon hit, most of these fiendish minions escaped, but the special cell in which the mighty demon lord was imprisoned remained completely intact. Over the years, several groups of explorers and settlers came to the region, but the great demon's cell remained undisturbed and undiscovered.

Approximately 50 years ago, the last remnants of the Order of Myruun were summoned here for mysterious reasons yet only Myruun — an ancient goddess of the oceans, travel, and vigilance — knows why they were brought here, basically, to face their inevitable demise.

It is still possible to piece together much of what went on during their stay, however, for the remnants and records of the forgotten Paladins of Myruun can be found buried here. Most of these fragments of information are well hidden, but clues are scattered throughout the region.

Perhaps sensing the crumbling of the prison wards, Myruun instructed her remaining worshippers and servants to assemble in this region of the dungeon. No one knew why they were brought together in the bowels of this forgotten place, except for the fact that they would be instrumental in turning the tide at some undetermined moment. Most were paladins and priests of acclaim. Only the wizard Arum arrived without being summoned, claiming he dreamt his "destiny." When the final pilgrim arrived, 41 men and women occupied the garrison established in Rooms C1 through C19. It was widely believed by those 41 inhabitants that they were the end of the line of the tradition of worshipping Myruun, so they waited, without further explanation.

When the prison vault of Falortuligo (Room C21) was broken open, Myruun revealed her plans. With the exception of Arum, they were all asked to give their lives to fight the powerful demon that escaped. Arum's tale of the battle is recorded in only one place. It is the sole account of

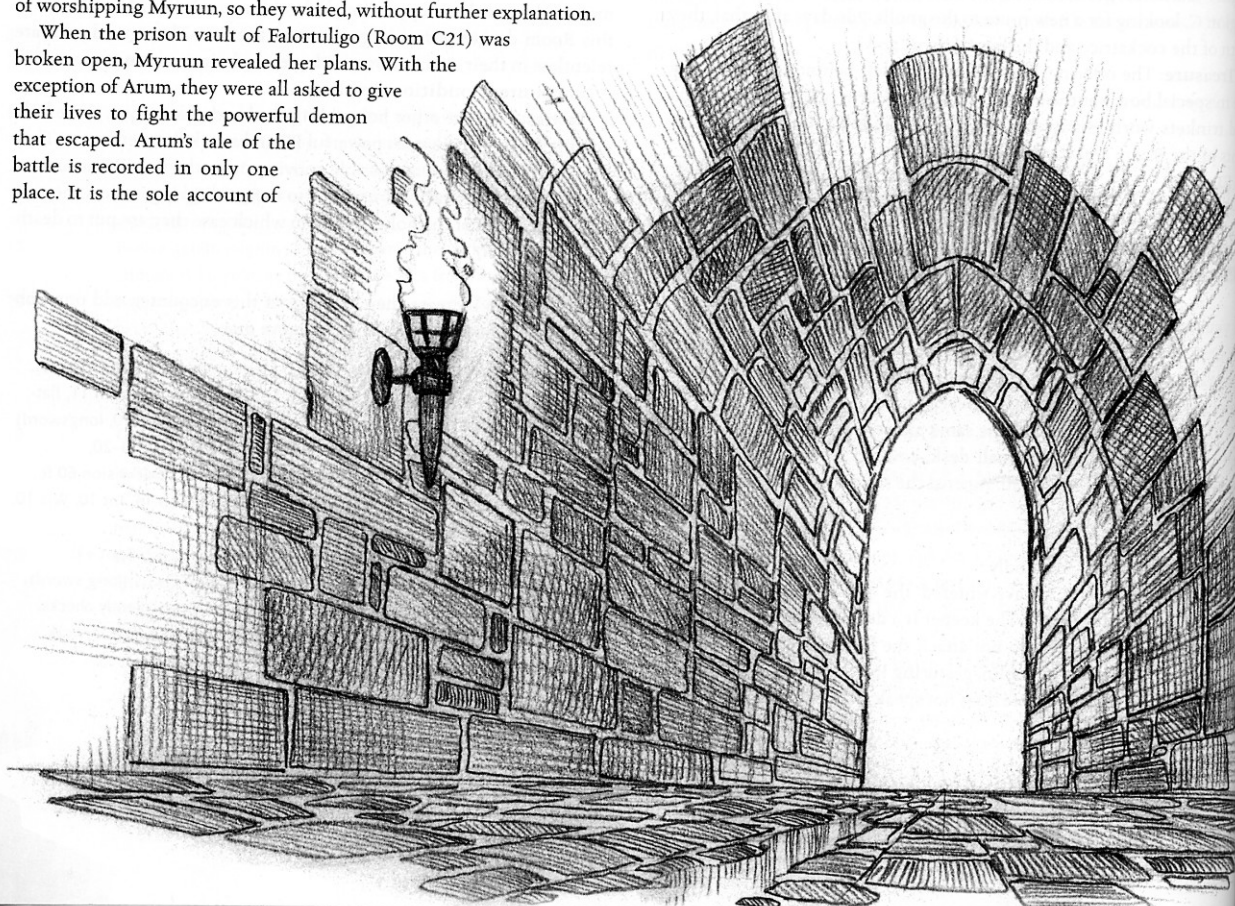
the last battle and subsequent demise of the servants of Myruun, since Arum was its only living witness. The wizard's account can be found in Room C64 (see the Path of the Righteous section for further details).

It is important to note that ethereal travel is possible in the area surrounding Room C4, due to a powerful experiment performed by the wizard Arum a few months after he arrived. The boundaries of this ethereal pocket are roughly 100 ft. in every direction from the altar in Room C4, and are clearly visible if the subject can see objects in the ethereal plane.

C1 THROUGH C19. FORGOTTEN PALADIN GARRISON

When the knights, paladins, and priests of Myruun were summoned to the dungeon, they established a base of operation for their garrison in Rooms C1 through C19. Though none of the servants of Myruun survived, evidence of their passage is evident throughout the area.

It was Myruun, a minor goddess of the oceans, travel, and vigilance who summoned her last worshippers to this region of the vast dungeon prison. At the time, those who answered the goddess' call did not know what was expected of them. They stayed here for more than three years until one day their purpose was finally revealed to them — moments before the vile demon imprisoned in Room C21 broke free. The last servants of the goddess Myruun willingly gave up their lives to help an angel destroy the demon called Falortuligo. None but the wizard Arum — who was with them — knew of their sacrifice, but were it not for the brave men and women of the Order of Myruun, the demon would have unleashed its wrath upon the world.



RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	One of the PCs notices a shiny object on the floor, but when he goes to pick it up, it vanishes.
2-14	Nothing
15-16	The PCs stumble upon a trap. A nearly invisible trip wire hangs 1 ft. from the ground. It drops a heavy-roped net as soon as it is touched. ♣ Large Net Trap: CR 5; mechanical; location trigger; manual reset; Atk +15 melee (see note); Search DC 30; Disable Device DC 25. Note: Characters in a 10-ft. square area are grappled by the net (Str 18) if they fail a DC 17 Reflex save.
17-18	The PCs stumble upon a trap. The trap is faulty, however, as the near side of the tile is caught in the trigger mechanism, so the floor tile moves only slightly when this trap is triggered. ♣ Ceiling Spikes Trap: CR 6; mechanical; location trigger; manual reset; Atk +15 melee (1d3 spikes per target for 1d4 damage each); multiple target (all within a 10-ft. square area); Search DC 25; Disable Device DC 28.
19	The PCs stumble upon a crude trap. ♣ Razor-Wire across Hallway: CR 2; mechanical; location trigger; no reset; Atk +10 melee (3d6, wire); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 22; Disable Device DC 22.
20	Nurganar (Room C9) searches for treasure. When encountered, he asks for a tribute — 100 gp from each PC. If the PCs pay up, Nurganar talks with them. Since he travels everywhere, he knows a about the Region.

C1. FORGOTTEN GUARDROOM

A broken table lies amidst the crumbled and disheveled remains of this otherwise empty room. Oddly enough, this room is not saturated with the same dust as others in the area. It is eerily quiet and the walls are unwashed.

Initial Attitude: N/A

Encounter: The Order of Myruun once used this chamber as a guard post. Aside from the rod (see Treasure), however, this Room contains nothing of interest or value.

Encounter Condition: N/A

Tactics: N/A

Treasure: A PC who succeeds at a DC 14 Search checks finds a rod under the table. A DC 15 Appraise check notes that the craftsmanship on the rod is of masterwork quality. Anyone making a DC 25 Spellcraft check learns that this rod was transmuted into wood from some sort of metal. It is actually a greater metamagic rod of silence. Nothing short of a limited wish or wish spell can restore it, and the rod is completely non-magical unless restored.

EL: N/A

Scaling: N/A

C2. FORMER STORAGE ROOM

A few broken chairs line the edges of this room. It appears as if the chairs were stacked there, but the wood is rotted and worm infested.

Initial Attitude: N/A

Encounter: The Order of Myruun once used this chamber to store goods. It has long been unused. After the PCs spend 30 minutes in this Room, roll for a Random Encounter.

Encounter Condition: N/A

Tactics: N/A

Treasure: This Room contains only rubbish.

EL: N/A

Scaling: N/A

C3. ETHEREAL FILCHER'S LAIR

PCs succeeding at a DC 20 Spot check notice the floor in front of the secret door is worn. The solid stone door itself is otherwise indistinguishable from the wall. The massive door spins on a vertical, central spindle so pushing the left side of the door, for example, causes the right side of it to swing outward. To open the door, characters must make a DC 20 Strength check while pushing on only the left or right side of it. The broken pieces of a spent gas trap are the primary reason the door is so difficult to open. Clearing the debris from the doorway allows the door to swing freely on its axis.

As the door of this chamber opens, a fetid stench is released. Within the darkness, tiny flecks of reflected light sparkle and shine. A closer look reveals a dark shape moving slowly, as more twinkling lights appear.

Initial Attitude: Unfriendly

Encounter: This is the home of a Large ethereal filcher (hp 78). The creature arrived at the prison sometime after the wizard Arum's successful experiment. It has gathered quite a collection of coins, gems, baubles, and other shiny objects over the years. Though it can travel outside the ethereal pocket, its survival instincts prevent it from leaving for extended periods. When the PCs enter its lair, it stands quietly in the corner of the Room in ethereal form, waiting for them to leave.

Encounter Condition: Ambush (darkness), Concealment

Tactics: Though not particularly intelligent, this creature learned to use its jaunt ability very effectively. It remains hidden unless attacked or angered. If the PCs take more than a few baubles from the Room, its attitude changes to Hostile and it charges them.

Its favorite tactic is to use its spring attack and jaunt to surprise its opponents. Between attacks, it positions itself for the best chance at surprise. If combat starts for any reason, the filcher fights until its hit points total drops to one half or less. When this happens, it jaunts to another Room and remains there until it feels safe enough to return to its lair.

Treasure: Though it is impressive to see this much treasure displayed in such a small space, it becomes quickly apparent that the total value of this amassed fortune is less than what it appears. A DC 15 Appraise check estimates most items are colored glass or quartz, which brings the total value of all the treasure in the Room to about 55 gp. Under the almost worthless jewels and trinkets are 5 old wax candles and badly worn vestments.

EL: 5

Scaling: To increase the challenge of this encounter, add a second ethereal filcher. To decrease the challenge, assume the ethereal filcher is shaken for 2d4 rounds, suffering a -2 morale penalty to all attack rolls, saving throws, ability checks and skill checks.

♣ **Ethereal Filcher:** CR 5; Large aberration; HD 12d8+24; hp 78; Init +7; Spd 40 ft.; AC 18, touch 12, flat-footed 15; Base Atk +8; Grp +16; Atk +11 melee (1d6+4 bite); Full Atk +11 melee (1d6+4 bite); Space/Reach 10 ft./10 ft.; SA —; SQ Darkvision 60 ft., detect magic, ethereal jaunt; AL N; SV Fort +6, Ref +7, Will +9; Str 18, Dex 16, Con 15, Int 7, Wis 12, Cha 10. Skills and Feats: Listen +11, Sleight of Hand +15, Spot +11; Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack. Detect Magic (Su): Ethereal filchers can *detect magic* as the spell (caster level 5th) at will.

Ethereal Jaunt (Su): An ethereal filcher can shift from the Ethereal Plane to the Material Plane as part of any move action, and shift back again as a free action. It can remain on the Ethereal Plane for 1 round before returning to the Material Plane. The ability is otherwise identical with the ethereal jaunt spell (caster level 15th).

Skills: Ethereal filchers have a +8 racial bonus on Sleight of Hand checks, and a +4 racial bonus on Listen and Spot checks.

C4. SMALL SHRINE

The floors and walls of this room are surprisingly clean, but the most prominent feature is a small but old shrine standing neglected against the eastern wall. The simple wooden shrine is engraved with an ancient symbol.

Initial Attitude: N/A

Encounter: The followers of Myruun used this small shrine to meditate in quiet solicitude. Good-aligned PCs feel at comfortable and at ease when they enter this chamber. All good characters that rest for at least one hour in this Room are *blessed*. They benefit from the effect of an *aid* spell for 12 hours after they leave the shrine. If a good-aligned PC casts *prayer* at the shrine, all non-evil PCs are affected by the spell, which lasts twice as long as normal.

Encounter Condition: N/A

Tactics: N/A

Treasure: A successful DC 20 Search check of the shrine reveals a folded piece of parchment slid into a seam near the top of the altar.

The parchment starts as a standard prayer, written to the goddess Myruun. A DC 25 Knowledge (religion) check allows PCs to notice ancient references to Myruun, an old goddess of oceans, travel, and vigilance. PCs making this check also know that Myruun is no longer worshiped. Near the bottom of the parchment, the text trails off and a few short sentences were hastily written. These have nothing to do with the rest of the parchment. The sentences read, "She calls at last! Gladly will I lay down my life for my Queen! She calls to us all!"

This parchment is a fragment of the Lost Paladins' tale.

EL: N/A

Scaling: N/A

C5. MAIN TEMPLE

An intolerable stench escapes when the door to this chamber is opened, temporarily dulling the opulence of the high vaulted ceilings and painted walls inside the place. The powerful scent is enough to make even the strongest dwarf blench in disgust. It is the horribly decayed dire bat corpse in the corner that contributes to the cloying odor here. A closer look inside reveals that the walls of this chamber are painted white but are dusty, and a large stone altar pushes up against the southern wall.

Initial Attitude: Hostile

Encounter: The intricately carved doors leading into this Room foretell the importance and prestige given to the temple inside. PCs outside the door succeeding at DC 15 Listen checks hear wings flapping from within. Two dire bats were lured and trapped inside the Room several months ago. Though only one is still alive, it is now maddened with thoughts of freedom.

PCs entering the Room must make DC 14 Fortitude saves or become infected by slimy doom. This disease causes 1d3 hit points of damage each day for as long as the character remains infected, gradually covering the skin of the infected victim with a gooey gel.

◆ **Slimy Doom** — Contact, Fortitude DC 14, incubation period 1 day, damage 1d4 Con [When damaged, the character must succeed on another saving throw or 1 point of damage is permanent drain instead.]

PCs succeeding at a DC 20 Heal check confirm that the bat died of slimy doom. The other dire bat (hp 74) is trapped here. It is angry and afraid.

Encounter Condition: N/A

Tactics: The surviving dire bat immediately attacks anyone opening either doors leading into this Room, as it pushes to escape its cell. If it surprises the PCs, it attempts to force its way past, flying down the corridor outside of the Room. Otherwise, it moves into the doorway and attacks the closest PC, doing everything possible to prevent being sealed inside the Room again. At the earliest opportunity, it flees down the corridor away from the temple.

Treasure: There is nothing left of value in this Room. Even the altar near the south wall is empty.

EL: 6

Scaling: To increase the challenge of this encounter, have characters within 5 ft. of the dire bat make DC 15 Fortitude saves or become nauseated by the stench. To decrease the challenge, eliminate the opportunity for the dire bat to surprise the PCs.

◆ **Dire Bat:** CR 5; Large animal; HD 10d8+30; hp 75; Init +6; Spd 20 ft., fly 40 ft. (good); AC 20, touch 15, flat-footed 14; Base Atk +7; Grp +14; Atk +12 melee (2d6+4, bite); Full Atk +12 melee (2d6+4, bite); Space/ Reach 10 ft./5 ft.; SA —; SQ Blindsight 40 ft.; AL N; SV Fort +10, Ref +13, Will +9; Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6.

Skills and Feats: Hide +5, Listen +14*, Move Silently +12, Spot +10*, Alertness, Improved Natural Attack (bite), Stealthy, Weapon Finesse.

Blindsight (Ex): A dire bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.

Skills: Dire bats have a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

C6. FORMER ARMORY

The door to this Room is locked and trapped. PCs who succeed at a DC 30 Search check discover poison smeared on the locking mechanism. Avoiding direct skin contact with the lock is the only way to bypass the trap. However, the poison coating the lock has lost potency over the years because of the moisture inside the Room and previous attempts at picking it. Any contact with the poison causes a painful rash on the skin, regardless of the save.

◆ **Locking Mechanism Coated with Contact Poison Trap:** CR 3; mechanical; touch trigger (attached); manual reset; poison (weak nitharit, DC 13 Fortitude save resists, 0/1d4+1 Con); Search DC 30; Disable Device DC 19.

Picking the lock under normal circumstances requires a DC 20 Open Lock check. Anyone picking the lock without touching the surface, or while wearing gloves, suffers a -4 circumstance penalty to the Open Lock check.

This warm and musty room holds many worm-ridden wooden racks for weapons on its walls. Though a few rusty swords remain, most are useless because the leather bindings or wooden hafts are decayed beyond repair over the years.

Initial Attitude: N/A

Encounter: Other than a few odds and ends, this room is bare. After the PCs spend 30 minutes in this Room, roll for a Random Encounter.

Encounter Condition: N/A

Tactics: N/A

Treasure: PCs succeeding at a DC 15 Craft (weaponsmithing) check spy a masterwork quality metal warhammer head coated with a thin wax preventing rust. All the other weapons are either too rusted or damaged to be of any interest.

EL: 3

Scaling: To increase the challenge of this encounter, replace the nitharit poison on the trap with terinav root. To decrease the challenge, reduce the Search DC to 22.

C7. FORMER ASSISTANT'S OFFICE

Though it is easy to determine this chamber once served as a living room, the current state of disrepair implies someone took great pains to destroy that which was not worth escaping with. Dark stains splatter the walls and floors and broken pieces of glass, wood, and stone are piled in a great heap.

Initial Attitude: N/A

Encounter: This was the office of the second in command of the Order of Myruun, but the place was sacked long ago.

Encounter Condition: N/A

Tactics: N/A

Treasure: PCs wishing to search the rubble need to make a DC 20 Search check to discover a cracked floor tile, broken when the Room's contents were piled on the floor. Underneath this floor tile is a small diary and a holy symbol of Myruun. The holy symbol is attached to a silver chain with a broken clasp easily repaired with the appropriate tools. This symbol, which represents a flat round earth filled with oceans, is worth upwards of 250 gp to historians and members of religious orders interested in the history of the old goddess Myruun and her clergy.

The diary has writing on nearly every surface of every page. The first page has a rather verbose title, "The Diary of Thomas Corsek, Paladin of Myruun the Vigilant, Lady of Travel, Queen of the Oceans. Being a diary pertaining to personal events of life and service as squire to my brother, Geoff Corsek, and my Queen." Next to Geoff Corsek, the words "The Gold General" were written and circled, as if added at a much later date. Written in much smaller text at the bottom of the page is the additional subtitle, "And being a record of the Calling as we travel to a post my Lady has given us, to turn the tide as my Queen instructed."

PCs spending at least one hour reading through the pages of the diary find many entries characteristic of a young man who idolizes his older brother, yet doubts his own abilities. The diary tends to be vague in reference to details about locations or dates, but rather specific about personal goals, religious rituals, and specific prayers — as if recording these rituals helped to learn them. "The Gold General" refers both to the narrator's brother's uncanny ability to find chests of gold lost at sea and his quality as a leader of men. After the first dozen entries or so, there is a sentence written in a different style. It reads, "Though I am not worthy of her grace, my Queen has bid me travel with Geoff to stand vigil under the ground."

PCs reading the diary completely and who make a DC 15 Intelligence check note the total time spanning from the first entry written inside the garrison to the last entry in the diary is nearly three years. This is another fragment of the Lost Paladins' tale.

EL: N/A

Scaling: N/A

C8. FORMER COMMANDER'S MEETING ROOM

Another collection of debris is stacked in the center of this room, and the eastern wall is covered in black soot around the remains of the charred husk of the door. Despite the signs of fire damage coming from the next room, this pile of debris is built with non-combustible materials like twisted metal, broken stone, and mortar.

Initial Attitude: N/A

Encounter: The commander of the Order of Myruun and his subordinates once used this chamber as a meeting place.

Encounter Condition: Echoes 6

Tactics: N/A

Treasure: This Room has a floor tile with a secret compartment underneath it in the same position as in Room C7. Anyone specifically looking there finds the compartment, otherwise a DC 25 Search check is required to uncover it. A leather parchment traveling case is hidden underneath the tile. It contains documents, two quills, and a vial of dried ink.

The documents contain duty rosters and work assignments for 41 people and various maps of the lands surrounding the dungeon. Most maps have markings denoting the lines of travel various individuals took to arrive at this garrison. These maps are all external, stopping at the entrance in Region A. The interior map of the garrison area is notably missing, although the duty rosters clearly make reference to it.

EL: N/A

Scaling: N/A

C9. FORMER COMMANDER'S CHAMBER

The door of this room is a heavily damaged frame that hangs upon a solitary hinge. The structure is essentially incinerated. The chamber itself is blackened with soot covering the entire floor, walls, and ceiling. The pile of ash in the center of the room shows where an enormous fire blazed, long ago.

Initial Attitude: N/A

Encounter: This Room was the leader of the Order of Myruun's private abode. But now, an athach named Nurganar (hp 133) makes his home here. He moves back and forth throughout the Region, so there is only a 25% chance of finding him here at any one time. If the PCs encountered (and killed) Nurganar as a Random Encounter, he is not here. If he is here, he counts his coins or organizes his belongings.

This chamber has a floor tile with a secret compartment underneath it in the same position as in Rooms C7 and C8. Anyone specifically looking there finds the compartment, otherwise a successful DC 25 Search check is required to uncover it. Nurganar keeps his treasure under the floor tile (thinking it safe there).

Encounter Condition: N/A

Tactics: If battle ensues in his lair, Nurganar positions himself to defend his treasure. Though most of what he owns is worthless, he believes the shiny objects he collects are extremely valuable so he avidly defends his treasure. Given the opportunity, he targets the physically strongest PC first, concentrating all his attacks on this one foe. In the first two rounds, he bites his opponent first in an attempt to weaken him.

If reduced to 25% or less of his total hit points, Nurganar begs for his life, offering the PCs his treasure in exchange for their mercy. He does not ask twice, though and fights viciously if they mock or betray his good nature.

Treasure: Nurganar collects all manner of shiny objects. Under a thick fur cot (worth 20 gp) in the corner of the Room is a multitude of colored glass shards, a pile of glistening rocks, and a handful of semi-precious gemstones. Though the five gems are worth 10 gp each, the other items are honestly worthless to all but the athach.

EL: 8

Scaling: To increase the challenge of this encounter, give Nurganar one rogue level and have him wait in Ambush (darkness). To decrease the challenge, have him return from a long jaunt, fatigued.

☛ **Nurganar, Athach:** CR 8; Huge aberration; HD 14d8+70; hp 133; Init +1; Spd 35 ft. in hide armor; base speed 50 ft.; AC 21, touch 9, flat-footed 20; Base Atk +10; Grp +26; Atk +17 melee (3d6+9, +1 morningstar) or +9 ranged (2d6+8, rock); Full Atk +12/+7 melee (3d6+9, +1 morningstar), and +13 melee (3d6+4, 2 morningstars), and +12 melee (2d8+4 plus poison, bite); or +5 ranged (2d6+8, rock), and +5 ranged (2d6+4, 2 rocks); Space/Reach 15 ft./15 ft.; SA Poison; SQ Darkvision 60 ft.; SV Fort +9, Ref +5, Will +10; Str 26, Dex 13, Con 21, Int 7, Wis 12, Cha 6.

Skills and Feats: Climb +9, Jump +18, Listen +7, Spot +7; Alertness, Cleave, Multiweapon Fighting, Power Attack, Weapon Focus (bite). Poison (Ex): Injury, Fortitude DC 22, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Possessions: +1 hide armor, +1 morningstar, masterwork morningstar (2), potion of heroism, potion of cure moderate wounds, potion of owl's wisdom.

C10. FAKE DOOR

Written in Common on the surface of this otherwise normal door are the words, "WARNING! DO NOT ENTER! DANGER!" The letters are written in burgundy paint.

The moment the door is touched, a ghostly outline of a wild-haired old woman floats in the middle of the doorway.

The red lettering of warnings remain visible behind the translucent body as the creature moans, "This is now your second warning. You will not receive a third. Stay out of this room." Even as the form is speaking the last few words, it sinks back into the door and then disappears entirely.

Initial Attitude: N/A

Encounter: This door was designed to fool creatures venturing into the dungeon. It leads to a solid wall.

The ghost is a programmed illusion that resets after 5 minutes. Anyone ignoring the warning and entering the Room must succeed at a DC 35 Open Lock check to unlock the door. The door handle is on the left side of the door, which opens outward. The wall behind it is painted completely black to heighten the illusion of a dark and forbidding Room, but it is nevertheless made of solid rock.

Encounter Condition: Distraction Visions 5, [Haunted]

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

C11. FORMER STORE

This small chamber is empty. A thick blanket of dust covers its floor, suggesting that no one set foot in this area in a long time.

Initial Attitude: N/A

Encounter: The members of the Order of Myruun once used this Room to store goods, but it is now empty. The lock on the door to this Room is of particularly high quality. It was added by a locksmith servant of Myruun when the deity's last followers were called to this region of the dungeon. Unlike most other locks in the region, it is made of silvery iron. The mechanism, in fact, looks brand new. Anyone attempting to pick the door must make a DC 35 Open Lock check.

Encounter Condition: N/A

Tactics: N/A

Treasure: Most of the goods stored in this chamber were brought to Rooms C8 and C9 where they were put to flame, as the Paladins of Myruun knew they were all going to die and did not want these items to fall in the hands of evil creatures. However, small piles of broken glass collect dust in the corner of the Rooms. In addition to the glass, there are 13 stone arrowheads and a small piece of smooth volcanic glass with the symbol of Myruun etched in one side. PCs who succeed at DC 15 Appraise checks recognize the volcanic glass curio used to have a pendant clasp, and could be worth as much as 50 gp if it were fashioned into another piece of jewelry.

EL: N/A

Scaling: N/A

C12. FORMER MEDITATION CHAMBER

Several thick woolen blankets are lined upon the floor of this small room. The blankets are dusty and rotten. The walls of the place were painted with a soothing green shade, but cracks have begun to appear in the otherwise smooth surfaces, revealing the dark bedrock behind.

Initial Attitude: N/A

Encounter: The followers of Myruun used this private cell to meditate, rest, or pray in peace.

Encounter Condition: Positive Energy, Safe

Tactics: N/A

Treasure: There is nothing in the Room, except for the useless blankets.

EL: N/A

Scaling: N/A

C13. FORMER COMMON ROOM

A DC 35 Search check reveals the secret door on the south wall. It is extremely difficult to find, mostly because it hasn't been opened in hundreds of years. Anyone finding the secret door needs to make a DC 30 Open Lock check to determine how to unlock it. The locking mechanism is simple but must be triggered each time the door is opened, but no special tools are required. Anyone succeeding at a DC 12 Dexterity check can open the hidden portal once they understand how to manipulate the device. No check is required to open the doors from inside the secret passageway.

This room has two doorways in the northeast corner. The door to the north has been torn off its hinges and removed from the frame while the one to the east is barred. There are hooks in the southern and northern walls at various points, indicating that large tapestries or paintings that were once displayed there. In the center of the hall, metal fastenings are attached to the floor, as if a dining table had once stood here as well. Two broken chairs are tossed casually in the southwestern corner.

Initial Attitude: N/A

Encounter: Unless the PCs find the secret corridor, this Room holds nothing of interest.

Encounter Condition: Distracting Noises 6

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

C14. LARGE MEETING ROOM

PCs making a DC 15 Search check or a DC 12 Knowledge (architecture and engineering) check discover that both stone doors are heavily detailed. The creators of the doors even added stone rivets and a simulated locking mechanism nearly identical to other doors found throughout the dungeon. Even the stone bars fastened across the eastern door have a peculiar wooden grain to them. PCs succeeding at a DC 20 Spellcraft check realize the doors were changed into stone, underscoring the extraordinary measures taken to keep something from getting out of the next Room.

Anyone attempting to open the eastern door must first lift the 600 lb. stone bars from their slots. The top bar is set 4 ft. from the floor and the lower bar rests 2 ft. below the first. Once the bars are laid to the side, the door still requires a DC 20 Strength check to pull open.

The heavy stone door leading into this room scrapes along the floor until it gets stuck after three feet. The room's interior is more barren than normal. Stains and scuffmarks are visible along the ground and walls though someone wiped the dirt and dust clean. Another large stone door is found on the east wall, locked with two heavy stone bars.

Initial Attitude: N/A

Encounter: After the PCs spend 2 hours in this Room, roll for a Random Encounter. It is otherwise Safe.

Encounter Condition: [Safe]

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

C15. FORMER BARRACKS

There are three more doorways leading out of this room, but the doors and frames are gone. The doorways lead to other chambers, which appear to be the same size as the main room. Oozing through the doorway of the easternmost chamber is a glob of goo. It is impossible to determine how vast it is because it completely covers the doorway as it slowly squeezes into the main room.

Initial Attitude: Hostile

Encounter: About 20 years ago, Arum the Wizard trapped a black pudding (hp 176) inside this Room after narrowly escaping its grasp. Guptu the Pale — an ogre mage who was a thorn in Arum's side for years after the paladins' last battle — had set an ambush for Arum with the pudding. Guptu and Arum faced off many times before the ogre mage was killed, but this pudding was his most deadly trap.

In order to contain the black pudding, Arum polymorphed the iron door and wooden bars into stone, hoping to seal the creature inside. He knew the pudding would continue to grow until it devoured everything in the barracks, but he also knew it would never escape on its own. In the event someone did manage to set it free, he cleaned the meeting Room of everything the pudding could consume, and sealed this chamber with another stone door.

The pudding is now so big that it fills whichever Room it occupies in the barracks. It has "eaten" everything inside the chamber, including the doors and hinges. But because it must force its way through the small doorways to move from Room to Room, it is slower than normal. It has a speed of 5 ft. and a 10 ft. reach. However, any pieces splitting from the host body moves and attacks normally.

PCs succeeding at DC 20 Listen checks hear the odd sound of the pudding's motion, like a gelatinous liquid piling up, or a slow scraping waterfall. The sound is coming from the central eastern cubicles.

Encounter Condition: Cursed 4

Tactics: By the time the PCs find the black pudding, it has already sensed the PCs and is moving to attack. It moves directly toward the closest PC, switching direction if the PCs run to another Room. The pudding cannot split itself on its own and only attacks in one direction at a time.

Treasure: N/A.**EL:** 8

Scaling: To increase the challenge of this encounter, increase the speed and reach of the pudding by 10 ft. and 5 ft. respectively. To decrease the challenge, reduce the black pudding to 10 HD.

✶ **Black Pudding:** CR 8; Huge ooze; HD 15d10+90; hp 176; Init -5; Spd 20 ft., climb 20 ft.; AC 3, touch 3, flat-footed 3; Base Atk +11; Grp +22; Atk +12 melee (2d6+4 plus 2d6 acid, slam); Full Atk +12 melee (2d6+4 plus 2d6 acid, slam); Space/Reach 15 ft./10 ft.; SA Acid, constrict 2d6+4 plus 2d6 acid, improved grab; SQ Blindsight 60 ft., split, ooze traits; AL N; SV Fort +11, Ref +0, Will +0; Str 17, Dex 1, Con 22, Int —, Wis 1, Cha 1.

Skills and Feats: Climb +16.

Acid (Ex): The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 23 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 23 Reflex save. The save DCs are Constitution-based.

The pudding's acidic touch deals 21 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

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

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

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

C16. COCKATRICE MAZE

The walls here are worn. Corridors turn sharply at random intervals or end abruptly. In addition, sounds soak right into the walls muffling footsteps and speech.

Initial Attitude: Unfriendly

Encounter: There are signs that someone attempted to dig further into the rock and stone near several of the dead end passages. No tools can be found, but there are piles of dirt and gravel in the Room.

About six years ago, a goblin from Region B got separated from his raiding party and stumbled upon the secret door leading west. After going through the Room, he found the cockatrice's lair, was bitten, and turned to stone. The cockatrice (hp 72) entered the secret passage to ward off any other trespassers, but the door closed behind it. Since then, the cockatrice has wandered throughout the maze trying to find its way back to its lair.

Many wanderers found their way into the maze since then, only to be turned to stone by the crazed beast that attacks everything coming across its path (see Room C19 for more cockatrice victims). The PCs should stumble upon the cockatrice when rounding a corner, as the cockatrice is most often found wandering the Section.

Encounter Condition: Ambush

Tactics: When encountered, the cockatrice attacks, turning weaker PCs to stone. If wounded, it flees to Room C19, unless cornered. If given no chance to escape, it fiercely attacks the closest PC, until it has a chance to flee. The gargoyle in Room C19 helped it fight off attackers in the past.

Treasure: N/A**EL:** 6

Scaling: To increase the challenge of this encounter, allow the cockatrice to surprise the PCs or attack from *darkness*. To decrease the challenge, have the cockatrice flee to Room C19 at the sound of footsteps.

✶ **Cockatrice:** CR 6; Medium magical beast; HD 14d10+14; hp 91; Init +3; Spd 20 ft., fly 60 ft. (poor); AC 12, touch 12, flat-footed 10; Base Atk +14; Grp +14; Atk +17 melee (1d6 plus petrification, bite); Full Atk +17 melee (1d6 plus petrification, bite); SA Petrification; SQ Darkvision 60 ft., low-light vision; AL N; SV Fort +10, Ref +11, Will +5; Str 10, Dex 15, Con 13, Int 2, Wis 13, Cha 9.

Skills and Feats: Listen +11, Spot +12; Ability Focus (petrification), Alertness, Dodge, Weapon Finesse*, Weapon Focus (bite).

Petrification (Su): Creatures hit by a cockatrice's bite attack must succeed on a DC 20 Fortitude save or instantly turn to stone. The save DC is Constitution-based. Cockatrices have immunity to the petrification ability of other cockatrices, but other petrification attacks affect them normally.

C17. FORMER GUARD POST

The moment the door latch is turned, it swings inward as a giant pendulum attached to the ceiling descends. Inside, along the north wall, there are six nail holes some six feet off the ground. Resting on its side in the southeastern corner is an old wooden chair with three legs.

Initial Attitude: N/A

Encounter: PCs with the trapfinding ability who make a DC 15 Search check notices that the door is unlocked, but that there is constant

tension upon it. Anyone making a DC 27 Disable Device check discovers there is no way to bypass or disarm this trap, but realizes that it can be triggered at a safe distance. The trap was poorly designed, as the pendulum is fastened to the ceiling directly above the doorway. This causes it to slam against the frame, stopping its progress at the bottom of its arc of motion. The trap can only hit someone standing directly in front of the door.

♣ **Ceiling Pendulum Trap:** CR 5; mechanical; touch trigger; manual reset; Atk +18 melee, (1d12+8/x3, greataxe); Search DC 25; Disable Device DC N/A.

A DC 32 Search check reveals the secret door on the north wall. This door is extremely difficult to find because it has not been opened in centuries. Anyone finding the secret door needs to make a DC 20 Open Lock check to determine how to unlock it. The locking mechanism must be triggered each time the door is opened, but no special tools are required. Anyone making a DC 10 Dexterity check can open the hidden portal once they understand how to manipulate the device. No check is required to open the door from inside the secret passageway.

Encounter Condition: N/A

Tactics: N/A

Treasure: Except for the broken chair, trap, and the secret passageway, this Room holds nothing of interest.

EL: 5

Scaling: To increase the challenge of this encounter, add three greataxes to the ceiling pendulum trap. To decrease the challenge, reduce the damage dealt by the trap to 1d10+3.

C18. FORMER SPARRING ROOM

Two great stone chairs face each other across this wide room, as if waiting for opposing generals to sit and watch their champions compete. The chair to the west resembles a sailing vessel, the back support being a large mast with two crossbeams and the armrests tapering into the semblance of a prow. The chair to the east is shaped to look like nothing less than a tsunami, curled back upon itself and preparing to douse whomever sits in its path. Both chairs are set about 10 ft. in front of their respective walls.

Initial Attitude: N/A

Encounter: This was the Paladins' exercise Room as well as a place to hold contests for sport and settling disputes. PCs who make DC 15 Spot checks notice a faint 20 ft. wide square painted on the ground in the center of the Room. They also see the ground near the western chair is scraped and marred, as if the chair had been moved and left slightly askew.

The western chair releases a cloud of insanity mist if it is moved in any direction. Anyone standing between 10 ft. to 20 ft. from the chair is allowed a DC 20 Reflex save to jump outside the poisonous cloud and avoid its effect, but anyone close is automatically caught in the mist. This trap cannot be bypassed, but it is only activated when the chair is moved. The eastern chair is not trapped.

♣ **Insanity Mist Vapor Trap:** CR 5; mechanical; touch trigger; manual reset; gas; multiple targets (all targets in a 20 ft. radius); never miss (within 10 ft.); onset delay (2 round); poison (insanity mist, DC 15 Fortitude save resists, 1d4 Wis/2d6 Wis); Search DC 20; Disable Device DC 20.

Encounter Condition: N/A

Tactics: N/A

Treasure: Anyone succeeding at a DC 15 Appraise check or related Craft check values the chairs at well over 1,000 gp each, because of the unique craftsmanship.

EL: 5

Scaling: To increase the challenge of this encounter, add burnt other fumes to the insanity mist trap. To decrease the challenge, allow everyone within 10 ft. of the trap a DC 20 Reflex save to negate its effect and allow those beyond 10 ft. a DC 15 Reflex save.

C19. LARGE MURAL ROOM

Both doors to this Room are open.

The rows of goblin and gnoll statues arranged in this room contrast with most of the stark and empty rooms of the area. There are also several murals painted upon the walls. The north wall shows a knight in shining golden armor, standing at the prow of a ship and looking out at an endless ocean. The west wall depicts a battle between a battered ship and a coiled sea serpent, as a bolt of lightning comes down from the sky to strike the serpent. The east wall shows a breathtaking picture of a beautiful woman looking out over a calm sea at sunset, as if awaiting the return of her beloved.

Initial Attitude: Unfriendly

Encounter: The murals are painted on the walls and are magically protected, so it is impossible to erase them or dilute their colors. If the PCs study the murals, they see titles (in the Common tongue) painted at the bottoms of the pictures. The western mural is entitled "The Oceans," the northern mural is called "The Journey," and the eastern mural is simply labeled "Vigilance." In addition to the titles, further inspection reveals the incredible detail in each mural. It is clear to everyone that these paintings would be priceless, if they had been painted on a portable canvas.

The statues in the Room are arranged into four rows. There are seven gnolls, seven goblins, and three human statues, in addition to the gargoyle that haunts the place. None of the statues in the Room are on bases, except for the gargoyle standing on a square stone block in the second row from the west. Anyone examining the statues can make a DC 20 Spot check to realize the gargoyle is alive. The three human statues are in the second row from the east. The statue at the north end of the row depicts a man dressed in hides who just finished a powerful, two-handed swing with his warhammer. The second statue from the south is of a woman in studded leather armor who is reaching behind her back for another arrow. The last statue in that row shows a small, wiry man in leather armor standing on one leg, as if dodging something. All of the goblin and gnoll statues have similar poses, but most of them show horrified faces.

Anyone making a DC 20 Search check while studying the statues discovers hairline cracks and chips in all of them. In addition, several of them have heads that were broken off and placed back upon the neck. All of the statues were once humanoids petrified by the cockatrice before being dragged here by the gargoyle. None of them will survive the transformation back to flesh.

This Room is the home of a gargoyle (hp 56), but the creature does not move until discovered or attacked by the PCs. Unless the PCs killed the cockatrice in Room C16, it is also hiding. Allow the PCs DC 15 Spot checks to see the cockatrice as it moves away from them, trying to hide behind the statues.

Encounter Condition: Ambush, Concealment, Echoes 4

Tactics: The gargoyle attacks if it is discovered, if the cockatrice enters combat, or if a PC turns his back on it while within close range. In any of these circumstances, the gargoyle attempts to gain surprise on the closest PC. If none are within range, it maneuvers to attack unarmored opponents first. The gargoyle performs a full attack whenever possible. If present, the cockatrice avoids the PCs unless it is cornered or they attack the gargoyle. In either case, the cockatrice attacks. If the gargoyle is destroyed, or the cockatrice has less than 10 hit points remaining, it flees back to Room C16.

Treasure: Except for the murals, which cannot be removed, the Room is empty.

EL: 5, or 7

Scaling: To increase the challenge of this encounter, add 3 HD to the gargoyle, which becomes a large creature. To decrease the challenge, the gargoyle begins the encounter wounded (–10 points).

▼ **Gargoyle:** CR 5; Medium monstrous humanoid (earth); HD 6d8+19; hp 56; Init +2; Spd 40 ft., fly 60 ft. (average); AC 16, touch 12, flat-footed 14; Base Atk +4; Grp +6; Atk +6 melee (1d4+2, claw); Full Atk +6 melee (1d4+2, 2 claws) and +4 melee (1d6+1, bite) and +4 melee (1d6+1, gore); SA —; SQ Damage reduction 10/magic, darkvision 60 ft., freeze; AL CE; SV Fort +5, Ref +6, Will +4; Str 15, Dex 14, Con 18, Int 6, Wis 11, Cha 7.

Skills and Feats: Hide +7*, Listen +4, Spot +4; Multiattack, Toughness.

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue.

An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

Skills: Gargoyles have a +2 racial bonus on Hide, Listen, and Spot checks. *The Hide bonus increases by +8 when a gargoyle is concealed against a background of stone.

C20 THROUGH C21. PATH OF DESTRUCTION

The demon imprisoned in Room C21 had many names. His true name is still unknown, and this is perhaps the main reason he has been so consistently elusive. For the sake of reference, however, he is most often referred to as Falortuligo, which translates into Common as “the clever ash,” or “Ash, the Trickster.” In addition to his ability to escape imprisonment of any kind, Ash is renown for being a malicious tormentor.

That reputation was a primary reason he earned a special place in this prison. His cell was designed with no exit and its entrance is a specially constructed gateway, set inside two archways to create a one-way portal into the cell. The cell was flooded with water and eight massive cold iron chains were designed to clamp down on any heat source entering the place. When all eight chains found purchase — and thus took hold of the demon that was transported here — the runes on the walls of the cell activated and froze everything solid.

Ash was found by a group of angels and captured. He was then transported to the cell's entry chamber after its completion (Room C110). The demon offered little resistance until the last moment, when he pushed a solar angel named Amarantiel into the prison portal right before he was forced inside himself. Amarantiel, which means “Unfading Vigilance” in the Celestial tongue, knew there would be no escape from the cell. He accepted his imprisonment, fighting to subdue Ash in order to hasten the freezing process. Though unable to prevent one chain from attaching itself to his body, Amarantiel redirected the other seven chains to Ash. The magical walls then froze them both in solid ice for millennia.

If Amarantiel thought his unjust interment would be spent in quiet contemplation, he was quickly corrected by Ash. From the first hour of their confinement, Falortuligo initiated a telepathic dialog with Amarantiel. Over the centuries, Ash imbedded thoughts and voices into Amarantiel's mind, convincing him that the angel had been falsely imprisoned. During the last hundred years of their imprisonment, the demon twisted his soothing words until Amarantiel believed Ash another solar angel.

The final key to unlocking Ash's prison came when the wizard Arum arrived. A decade or so ago, Arum built a laboratory in Room C20 and Ash took the opportunity to speak telepathically, with the wizard. Arum believed the demon was a falsely imprisoned angel when the demon Falortuligo was placed in a cell within the prison complex. The demon told Arum it was impossible for him to gain freedom without also setting the demon free. Arum was warned against telling anyone they had spoken, to prevent the possibility of someone freeing the angel — because it would also release the demon. Ash's steadfast refusal of all offers of assistance, lest the demon be set free, convinced Arum that the voice in his head was that of the angel Amarantiel.

Posing as Amarantiel, Ash asked nothing of the wizard, but occasionally conversed with Arum during his studies. These conversations became frequent as Arum asked “Ash” for advice on magical theories and practices while working in his lab. It was during one such discussion about the creation of magical weaponry that Ash set in motion a plan that would lead to his inevitable release.

Arum complained about spending too much time maintaining his forge to generate sufficient heat, and that his research was suffering because of it. Ash suggested placing wards on the front of the forge to reflect the heat back into the walls. A higher level of heat would then be maintained. Not coincidentally, this would also focus a great amount of heat on the stone wall surrounding the prison. Arum, however, did not know how close he was to Ash's icy prison cell. It was this mixture of intense cold from the prison and constant heat from the forge that eventually cracked the wall separating Rooms C20 and C21 and melted the ice to water, which boiled away into the forge. And once the wall was weakened, Falortuligo and Amarantiel broke free.

When Ash and Amarantiel broke through the wall of the prison, the members of the Order of Merunda confronted them. At first, Amarantiel believed Ash was another angel, and he did not understand why the Paladins of Merunda fought him. For millennia, the demon deceived Amarantiel, who now believed Ash was his kin.

While the brave followers of Merunda fought the demon, Arum used a number of illusions to trick Amarantiel into activating his true sight. It was then that the veil was lifted from the angel's eyes. And Amarantiel now understood the nature of Ash's treachery. The Paladins of Merunda gave their lives to allow Amarantiel to see through the demon's trickery. Their sacrifice allowed the angel to regain his senses and slay the demon.

The events leading up to the final confrontation between the demon and Amarantiel is recorded in Arum's account of the battle in Room C64.

This Section has no Random Encounters.

C20. ARUM'S FORMER LABORATORY

Piles of rubble and cracked stone blocks along the walls take up most of the floor of this chamber. Inside the room, an immense mound of debris is played out upon the ground in front of a gaping hole in the eastern wall. The rest of the chamber is a jumble of crushed timber and broken glass strewn about the larger morsels of stone. The west wall is scorched, especially around the entrance to the room where an overturned forge lays cold and broken against the wall.

Initial Attitude: N/A

Encounter: This Room is the former laboratory and living quarters of the wizard Arum. Judging by the ground and dispersal pattern of the explosion, the hole in the eastern wall is where the forge was located before the stone of the wall broke. There is a faint residue of abjuration magic coming from the crushed forge. If PCs examine the forge closer, they can attempt a DC 27 Spellcraft check to decipher the magical runes written inside as wards that reflected the heat and energy of the forge back into itself.

PCs succeeding at DC 22 Search check find several books wedged under the mass of stones and boulders. It is clear the books are damaged, but they may be of some use, should the PCs find a way to move the massive blocks to retrieve them. Most of the blocks of stone in the Room weigh more than 500 lbs. each, and many smaller boulders have to be removed before the larger ones can be pushed aside. Anyone attempting to clear the rubble must make three separate DC 22 Strength checks. For each Strength check made, one book can be recovered. No more than one Strength check can be made every 15 minutes, and PCs failing to rest after each check suffer a cumulative –1 Strength loss from fatigue every half hour. Lost Strength points regenerate at a rate of 1 per hour.

Encounter Condition: N/A

Tactics: N/A

Treasure: There is no treasure here unless the PCs remove at least three of the undamaged books from under the stones. Anyone with ranks in Spellcraft gains an additional 2 ranks after spending one month reading the fragments of these three books. No further advantages are gained for reading more books, but a total of seven can be recovered.

EL: N/A

Scaling: N/A

C21. BROKEN PRISON OF FALORTULIGO

This enormous one hundred ft. tall room is noticeably colder than other rooms in the area. Four massive chains hang like pillars from the ceiling at even intervals in the center of the chamber. Coiled upon the ground amidst the last few links hanging from the ceiling are four more impossibly huge chains. The shackles at the end of each chain is twisted and warped, as if something broke its way free. The rest of the vast room is surprisingly empty, save for the large blue runes encircling the chamber and an ornate archway on the north wall. The runes emit a faint, steady, and oscillating glow, as if imitating the breathing patterns of an enormous sleeping beast.

Initial Attitude: Friendly

Encounter: PCs succeeding at a DC 25 Craft or Profession check (relating to metal) realize the chains share properties of cold iron and adamantite. The PCs who make such checks also know it is not possible to combine those two metals, since one is forged at low temperatures and the other at extremely high temperatures.

■ **Chain:** 6 in. thick; hardness 20; hp 400; break DC 100.

The ornate archway on the north wall has intricate designs surrounding a curtain-like interior. The surface of the archway is solid, but has a fluid sensation to it. There is no way to pass through the archway from this side.

A few minutes after the PCs enter the Room, Zrino (hp 16) — a lantern archon — arrives through the archway from Room C110. PCs succeeding at a DC 15 Spot check see the creature pass through the magical archway. The archon gives the PCs information regarding the prison and its current state and provides background about this Room (including what little it knows about its former occupants).

Zrino's primary task is to inform the PCs that a special key (Room C105) lends access to another door in the dungeon. The archon describes the key and indicates it lies to the southeast, but to get there the PCs need to deal with danger along the way. The PCs also need the Mark of the Righteous, for only those who are blessed with this Mark can open the door leading into the Room where the key lies. The archon is able and willing to give the Mark to those who want it, with the exception of evil-aligned characters.

The Mark of the Righteous endows a permanent +1 luck bonus on all saving throws for good characters. Neutral characters are unaffected by its effect. If a character with the Mark ever becomes evil, he loses the bonus and suffers a -2 luck penalty on all saving throws for as long as he remains evil or until the Mark dissipates. The archon Zrino gives the Mark by shining a light on the palm of any non-evil character wishing to receive it. Close examination of a marked hand shows a faintly glowing sigil upon the palm. A DC 25 Knowledge (religion) check reveals this sigil as an ancient symbol denoting righteousness or proven goodness. The Mark lasts for 1d3+1 months, after which time it disappears from the character's palm entirely. The Mark of the Righteous also grants the bearer the ability to read and understand Celestial, but not speak it.

If the PCs ask for aid, the archon replies in a musical voice, "I can give you light for your eyes and illumination for your mind, but our paths do not cross." Zrino casts *continual flame* (up to twice per PC) on any item the PCs want enchanted. Aside from the information regarding the prison and the special key, he knows little about the inhabitants of the Region or the current state of affairs in any Region other than C and G.

If questioned about Arum, Zrino simply says, "The wizard is long gone." [Zrino is one of the few inhabitants of the Region who knows this.]

If asked about a cure for petrification, the archon states, "Gahrr'k has what you seek, but does not help others."

Encounter Condition: [Fear 15], Fearless, Hallowed 3, Positive Energy

Tactics: If anyone attack Zrino, he activates *aura of menace* and then flies out of range. If the PCs pursue, he attacks with ray of light each round after the first. Since, Zrino cannot be fully killed (returning in one month's time due to the magic of the dungeon), he fights to the death.

In the event PCs halt their attack, a DC 25 Diplomacy check convinces the archon to cease fighting as well. Evil PCs receive a -10 circumstance penalty to that check.

Treasure: PCs searching the Room for at least 1 hour are allowed a DC 30 Search check to find a single loose stone in the floor. The stone is protected by a glyph of warding and a lock that requires a DC 50 Open Lock check. If opened, the stone can be lifted up and under the tile is a long strongbox, large enough to store a longsword. The box has another glyph of warding on it and requires another DC 50 Open Lock check to open.

Both the stone tiles and the box are indestructible.

Inside the box is a magical longsword, radiating a great deal of magic (Strong Evocation [chaotic, evil] and moderate transmutation). It is, in fact, a +3 *anarchic flaming keen mighty cleaving unholy longsword*, a relic of an old age, that the celestials were unable to destroy and instead, were forced to bury under this tomb.

■ **Glyph of Warding (Blast):** CR 6; spell; spell trigger; automatic reset; spell effect (*glyph of warding [blast]*, 16th-level cleric, 8d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

EL: 3

Scaling: To increase the challenge of this encounter, add two lantern archons. To decrease the challenge, remove the Fearless Condition.

▲ **Zrino, Lantern Archon:** CR 4; Small outsider (archon, extraplanar, good, lawful); HD 4d8+8; hp 23; Init +4; Spd Fly 60 ft. (perfect); AC 15, touch 11, flat-footed 15; Base Atk +4; Grp +4/-5; Atk +6 ranged touch (1d6, light ray); Full Atk +6 ranged touch (1d6, 2 light rays); SA Spell-like abilities; SQ Aura of menace, damage reduction 10/evil and magic, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, teleport, tongues; AL LG; SV Fort +6 (+10 against poison), Ref +4, Will +4; Str 1, Dex 11, Con 14, Int 6, Wis 11, Cha 10.

Skills and Feats: Concentration +7, Diplomacy +7, Knowledge (the planes) +5, Listen +7, Sense Motive +7, Spot +7; Improved Initiative, Weapon Focus (light ray).

Aura of Menace (Su): Will DC 12 negates.

Light Ray (Ex): A lantern archon's light rays have a range of 30 ft. This attack overcomes damage reduction of any type.

Spell-Like Abilities: At will—aid, detect evil, continual flame. Caster level 6th.

Aura of Menace (Su): A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-ft. radius of an archon must succeed on a DC 12 Will save to resist its effects. The save DC is Charisma-based. Those who fail take a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Magic Circle against Evil (Su): A magic circle against evil effect always surrounds an archon (caster level equals the archon's Hit Dice). (The defensive benefits from the circle are not included in an archon's statistics block.)

Teleport (Su): Archons can use greater teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 lbs. of objects. Within the confines of this dungeon, the lantern archon can only teleport within line of sight.

Tongues (Su): All archons can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.

C22 THROUGH C28. NEUTRAL ZONE

Originally, the Section comprised of Rooms C22 through C28 was a processing station for the smaller prison cells to the east and west. When an enormous earthquake tore a jagged chasm into the foundation of the dungeon prison, hundreds of years ago, this region was all but abandoned.

For the last ten years, the Rooms in this Section were claimed by different inhabitants, including goblins (from Region B) and gnolls from the Gnashing Fang Tribe (Rooms C29 through C42). Before then, it was patrolled and monitored by the Paladins of Merunda, though they lived elsewhere in the Region. Today, however, the Section is primarily a buffer zone between the goblin and gnoll factions.

The Rooms in this area are spattered with blood and gore, showing signs of many battles. Though the halls are much cleaner than the Rooms, most doors have crude markings upon them. Whether these marks are warnings or territorial boundaries — or something else entirely — does not seem to matter, as they have been crossed out and written over countless times. These marks extend to some of the walls in the area, but are primarily focused upon the doors and archways.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	A lone gnoll from the Gnashing Fang Tribe investigates the noise the PCs have created. He's actively hiding and watching from the shadows, eager to report back and bring reinforcements if necessary.
2	A breeze cuts through the Section, chilling the PCs and threatening to blow out torches and lanterns. Drafty
3	The sounds of battle and howling echo through Section.
4	A bloody gnoll fang lies in the Room, obviously ripped from the creature's mouth.
5-12	Nothing
13-14	Four gnolls (from the Gnashing Fang) scout the perimeter of their territory. They enjoy light conversation while they talk, keeping an eye out for intruders.
15-16	Five goblins scout the Section. They engage the PCs (if necessary), but scatter as soon as one falls in combat.
17	2d8+8 goblins from Region B and four gnolls from the Gnashing Fang Tribe are engaged in combat. The sound of battle is abrupt and loud enough to wake sleeping PCs. Another 2d6 gnolls arrive to support the battle 2d3 rounds after the PCs are made aware of it. The goblins sound a retreat if the PCs join the fight. The gnolls attack the PC, regardless of their actions or intent. If the PCs do not interfere, the goblins lose half their forces and retreat, while the gnolls suffer 1d3 casualties and carry off all dead gnolls and goblins back to their territory.
18	The PCs stumble upon a trap. Two sword blades strike from each side of the Room when a PC steps on a 10-ft. square pressure plate. The blades are 3 ft. long and 4 ft. from the ground. They alternate directions after each attack, automatically resetting 1 round later. Double Blade Trap: CR 4; mechanical; location trigger; automatic reset; Atk +20/+15 melee (1d6+8 each, longsword); Search DC 21; Disable Device DC 18.
19	The PCs stumble upon a trap. An audible <i>alarm</i> goes off, followed by <i>confusion</i> , affecting everyone within a 15-ft. radius. The <i>alarm</i> can be heard by everyone within 120 ft. Immediately roll for a second encounter, ignoring results of 17, 18, and 19. Confusion Trap: CR 5; magic device; proximity trigger (<i>alarm</i>); automatic reset; spell effects (<i>alarm</i> , <i>confusion</i> , 7th-level wizard, DC 16 Will save negates); Search DC 28; Disable Device DC 28.
20	Nurganar (Room C9) searches for treasure. When encountered, he asks for a tribute — 100 gp from each PC. If the PCs pay up, Nurganar talks with them. Since he travels everywhere, he knows a about the Region.

C22. GREASE TRAP

There are two words written on the door. One is small Goblin marking and the other is large rune written in Gnoll. Both say "TRAP."

The walls of this room are black, but the floor is covered in a greasy residue that has an unpleasant smell. There is a small, black, unmoving shape lying near the opposite corner of the chamber. The dark color of the walls and floors makes it difficult to pick out any other features in the room.

Initial Attitude: N/A

Encounter: After the door is opened, the trap triggers. There is a 1d6 round delay, before *burning hands* is cast from the corner nearest the door, directly towards the floor. Anyone standing in the doorway is hit and must succeed at a DC 14 Balance check or become prone. In addition, the trap simultaneously lights the *grease* on fire, causing 1d6 points of fire damage per round to anyone caught inside the Room. Treat the burning grease as alchemical fire. The grease fire burns itself out in 10 rounds and the trap resets itself after another 10 rounds.

Burning Hands and Grease Trap: CR 6; spell; touch trigger; automatic reset; Atk +2 ranged touch, spell effects (*burning hands*, *grease*, 3rd-level wizard, 3d6 fire, DC 14 Reflex save half damage); 1d6 fire per round for 10 rounds; multiple targets (all targets in a 30-ft.-by-30-ft. Room); never miss; onset delay (1d6 rounds); Search DC 26; Disable Device DC 26.

Anyone searching the Room, before or after it is set on fire, must make a DC 15 Search check to notice that the walls are heavily caked soot. PCs succeeding at a DC 20 Search check also find charred bits of bone and metal about the floor.

Encounter Condition: [Smoke]

Tactics: N/A

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, add *lightning bolt* to the trap, 1d10 rounds into the fire. To decrease the challenge, remove the *grease*.

C23. KILLER TRAP

The stench of decaying flesh lingers here. The nauseating odor is almost certainly caused by the rotting gnoll and goblin corpses lying upon the floor. They appear to have no wounds on them, but the look of terror on their faces is a testament to the violent nature of their deaths.

Initial Attitude: N/A

Encounter: A *phantasmal killer* trap that affects the first person entering the Room. Anyone witnessing the spell sees only a vague shadowy shape. This trap resets itself one minute after being triggered, but is only sprung again when PCs re-enter the Room. PCs already in the Room do not trigger the spell again.

Phantasmal Killer Trap: CR 5; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*phantasmal killer*, 7th-level wizard, DC 16 Will save for disbelief, DC 16 Fort save for partial effect); Search DC 29; Disable Device DC 29.

Encounter Condition: [Smoke]

Tactics: N/A

Treasure: PCs searching the bodies find various personal effects. The gnoll has four knucklebones used for gaming in a belt pouch, but one has slightly different markings. Anyone finding the bones can make DC 15 Appraise or Craft (alchemy) check to identify the odd bone as an archaic (but functional) thunderstone. Amidst the remains of the two goblins the PCs find a short sword, a rusted dagger, and 1d4 cp.

EL: 5

Scaling: To increase the challenge, add a fire trap to the phantasmal killer trap. To decrease the challenge, replace the phantasmal killer trap with a magic missile trap.

C24. DEAD GHOUL ROOM

This door seems normal at first, but its locking mechanism is partially melted. The hinges of the door seem intact, if a bit rusted. Were it not for the mangled lock, this door would not be worth noting.

There is a desiccated corpse in the middle of the room. It is so skeletal and unnatural that it must be an undead creature. It was leaning against the door, as if trying to claw its way out, but it is no longer moving. The only thing remarkable about the corpse is the fascinating silver necklace on around its neck.

Initial Attitude: N/A

Encounter: These are the remains of a ghoull trapped here by the wizard Arum. It is still alive, although the necklace is constantly draining its strength. Thus, the ghoull remains helpless even if the necklace is removed. The ghoull has been trapped here for years.

Encounter Condition: Haunted, Stagnant Air

Tactics: N/A

Treasure: The necklace is a simple silver medallion with the word "sloth" written in Elven. It is cursed and affects any creature with a Strength score that wears it. Every day it's worn, the necklace deals 1d3 points of Strength damage (at midnight). The strength loss is permanent for as long as the necklace is worn and can only be restored with *restoration* or similar. Furthermore, once the necklace is worn around a person's neck or wrist, it cannot be removed by any means save *remove curse*. Without the aid of magic, lost Strength points return at a rate of 1 per week once the item has been removed from its victim.

EL: 6

Scaling: To increase the challenge of this encounter, have the necklace deal 1d4 points of Strength damage. To decrease the challenge, allow the victim to remove the necklace with a DC 18 Will save.

C25. OPEN HALLWAY

The hallway opens into a small chamber before continuing to the east. There is a dark red stain smeared on the floor, as if something was dragged down the eastern corridor.

Initial Attitude: N/A

Encounter: The red stain is a trail of smeared blood leading to Room C28.

Encounter Condition: Echoes 2

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

C26. SMALL CLOSET

The door to this small room squeaks open. Inside is a goblin. The creature is dressed in dirty clothes and sobs.

Initial Attitude: Neutral

Encounter: The goblin's name is Ratul (hp 6), which means "stupid weakling." He was a scout for the Goblin King (Room B5), but never provided satisfactory information. In truth, Ratul is an exceptional scout. But, he's timid and less evil than his kin and therefore unwilling to help the Goblin King in his quests.

Ratul continually pulls up a glorified rag that skirts his waist. He is covered in cuts and scars consistent with the lashes of a whip. Ratul is too shocked to speak at first, but is relieved to meet someone who is neither a gnoll or goblin.

If the PCs questions him, Ratul pleads for mercy, offering his service as guide and scout. Anyone who makes a DC 20 Sense Motive check senses Ratul's sincerity. If the PCs threaten him, Ratul becomes afraid and unresponsive once more. If the PCs attack, he offers no defense. Ratul is familiar with the layout of Rooms C19 through C31 and will not willingly travel west into Region B, east past Room C29, or into Room C32. Unless the PCs succeed at a DC 30 Bluff or Diplomacy check, nothing convinces him to travel to those Rooms. If the PCs treat him as a captive, or force him to go where he doesn't want, Ratul escapes the first chance he gets.

If the PCs talk to him, Ratul gives out any information he has about the area. He describes a great "army of dog men" to the east, and their war with the Goblin King to the west. He also knows the "dog king," named Gahr'r'k, has "a small jar of grease that makes statues come to life." Ratul witnessed Gahr'r'k using the stone salve on one of his lieutenants in Room C19, but he never saw the cockatrice or gargoyles. Finally, Ratul knows that the gnolls and goblin armies avoid this area because of the ghouls in Rooms C27 and C28. He chose this Region as a hiding place because he does not believe anyone else knows the ghouls were destroyed.

If Ratul joins the PCs, he refuses to assist in combat. In fact, the person who is most kind to Ratul suffers a -2 AC penalty in any combat situation, as the goblin clings to that character's leg while in battle. Ratul, however, remains true to his word as long as the PCs do not betray him or leave him unprotected.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

▲ Ratul, Goblin Rog 1: CR 1; Small humanoid (goblinoid); HD 1d6+1; hp 7; Init +2; Spd 30 ft.; AC 16, touch 13, flat-footed 17; Base Atk +0; Grp -4; Atk +1 melee (1d4/19-20, short sword) or +3 ranged (1d3, sling); Full Atk +1 melee (1d4/19-20, short sword) or +3 ranged (1d3, sling); SA Sneak attack +1d6; SQ Darkvision 60 ft., trapfinding; AL N; SV Fort +2, Ref +4, Will +1; Str 9, Dex 14, Con 12, Int 13, Wis 11, Cha 8.

Skills and Feats: Climb +1, Disable Devices +4, Escape Artist +6, Hide +10, Listen +4, Move Silently +10, Open Lock +5, Search +3, Spot +3, Use Rope +4; Stealthy.

Sneak Attack (Ex): Any time Ratul's opponent is denied his Dexterity bonus to AC, or if Ratul flanks his opponent, he deals an extra 1d6 points of damage.

Trapfinding: Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Skills: Ratul has a +4 racial bonus on Move Silently and Ride checks. Ratul speaks Common, Gnoll, and Goblin.

Possessions: Studded leather armor, short sword, dagger (2), sling, pouch, sling bullets (7), thieves tools, 25 ft. of twine.

C27. GHASTLY MURAL

Aggravation emanates from crude pictures drawn on the walls here. The pictures are barely recognizable, as the paint used to draw them has faded over time. In the southeastern wall of the chamber is a tiny structure built from gnawed bones. The roof of this miniature house is incomplete, but the thing is otherwise surprisingly detailed. Along the eastern wall, nine white carved figurines are lined up next to the house.

Initial Attitude: N/A

Encounter: Anyone studying the paintings upon the wall is eventually able to discern terrible pictures of horrifying acts of violence. Each PC studying the murals imagines they see something different. The pictures are not magical, but made to inspire the most dreadful imaginings of those who behold them.

PCs searching the wall behind the bone figurines are allowed DC 24 Search checks to find a 5-ft. tall secret door leading to Room C28. The cramped, cobweb-filled corridor should unhinge all but the most seasoned adventurers. Medium or larger PCs must make a DC 20 Will saving throw or be shaken while inside the passageway. Anyone failing the first save must make another DC 20 Will saving throw to prevent being frightened when they find the secret door on the other end of the corridor wedged shut (see Room C28 for further details).

Anyone succeeding at a DC 15 Knowledge (nature) or a DC 20 Heal check can identify the bones as those consistent with humanoid creatures. The corpses are those of three gnolls and a human, but the latter has dry and sickly flesh mashed almost beyond recognition.

Encounter Condition: Distracting Visions 4, Haunted

Tactics: N/A

Treasure: A PC succeeding at a DC 15 Appraise check determines the miniature house or bone figurines hold no value.

EL: N/A

Scaling: N/A

C28. GHAST TOMB

A pile of crushed rocks is piled in the southeast corner of this chamber, blocking the hidden panel behind and making it impossible for anyone to enter this Room via the secret corridor beyond. PCs clearing the debris are allowed a DC 20 Search check to notice the secret wall panel, which opens into the narrow corridor beyond (see Room C27).

A cloud of stench lingers close by. The trail of blood leading from the corridor to the door continues on into the chamber, past the half-opened doorway. The room seems empty except for a pile of crushed stone boulders in the southeast and the remains of several creatures lying upon the floor in the north-west corner.

Entering the room disturbs a cloud of flies hovering above the corpse. A closer look inside reveals the former occupants were smashed into a meaty pulp. The stench obviously emanates from the corpses.

Initial Attitude: N/A

Encounter: Anyone succeeding at a DC 15 Heal or other related check determines there are at least three gnoll corpses in the pile of bones in addition to the remains of the ghaist. The gnolls have been dead less than a month, and were torn apart before being left to rot. The gnoll corpses seem to have been purposefully dismantled to prevent reanimation.

Gahr'r'k, the gnoll chieftain (see Gnashing Fang Tribe and Room C37), destroyed the ghaist a few weeks ago, but no one other than the chieftain and Ratul knows that. Gahr'r'k plans to use this Room, but is airing it out until it's hospitable.

Encounter Condition: Desecration 4, Stagnant Air

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

C29 THROUGH C42.

GNASHING FANG TRIBAL GROUNDS

Nine years ago, a hunting party from the Howling Fang Tribe stumbled upon the entrance to the prison. The tribal Chieftain, Hag-grt, decided the tribe needed an additional lair and sent one-third of his tribe into the dungeon to pave the way for the rest of his people. Hag-grt, however, never intended to enter the underground prison.

The Howling Fang Tribe was now too large to control, and Hag-grt too old to fight off younger and stronger gnoll challengers. Wise as he was, he sent the toughest gnolls into the dungeon and remained with a smaller tribe; one he could control without competition.

So it was, that a band of 85 gnolls entered the dungeon. They had great success at first, scaring off or killing many humanoid races and fiendish beasts surrounding the entrance. But, overtime they found the dungeon's massive, sprawling tunnels too difficult to navigate and they soon became lost. Discord broke out among the gnolls and a demand for leadership reared its head. Two fiendish gnoll brothers — Gahr'r'k and Yie-ar'k — barked challenges, each claiming leadership of the group.

After some discussion, Gahr'r'k agreed to support his brother, Yie-ar'k. But the gnolls did not all agree that he should lead and one by one, the gnolls stepped forth to contest his leadership. After six challengers, a young hot-headed gnoll named Attuk'k stepped forward and, in a ferocious battle, crippled Yie-ar'k. Although Attuk'k was defeated, Gahr'r'k stepped forward and decapitated both of them, assuring his place as leader of the tribe.

After that, no one challenged Gahr'r'k's right to lead.

Gahr'r'k (Room C37) took the remaining gnolls and formed what became the Gnashing Fang Tribe. Although Gahr'r'k led his tribe further into the dungeon prison. By the time the gnolls realized he never intended to leave the vast underground complex, they had little choice but to follow their chieftain.

Some time after entering the dungeon, Gahr'r'k met the Goblin King, Argliiss. Though unafraid of the goblin, he worked out an immediate agreement with Argliiss rather than fight (especially without a lair of their own yet). Gahr'r'k discovered Argliiss was fearful of the wizard Arum (to the east), and volunteered to kill the wizard in exchange for a vague alliance between their two tribes. Thinking either the wizard or the gnolls would be destroyed by such an alliance, the Goblin King agreed, sending along 20 of his own warriors to assist.

Gahr'r'k left the Goblin King's domain and paused in Room C29 to inspect his new forces. He charged forward to fight the wizard, but soon realized Arum had left the region long ago. Gahr'r'k then took 14 goblins as slaves and killed the other six as an example. In the next few months, Gahr'r'k sent several

reports to the Goblin King. These reports explained deadly battles fought against the wizard Arum, but in truth Gahr'r'k's tribe never found the wizard.

As the months went by, the gnoll chieftain requested more goblin reinforcements, and each time the Goblin King sent more men to their deaths. Gahr'r'k, however, grew careless with the arrangement and



a goblin eventually escaped slavery, and returned to tell his king of the gnolls' treachery. The goblins and gnolls then waged war against one another, and both factions lost a great number of warriors. Now, the two groups have troubles of their own and avoid each other almost entirely.

The first encounter between the PCs and the Gnashing Fang Tribe might not be a surprise meeting; at least not for the gnolls. They guard the eastern access (Room C38) and regularly patrol the various western entrances. Despite their chaotic nature, discipline is high among the gnoll warriors. With so few remaining their very survival depends on it.

The gnolls do not attack unless the PCs strike first. They parley with PCs and listen to offers of diplomacy or trade. If the PCs convince the gnolls that they mean them no harm, they are escorted directly to Gahr'r'k (Room C37). The Chieftain is willing to parley with non-hostile PCs and cut a deal with them (see Room C37).

If the PCs attacked any gnoll before being allowed passage, the remaining gnolls overwhelm the PCs and take them prisoner. If combat occurs, the gnolls capture the PCs first, using subdual damage. If the PCs killed at least one gnoll (and the gnolls know about it), every encounter with the Gnashing Fang Tribe changes to Hostile. If the PCs gain an upper hand and corner Gahr'r'k, he challenges a single PC to an honorable duel. If he wins, he offers amnesty to any other PC who swears fealty to him.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	The PCs surprise a hiding gnoll, who flees as soon as he spots the PCs.
2	A howl echoes through the Section.
3	A ghostly moan echoes through the Section.
4-10	Nothing
11	An outcast gnoll (Brb 3), savage and brutal, strangles a goblin to death as the PCs approach. He carries no weapons, other than his fists and a heavy stone (1d4/x2, bludgeoning).
12-14	Six gnolls (from the Gnashing Fang) scout the perimeter of their territory. They enjoy light conversation while they talk, keeping an eye out for intruders. They are willing to parley, but attack aggressive PCs without mercy.
15-16	Five goblins scout the Section. They are verifying rumors of the death of Gahr'r'k (unless the PCs have killed the gnoll chieftain, those rumors are false). They engage the PCs (if necessary), but scatter when one falls in combat.
17	The PCs stumble upon a trap. Camouflaged Pit Trap: CR 5; mechanical; location trigger; manual reset; DC 22 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 26; Disable Device DC 18.
18	The PCs stumble upon a trap. Ungol Dust Vapor Trap: CR 5; mechanical; location trigger; manual reset; gas; multiple targets (all targets in a 10-ft. by 10-ft. area); never miss; onset delay (2 rounds); poison (ungol dust, DC 15 Fortitude save resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 20; Disable Device DC 16.
19	The PCs stumble upon a crude trap. Razor-Wire across Hallway: CR 2; mechanical; location trigger; no reset; Atk +10 melee (3d6, wire); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 22; Disable Device DC 22.
20	Nurganar (Room C9) searches for treasure. When encountered, he asks for a tribute — 100 gp from each PC. If the PCs pay up, Nurganar talks with them. Since he travels everywhere, he knows a about the Region.

C29. WESTERN GNOLL MUSTERING ROOM

This large room has a door in each corner and one set into the eastern wall. The floor suggests a high traffic volume, with several scuffed lines trudged out between each of the doors. The walls are completely dirty, as if painted in blood.

Initial Attitude: N/A

Encounter: Regular traffic from the gnoll encampment courses through here. A gnoll patrol moves through the Room once every two to three hours. A DC 20 Search check made here determines that the walls have been spattered with blood over and over again. The blood is thicker near the doors, but is fairly even throughout the Room. The blood is nothing more than a warning to enemies.

Though this Room serves as a passageway, the gnolls from Rooms C33 and C35 remain alert. When the PCs are in this chamber, allow the gnolls a Listen check (-5 for distance) to notice their presence. Once they notice the PCs, the gnolls from Room C33 enter this Room using the eastern door 1d4+1 rounds later. 1d3 rounds after they arrive, more gnolls (from Room C34) come through the southeastern entrance. These warriors are well trained and fight nicely together. Like all members of their tribe, however, they are willing to parley with PCs coming in peace.

Encounter Condition: N/A

Tactics: If a fight breaks out, the gnolls take the PCs prisoner rather than fighting to the death. If this is not possible, they fight ferociously, sending gnolls one at a time for reinforcements if the battle goes poorly for them.

If the PCs keep quiet and are not discovered, roll for a Random Encounter after 30 minutes in this Room.

Treasure: N/A

EL: N/A

Scaling: To increase the challenge of this encounter, allow the gnolls in Rooms C33 and C35 unmodified Listen checks. To decrease the challenge, increase the Listen check modifier to -10.

C30. WEAPONS STORAGE

Nothing can stop the rusted hinges from squeaking when the door is pushed open. The sound alerts the gnoll guards in Room C33 and C35 if they succeed at DC 15 Listen checks. If they hear the ruckus, the gnolls from Room C33 enter Room C29 using the eastern door 1d4+1 rounds later. More gnolls from Room C35 come through the southeastern door 1d3 rounds after the warriors from Room C33 enter Room C29. These warriors are prepared for anything and remain in Room C29 to block the only available exit from this storage area.

The door to this room squeals loudly when opened. The place seems to be an armory or storage area holding a range of weaponry. A few of the larger weapons are placed in unevenly constructed wall mounts, but most are simply piled up on the floor.

Initial Attitude: N/A

Encounter: This is the Gnashing Fang Tribe' stockpile of unused weapons. Since the members of the tribe train exclusively with only a few different types of weapons, the items gathered here — taken from the surrounding areas over the years — are seldom used. Many of the weapons are in excellent condition, but after years of abuse and neglect none are considered masterwork quality at this point. The gnolls have no use for the weapons, but they do not allow anyone to take any of them without permission from their chieftain Gahr'r'k (Room C37).

Encounter Condition: Echoes 4, [Safe]

Tactics: N/A

Treasure: With the exception of warhammers, battleaxes, greataxes, and clubs, nearly any type of standard melee weapon can be found in this Room.

The weapon sizes range from Small to Large and there is a 35% chance of any specific weapon being present (roll once per weapon type).

EL: N/A

Scaling: N/A

C31. HAUNTED ROOM

The floor of this large chamber is filled with piles of crushed stone, broken weapons and furniture, and rotting wood. Amidst the rubbish, the shape of four humanoids can be made out. One of these silhouettes looks human, but the other three are tall and have canine faces. The creatures' bodies are pale where their flesh is exposed, and their gaze is empty.

Initial Attitude: Hostile

Encounter: About a week ago, a lone wight entered Gnashing Fang Tribe territory, killing three gnolls on patrol and turning them into mindless servants. With the help of its newly created spawn, the creature took control of the Room.

The mighty wight (hp 55) and its three wight spawn (hp 29, 27, 22) haunt this Room. The creatures are causing major problems to the Gnashing Fang Tribe, for most of its warriors dare not face these horrors, fearing they — like their former comrades — might be turned into mindless undead servants. Because of this, PCs who destroyed these undead creatures and tell the gnolls about their deed benefit from a +4 circumstance bonus to their Diplomacy check while dealing with any member of the Gnashing Fang Tribe.

Encounter Condition: Desecration 2 or Unhallowed 3, Distracting Visions 4

Tactics: The four wights attack anyone entering their new domain. These fiends do not wield any weapons in combat, preferring to close into melee as soon as possible and use their slam attack in combination with their energy drain ability to weaken their foes.

Treasure: The improved wight wears a tarnished silver chain (worth 10 gp if cleaned) upon which hangs an ivory amulet carved to look like the face of a hawk. This item is worth only 10 gp, but could be sold to historians or sages for 200 gp.

While it does not radiate magic, PCs successfully casting *identify* on the amulet discover it's a (modified) *circlet of persuasion*.

EL: 7

Scaling: To increase the challenge of this encounter, increase the wight spawn to 8 HD. To decrease the challenge, remove two wights.

• **Wight:** CR 5; Medium undead; HD 8d12; hp 55; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +4; Grp +5; Atk +6 melee (1d4+1 plus energy drain, slam); Full Atk +6 melee (1d4+1 plus energy drain, slam); SA Create spawn, energy drain; SQ Darkvision 60 ft., undead traits; AL LE; SV Fort +2, Ref +3, Will +7; Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 16.

Skills and Feats: Hide +12, Listen +11, Move Silently +20, Spot +11; Alertness, Blind-Fight, Weapon Focus (slam).

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 17 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

Skills: Wights have a +8 racial bonus on Move Silently checks.

Possessions: *Circlet of persuasion*.

• **Wight:** CR 3; Medium undead; HD 4d12; hp 29, 27, 22; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +2; Grp +3; Atk +3 melee (1d4+1 plus energy drain, slam); Full Atk +3 melee (1d4+1 plus energy drain, slam); SA Create spawn, energy drain; SQ Darkvision 60 ft., undead traits; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +8, Listen +7, Move Silently +16, Spot +7; Alertness, Blind-Fight.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

Skills: Wights have a +8 racial bonus on Move Silently checks.

C32. WESTERN GNOLL MUSTERING ROOM

This large hall contains three mounds of crushed rock. This refuse is lined upon the southern wall, forming six-ft. high piles. It is obvious by the state of disrepair of the ceiling as well as the east and south walls that the rubble was once the walls and ceilings of this room. The door in the middle of the north wall is wide open, revealing the dark and narrow corridor beyond.

Initial Attitude: Unfriendly

Encounter: It is obvious that this Room suffered some damage, but whether this damage was caused by a minor cave-in or a great battle is hard to tell. Though the southern wall, eastern wall, and ceiling are uneven, the stone of these surfaces looks identical to that of the other walls and floor — relatively smooth and worn.

Before the wights took over Room C31, this Room was used as a mustering place for the gnolls of the Gnashing Fang Tribe and, with the exception of the regular patrol passing through the chamber, it remained for the most part empty at all times. Now, a cunning gnoll ranger guards the place.

Verk'nek (hp 41), a respected gnoll ranger and loyal lieutenant, took it upon himself to set up a permanent vigil in this hall. Fearing the wights in Room C31 might come deeper into Gnashing Fang territory, Verk'nek hides behind broken stones in the southeast corner. He remains hidden and silent when patrols of Gnashing Fang warriors pass through the hall or if his compatriots escort the PCs to Gahr'k.

If the PCs enter unescorted, Verk'nek remains hidden but demands in a clear voice that the PCs identify themselves and their business in Gnashing Fang territory. Verk'nek's voice is loud and clear, alerting gnolls in Room C31 that succeed at a DC 16 Listen check. Four gnolls enter the hall 1d3 rounds later while the other warns the gnolls in Room C35, who arrive 1d3 rounds after the group from Room C31 arrives.

Unless provoked, Verk'nek does not engage the PCs. Like most members of his tribe, he prefers diplomacy. Verk'nek's most immediate concerns are the wights. If he knows the PCs destroyed the creatures, his attitude shifts to Friendly and he reveals himself. Otherwise, he remains hidden and waits for his tribemates to join him.

Encounter Condition: Ambush, Cover, Hazardous Footing 16

Tactics: In battle, Verk'nek remains hidden behind rubble, which grants him cover. He shoots arrows, targeting the more lightly armored PCs first, until forced into melee. To reach Verk'nek, the PCs must maneuver around the rubble in the eastern portion of the southern wall.

Treasure: The large quiver Verk'nek carries is made of boiled leather and decorated with a multitude of tribal designs, each more intricate than the next. The quiver holds 40 arrows. Because of its artistic value, it is worth five times the value of other items of its kind to most people, and up to ten times that amounts to any gnoll.

EL: 5

Scaling: To increase the challenge of this encounter, add two ranger levels to Verk'nek and give him a *potion of invisibility* (2 doses). To decrease the challenge of this encounter, remove two ranger levels from Verk'nek.

▲ **Verk'nek, Gnoll Rgr 4:** CR 5; Medium humanoid (gnoll); HD 2d8+4 + 4d8+8; hp 43; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 18; Base Atk +5; Grp +7; Atk +7 melee (1d12+3/x3, greataxe) or +8 ranged (1d8+2/x3, masterwork composite longbow [strength +2]); Full Atk +7 melee (1d12+3/x3, greataxe) or +8 ranged or +6/+6 ranged with rapid shot (1d8+2/x3, masterwork composite longbow [strength +2]); SA —; SQ Combat style (archery), darkvision 60 ft., favored enemy; AL LE; SV Fort +8, Ref +5, Will +2; Str 14, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +4, Listen +8, Move Silently +5, Spot +8, Survival +4; Endurance, Point Blank Shot, Power Attack, Precise Shot, Track.

Favored Enemy (Ex): Verk'nek's Favored Enemy is dwarves. The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

Possessions: +2 studded leather, greataxe, masterwork composite longbow (strength +2), quivers (2), masterwork arrows (6), arrows (34).

C33. FIRST GUARDROOM

Both doors to this Room are open.

Eight long bunks are lined upon the walls of this chamber, taking up most of the southwestern and northeastern corners. There is a low wooden table and there are several stools in the middle of the room, as well as simple weapon racks near both entrances. These racks contain a variety of clubs and axes.

Initial Attitude: Neutral

Encounter: This guardroom once housed eight gnolls, but only six gnolls (hp 15, 12, 11, 10, 9, 8) are currently here. While off duty, these warriors still remain vigilant. They pay particular attention to any noise coming from Room C29 or Room C32. Like the majority of their tribesmen, these gnolls are content to speak with PCs wishing to trade information or goods. If the PCs wish to pass through Gnashing Fang tribal grounds, the gnolls insist that they speak to their chieftain Gahr'r'k (and escort them to Room C37).

Encounter Condition: N/A

Tactics: If fighting ensues, the gnolls charge the PCs. They target the warriors of the party first and flank them whenever they can.

The gnolls in Room C35 are automatically aware of a fight, and join 1d3 rounds later. Allow the sleeping gnolls in Room C36 a DC 25 Listen check. If they hear trouble, these warriors aid their fellow tribesmen in 1d4+2 rounds.

Treasure: In addition to the weapons they carry, each of these gnolls have 1d4 gold piece in small semiprecious gemstones and silver coins. Additionally, one wears a decorative bronze armband. Carved upon its surface, in simple lines, is a mighty bear. This trinket is worth upwards of 15 gp. The weapons racks near the doors holds a two clubs, a greatclub, and three battleaxes — all average quality.

A successful DC 14 Search check in this Room also reveals a jeweled-hilted dagger (worth 100 gp) tucked under the crude mattress of one of the bunk beds as well as a pouch containing 41 cp.

EL: 5

Scaling: To increase the challenge of this encounter, add one fighter level to each gnoll. To decrease the challenge, remove two gnolls.

✦ **Gnoll:** CR 1; Medium humanoid (gnoll); HD 2d8+2; hp 15, 12, 11, 10, 9, 8; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +1; Grp +3; Atk +3 melee (1d8+2/×3, battleaxe) or +1 ranged (1d6/×3, shortbow); Full Atk +3 melee (1d8+2/×3, battleaxe) or shortbow +1 ranged (1d6/×3, shortbow); SA —; SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8

Skills and Feats: Listen +2, Spot +3; Power Attack.

Possessions: Studded leather armor, heavy steel shield, battleaxe, shortbow, arrows (20).

C34. SECOND GUARDROOM

This wide room contains the wooden frame of twelve bunk beds. A thin layer of dust covers the bunks and floor of this chamber, suggesting that the place has not been used in awhile.

Initial Attitude: N/A

Encounter: This Room housed gnolls from the Gnashing Fang Tribe, but none have used it in over two years.

Encounter Condition: Safe

Tactics: While this Room is Safe to rest in, the constant traffic of gnolls just outside the doors, is nerve-racking.

Treasure: A successful DC 20 Search check reveals a silver coin tucked under the leg of one of the bunk beds.

EL: N/A

Scaling: N/A

C35. THIRD GUARDROOM

A stone slab dominates the southeast corner of this chamber. The slab is cracked in many places and its surface is filled with crude but colorful graffiti. Several wooden stools have been placed around the painted stone tablet, and a number of empty jars are set upon it. There are a dozen wooden bunk beds lining the north and west walls as well as a simple iron rack holding a handful of weapons besides the southern door, which is wide open.

Three gnolls sit in a circle in the middle of the place. One is holding a handful of bones while the others are eagerly look on. In front of each of the canine-faced humanoids, stacked upon the floor before them, are stacks of copper coins.

Initial Attitude: Neutral

Encounter: Three gnoll warriors (hp 21, 18, 16) are sitting in a circle in the middle of the Room, playing a game of chance. Though their attention is focused on their game, they keep their ears open to any noise coming from Room C29. They suffer a -4 circumstance penalty to any checks made to notice the PCs.

Encounter Condition: Echoes 4

Tactics: These gnolls are more interested in acquiring copper (or silver) to use for gambling, rather than fighting. But, if the PCs pose any threat to them — of if they learn that they have harmed any member of their tribe — they pick up their weapons and attack them.

In combat, two gnolls stand in the middle of the Room, preventing the PCs from reaching their companion, whose task it is to alert the warriors in Rooms C33 and C36, as well as their chieftain in Room C37. This gnolls stays behind his companions and barks loudly. He continues to bark until he is either forced into melee or reinforcements arrive, at which point he joins the fighting.

The gnolls in Room C33 are instantly alerted and arrive 1d2 rounds later. Also allow the sleeping warriors in Room C36 a DC 26 Listen check to notice the ruckus. If they are awakened, these gnolls enter this guardroom 1d4+2 rounds later. Gahr'r'k (Room C37) overhear the fighting if he (or anyone one in his throne room) succeeds at a DC 18 Listen check. They, then, rouse the warriors in Room C36 and arrive here in 1d4+2 rounds.

Treasure: There is a total of 151 cp lying upon the ground of this chamber. The tokens the gnolls are using for their game are six elaborately carved bones with several designs printed upon them. Though these are useless, a gnoll might pay upwards of 5 gp for them.

The stone tablet is used as both a table and canvas for painting. The jars lying upon it are empty save for a thin layer of dried paint. Most of the images represent animals and magical beasts hunted by bands of gnolls. They are crude and worthless to all but gnolls.

The weapons rack near the southern entrance holds a greataxe, two battleaxes, a warhammer, and a masterwork greatclub.

EL: 5

Scaling: To increase the challenge of this encounter, add two fighter levels to each gnoll. To decrease the challenge, remove one of them.

✦ **Gnoll Ftr 1:** CR 2; Medium humanoid (gnoll); HD 2d8+2 + 1d8+1; hp 21, 18, 16; Init +0; Spd 30 ft.; AC 16, touch 10, flat-footed 13; Base Atk +2; Grp +4; Atk +4 melee (1d8+2/×3, battleaxe) or +2 ranged (1d6+2, throwing axe); Full Atk +4 melee (1d8+2/×3, battleaxe) or +2 ranged (1d6+2, throwing axe); SA —; SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8

Skills and Feats: Jump +3, Listen +2, Spot +3; Cleave, Power Attack.

Possessions: Studded leather armor, heavy steel shield, battleaxe, throwing axe (2).

C36. FOURTH GUARDROOM

There are four humanoids in this chamber. These creatures are tall and their furry bodies and canine-like faces are exposed as they slumber upon large bunk beds. Though there are more bunks here than there are inhabitants — twelve beds in all — only nine of these have mattresses and woolen blankets upon them. There is a pair of well-polished greataxes resting upon the wall close to the northwestern door.

Initial Attitude: Unfriendly

Encounter: This guardroom normally houses nine gnolls, but some currently patrol the Section. Four gnoll warriors (hp 23, 19, 17, 14) are currently sleeping here. If intruding PCs rouse them, they hurry out of their beds and ready themselves for battle. Unlike most other members of their tribe, they are prone to attack PCs entering their private chamber uninvited, but PCs who successfully change their Initial Attitude (through the use of diplomacy) might avoid a confrontation with them.

Encounter Condition: N/A

Tactics: In battle, these warriors fight savagely and flank the more heavily armed and armored foes as often as they can manage.

In combat, these gnolls utter loud barks to alert the rest of their tribe. Allow the gnolls in Room C35 and the chieftain in Room C37 a DC 15 Listen check to notice the ruckus. If they do, these gnolls join the fray in 1d3 rounds. Similarly, allow the gnolls in Room C33 a DC 20 Listen check to hear the commotion. These warriors join the battle 1d4+2 rounds after they are made aware of it.

Treasure: Each gnoll in this chamber carries 1d4 gp worth of gemstones and assorted coins. One of them also has a masterwork warhammer, which he keeps at the foot of his bed. The two greataxes lying upon the north wall near the western door are sound weapons of ordinary quality.

EL: 6

Scaling: To increase the challenge of this encounter, add one fighter level to each gnoll. To decrease the challenge, remove two of them.

▼ **Gnoll Ftr 1:** CR 2; Medium humanoid (gnoll); HD 2d8+2 + 1d8+1; hp 23, 19, 17, 14; Init +0; Spd 30 ft.; AC 16, touch 10, flat-footed 13; Base Atk +2; Grp +4; Atk +5 melee (1d8+2/x3, battleaxe) or +2 ranged (1d6+2, throwing axe); Full Atk +5 melee (1d8+2/x3, battleaxe) or +2 ranged (1d6+2, throwing axe); SA —; SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills and Feats: Jump +3, Listen +2, Spot +3; Power Attack, Weapon Focus (battle axe).

Possessions: Studded leather armor, heavy steel shield, battleaxe, throwing axe (2).

C37. GAHRR'K'S CHAMBER

A wide black pelt covers a good portion of the floor in the middle of this large chamber. There is a bed and an iron chest in the northeast corner of the room, while a narrow wooden desk takes up most of the northwest corner. A stone chair that resembles a kingly throne lies upon the floor in the middle of the northern wall. The flames from several torches set amidst this wall burn, bathing the room in a wavering golden light.

Upon the throne-like chair is a large figure with the features of a wild-dog. The fur of the humanoid — dark and disheveled — is visible where its burgundy clothing and polished scale mail armor do not cover it. The fiery eyes of the inhuman face burn brightly. Another male humanoid baring similar features stands near the chieftain in the throne. Three other gnoll warriors are standing by the southern door, as if waiting for orders.

Initial Attitude: Neutral

Encounter: Gahrr'k One-Ear (hp 74), the powerful fiendish gnoll chieftain of the Gnashing Fang Tribe lives in this Room. Gahrr'k is a fierce and proven warrior who won the respect of his peers long ago.

He rules the Gnashing Fang Tribe and his ambitions include the invasion of the goblin tribe to the west, for it is in part because of the little vermin and the war he waged against the Goblin King that his tribe suffered terrible losses. Though Gahrr'k realizes this is a long-term endeavor, he continues to dream of the day when all the territory of Argliiss' the Goblin King, falls under his control.

If members of his tribe escorted the PCs to Gahrr'k's chamber and they offered no resistance or threat to his people, the chieftain is eager to talk and negotiate with them. Gahrr'k is more than willing to trade information and safe passage through the territory controlled by the Gnashing Fang Tribe in exchange for weapons and other valuables. He is most interested in hearing what the PCs have learned about the other regions of the dungeon — especially if they have news of Argliiss or his lowly goblins. If the PCs inform Gahrr'k that they disposed of the goblin king, the chieftain's attitude automatically shifts one rank towards Helpful.

A cunning gnoll, Gahrr'k negotiates with the PCs, hoping to gain their assistance in getting rid of the hill giant family to the east as well as the goblins to the west. If the PCs show no interest in any of these endeavors but are respectful of Gahrr'k and his people, the chieftain agrees to grant them safe passage through his domain. If the PCs are interested in slaughtering the goblins or routing out the giants, Gahrr'k offers all the gold he possesses (and keeps in his chest) in exchange for the head of the three giants or the goblin king. The gnolls do not actively help the PCs in such a mission, but they offer them assistance and safe haven.

If questioned on the wizard Arum, Gahrr'k reveals he has never seen him and suspects he is either dead or has long ago left the dungeon. He has explored most of the wizard's domain, and even used portions of it in the past to house the warriors of his tribe. Though he abandoned any claims he had on the wizard's territory long ago (because of the many traps found therein, but also because of the diminished number of warriors under his control), Gahrr'k occasionally sends scouts to investigate. As far as he knows, no one lives there.

If asked about the goblin king, Gahrr'k explains that the goblins have long been a thorn in his side, but that in recent years the fighting between Argliiss' people and the Gnashing Fang Tribe almost ceased — mainly because Gahrr'k does not have the manpower to wage a constant war against the little vermin.

If the PCs barter with Gahrr'k, he offers any of the weapons stored in Room C30 in exchange for axes, clubs, hammers, bows and arrows, crossbows and bolts, ropes, or oil flasks. Gahrr'k One-Ear has a small jar of *stone salve* with two applications left, enough to restore two people back to flesh. He is willing to trade it for weapons or various other goods valued at 8,000 gp or more. Gold coins alone cannot account for more than 1/2 this, however, as coins are nearly worthless down here. The chieftain has little else to offer, but listens to any offers diplomatic PCs make.

If the PCs barge into his chamber unescorted, or if the chieftain learns they killed members of his tribe, he picks up his enchanted greatclub and attacks. His lieutenant (hp 38) and three bodyguards (hp 21, 18, 16) react instantly.

Encounter Condition: N/A

Tactics: In combat, Gahrr'k lets his men handle the PCs while he drinks a draught of his *potion of barkskin*. The following round, he attacks heavily-armored PCs first. Meanwhile, the bodyguards engage the PCs in melee and the lieutenant attacks the spellcasters.

These warriors bark loudly in combat, and their cries alarm the gnolls in Room C33 if they make a DC 15 Listen check, as well as those in Rooms C33 and C36 if they succeed at a DC 20 Listen check. These warriors come to aid their chieftain 1d4+2 rounds after they have been made aware of the ruckus.

Treasure: In addition to the weapons they carry, the three gnolls have a 1d4 gp worth of small jewels and coins. The lieutenant wears a masterwork leather armor and carries a +1 heavy steel shield. The pelts upon the chieftain's bed are in good condition and could be sold for upwards of 30 gp. Gahrr'k carries a variety of magical items

(as described below) and a small silvery key hangs from a golden chain (worth 35 gp) at his neck. This key unlocks the chest at the foot of the bed.

Gahrr's chest is made of iron. It is locked and requires a DC 27 Open Lock check or the chieftain's key to unlock. Inside, there is a total of 754 gp and 1,312 sp. Upon the gold and silver are three small diamonds (each worth 750 gp) in a green velvet pouch, a tarnished silvered dagger, and an empty ivory scroll case. When closed, this scroll case can be submerged in water without risk of damaging any parchment held inside. This object is worth 20 times the value of similar items of its kind.

EL: 9

Scaling: To increase the challenge of this encounter, add a fiendish darkmantle (Region A), that Gahrr'k befriended with wild empathy. To decrease the challenge, remove two gnolls or the lieutenant from the encounter.

▲ **Gahrr'k, Fiendish Gnoll Ftr 5/Rgr 1;** CR 8; Medium humanoid (extraplanar, gnoll); HD 2d8+4 + 5d10+10 + 1d8+2; hp 67; Init +6; Spd 30 ft.; AC 19, touch 12, flat-footed 17; Base Atk +7; Grp +10; Atk +13 melee (1d10+7, +1 throwing greatclub) or +10 ranged (1d10+7, +1 throwing greatclub); Full Atk +13/+8 melee (1d10+7, +1 throwing greatclub) or +10 ranged (1d10+7, +1 throwing greatclub); SA Smite good; SQ Darkvision 60 ft., damage reduction 10/magic, favored enemy, resistance to cold and fire 10, spell resistance 13, wild empathy; AL LE; SV Fort +10, Ref +5, Will +0; Abilities: Str 18, Dex 14, Con 14, Int 13, Wis 8, Cha 10.

Skills: Climb +5, Intimidate +8, Jump +7, Knowledge (dungeoneering) +4, Listen +8, Spot +8, Survival +3, Use Rope +5; **Feats:** Cleave, Great Cleave, Improved Initiative, Improved Sunder, Power Attack, Track, Weapon Focus (greatclub).

Favored Enemy (Ex): Gahrr'k's Favored Enemy are elves. The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures. **Smite Good (Su):** Once per day a Gahrr'k can make a normal melee attack to deal 8 extra points of damage against a good foe.

Possessions: +2 scale mail, +1 throwing greatclub, *potion of barkskin* +2, *potion of hide from undead*, *potion of cure light wounds* (2), *stone salve* (2 oz.).

▼ **Gnoll Bodyguard, Ftr 1;** CR 2; Medium humanoid (gnoll); HD 2d8+2 + 1d10+1; hp 21, 18, 16; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +2; Grp +5; Atk +6 melee (1d12+4/x3, greataxe) or +2 ranged (1d8/19-20, light crossbow); Full Atk +6 melee (1d12+4/x3, greataxe) or +2 ranged (1d8/19-20, light crossbow); SA —; SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +0, Will +0; Str 16, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills and Feats: Jump +4, Listen +2, Spot +3; Power Attack, Weapon Focus (great axe).

Possessions: Greataxe, light crossbow, bolts (20).

▲ **Nirk'na, Gnoll Lieutenant, Ftr 3;** CR 4; Medium humanoid (gnoll); HD 2d8+4+3d10+6; hp 38; Init +0; Spd 30 ft.; AC 17, touch 10, flat-footed 13; Base Atk +4; Grp +7; Atk +9 melee (1d8+3/x3, warhammer); Full Atk +9 melee (1d8+3/x3, warhammer); SA —; SQ Darkvision 60 ft.; AL LE; SV Fort +8, Ref +1, Will +1; Str 16, Dex 10, Con 14, Int 8, Wis 11, Cha 8.

Skills and Feats: Listen +2, Spot +3; Cleave, Improved Initiative, Power Attack, Weapon Focus (warhammer).

Possessions: Masterwork studded leather armor, +1 heavy steel shield, masterwork warhammer, *potion of bull's strength*.

C38. CELLBLOCK

The door on the eastern wall is locked and requires the jailer's key (see below) or a successful DC 30 Open Lock check. It can be unlocked from either side, but PCs coming from the east automatically alert the inhabitants.

This wide hallway contains four wooden doors with small windows and iron bars upon both the north and south walls. These eight doors open into what appears to be eight small cells, but only one of them is closed. There are two double doors made out of wood and reinforced with iron plates in the center of the north wall. Similar doors appear in the middle of the south wall.

In the center of the room is a long table made out of wood with six comfortable-looking wooden chairs set around it. There are four gnolls in this room. Three of them hold greataxes and shields while a third is armed with an axe and a whip.

Initial Attitude: Neutral

Encounter: Five of the cell doors have no locks and there is no apparent way to lock them. The other cells have workable locking mechanisms, but only the door to the southeastern cell is closed and locked. Inside this cell is the recently expired body of a goblin. The creature's skin is taut and scarred with countless whip marks. It probably died from both malnutrition and abuse.

Ramk'mva (hp 42), the gnoll jailer, and three gnolls (hp 20, 18, 17) are in charge of securing the prison as well as protecting the borders of the Gnashing Fang Tribe. Ramk'mva is an old and cunning gnoll who earned the trust of his chieftain long ago. He is content with his position within the tribe and happy to be in charge of the prisons — especially since so little needs to be done.

To help control their territory, the gnolls keep the eastern door locked at all times. Ramk'mva holds the key, but does not let anyone through, unless Gahrr'k orders it.

If the PCs enter this Room from the east, they must first pick the lock of the door. The gnolls stand ready to face them in battle when they enter, but Ramk'mva is willing to talk. He informs them that this marks the boundary of the Gnashing Fang tribal grounds and lets his warriors escort the PCs to Gahrr'k (in Room C37). If the PCs refuse, but agree not to disturb the tribe, Ramk'mva is happy to bid them goodbye. If the PCs threaten or attack the gnolls, combat ensues.

Encounter Condition: N/A

Tactics: If combat is inevitable, Ramk'mva lets the three warriors handle the PCs while he makes his way to Room C36, C35, and C37 to alert the gnolls there of the PCs' presence. Though he does not wish to fight, if cornered or unable to escape, Ramk'mva fights until defeated. In combat, he uses both his battleaxe and whip to disarm the PCs every chance he gets. Meanwhile, the three warriors engage in melee, targeting the strongest first, using gang tactics whenever possible.

If fighting breaks out in the cellblock, allow the gnolls in Rooms C33, C34, C36, and C37 a DC 22 Listen check to hear the sound of battle. If they do, they come to aid their fellow tribesmen 1d4+2 rounds thereafter.

Treasure: The cells hold nothing valuable, but each of the warriors in this Room carries a pouch with 1d4 gp worth of small gemstones, silver coins, and copper pieces. Ramk'mva the Jailer has a ring of keys that unlock the eastern door as well as each of the three cells that still have a working locking mechanism upon their doors. One of the keys he carries also unlocks the doors of Rooms C40, C41, and C42, as well as the double doors south of Room C40.

EL: 6

Scaling: To increase the challenge of this encounter, double the number of gnoll warriors present and add two rogue levels to Ramk'mva. To decrease the challenge, remove three gnolls.

▲ **Ramk'mva the Jailer, Gnoll Rog 3;** CR 4; Medium humanoid (gnoll); HD 2d8+6 + 3d6+9; hp 42; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +3; Grp +5; Atk +7 melee (1d8+3/x3, battleaxe) or +6 melee (1d3+3 nonlethal, whip); Full Atk +7 melee (1d8+3/x3,

battleaxe) or +6 melee (1d3+3 non-lethal, whip); SA Sneak attack +2d6; SQ Darkvision 60 ft., evasion, trapfinding, trap sense +1; AL CE; SV Fort +5, Ref +4, Will +1; Str 16, Dex 14, Con 16, Int 8, Wis 11, Cha 8.

Skills and Feats: Hide +5, Intimidate +5, Listen +6, Move Silently +5, Spot +6; Exotic Weapon Proficiency (whip), Power Attack.

Sneak Attack: Ramk'mva's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks his target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Evasion (Ex): Ramk'mva can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Trapfinding: Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a non-magical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

Possessions: Masterwork studded leather, masterwork battleaxe, whip.

▼ **Gnoll Ftr 1:** CR 2; Medium humanoid (gnoll); HD 2d8+2+1d8+1; hp 20, 18, 17; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +2; Grp +5; Atk +6 melee (1d12+4/x3, greataxe); Full Atk +6 melee (1d12+4/x3, greataxe); SA —; SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +0, Will +0; Str 16, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills and Feats: Jump +4, Listen +2, Spot +3; Power Attack, Weapon Focus (great axe).

Possessions: Leather armor, heavy steel shield (worn on back does not add to AC), greataxe.

C39. LIEUTENANTS' QUARTERS

The doors opening into this chamber are unlocked. Inside the small room, cast in the heavy shadows, are two narrow but comfortable-looking beds. The beds are covered with thick animal pelts.

Initial Attitude: N/A

Encounter: This Room is the quarters of two powerful members of the Gnashing Fang Tribe. Verkhek holds the title of lieutenant and guards Room C32, and Nirk'na is the chieftain's right hand man (in Room C37). Both are feared by the warriors of the tribe and trust Ramk'mva (Room C38) to protect their private chamber.

Encounter Condition: N/A

Tactics: N/A

Treasure: A successful DC 15 Search check made in this Room uncovers a small wooden chest hidden under one of the beds. This chest is unlocked and holds 37 sp, a large chunk of golden amber (worth 95 gp), and a bronze bracelet large enough to cover the entire forearm of a Medium creature (worth upwards of 50 gp).

EL: N/A

Scaling: N/A



C40. SECURED AREA

All the doors to this Room are locked. Ramk'mva (Room C38) possess the only key. Alternately, a DC 30 Open Lock check is required to unlock any of the doors.

This hallway is cast in total darkness. Upon closer examination, the floor here reveals several scuff marks imprinted on the cold stone. The floor, however, is covered with a thick blanket of dust, suggesting that although there once was heavy traffic in this area, this hall has not been entered in years.

Initial Attitude: N/A

Encounter: This Room and the locked double doors leading into it serve as a safety buffer between the cellblock (Room C38) and the jail cells holding dangerous creatures to the south (Rooms C41 and C42).

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

C41. RUST MONSTER'S PRISON CELL

The doors of this cell are made out of heavy oak and several wooden beams nailed into the stone wall block it. Anyone wishing to enter this Room must first remove the wooden planks that block the entrance. Each of the five beams can be pulled with a successful DC 20 Strength check. This action reveals a rusted but functional iron lock mechanism. A DC 22 Open Lock check is required to unlock the door, unless the PCs have acquired its key from Room C38. The PC opening this door must succeed at a DC 20 Dexterity check. Failing this check results in the door falling off its hinges, which are completely eaten by rust.

Inside this large and shadowy chamber is an insect-like creature with four squat legs, long antennae, and a squat body protected by an incongruous hide. The walls of this chamber are made out of stone, and like most of the dungeon seem to have been carved out from the sheer bedrock. These walls, however, have turned into a deep rust-colored shade, as if every ounce of metal within them had rusted.

Initial Attitude: Hostile

Encounter: A Large rust monster (hp 101) is locked in this Room. The creature has been feeding on the tiny residues of iron found within the walls of its prison. It is maddened and hateful, standing ready to charge anyone fool enough to unlock its cell.

While the Room itself is not haunted, remaining in it for more than 24 hours can have damaging effects. Soft, almost imperceptible echoes, bounce from the walls of the Room. As time goes on, these echoes become harder and harder to block out, until the creature inside begins to think the sounds are part of his psyche. Anyone failing a Willpower save (DC 15, +1 per previous save) suffers 1 point of permanent Wisdom damage, that takes twice as long to heal. This save must be made every two hours beyond the 24th.

Encounter Condition: Echoes 4, Fearless, [Safe]

Tactics: The rust monster is mindless. It has been trapped in the cell too long. It attacks the nearest PC in metal armor and fights ferociously. It continues to attack the PC until his armor is beyond repair, then targets weapons, finally moving on to the next PC. While rust monsters themselves do not normally act like trapped raccoons, this one has suffered too much trauma from being locked up so long.

Treasure: Anything of value is now a slag of rust, although there is a masterwork cudgel on the floor, in the corner. Allow the PCs to dig through the slag all they like, however.

EL: 6

Scaling: To increase the challenge of this encounter, add one rust monster. To decrease the challenge, have the rust monster wounded (–30 hit points).

☛ **Rust Monster:** CR 6; Large aberration; HD 14d8+52; hp 101; Init +7; Spd 40 ft.; AC 19, touch 11, flat-footed 17; Base Atk +10; Grp +17; Atk +14 melee (rust, antennae touch); Full Atk +14 melee (rust, antennae touch) and +4 melee (1d4+2, bite); SA Rust; SQ Darkvision, scent; AL N; SV Fort +7, Ref +6, Will +5; Str 18, Dex 15, Con 17, Int 2, Wis 3*, Cha 8.

Skills and Feats: Listen +7, Spot +6; Alertness, Improved Initiative, Improved Natural Armor, Track, Weapon Focus (antennae).

Rust (Ex): A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons, and other magic items made of metal, must succeed on a DC 24 Reflex save or be dissolved. The save DC is Constitution-based and includes a +4 racial bonus.

A metal weapon that deals damage to a rust monster corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.

C42. IMPRISONED OCHRE JELLY

The doors leading into this cell are locked. The key to unlock them can be found in Room C38. Otherwise, a DC 22 Open Lock check is enough to bypass the lock.

This chamber contains a mass of yellowish ooze. The strange entity is oddly shaped and, in the darkness, moves slowly. Its slick surface undulates, reflecting light against the black of the dungeon walls.

Initial Attitude: Hostile

Encounter: An ochre jelly (hp 74) is trapped in this cell. The creature has been imprisoned here for decades, and not even the gnolls could say who is responsible for imprisoning it here. Its corrosive jelly eats away at the stonework, turning it black and grey.

Encounter Condition: Ambush (darkness), Fearless, [Safe]

Tactics: As soon as anyone opens the door, the ochre jelly strikes the first target that gets in its way. In combat, it grapples and constricts its prey. If a PC is stunned, it moves on to the next, so it can escape without fear of reprisal. If the PCs leave it a way out, it moves into the corridor outside the door. It does not fight, unless it has to.

Treasure: Any treasure that may have existed is slag now.

EL: 5

Scaling: To increase the challenge of this encounter, give the ochre jelly maximum hit points. To decrease the challenge, replace the ochre jelly with a gray ooze.

☛ **Ochre Jelly:** CR 5; Large ooze; HD 6d10+36; hp 74; Init –5; Spd 10 ft., climb 10 ft.; AC 4, touch 4, flat-footed 4; Base Atk +4; Grp +10; Atk +5 melee (2d4+3 plus 1d4 acid, slam); Full Atk +5 melee (2d4+3 plus 1d4 acid, slam); Space/Reach 10 ft./5 ft.; SA Acid, constrict 2d4+3 plus 1d4 acid, improved grab; SQ Blindsight 60 ft., split, ooze traits; AL N; SV Fort +8, Ref –3, Will –3; Str 15, Dex 1, Con 22, Int —, Wis 1, Cha 1.

Skills and Feats: Climb +10.

Acid (Ex): An ochre jelly secretes a digestive acid that dissolves only flesh. Any melee hit or constrict attack deals acid damage.

Constrict (Ex): An ochre jelly deals automatic slam and acid damage with a successful grapple check.

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

Split (Ex): Slashing and piercing weapons and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half of the original's current hit points (round down). A jelly with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

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

C43 THROUGH C59. THE WIZARD'S DOMAIN

Following the brutal deaths of the knights and paladins of Merunda and the destruction of his former laboratory (see Rooms C20 and C21), the wizard Arum established a home for himself in this Section of the dungeon. The wizard is responsible for "accidental" liberation of the demon Falortuligo (Room C21). Though Arum left long ago, this Section is still considered his, as few creatures dare venture here and most inhabitants assume he is still around.

DMs wishing to complete the saga of Arum, can place his corpse in one of the Rooms where he committed suicide, somewhere in Region O — where he died trying to escape, or place a dread wraith, ghost, lich, or wight somewhere in this Region to represent his remorse and eternal damnation manifested into evil.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	Half a dozen emaciated rats scurry across the floor before disappearing into a crack in the stone work.
2	A pile of dead goblins blocks the PCs path. Their blood is painted on the walls in a chaotic pattern.
3–13	Nothing
14	A patrol of five gnolls from the Gnashing Fang tribe ventured into this Section. These warriors are alert and ready to face anything crossing their path. They do not attack the PCs unless provoked, preferring to trade goods and information. This encounter happens only once.
15	A pair of gnoll rangers (2nd level) ventured into this Section. Looking to prove their worth, they are out for blood. This encounter happens only once. Ambush, Concealment.
16–17	Several broken bones circle a spot on the floor. The Gnashing Fang Tribe placed the bones to denote a mechanical trap.
	☛ Simple Pit Trap: CR 6; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 16; Disable Device DC 23.
18	The PCs stumble upon a trap.

☛ **Ice Storm Trap:** CR 5; magic device; location trigger; automatic reset; spell effect (*ice storm*, 18th-level wizard, 3d6 bludgeoning damage and 2d6 cold damage to anyone within the area); Search DC 29; Disable Device DC 29.

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The PCs stumble upon a crude trap.

♣ **Razor-Wire across Hallway:** CR 2; mechanical; location trigger; no reset; Atk +10 melee (3d6, wire); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 22; Disable Device DC 22.

20

Nurganar (Room C9) searches for treasure. When encountered, he asks for a tribute — 100 gp from each PC. If the PCs pay up, Nurganar talks with them. Since he travels everywhere, he knows a about the Region.

C43. EMPTY STOREROOM

As the PCs approach this door, allow them each a DC 25 Listen check to hear moaning from inside the Room.

Most of the stone floor of this room is hidden under thick wooden crates. Though these crates are sound and their wood is mostly undamaged, many of them are opened and empty. The walls are blackened by age and magic. In the darkness of a nearby corner, the spiny silhouette of a beast hunkers behind a crate.

Initial Attitude: Hostile

Encounter: Like many Rooms in this Section, this area was once claimed as part of the Gnashing Fang Tribe's territory. Over the last decade, the tribe gradually relinquished control of this Section, which was once used to store goods. Now millipedes and other bugs hunt through the cracks of the stonework.

However, before the gnolls left, they mercilessly chained a howler (hp 28) to the wall, leaving it for dead. It has refused to go quietly and moans pitifully. However, the Room's magical nature absorbs a great deal of the sound and muffles it into white noise.

The Room absorbs light and sound, and reduces their effective range to ½.

Encounter Condition: Cover, Echoes 5, Fearless

Tactics: Allow the howler a Listen check to notice the PCs enter the Room. If successful, it barks loudly, targeting everyone with its Wisdom draining howl. The howler cannot move, but pitifully yanks at its own chain in an attempt to free itself. It has no choice, but to fight to the death.

If the PCs try to befriend the creature rather than kill it, allow Handle Animal checks (in place of Diplomacy), but since the beast is an outsider they suffer -6 circumstance penalties.

Treasure: Though most of the crates are empty, some contain gear that could be helpful. The PCs find three tindertwings, a flask of antitoxin, seven empty glass vials, a large clay jug, a bullseye lantern, three pints of oil, two rusty miner's picks, 200 ft. of hempen rope, and a heavy sledge.

EL: 2

Scaling: To increase the challenge of this trap, add two vargouille which torment the howler, but turn their attention to the PCs when the enter. To reduce the challenge, have the howler asleep when they arrive.

♣ **Howler:** CR 3; Large outsider (chaotic, evil, extraplanar); HD 6d8+12; hp 28; Init +7; Spd 60 ft.; AC 17, touch 12, flat-footed 14; Base Atk +6; Grp +15; Atk +10 melee (2d8+5, bite); Full Atk +10 melee (2d8+5, bite) and +5 melee (1d6+2, 1d4 quills); Space/Reach 10 ft./5 ft.; SA Quills, howl; SQ Darkvision 60 ft.; SV Fort +7, Ref +8, Will +7; Str 21, Dex 17, Con 15, Int 6, Wis 14, Cha 8.

Skills and Feats: Climb +14, Hide +8, Listen +13, Move Silently +12, Search +7, Spot +13, Survival +2 (+4 following tracks); Alertness, Combat Reflexes, Improved Initiative.

Quills (Ex): A howler's neck bristles with long quills. While biting, the creature thrashes about, striking with 1d4 of them. An opponent hit by a howler's quill attack must succeed on a DC 16 Reflex save or have the quill break off in his or her flesh. Lodged quills impose a -1 penalty on attacks, saves, and checks per quill. The save DC is Dexterity-based. A quill can be removed safely with a DC 20 Heal check; otherwise, removing a quill deals an extra 1d6 points of damage.

Howl (Ex): All beings other than outsiders that hear the creature's howling for an hour or longer are subject to its effect, though it does not help the howler in combat. Anyone within hearing range of a howler for a full hour must succeed on a DC 12 Will save or take 1 point of Wisdom damage. The save DC is Charisma-based. The save must be repeated for each hour of exposure. This is a sonic mind-affecting effect.

Carrying Capacity: A light load for a howler is up to 460 pounds; a medium load, 461–920 pounds; and a heavy load, 921–1,380 pounds. A howler can drag 6,900 pounds.

C44. MODIFIED CHAMBER

This oddly shaped chamber is vacant. The walls here are smooth and undamaged. A closer look at the floor reveals that its surface is spotless, save for a narrow space, some 10-ft. square, linking the only door with the southern wall. The skeletal remains of two goblins and one gnoll rest in one corner.

Initial Attitude: N/A

Encounter: This Room was once a tiny cell, but the wizard Arum changed the layout with powerful magic after settling in. Though no one knows what he intended, those with expertise with stone or masonry, as well as those accustomed to the geography of the dungeon, can tell that something is not quite right with the walls of this Room.

Aside from the 10 ft. wide portion of the south wall directly in front of the doorway and a narrow frame surrounding the door on the north wall, the walls of this Room have a different texture than the other walls in the dungeon. Though most of the walls in this region have the same stone surface, these are smoother, paler, and (most importantly) show no sign of wear. A successful DC 16 Knowledge (architecture and engineering) or Profession (mason) check confirms that the stone used here is not only different, but also that it is strange to find it in the dungeon. A successful DC 22 Spellcraft check reveals the entire Room was shaped with magic.

Encounter Condition: Echoes 1, Hallowed 1, [Positive Energy], Safe
Tactics: N/A

Treasure: Buried within the walls are several wands of deeper slumber, that Arum built into this chamber. The wands were corrupted by the chaotic magic of the Region, and constantly target the occupants with a desire for restful sleep. The walls radiate Strong abjuration and enchantment.

PCs spending more than 2 hours in this Room, feel a calming peace come over them. The energy is soothing and beckons the PCs to stay a while. After 5 hours however, they lose the will to leave. PCs trying to leave, must succeed at DC 16 Willpower saves, or rest in a quiet corner for another 8 hours. This rest is very good for the PC, but is hard to resist. While he heals at twice the normal rate in this Room, a DC 16 Willpower save is required every morning to summon the will to leave.

The key to escaping this perpetual trap is for PCs that CAN leave, to either carry out the ones who won't leave or sleep in another Room, until the "trapped" PCs gain the will to escape.

PCs sleeping in the hall (waiting for their comrades) are subject to Random Encounters (once every two hours), while the occupants of the Room are not.

EL: N/A

Scaling: To increase the challenge of this encounter, have the slumber take effect in 2 hours rather than 5 hours. To decrease the challenge, the PCs only need to sleep on day here and can leave the next day.

C45. FALSE TREASURE ROOM

The floor of this small room is filled with gold pieces, though these fail to hide the dusty floor beneath. In the center of the chamber is a simple stone altar upon which a long double-bladed sword lies. The sword is fashioned from a silver alloy that shines brilliantly when light is cast upon it.

C

Initial Attitude: N/A

Encounter: This Room was converted into a false treasure chamber by the wizard Arum. A successful DC 23 Open Lock check is required to unlock the only door leading into this Room, and the key that once served that purpose was destroyed long ago.

Anyone touching the sword or the altar triggers the trap, which was created by Arum years ago.

✦ **Magic Missiles Trap:** CR 5; magic device; proximity trigger (detect good); automatic reset; spell effect (*magic missiles*, 15th-level wizard, ten missiles dealing 1d4+1 force damage); Search DC 26; Disable Device DC 26. This trap combines the effect of two *magic missile* spells triggered simultaneously.

Encounter Condition: N/A

Tactics: N/A

Treasure: The longsword is endowed with a permanent *magic aura*, making it appear as a +3 *vorpal longsword* (emanating Strong necromancy and transmutation). In truth, it's a -2 *cursed longsword*. The gold scattered upon the floor is real, though, and totals 327 gp.

EL: 5

Scaling: To increase the challenge of this encounter, replace the *magic missile* trap with a *symbol of fear* trap. To decrease the challenge, the *magic missile* trap triggers once.

C46. TRAPPED DOORWAYS

The corridor leading south ends in a strange intersection. Upon the eastern wall is a wide doorway opening into a dark room. To the west and south, short hallways lead to closed doors, each with a locking mechanism set above their knob.

Initial Attitude: N/A

Encounter: The two doors on the southern end of this corridor are trapped. The first of these doors is real, but the second is fake. It is stuck inside the stone wall and cannot be opened by any means. Both of these doors have a complex locking mechanism set upon them. A successful DC 26 Open Lock check is required to unlock each of them.

The first door is rigged with a *crushing despair* trap, which is triggered as soon as any creature passes through the doorway.

✦ **Crushing Despair Trap:** CR 5; magic device; location trigger (doorway); automatic reset; spell effect (*crushing despair*, 18th-level wizard, save DC 18 Will save negates); Search DC 29; Disable Device DC 29.

The second door, which is impossible to open — though its lock can be picked normally — is trapped as well and triggers when anyone touches it.

✦ **Acid Fog Trap:** CR 7; magic device; touch trigger; automatic reset; spell effect (*acid fog*, 18th-level wizard, 2d6 / round acid for 11 rounds); Search DC 31; Disable Device DC 31.

Though no creatures live in this Room, the *vargouilles* in Room C47 are alerted when the trap is sprung.

Encounter Condition: Stagnant Air, [Smoke]

Tactics: N/A

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, add *cloudkill* to the *crushing despair* trap and have the *vargouilles* (Room C47) ambush the PCs as they exit. To decrease the challenge, remove the *acid fog* trap.

C47. ROGUE VARGOUILLES

Both doorways leading into this chamber are wide open. Though these once held doors, they were taken out long ago. A closer inspection of these archways reveals the rusted detritus of strong iron hinges.

If the PCs forget the chained howler (Room C43), the *vargouilles* cannot be surprised.

Beyond the empty archway is an even wider a chamber. The room is dark and an undisturbed blanket of gray dust covers the floor. The stone floor is scuffed and marked under the dust, suggesting that traffic once coursed through here.

Initial Attitude: Hostile

Encounter: Four *vargouilles* (hp 8, 7, 6, 5) hide in this chamber. These creatures recently ventured into the wizard's domain and decided to turn this Room into their new home. They are content to remain in the darkness, but attack anyone entering what they now consider their lair.

If the PCs use a light source, the *vargouilles* automatically notice them. Otherwise, allow the *vargouilles* the appropriate Listen and Spot checks. They remain hidden, waiting for the PCs to enter. If it takes more than 10 rounds for the PCs to reach their lair after they were spotted, the *vargouilles* come after them instead.

Encounter Condition: Ambush (darkness), Concealment, Fear 14 Fearless, Unhallowed 2

Tactics: The *vargouilles* use shriek as soon as they reveal themselves (or the moment they are spotted). They close in melee, biting their foes. Though they do not necessarily fight in unison, these creatures are savage and fight to the death. They target the weakest opponents first and do not hesitate to attack the wounded.

Because *vargouille* have so few hit points, unless they can surprise the PCs, this will be a short battle. The key to making this an effective encounter is for the howler in Room C43 to reduce the PC's Wisdom before hearing the *vargouilles* shriek (thus having a lower resistance to it), which also alerts the *vargouilles* of trouble.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, add 3 Hit Dice to each *vargouille*. To decrease the challenge, remove one *vargouille*.

✦ **Vargouille:** CR 2; Small outsider (evil, extraplanar); HD 1d8+1; hp 8, 7, 6, 5; Init +1; Spd Fly 30 ft. (good); AC 12, touch 11, flat-footed 11; Base Atk +1; Grp -3; Atk +3 melee (1d4 plus poison, bite); Full Atk +3 melee (1d4 plus poison, bite); SA Shriek, kiss, poison; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +3, Will +3; Str 10, Dex 13, Con 12, Int 5, Wis 12, Cha 8.

Skills and Feats: Hide +9, Intimidate +3, Listen +5, Move Silently +5, Spot +5; Weapon Finesse.

Shriek (Su): Instead of biting, a *vargouille* can open its distended mouth and let out a terrible shriek. Those within 60 ft. (except other *vargouilles*) who hear the shriek and can clearly see the creature must succeed on a DC 12 Fortitude save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the *vargouille*'s kiss (see below). A creature that successfully saves cannot be affected again by the same *vargouille*'s shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Constitution-based and includes a +1 racial bonus.

Kiss (Su): A *vargouille* can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 15 Fortitude save or begin a terrible transformation that turns the creature into a *vargouille* within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation).

First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth sharpen into fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and becomes a *vargouille*. This transformation is interrupted by sunlight, and even a daylight spell can delay death, but to reverse the transformation requires remove disease. The save DC is Constitution-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fortitude DC 12 or be unable to heal the *vargouille*'s bite damage naturally or magically. A neutralize poison or heal spell removes the effect, while delay poison allows magical healing. The save DC is Constitution-based and includes a +1 racial bonus.

C49. FORMER GREAT HALL

Torches set amidst heavy bronze sconces in the walls are ablaze, their light revealing a massive stone table that dominates the center of this large hall. Broken wooden stools and a rotten tapestry, which is now piled in a corner of the room, complete the collection of furniture, which is covered with dust. Three corridors lead into this place, but the one opening in the middle of the eastern wall is blocked.

Initial Attitude: N/A

Encounter: The Gnashing Fang Tribe used this Room as a meeting hall. Though they have long abandoned the place, it remains unchanged. This great hall is empty and has not been used in years. Only the *vargouilles* in Room C47 passed through it in recent months. The stone table in the center of the place is solid and its surface is scarred with various claw marks. These were designed by the gnolls that once lived here, but mean nothing special.

The corridor leading east ends abruptly. When Arum defeated the hill giant in Room C97, he created a permanent stone wall here to block the access. A successful DC 25 Spellcraft check made here reveals that this portion of the wall is indeed a *wall of stone*. It is impossible to dig through this wall.

There is a barely noticeable irregularity in the center of the western wall. PCs succeeding at a DC 28 Search check notices narrow grooves upon the stone surface, suggesting that a portion of the wall is actually a hidden panel. A close examination of this panel reveals a tiny hole in its center. The device is clearly some sort of keyhole. A successful DC 25 Open Lock check is enough to unlock the mechanism. As soon as this is done, the panel sinks into the floor, revealing Room C51 beyond. The secret door closes itself shut one minute after it was opened.

Encounter Condition: N/A

Tactics: N/A

Treasure: PCs observing the degraded tapestry discern faded colors, but no particular image comes to mind based on the design. The item is worthless. The torches have *continual flame* cast on them.

EL: N/A

Scaling: N/A

C49. FORMER BARRACK

Both doors to this Room are locked and require a successful DC 30 Open Lock check to open.

Every lights and dancing shadows project upon the walls, distracting you. The Room beyond the door is in disarray, as if ransacked. Shattered wooden bunk bed frames line the southern and eastern walls. Though no mattresses or bed sheets cover them, they could once sleep twelve, and if suitable bedding could be acquired, they could still be used.

Initial Attitude: Hostile

Encounter: This Room was once used to house warriors of the Gnashing Fang Tribe. Over the years, the tribe suffered great losses and abandoned the place. Before fleeing, they used this place to trap a feral ghou (hp 58) they were unable to kill. The beast has been captive for many months and seeks to destroy anyone who enters (including the PCs).

Encounter Condition: Ambush, Fearless, [Safe]

Tactics: The ghou is fearless and stronger than most of its kind. It waits above the door and descends on the last person to enter. The PCs need a DC 40 Spot check to notice it as they enter and gain a +5 circumstance bonus to the check *only* if they are looking straight up as they enter (the monster knows exactly where to hide in the room's shadows).

During the first round, the ghou takes full advantage of its abilities, attacking its victim with two claws, one bite, and its special rake attack. The ghou's claws are razor-sharp from many years of scratching and sharpening upon the dungeon walls, and its critical threat range is increased accordingly.

Once engaged, the ghou no longer uses its rake attack, but continues to pounce. When it drops a PC, it turns its attention to the next closest or fastest PC. Once all the PCs are down, it feeds upon one PC until he is dead and then flees deeper into the dungeon.

The ghou fights to the death. Assume it has a Initiative check of 22.

Treasure: A torch imbued with *continual flame* was left behind, perhaps to torment the nocturnal ghou. The torch was broken into many pieces, but the *continual flame* still casts light from a single 3-in. piece of wood. A successful DC 22 Search check reveals a gold earring (worth 25 gp) tucked between one of the bunks and the wall.

EL: 6

Scaling: To increase the challenge of this encounter, allow the ghou to sneak attack the first PC for +3d6 damage or permanently bestow *magic fang* on its claws, making them +2 *claws*. In addition, at the end of the first round, have the PCs make DC 18 Will saves or become shaken. To decrease the challenge, have the ghou be surprised by the PCs.

Feral Ghou: CR 6; Medium undead; HD 9d12; hp 58; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +4; Grp +6; Atk +7 melee (1d6+2/19–20 plus paralysis, claw); Full Atk +7 melee (1d6+2/19–20 plus paralysis, 2 claws) and +5 melee (1d6+1 plus paralysis, bite); SA Ghou fever, paralysis, pounce, rake; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +3, Ref +5, Will +8; Str 15, Dex 15, Con —, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +12, Climb +13, Hide +13, Jump +13, Move Silently +13, Spot +14; Multiattack, Improved Critical (claws), Improved Natural attack (claws), Weapon Focus (claws).

Ghou Fever (Su): Disease-bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based. An afflicted humanoid who dies of ghou fever rises as a ghou at the next midnight. A humanoid who becomes a ghou in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghou in all respects. A humanoid of 4 Hit Dice or more rises as a ghou, not a ghou.

Paralysis (Ex): Those hit by a ghou's bite or claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Pounce (Ex): If a feral ghou charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +7 melee, 1d8+3 damage.

C50. THE TOMB OF NARR'KRR

Both doors leading into this chamber were sealed with a thick wax, which was applied to the inside of the door frames long ago. Because of the wax, a successful DC 22 Strength check is required to open each door.

The doors opening into this chamber are extremely hard to push open, but once this is done a stench issues from within. Inside this large room is a simple wooden desk, a large stool, an iron chest, and a wide bed. Upon the bed is the source of the stench: A tall humanoid skeleton with bits of rotted flesh sticking to the yellowed bones. The corpse is dressed in rotten clothing, but a large gold torc hangs from a chain upon its neck.

Initial Attitude: N/A

Encounter: Narr'krr, a powerful gnoll warrior, used this chamber as his private abode and office. Narr'krr suffered a crippling injury six years ago and shortly after his death, was laid to rest in this chamber, and both doors were sealed.

With a successful DC 18 Heal check or DC 15 Knowledge (nature) check, PCs observing the corpse can determine this creature was a particularly large gnoll.

Encounter Condition: N/A

Tactics: N/A

Treasure: Upon the desk are a handful of blank scroll pages, which are dried and yellowed but still usable, and an empty vial of ink. The chest here contains rotted clothing and a +1 *handaxe*. Lastly, Narr'krr spent his last few months studying some arcane notes and while he never understood them, he hid them away in a catch under the table. A successful DC 30 Search check reveals a small bone scroll case with an arcane scroll in it. The scroll contains the spells — *gaseous form*, *illusionary script*, *suggestion*, and *water breathing*.

PCs searching the body automatically find a gold torc set upon a heavy chain. The chain is made of tarnished bronze rings and worth a mere 3 gp. The surface of its crescent shape is engraved with multiple tribal designs. It is worth 250 gp to anyone, but twice as much to a gnoll. Members of the Howling Fang Tribe (that never ventured into the dungeon), and most Gnashing Fang gnolls would pay up to 1,000 gp for such a treasure, as it is an heirloom of their people.

If the PCs attempt a trade with Gahr'r'k (Room C37), an opposed Appraise or Diplomacy check is necessary to get both *stone salves* for the heirloom. He easily trades one for it.

EL: N/A

Scaling: N/A

C51. WIZARD'S LABORATORY

To enter this Room, the PCs must find the secret panel in Room C48. This panel resets itself one minute after being opened. PCs caught on this side instantly notice the irregularity in the center of the eastern wall, provided they know where to look. From this side, a DC 20 Search check is enough to notice the narrow grooves upon the stone surface as well as the tiny keyhole in the middle of the panel. A successful DC 25 Open Lock check is still required to unlock the mechanism, but the proper key rests on the table in this chamber.

A low table lies in the middle of this chamber, which is illuminated by the flames of four torches, each set into wall sconces in the corner. Upon the table are a variety of clay flasks, glass vials, and pots, some of which containing liquids. Beside these is a minuscule silvery rod.

Initial Attitude: N/A

Encounter: Shortly after the escape of the demon (in Room C21) and the terrible deaths of the knights of Merunda, Arum discovered this hidden chamber and built another laboratory here. Judging by the dust covering everything in this Room, it's clear it hasn't been used in some time.

Encounter Condition: N/A

Tactics: N/A

Treasure: The narrow rod upon the table is the key that unlocks the secret panel leading into this Room. The various flasks contain a *potion of bear's endurance* (3 doses), a *potion of true strike* (5 doses), a *potion of endure element (fire)* (2 doses), and one vial of antitoxin (1 dose). In addition to these items, there are seven empty glass vials, three clay jars, two small cooking pans made of blackened iron, an alembic and a host of crude alchemical tools. The four torches have *continual flame* cast on them.

EL: N/A

Scaling: N/A

C52. WIZARD'S STUDY

Like the laboratory, the burning flames of torches set into each corner illuminate this room. A comfortable-looking chair rests at the foot of the southern wall, facing the chamber's only door. Beside the chair is a small wooden table, on which is placed a thick leather-bound volume, two vials of black ink, and an inkpen.

Initial Attitude: N/A

Encounter: Arum used this chamber to meditate and conduct magical research. Like most Rooms in this part of the dungeon, the furniture is in blanketed with dust. A closer look suggests that no creature has entered this place in years.

Encounter Condition: N/A

Tactics: N/A

Treasure: The most significant treasure in this chamber is an unmarked journal. Written in the Draconic (the first half) and scrawled in Common (the second half), the journal reveals a portion of the wizard's account. While trying to gain insight into his future, Arum, a wizard was contacted by a divine entity known as Merunda, a minor goddess of the oceans, travel, and vigilance. The deity told him to come to the dungeon prison and wait for others to arrive. Shortly after Arum arrived, he performed experiments to discover why extraplanar travel was impossible here. After successfully opening up a tiny extraplanar rift, an angel confronted him (in his mind) forbidding him from ever attempting such an experiment again. Arum goes on to explain that the angel was imprisoned with a powerful demon in this Region, and that it would not allow anyone from releasing the fiend. The journal ends shortly after the arrival of three paladins of the deity named Merunda.

After several blank pages, the writing continues, only the handwriting is more chaotic and the verbiage more difficult to decipher. PCs succeeding at a DC 25 Decipher Script check can make out the following information.

Arum (now referring to himself in the third person) communicated with what he believed was an angel trapped within the dungeon to learn how to make his forge more efficient. Following the angel's advice, the wizard placed powerful wards to reflect the heat generated by his forge back to it. What the wizard had not realized, however, was that the wards he placed upon the wall would facilitate Ash's freedom. And that it was indeed the cunning demon that had communicated with him — not an angel. The details of the account are vague, but the text is filled with remorse, as the narrator blames himself for Ash's escape, which ultimately led to the Paladins' fall.

The two vials contain dried and useable ink, but the inkpen is still in good shape. The four torches have *continual flame* cast on them.

EL: N/A

Scaling: N/A

C53. ARUM'S PRIVATE SANCTUM

A wide bed covered with dusty blankets lies at the foot of the southern wall of this chamber. Besides the bed is a wooden table with a lantern on it. There is an iron chest at the foot of the bed. Its locking mechanism is clearly visible from the room's only entrance.

Initial Attitude: N/A

Encounter: This chamber was Arum's private bedroom. When the wizard left the dungeon, he abandoned some of his personal effects behind, but did not deactivate the trap he placed here. Judging by the dust covering everything in this Room, it is clear that no one has visited in a long time.

The doorway leading to Arum's chamber is rigged with a magical trap (something Arum doesn't even remember doing). Anyone entering the Room must make a DC 19 Will Save or lose 6 points of Wisdom from the *bestow curse* trap. The trap automatically resets after 6 rounds. It can affect the same person more than once. However, a PC's Wisdom score cannot be lowered below 1 by this device.

◆ **Bestow Curse Trap:** CR 5; magic device; location trigger; automatic reset (6 rounds); spell effect (*bestow curse*, 15th-level wizard, -6 Wisdom DC 19 Will save negates); Search DC 29; Disable Device DC 29.

Encounter Condition: Cursed 5, Haunted

Tactics: N/A

Treasure: The chest at the foot of the bed is locked and requires a DC 30 Open Lock check to open. It contains two blank spellbooks, three sets of wizard's robes in various shades of blue, and six oil flasks. The lantern upon the table is still in good shape. Copper and silver coins with the faces melted off are scattered along the bottom of the chest.

EL: N/A

Scaling: To increase the challenge of this encounter, have the *bestow* curse trap drain 6 points of Intelligence (or Dexterity) as well as Wisdom. To decrease the challenge, replace the *bestow* curse trap with a *burning* hands trap.

C54. GHASTLY GUARD POST

Half a dozen carcasses lie in the middle of this dark room. A closer look at the corpses indicates these warriors died years ago in brutal combat. The weapons they wielded remains with them.

Initial Attitude: N/A

Encounter: This chamber was once a guard post used by the members of the Gnashing Fang Tribe. The corpses here are six gnolls from the Gnashing Fang Tribe. These creatures died at the hands of a powerful hill giant that ventured into this Section. The tribe abandoned this Room shortly after this battle, leaving the dead behind.

Encounter Condition: Distracting Visions 5

Tactics: N/A

Treasure: PCs searching the corpses find three rusty greataxes, two great clubs, a morningstar, and four large steel shields. One of these shields is a masterwork item. The gnolls also carry a total of 21 gp worth of semiprecious gemstones and coins.

EL: N/A

Scaling: N/A

C55. RIGGED FALSE DOOR

Four doors open into this dark intersection. Though the three doors set amidst the three different eastern walls do not seem to lock, a black iron lock is set in the one at the end of the western corridor.

Initial Attitude: N/A

Encounter: The door at the end of the western corridor is false. It is set in the stone of the wall and cannot be opened, but it nevertheless contains a complex locking mechanism.

The western door is also trapped. It was designed to fool the inhabitants into believing that some powerful creature was imprisoned on the other side. A successful DC 25 Open Lock check is enough to unlock the mechanism upon the door, but it can unfortunately not be opened. Anyone touching the door or lock also triggers its magical trap.

♦ **Cloudkill Trap:** CR 6; magic device; touch trigger; automatic reset; spell effect (*cloudkill*, 18th-level wizard, save DC 19); Search DC 30; Disable Device DC 30.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, add a *freezing* sphere to the *cloudkill* trap. To decrease the challenge, replace the *cloudkill* trap with a *slow* trap; its effect lasts 1 day.

C56. FLOODING ROOM

The floor of this intersecting corridor is surprisingly clean, but there is a layer of green moss covering the walls, which forms an almost straight line around the room some three feet from the floor.

Initial Attitude: N/A

Encounter: This intersection is rigged with a potent flooding Room trap. Unfortunately, the powerful earthquakes that modified parts of the dungeon also damaged this device.

Four rounds after the PCs enter this Room, the doors shut tightly and loud clicking sounds are heard as they are locked into place. Water then pours from minuscule cracks upon the floor, forming a pool in the

Room. The water rises at a rate of 1 ft. per round, but fortunately for travelers, the trap is not as effective as it once was and the water stops rising after three rounds (at the level where the moss can be seen). The sound of running water continues to be heard until 10 rounds elapse. At the end of this period, everything is quiet for 15 minutes before the water level drops. 10 additional rounds later, the water dissipates and the doors instantly unlock themselves.

♦ **Flooding Room Trap:** CR 1; mechanical; proximity trigger; automatic reset; no attack roll necessary (if the trap was working properly, the Room would flood in 10 rounds); Search DC 35; Disable Device DC 32.

PCs unlocking any of the doors must succeed at a DC 30 Open Lock check or remain trapped inside the Room. Disarming the trap requires a DC 32 Disable Device check, which prevents the doors from shutting off on their own as well as preventing water from pouring into the corridor.

Encounter Condition: Distracting Noises 6, Flooded

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

C57. HAZARDOUS TUNNEL

A narrow tunnel was dug from the bedrock of the dungeon, connecting two small chambers together. The uneven corridor and the rooms it connects are filled with a multitude of stone debris and it is clear many stone boulders tumbled from the walls and ceiling.

Initial Attitude: N/A

Encounter: Demons imprisoned in the dungeon dug a tunnel linking both ends of this Room, which were once separate. The demons eventually escaped when the geography of the dungeon changed, centuries ago. Now, this Room is a hazardous place and the ceiling threatens to collapse.

PCs examining this Room notice the precarious state of the place. A successful DC 15 Knowledge (architecture and engineering) or Profession (mason) check confirms that journeying through this place is dangerous and might result in an avalanche.

PCs moving through this Room must do so carefully. They must succeed at a DC 15 Dexterity check to avoid a cave-in. Each PC failing this check causes several large blocks of stone to fall to the ground, dealing 6d6 points of crush damage to everyone in the Room. This damage is cumulative, so anyone else failing the check adds another 3d6 points of crush damage. PCs succeeding at a DC 18 Reflex save cut the damage in half.

Encounter Condition: Tremors 18

Tactics: N/A

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, double the damage caused by the cave-in. To decrease the challenge, no extra damage is suffered if more than one PC fails his Dexterity check.

C58. SACKED BED CHAMBER

This room is filled with debris. There are many broken wooden poles and planks, the remnants of a bed as well and the broken remains of what was a small cabinet. The wooden pieces are scattered upon the room, and it is obvious that someone — or something — destroyed everything here.

Initial Attitude: N/A

Encounter: This chamber once housed the only healer of the Gnashing Fang Tribe. This wise old gnoll died long ago, however, and his bedroom was sacked. PCs looking at the debris also find several strips of rotted cotton as well as the dusty remains of dried herbs. A successful DC 15 Heal check made here confirms that these items were once part of a large healer's kit.

Encounter Condition: N/A

Tactics: N/A

Treasure: A successful DC 23 Search check through the debris here reveals a vial containing three applications of *universal solvent* and a *potion of cure critical wounds* (2 doses).

EL: N/A

Scaling: N/A

C59. HALL OF MIRAGES

This room is unlike anything encountered in the region. The walls are made out of dark brown wooden logs and reminiscent of the makings of a comfortable log cabin. Upon the southern wall is a thick frame made out of red bricks to create a hearth. The flames burn within the hearth, raising the temperature of the room to a comfortable level. There are tables in this room, as well as stools and the trophies of various hunting trips hanging on the walls.

Initial Attitude: N/A

Encounter: Arum set a powerful illusion into this hall, as well as a lethal trap. This great chamber is reminiscent of an tavern, without the bar and barkeep. Arum placed a powerful illusion here, and a DC 21 Will save (disbelief) reveals that this Room is, like most in the dungeon, cut from stone. Those who fail, believe it to be a tavern, complete with darts, drinks, kegs, and the like. The Room is totally empty, and the stone floor is cloaked in dust. PCs walking 10 ft. or more release a magical trap, which affects everyone one round later.

◆ **Phantasmal Killer Trap:** CR 5; magic device; touch trigger; automatic reset; spell effect (*phantasmal killer*, 15th-level wizard, save DC 18); Search DC 30; Disable Device DC 30. This device is actually a series of *phantasmal killer* traps. Each of these traps affect a different creature in the Room.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, add *fear* to each *phantasmal killer* trap. To decrease the challenge, have the *phantasmal killer* trap target a single creature.

C60 THROUGH C68. PATH OF THE RIGHTEOUS

This Section was originally designed as a deadly path preventing demonic and devilish creatures from venturing too far. Though the angel and archon wardens of the Region could safely walk from Rooms C60 through Room C68, and even used some of these chambers to rest, non-lawful good creatures found it more difficult to make the journey.

When Arum discovered this area, he essentially kept it as it was. However, he used Room C64 to honor the brave men and women who sacrificed their lives in the service of their god and who died fighting the most powerful demon of the dungeon. Arum's testimony of the paladin's battle is engraved upon the walls of this chamber in maddened Common, Draconic and Abyssal.

PCs notice that the stone surface of the walls, floor, and ceiling is whiter in Rooms C61 through C67. In addition, the material from which they had been hewn is different than in other parts of the vast complex and no dust has accumulated anywhere. Lastly, the spotless white stone surfaces of these halls are illuminated by an unknown light source, as if under the permanent effect of *daylight*.

C60. SECRET ENTRANCE

The door leading to Room C61 is actually a secret stone panel that is extremely hard to notice. The secret panel upon the eastern wall is a 10-ft.-by-10-ft. section of stone that sinks into the floor when opened. The secret door opens instantly if a PC with the Mark of the Righteous

(see Room C21 and C103) walks within 5 ft. of it, revealing the bright light on the other side. The panel remains open for 1 minute before rising back into place. A PC with the Mark of the Righteous caught on the other side of this doorway needs only to touch the secret wall panel to open it.

The corridor widens here, but leads simply to a bare wall. Like many places in this region, a thin gray dust covers the floor. This pale cloak is undisturbed and even, suggesting that no one has ventured into this hallway for years.

Initial Attitude: N/A

Encounter: If no one has the Mark of the Righteous, the PCs cannot gain access to this chamber — and thus they cannot reach the eastern Rooms of this Region. Most importantly, the special key in Room C103 is unavailable to them. If the PCs never met Zrino (Room C21), or if they refused the Mark of the Righteous, Zrino arrives, offering the Mark.

If the PCs attacked the lantern archon, however, he is not here.

Encounter Condition: Hallowed 4

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

C61. GOLDEN WEAPON RACK

The western wall of this chamber contains an empty weapon rack. The structure of this item is composed of four long bars that curve slightly. Each of these bars is made of pure gold decorated with a feather pattern. The golden feathers are linked to one another and form an intricate design. Upon the northern door, written in golden Celestial runes are the words: "Leave all weapons behind."

Initial Attitude: N/A

Encounter: This Room was designed so anyone entering Room C61 would do so unharmed. The weapon rack is enchanted and all those leaving their arms behind find the journey through Rooms C67 and beyond more pleasant than it has been. The rack is also the key to unlock the door leading to Room C62. Once a weapon is placed, it cannot be removed from the rack, but an exact duplicate awaits in Room C67. If the PC returns to this Room, the weapon is gone (unless the weapon was placed again in Room C67).

A PC with the Mark of the Righteous (see Room C21 and C103) walking within 5 ft. of the doorway is instantly aware of its existence. He also knows how to open it by simply touching the hidden panel. Only those with the Mark of the Righteous can open it in this fashion, however. When opened, the stone panel sinks to the floor.

The secret panel upon the eastern wall of this chamber is 5-ft.-by-5-ft. It is made from the same white stone as the walls of the Room from this side, but on the other the surface is as ordinary as that of the dark corridor leading to Room C95. Like the secret doorway in Room C60, this panel sinks into the floor when opened. The panel remains sunk inside the floor for 1 full minute before rising back into place. PCs without the Mark of the Righteous cannot open this door.

The door upon the north wall is locked. There are no obvious locking mechanisms and it cannot be unlocked with normal means. The only way to unlock this door and gain access to Room C62 is by placing weapons into the golden rack upon the western wall. A minimum of 1 weapon per PC must be placed in the rack. Once this is done the weapons disappear and the door opens by itself, allowing the PCs access to Room C62.

Encounter Condition: Hallowed 4

Tactics: N/A

Treasure: The weapons rack is made out of gold and is of significant value (2,000 gp or more). It is, however, bolted to the wall and magically endowed. PCs may pull the rack out from the wall with a successful DC 40 Strength check, but doing so not only cancels its enchantment

but also ruins the item, which crumbles into a fine black dust. Destroying the rack before unlocking the door prevents access to Room C62 permanently.

EL: N/A

Scaling: N/A

Scaling: To increase the challenge of this encounter, have all chaotic creatures entering this Room become instantly fatigued (no saving throw allowed) and raise the damage caused by the electrical discharge to 16d6. To decrease the challenge, allow non-lawful PCs to rest normally in this Room and reduce the damage caused by the discharge to 8d6.

C62. ANTECHAMBER OF LAW

This square room is empty, but upon the perfectly smooth white stone floor is an intricate pattern of an angel with outspread wings. The angelic figure sculpted upon the floor holds a wide shield with a scale and sword designed in its center.

Initial Attitude: N/A

Encounter: A successful DC 15 Knowledge (religion) or DC 25 Knowledge (the planes) check made here reveals that the symbol on the shield represents Order. This symbol is used by angels and archons, as well as any religious order that upholds the law.

This Room contains a powerful device that affects all non-lawful beings. Any non-lawful creatures entering this Room must make a DC 30 Will save or be afflicted by nausea for 4d6 minutes. Lawful-aligned characters are not affected by this effect and unarmed non-lawful characters who placed all their weapons in the rack in Room C61 or Room C67 gain a +8 luck bonus to their save. Nauseated characters lose 1d6 temporary points of Constitution, can only one standard action each round, and suffer a -5 circumstance penalty to attack rolls, skill checks, and saves for the duration of the nausea.

Encounter Condition: Hallowed 6, Positive Energy, Safe

Tactics: N/A

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, increase the magical device's saving throw DC to 35 and the Constitution damage to 2d6. To decrease the challenge, reduce the save DC to 25 and the Constitution damage to 1d4.

C64. AN ACCOUNT OF THE LAST BATTLE

Gouges scar the pure white walls of this hall. The markings are letters of exquisite quality carved into the walls. The writing is in the Celestial, but under each phrase are Common runes translating the language.

Initial Attitude: N/A

Encounter: Arum used this Room to record the account of the brave, final stand of the Paladins of Merunda. The account was made by Arum, who used both languages to make sure any good soul traveling into this chamber would know the truth. PCs succeeding at a DC 30 Sense Motive check, can sense sadness in the words and the style of writing, as if the writer had given up hope.

PCs reading the inscriptions on the walls learn that Merunda, a minor goddess of the ocean, travel, and vigilance, summoned the last of her followers to the dungeon. Though at first they did not know why the deity had called them to the forgotten place, the servants of the goddess eventually learned they were expected to fight the great demon held within the confines of an important prison cell. They were also expected to die; all except Arum, whose signature can be found at the end of the account.

Moments before the tragic event, the paladins of Merunda were told the demon would escape its prison and that a mighty angel would slay the fiend, provided they sacrificed their lives to help it. When the time came and the demon broke through the wall of its prison cell, the servants of Merunda stood ready to face the creature. They sacrificed their lives to allow the angel to kill the demon. Only Arum survived the onslaught, and the wizard saw the angel dissolve into thin air once the demon was dead.

Though the narrator does not explain the events leading to the demon's escape, he does insist that the followers of Merunda allowed the fiend to be destroyed. And he wrote the account upon the walls to honor the memory, the valor, and the sacrifice of the deceased.

Encounter Condition: Hallowed 12, Positive Energy, Safe

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

C63. THE HALL OF LAW

Silken sheets are lined up all along the floor of this large hall. There are eight silk blankets on either side of the room, and all were placed near the eastern and western wall. Though they are no beds under them, the blankets look inviting. Their deep blue shades are in strong contrast to the clean white walls of the place.

Initial Attitude: N/A

Encounter: This Room was a meditation hall. The silken sheets are surprisingly comfortable and lying on them feels like lying on a soft feathery mattress. Anyone stealing the blankets receives a powerful electrical discharge upon exiting (through either door). The discharge deals 12d6 points of electrical damage, but a DC 30 Fortitude save reduces this damage by half.

Lawful PCs resting here rejuvenate lost hit points at a rate of 2 per hour. Lawful PCs resting for 8 hours also recuperate 1d3+1 lost points of one ability score damage they suffered. Upon awakening, they are blessed with *divine favor* for 24 hours. Non-lawful PCs do not benefit from these effects.

Chaotic PCs find no respite here. No matter how long they sleep, they gain none of the benefits normally bestowed by rest. Furthermore, upon entering this Room, chaotic-aligned PCs must make a DC 30 Will save or become immediately fatigued. Chaotic PCs who left all their weapons in the rack in Room C61 or C67 gain a +8 luck bonus to resist this effect.

Encounter Condition: Hallowed 8, [Positive Energy], Safe

Tactics: N/A

Treasure: N/A

EL: 9

C65. HALL OF GOODNESS

Large sofas of deep blue velvet dominate the eastern and western walls of this large hall. In the center is a low blue marble table. The furniture is elegant and, like the white stone surfaces of the hall, surprisingly clean.

Initial Attitude: N/A

Encounter: Good-aligned PCs entering this hall immediately feel relaxed. Those suffering from ailment such as from poison, disease, or a curse also feel that they could get better if they stay here a while longer. Every hour a good-aligned PC remains, he benefits from one of the following spell-like effects — *neutralize poison*, *remove blindness/deafness*, *remove curse*, *remove disease*, *remove fear*, and *remove paralysis*. Non-good PCs do not gain any of these benefits.

For evil characters this place is unnerving. Upon entering the hall, they must succeed at a DC 30 Will save or become blind and deaf. They also suffer from 2 negative levels for as long as they remain here. *Remove blindness/deafness* restores their sight and hearing. PCs who placed all their weapons in the rack in Room C61 or Room C67 gain a +8 luck bonus to the save.

Encounter Condition: Hallowed 8, Positive Energy, Safe
Tactics: N/A
Treasure: N/A
EL: 5

Scaling: To increase the challenge of this encounter, add a *bestow curse* (–6 Intelligence) effect to each evil PC traveling in this hall. To decrease the challenge, have evil PCs either blind or deaf rather than both, and reduce the save DC to 25.

C66. ANTECHAMBER OF GOODNESS

An intricate pattern is carved into the center of this room. The design represents a handsome male angel with powerful wings protruding from its back. The angel upon the floor has one hand above his head, palm outstretch in front of him. His other hand holds a delicate lyre at his side.

Initial Attitude: N/A

Encounter: A successful DC 15 Knowledge (religion) or DC 20 Knowledge (the planes) check reveals the pose of the angel signifies peace. Angels, archons, and members of religious institutions frequently depict their greatest heroes in this position.

This Room is imbued with strong magic that affects all non-good creatures. Non-good PCs entering this Room must make a DC 30 Will save or become frightened for 4d6 minutes and lose 1d6 temporary points of Strength. Good characters are not affected and non-good characters who placed all their weapons in the rack in Room C61 or Room C67 gain a +8 luck bonus to their save.

Encounter Condition: [Fear 30], Hallowed 6, Positive Energy, Safe
Tactics: N/A
Treasure: N/A
EL: 6

Scaling: To increase the challenge of this encounter, increase the saving throw DC to 35 and the Strength damage to 2d4. To decrease the challenge, reduce the save DC to 25 and the Strength damage to 1d4.

C67. SILVERY WEAPON RACK

The southern door is locked, but has no locking mechanism upon it. It cannot be unlocked through normal means and the only way to open it is by placing weapons onto the silvery shelves. Each PC must place at least one weapon in the rack. Like Room C61, these weapons cannot be removed.

An empty silver weapon rack is encased upon the western wall of this otherwise empty room. The rack is made from seven curved bars embellished with leafy patterns of wonderful design. The words, "Leave all weapons behind" are written in silver Celestial runes in the center of the southern door.

Initial Attitude: N/A

Encounter: Like Room C61, this chamber was designed to allow everyone entering Rooms C62 through C66 to leave their weapons behind. The weapon rack, although fashioned from a different material, functions as the one in Room C61. It is also the key to unlock the door leading to Room C66.

PCs who left their weapons behind in Room C61, and vice versa, find their weapons here. When non-evil PCs take their arms from the rack in Room C67, they feel the weapons are charged with potent energy. The weapons of lawful PCs become *axiomatic*, while those of good-aligned PCs become *holy*. The weapons of lawful good PCs gain both these powers. The duration of these enchantments lasts for 1 day plus a number of days equal to the character's Wisdom bonus (if any). Weapons may not be enhanced more than once per month, so PCs journeying through this Section several times within a short period may not benefit from this more than once, unless they place different weapons in the rack.

The magical rack does not enhance the weapons of non-lawful or non-good PCs. The weapons of evil PCs are imbued with powerful enchantments that bestow them a –2 luck penalty for a 1d4+1 days. An evil weapon placed in the rack is destroyed and never reappears.

Encounter Condition: Hallowed 4
Tactics: N/A

Treasure: The weapon rack in this Room is made out of the purest silver (it is worth approximately 2,000 gp). PCs can pull the rack from the wall with a successful DC 30 Strength check. Doing so, however, cancels its magical effect and ruins the item, which instantly crumbles into a fine black dust. Destroying the rack before unlocking the southern door also prevents access to Room C66.

EL: N/A
Scaling: N/A

C68. SECRET DOORWAY

The secret stone panel sinks into the floor, revealing a brightly lit hallway leading south. The corridor is narrow and illuminated by an unnatural source. It leads to a simple door.

Initial Attitude: N/A

Encounter: A hidden panel opens into the narrow corridor leading south. It is impossible to notice, but those with the Mark of the Righteous automatically learn of its existence. The secret door is a 5-ft.-by-5-ft. panel that sinks into the floor when opened. It opens automatically if a PC with the Mark of the Righteous (see Room C20 and C103) touches it and remains open for 1 minute before rising back into place.

If no one has the Mark of the Righteous, the PCs cannot gain access to this Room. If the PCs never Zrino (Room C21), or if they met the lantern archon but refused the Mark of the Righteous, Zrino appears to offer the Mark, unless the PCs attacked him before.

Encounter Condition: N/A
Tactics: N/A
Treasure: N/A
EL: N/A
Scaling: N/A

C69 THROUGH C79. BLACK DRAGON TERRITORY

Before Arum fled the dungeon, his scattered mind created a number of monstrosities in this Section, bringing to life inanimate objects (like the furniture) and turning mindless mold into powerful, destructive oozes. Months and years passed, and Arum hid under the shadow of the dragon, before fleeing the Region in search of clarity and to ease his weary mind.

Over the years, this Section been home to a number of beasts, including hill giants, too stupid to stay away and a number of gnoll patrols who learned to leave well enough alone.

Now, uncontested, a mighty black dragon (named Nardarik) controls Rooms C69 through C79. This cunning dragon is aware of every secret door and hidden passage in its territory. Nardarik is smart and agile, and frequently patrols its lair in order to insure no other inhabitants enter it.

While journeying through Nardarik's territory, the PCs notice several scuff marks upon the floor and walls. Nardarik's claws and scaly body created these marks. They are especially obvious in narrow corridors and chambers.

When Nardarik encounters the PCs, he is Hostile. Unless they offer great treasures, the dragon attacks. He wants nothing to do with the PCs. However, if they buy their way out, Nardarik honors the bargain and shows them the way out.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	A thin, gray mist escapes through a crack in the wall. It dissipates almost as quickly as appears.
2	The sound of fire, followed by a thunderous explosion echoes through the Section.
3	The charred body of a lone goblin cuts across the PC's path.
4-13	Nothing
15-16	A pair of dire bats attack anyone in sight, but fly away when their hit points are reduced to 50%.
17	The PCs stumble upon a trap.
	♣ Fusillade of Spear Ceiling Trap: CR 5; mechanical; location trigger; automatic reset; lock bypass (DC 22 Open Lock check); Atk +20 range (1d8, spear); multiple targets (1d6 spears for every target within the Room); Search DC 27; Disable Device DC 20.
18	The PCs stumble upon a trap.
	♣ Well-Camouflaged Pit Trap: CR 6; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 26; Disable Device DC 16.
19	Black pudding slinks through the Section, attacking anything that is in its path. This encounter happens only once.
20	Nurganar (Room C9) searches for treasure. When encountered, he asks for a tribute — 100 gp from each PC. If the PCs pay up, Nurganar talks with them. Since he travels everywhere, he knows a about the Region.

C69. FIRST MARKED ROOM

The surface of the stone floor and walls here is heavily dented. A closer examination suggests that part of the rock face was burned. There are also several marks upon the floor, suggesting frequent traffic.

Initial Attitude: N/A

Encounter: The walls and floor of this Room are damaged. Their stone surfaces are melted and uneven, as though a potent acid had eaten through the rock. Nardarik (Room C77) — the black dragon that makes his lair in this Region — is responsible for the markings.

There is nothing special in this Room aside from the acid-damaged floor and walls. A successful DC 16 Intelligence check made here confirms the walls and floor were damaged with a strong acid. Another check suggests the acid was thrown or projected against the stone surfaces, as though through a jet or thrown flask. A third check (DC 26) reveals the acid's source was monstrous and unnatural.

A successful DC 25 Search check uncovers a simple secret panel at the end of the western corridor. This panel is made from the same stone as the walls and is just as damaged. It veers precariously upon hidden hinges towards the inside of this Room when opened. A narrow groove into the stone surface allows PCs to pull it open, but a successful DC 15 Strength check is required.

Encounter Condition: [Fog 10 or Smoke]

Tactics: After the PCs spend 30 minutes in this Room, roll for a Random Encounter.

Treasure: N/A

EL: N/A

Scaling: N/A

C70. DEVASTATED CHAMBER

The three secret doors leading into this Room are simple stone panels that can be noticed with DC 20 Search checks. When pushed with a successful DC 15 Strength check, they veer open, revealing strong iron hinges hidden within the arch way. PCs opening the panels from the outside must use a narrow groove that grips the panel (also requiring a Strength check).

The two secret doors in the corridor to the northwest are identical to those from this Room.

This room is filled with broken furniture, crushed boulders, and bone fragments. The detritus is piled at the foot of the western wall, and a simple looking door separates them in two mounds. Within the debris are bits of rusty iron, thorns and rotted clothing.

Initial Attitude: N/A

Encounter: When Nardarik took control of the Section, he fought powerful hill giant stragglers. The dragon wasted no time hunting down his enemies, and the giants made a brave, but futile last stand. Casting the room in *darkness*, the Nardarik killed each giant, slowly, in turn. Now, only their bony carcasses remain — along with the devastation wrought by Nardarik.

Searching the debris thoroughly takes 2 hours, but PCs succeeding at a DC 25 Search check can determine that the bone fragments from the detritus resulting from the decay of a number of giant-sized creatures. Portions of these bones are marked, twisted, or melted, as though acid had been thrown upon them. PCs studying the bones must succeed at a DC 20 Knowledge (nature) check to ascertain they come from seven different hill giants.

A DC 25 Spot check made here also reveals that behind the debris, portion of the western wall are scarred and damaged, as though by acid.

Encounter Condition: [Deep Darkness], Echoes 4, Fog

Tactics: N/A

Treasure: There is nothing of value in this hall, as Nardarik stripped the giant of any treasure they carried, including their weapons. PCs taking at least 20 minutes to search this Room uncover large pieces of wood, broken iron nails, the dried remains of pine branches, and large but rotted animal pelts. These broken and useless materials framed at least ten very wide bunk beds.

EL: N/A

Scaling: N/A

C71. SECOND MARKED ROOM

The westernmost secret door is discovered with a successful DC 25 Search check. The panel is simple and made from the same damaged stone as the walls. A narrow groove allows the PCs to grip the panel and pull it open. This action requires a DC 15 Strength check.

The floor and walls of this chamber are heavily damaged. The stone surfaces are uneven and marked with unfamiliar patterns.

Initial Attitude: N/A

Encounter: Like Room C69, a strong acid heavily damaged the walls and floor of this chamber. These cryptic marks are a warning to trespassers. A successful DC 16 Intelligence check confirms the substance used to burn and melt the stone was acid.

Encounter Condition: Fog 10, Stagnant Air

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

C72. HALL OF RUBBLE

A massive pile of stone rubble dominates this great hall. Boulders and chunks of broken rocks, all neatly put together in the center of the place, form a mound almost as tall as the fifty-ft. high ceiling.

Initial Attitude: N/A

Encounter: Though the PCs can step into this Room, it is extremely difficult to move inside it, as the stone rubble is scattered everywhere. PCs staying close to the walls can make their way around the hall, circling the mound, the summit of which is roughly in the center of the Room. Once rubble has fallen, the PCs may move safely.

Encounter Condition: [Fog 10], Hazardous Footing 16, Tremors 19
Tactics: N/A

Treasure: If the PCs spend 2 hours searching through the rubble, they find several bone fragments (scarred by acid), a small pile of copper slag, and a *bag of holding* (although the sack looks like any other, only undamaged). It does not radiate magic.

After 3 hours, allow the PCs a DC 30 Search check to discover a +3 *dragonbane dagger*. Nardaruk could not destroy it, so he buried it under a massive pile of rubble.

EL: N/A

Scaling: N/A

C73. TRAPPED HALLWAY

The secret door on the northern end of the corridor is easy to spot. The grooves surrounding the stone panel are larger than most and there are obvious markings (wide scuffs) on the floor around it, that disappear under the secret panel. A DC 15 Search check is enough to spot these details, and a subsequent DC 18 Search check is required to uncover the hidden button to the east of the panel. Pushing this button causes the panel to slide through the western wall, disappearing completely.

The westernmost part of the south wall of this 60-ft. high corridor is significantly damaged. The stone is broken and several piles of rubble lay scattered upon the floor, as though some powerful force had struck the wall. On the far end of the hallway, a single wooden lever juts from the stone.

Initial Attitude: N/A

Encounter: At the end of the hallway is a lever (that does nothing). It is designed to get someone to walk down the hallway. Two rounds after the secret door is opened, a potent magical trap is triggered. The magic affects the entire length of the corridor, from either side of the secret panel. PCs succeeding at a DC 26 Search check can find a tiny locking mechanism besides the secret doorway. This lock can be picked with a DC 28 Open Lock check to safely bypass the trap.

When triggered, the trap remains active for 7 rounds. On the first round, the *reverse gravity* sends all creatures and objects hurling toward the ceiling. Creatures take falling damage when they hit the 60 ft. high ceiling. When the spell ends, 7 rounds later, they fall to the ground as the *reverse gravity* effect ends, taking damage again.

◆ **Reverse Gravity Trap:** CR 8; magic device, touch trigger; automatic reset; lock bypass (Open Lock DC 28); spell effect (*reverse gravity*, 13th-level wizard) 6d6 fall [upon hitting the ceiling], then 6d6 fall [upon hitting the floor when the spell ends], DC 22 Reflex save avoids damage; Search DC 32, Disable Device DC 32.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, increase the ceiling height to 100 ft. or add spikes to the ceiling. To decrease the challenge, reduce the ceiling height to 40 ft. and have the trap trigger 3 rounds later.

C74. MIMIC'S CHAMBER

This wide hall is vacant except for massive wooden shelves dominating the entire northern wall. The shelves are filled with vials, leather-bound books, yellowed scrolls, clay pots, and silvery urns.

Initial Attitude: Hostile

Encounter: A mimic (hp 148), fearful of Nardaruk, remains in the form of a large book shelf filled with trinkets to attract anyone foolish enough to enter. It lies in wait, ready to attack intruders. Having suffered years of torment at Nardaruk's hand, it is eager to vent its rage upon those who violate its lair. It attacks the PCs when someone steps within 5 ft. of it.

Encounter Condition: Ambush, Fearless, Poor Footing 4

Tactics: The mimic exudes a thick adhesive, hoping to grapple its prey or catch their weapons. Though angry, this creature fights intelligently and when given the chance, it concentrates its attacks upon less armored opponents.

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, add one mimic. To decrease the challenge, give the PCs an opportunity to spot the mimic.

◆ **Mimic:** CR 7; Huge aberration (shapechanger); HD 20d8+100; hp 190; Init +4; Spd 10 ft.; AC 16, touch 8, flat-footed 16; Base Atk +15; Grp +31; Atk +22 melee (2d8+8, slam); Full Atk +22 melee (2d8+8, 2 slams); Space/Reach 15 ft./15 ft.; SA Adhesive, crush; SQ Darkvision 60 ft., immunity to acid, mimic shape; AL NE; SV Fort +13, Ref +8, Will +15; Str 27, Dex 10, Con 21, Int 10, Wis 13, Cha 10.

Skills and Feats: Climb +15, Disguise +21, Listen +14, Spot +14; Alertness, Great Fortitude, Improved Initiative, Improved Natural Weapon (slam), Iron Will, Lightning Reflexes, Weapon Focus (slam).

Adhesive (Ex): A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first.

A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 25 Reflex save. A successful DC 25 Strength check is needed to pry it off.

Strong alcohol dissolves the adhesive, but the mimic still can grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies.

Crush (Ex): A mimic deals 2d6+8 points of damage with a successful grapple check.

Mimic Shape (Ex): A mimic can assume the general shape of any object that fills roughly 450 cubic ft. (7 ft. by 8 ft. by 8 ft.), such as a truly massive chest, a giant's bed, or an archway. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter its appearance. Anyone who examines the mimic can detect the ruse with a successful Spot check opposed by the mimic's Disguise check. Of course, by this time it is generally far too late.

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

C75. FALSE DRAGON'S HOARD

This cross-shaped hall is filled with coins of all shapes and sizes. Upon the mound of copper, gold, and silver are bronze candelabums, golden plates, silvery cutlery, ivory cups, and a multiple brightly-colored jewels.

Initial Attitude: N/A

Encounter: Nardaruk is a covetous creature, with no understanding of his true lineage, his reptilian mind understands two things – "this is mine" and "how do I get more?" Therefore, in order to protect his valuables from gnolls, giants, and whatever beast was too stupid to stay away, he built a false treasure hoard.

The entire Room is blanketed with a *permanent image* (DC 20 Will save, disbelief) making visitors believe the Room holds impossible treasures. PCs rolling a natural '1' on their saves, see whatever they truly desire in the hoard (weapons, power, et al). In reality, the illusion hides a pit trap covering most of the floor. Only those who see through the illusion can search for the trap (otherwise all Search checks automatically fail). Anyone stepping on the floor triggers the mechanism which opens a pit trap 2 rounds later.

◆ **Wide-Mouth Pit Trap:** CR 8; mechanical; location trigger; manual reset; DC 22 Reflex save avoids; 100 ft. deep (10d6, fall); multiple targets (all targets within the Room); onset delay (2 rounds); Search DC 20; Disable Device DC 17.

Encounter Condition: N/A

Tactics: N/A

Treasure: There is nothing of value here as the treasure is just an illusion.
EL: 8

Scaling: To increase the challenge of this encounter, increase the depth of the wide-mouth pit trap to 150 ft. to the pit trap. To decrease the challenge, reduce the depth to 60 ft.

C76. GELATINOUS CUBE GUARDIAN

This hallway is completely dark. Like many other rooms in this region, the walls are scarred with scuffs and narrow markings, as though something was dragged upon them.

There is a large cube made out of bluish translucent gelatin in the middle of this hallway. Inside this weird cube is a wooden chest reinforced with golden brackets. The chest appears undamaged.

Initial Attitude: Hostile

Encounter: A huge gelatinous cube (hp 216), born from the chaotic magic of Arum's fractured intellect, has grown to enormous strength. It guards the hallway running around the Nardarik's nests (Room C77), with a mimic (hp 52) — posing as a treasure chest — inside its oozing core. After all, the mimic's acid immunity renders it invulnerable to the cube's touch.

These creatures were already here when Nardarik took control of the Section and seeing no need to destroy them, the dragon kept them alive, to use as sentries. The gelatinous cube and mimic remain close to the door in the northern stretch of the corridor, but can appear anywhere in the Room the DM wishes.

Encounter Condition: Ambush, [Fear 14], Fearless

Tactics: Should the cube suffer 50 or more points of damage, the mimic springs to life and attacks the PCs, catching them flat-footed (even if they are already engaged in combat) unless they succeed at a DC 33 Spot check.

The cube attacks mindlessly, engulfing the first PC it encounters. If the cube is successful, the mimic attacks the PC from inside the cube, rather than waiting for an opening. PCs witnessing such an attack must succeed at a DC 14 Will save or become shaken for 2d4 rounds.

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, two mimics inside the cube, each shaped like treasure chest or desks. To decrease the challenge, have the mimic surprise the PCs after the cube suffers 100 points of damage.

▼ **Gelatinous Cube:** CR 3; Huge ooze; HD 12d10+96; hp 216; Init -5; Spd 15 ft.; AC 3, touch 3, flat-footed 3; Base Atk +8; Grp +16; Atk +6 melee (1d6 plus 1d6 acid, slam); Full Atk +6 melee (1d6 plus 1d6 acid, slam); Space/Reach 15 ft./10 ft.; SA Acid, engulf, paralysis; SQ Blindsight 60 ft., immunity to electricity, ooze traits, transparent; AL N; SV Fort +17, Ref -1, Will -1; Str 10, Dex 1, Con 26, Int —, Wis 1, Cha 1.

Skills and Feats: —

Acid (Ex): A gelatinous cube's acid does not harm metal or stone.

Engulf (Ex): Although it moves slowly, a gelatinous cube can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 17 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a +1 racial bonus.

Paralysis (Ex): A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 24 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 ft.

Transparent (Ex): Gelatinous cubes are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

▼ **Mimic:** CR 4; Large aberration (shapechanger); HD 7d8+21; hp 52; Init +1; Spd 10 ft.; AC 15, touch 10, flat-footed 15; Base Atk +5; Grp +13; Atk +9 melee (1d8+4, slam); Full Atk 2 slams +9 melee (1d8+4); Space/Reach 10 ft./10 ft.; SA Adhesive, crush; SQ Darkvision 60 ft., immunity to acid, mimic shape; AL N; SV Fort +5, Ref +5, Will +6; Str 19, Dex 12, Con 17, Int 10, Wis 13, Cha 10.

Skills and Feats: Climb +9, Disguise +13, Listen +8, Spot +8; Alertness, Lightning Reflexes, Weapon Focus (slam).

Adhesive (Ex): A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first.

A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 16 Reflex save. A successful DC 16 Strength check is needed to pry it off.

Strong alcohol dissolves the adhesive, but the mimic still can grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies.

Crush (Ex): A mimic deals 1d8+4 points of damage with a successful grapple check.

Mimic Shape (Ex): A mimic can assume the general shape of any object that fills roughly 150 cubic ft. (5 ft. by 5 ft. by 6 ft.), such as a massive chest, a stout bed, or a wide door frame. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what its appearance. Anyone who examines the mimic can detect the ruse with a successful Spot check opposed by the mimic's Disguise check. Of course, by this time it is generally far too late.

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

C77. NARDARIK'S NEST

If Nardarik hears the PCs coming (highly likely), the Room is already cast in darkness. Otherwise, read the following.

A great mound of copper, gold, and silver coins takes up most of the floor space of this vast chamber. Among the coins are several pieces of jewelry, such as necklaces, rings, and bracelets, as well as a handful of tapestries, goblets, and utensils. What truly catches the eye, however, is the large dragon sitting atop his treasure. The creature's scales are deep black, bearing several scars, and shaped like jagged diamonds. Fire burns within the pits of its eyes.

Initial Attitude: Hostile

Encounter: Nardarik (hp 110) lives here. Though he frequently patrols his own territory, it is found here most of the time. Like most of its peers, Nardarik is clever, cruel, and malevolent. It sees the PCs' presence in its private realm as an affront to its power and does not hesitate to attack anyone entering its nest.

In order to negotiate with Nardarik, the PCs must first be able to change its initial attitude through the use of Diplomacy or Bluff checks. Unless the PCs tempt Nardarik by promising great riches to the black dragon, they suffer from a -4 circumstance penalty to all Diplomacy checks made to change its attitude. If the PCs successfully change the dragon's mind, it listens to what they have to offer hoping to acquire treasure from them. If the PCs fail to pay at least 2,000 gp worth of treasure to Nardarik, combat ensues.

Encounter Condition: Ambush (darkness), [Deep Darkness], Fearless, Fog 10, Smoke



Tactics: In battle, Nardarik is merciless. If he hasn't already done so, he casts the room into *darkness*, unless the PCs surprise him in which case he starts fighting immediately. Before engaging in melee, he uses his line of acid breath (60 ft.), targeting the spellcasters. Due to his ferocious nature, he does not breath acid as quickly as he can, repeating this action every 1d4+1 rounds.

Once engaged in melee, Nardarik tears at the PCs with claw and bite attacks. If too many PCs surround him he tail slaps the largest, reducing his opponent's numbers before returning to his breath weapon and claw attacks.

Due the size of the Room, Nardarik keeps his distance when necessary and jumps about for a better position whenever possible. In the *darkness*, he attacks like a cat, attacking powerful PCs before slinking away to stalk them again.

If the PCs are too strong for Nardarik, he uses *darkness* and his powerful breath weapon to escape to Room C72.

Treasure: Nardarik's treasure hoard includes 8,500 gp worth of small gemstones, assorted coins, and various pieces of jewelry. In a locked (DC 40 Open Lock check) wooden chest are a number of unmarked vials. A *potion of bless*, a *potion of cure moderate wounds* (3 doses), and a small glass vial containing ungol dust can be found.

In another locked (DC 40 Open Lock check) chest — strapped closed with bands of cold iron — the PCs find one large delicate jade bowl of commanding water elementals, a scabbard of keen edges (that is stuck in longword size), a small lacquer box (wrapped in silk) containing brushes and marvelous pigments as well as three *incense of meditation* sticks (bound with twine), a dark blue ioun stone, a clear ioun stone, a plain-looking ring of evasion, a ring of wishes (with 0 wishes remaining), a minor ring of energy resistance (fire) (with a faceted fire opal set in a three-part crown), and an amulet [choker] of health (+2) that only fits Small or smaller creatures.

EL: 9

Scaling: To increase the challenge of this encounter, give Nardarik maximum hit points for his size (hp 182). To decrease the challenge, allow the PCs two rounds before Nardarik notices them.

▲ Nardarik, Young Adult Black Dragon: CR 9; Large dragon (water); HD 16d12+48; hp 152; Init +4; Spd 60 ft., fly 150 ft. (poor), swim 60 ft.; AC 24, touch 9, flat-footed 26; Base Atk +16; Grp +24; Atk +19 melee (2d8+4, bite); Full Atk +19 melee (2d8+4, bite) and +17 melee (2d6+2, 2 claws) and +17 melee (1d6+2, 2 wings) and +17 melee (1d8+6, tail slap); Space/Reach 10 ft./5 ft. (10 ft. with bite); SA breath weapon, spell-like abilities, spells; SQ Blindsense 60 ft., damage reduction 5/magic, frightful presence, immunity to acid, keen senses, spell resistance 17, water breathing; AL CE; SV Fort +13, Ref +10, Will +11; Str 19, Dex 10, Con 17, Int 12, Wis 13, Cha 12.

Skills and Feats: Hide +15, Intimidation +20, Listen +22, Move Silently +19, Search +20, Spot +22, Swim +22; Alertness, Flyby Attack, Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claw), Multiattack

Blindsense (Ex): Dragons can pinpoint creatures within a distance of 60 ft. Opponents the dragon can't actually see still have total concealment against the dragon.

Breath Weapon (Su): Nardarik has one type of breath weapon, a 80 ft. line of acid, 10d4 acid damage Reflex save (DC 21) for half.

Frightful Presence (Ex): Nardarik can unsettle foes with his mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 150 feet are subject to the effect if they have fewer HD than the dragon. A potentially affected creature that succeeds on a Will save (DC 19) remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Keen Senses (Ex): A dragon sees four times as well as a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 ft.

Water Breathing (Ex): Nardarik can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Spell-Like Abilities: At will—*darkness*.

Sorcerer Spells (5/3, save DC 11 + spell level): 0—acid splash, arcane mark, detect magic, mage hand; 1st—shield, true strike.



C78. CONVERTED HALL

This oddly shaped hall was probably two rooms once, but there are now wide gaps in the east and south walls, which open into the second part of it. Though there is nothing special here, the walls and floor bear many scars. The horizontal scarring of the walls suggest that something was dragged up them, and it is obvious that the floor was scarred with claws or sharp tools.

Initial Attitude: N/A

Encounter: This hall was once two separate chambers, but the doors — and indeed the entire doorways — that separated them were destroyed long ago. The oversized arch ways are scorched and a good portion of the stone walls surrounding them has melted under the effect of an acidic substance.

The secret door in the southernmost portion of the east wall is a simple stone panel that has seen much use in recent years. Because of this, it is easy to discern its discolored shade and the large marks around it. A successful DC 16 Search check is enough to notice it. When pushed, the panel opens into the narrow corridor and wide chamber beyond.

Encounter Condition: Stagnant Air

Tactics: After the PCs spend 30 minutes in this Room, roll for a Random Encounter. On a 6–14, a gray ooze or ochre jelly shuffles into the Room.

Treasure: N/A

EL: N/A

Scaling: To increase the challenge of this encounter, a gray ooze is already here, dissolving the stone. To decrease the challenge, remove the possibility of a Random Encounter.

C79. GRAY OOOZE PRISON

The narrow hallway opens into a wide room. This dark chamber is empty except for a puddle of water in the northeastern corner.

Initial Attitude: Unfriendly

Encounter: Nardarik keeps a gray ooze (hp 31) prisoner in this room. This creature unwittingly ventured into the black dragon's lair over a year ago and now Nardarik frequently visits the ooze to torment it. The ooze remains motionless and does not attack unless the PCs move within 5 ft., striking the closest target.

Encounter Condition: Ambush, Cover

Tactics: The gray ooze does its best to conceal itself, hiding under cover when possible and generally avoiding outright confrontation. While mindless, months of torture have taught it to lie still and not attract unwanted attention.

If combat is inevitable, unarmored PCs are perfect targets, suffering the gray ooze's acidic touch.

Treasure: N/A

EL: 4

Scaling: To increase the challenge of this encounter, add one gray ooze. To decrease the challenge, have the ooze recently tortured by Nardarik (hp 20).

☛ **Gray Ooze:** CR 4; Medium ooze; HD 3d10+15; hp 31; Init -5; Spd 10 ft.; AC 5, touch 5, flat-footed 5; Base Atk +2; Grp +3; Atk +3 melee (1d6+1 plus 1d6 acid, slam); Full Atk +3 melee (1d6+1 plus 1d6 acid, slam); SA Acid, constrict 1d6+1 plus 1d6 acid, improved grab; SQ Blindsight 60 ft., immunity to cold and fire, ooze traits, transparent; AL N; SV Fort +6, Ref -4, Will -4; Str 12, Dex 1, Con 21, Int —, Wis 1, Cha 1.

Skills and Feats: —

Acid (Ex): A gray ooze secretes a digestive acid that quickly dissolves organic material and metal, but not stone. Any melee hit or constrict attack deals acid damage. Armor or clothing dissolves and becomes useless immediately unless it succeeds on a DC 16 Reflex save. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds on a DC 16 Reflex save. The save DCs are Constitution-based.

The ooze's acidic touch deals 16 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid.

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

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 ft.

Transparent (Ex): A gray ooze is hard to identify, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a gray ooze and walk into it are automatically hit with a melee attack for slam and acid damage.

C80 THROUGH C85. TRICKS AND TRAPS

Once serving as powerful prisons for demons and the like, these Rooms fell out of favor when the celestials were forced into Regions E and G. Each Room in this Section is trapped with powerful magic, capable of bringing the strongest PC to his knees. For thousands of years, these Rooms have stood as cells, holding pens, and "torture" chambers to remind evil of the price of disobedience.

Since the Section is devoid of inhabitants and filled with traps that discourage travel, Nardarik (Room C77) makes no challenge to annex this territory. Most inhabitants of the Region know about this Section and avoid it at all costs, leaving the dragon to focus his energies elsewhere.

The stone floor in this Section is covered with a thick layer of undisturbed dust, suggesting that nothing has entered here in some time.

There are no Random Encounters in this Section.

C80. THE WEARINESS OF THE TRAVELER

This room would be perfectly square if it were not for a thin wall separating it in two sections. Though this wall seems out of place, its surface is exactly as the other stone walls in the area. The only difference is that it is narrower than what would be expected.

Initial Attitude: N/A

Encounter: This Room is rigged with a potent magical device that causes fatigue to those journeying through it. Anyone traveling through this Room, in either direction, falls under its effect. Merely entering the Room through one door is not enough to trigger the enchantment, but PCs entering the Room from one door and exiting through the other instantly becomes fatigued. This effect takes place regardless of the amount of time spent inside the Room. There is no save and condition persists for 24 hours.

The Room radiates a faint necromantic aura.

Encounter Condition: [Fear 16], Haunted, Negative Energy

Tactics: N/A

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, add *fear* to the fatigue effect. To decrease the challenge, allow each PC a DC 16 Will save to avoid fatigue.

C81. THE BURDEN OF THE WEAK

The floor in this room is covered in thick dust and dirt. With the exception of the seven burning torches set upon the eastern wall, the place is completely empty. A beautiful sigil criss-crosses the stone pattern of the floor, forming an ellipse with intersecting circles.

Initial Attitude: N/A

Encounter: This Room is trapped with a permanent *symbol of weakness* that affects anyone who steps on or reads the symbol printed on the center of the floor.

If the symbol is touched or read, everyone in the Room must make a DC 22 Fortitude save or suffer 3d6 Strength damage. The symbol of weakness remains active for 3 hours once triggered. Anyone who exits the Room must save again upon re-entering the chamber and viewing the symbol. A PC whose Strength is reduced to 0 in this manner lies helpless until his Strength returns to at least 1 (at which point he can crawl out of the Room).

♦ **Symbol of Weakness Trap:** CR 8; magic device; touch/special trigger; automatic reset; spell effect (symbol of weakness, 18th-level wizard, DC 22 Will save negates); multiple targets (all creatures within 60 ft.); Search DC 32; Disable Device DC 32.

Encounter Condition: [Fear 18]

Tactics: N/A

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, add a *symbol of pain* to the *symbol of weakness* trap. To decrease the challenge, replace the *symbol of weakness* trap with a *symbol of sleep* trap.

C82. THE STAGGERING STRENGTH

The floor of this room is covered with dust, but this substance is darker than most of the dust blanketing the other chambers and hallways of this region.

Initial Attitude: N/A

Encounter: 1 round after the PCs enter this Room, a powerful gust of wind erupts from tiny cracks in the floor. The *gust of wind* affects everyone in the Room and sends poisonous ungol dust into the air. Living creatures inhaling the dust begin choking immediately, and must succeed at a DC 16 Will save or become panicked for 2d6 rounds in addition to any other effects.

♦ **Gust of Wind and Ungol Dust Trap:** CR 6; magic device and poison; location trigger; automatic reset; spell effect (*gust of wind*, 18th-level wizard, DC 18 Fortitude save negates) and poison (ungol dust, DC 15 Fortitude save resists, 1 Cha / 1d6 Cha +1 Cha drain); multiple targets (all creatures within the Room); Search DC 28; Disable Device DC 28.

Encounter Condition: [Drafty], [Fear 16], Stagnant Air

Tactics: N/A

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, add *chain lightning* to the *gust of wind* and ungol dust trap. To decrease the challenge, remove the ungol dust and instead have the PCs pelted with pebbles and debris (2d6 bludgeoning damage each).

C83. THE MIRROR OF TRUTH

This small room is empty except for a large mirror mounted on the diagonal northwest wall. The mirror is framed in an orange copper alloy that reflects light nicely. It is a large but otherwise simple piece of furniture.

Initial Attitude: N/A

Encounter: This tiny chamber is actually a portal to Room C84. In order to pass through the secret door (or even discover it), the PCs must face the mirror in the northwest corner.

Anyone entering this Room must make a DC 17 Will save to resist the *zone of truth* coming from the mirror. Those standing directly in front of the mirror, so as to see their reflections, trigger a *magic mouth*. Everyone in the Room hears — "Shelter and comfort await friends who wish it. What is your name?" To everyone else, the mirror is empty, but to those who answer the mirror see through to the other side.

On the other side of the mirror is a lush, yet confined Room filled with two three-tiered bunk beds, a modest table, two chairs, and a wash basin. The mirror is a doorway to Room C84.

Encounter Condition: Distracting Visions 8

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

C84. RESTFUL NIGHTMARE

A pair of three level bunk beds dominates this small room. The beds can easily accommodate six medium-sized creatures and thick sheets rest upon them. In addition to the bunks, there are two small chairs, an ivory washbasin, and a large wooden chest.

Initial Attitude: N/A

Encounter: The basin in this Room is filled with cool fresh water. When water is taken out of it, the basin magically refills itself. Regardless of the quantity of liquid taken out of it, the basin constantly refills. The basin is mounted to the floor and cannot be moved or tipped over.

This Room was designed to attract demons to safety, instead targeting them with a powerful *nightmare*. Any PC trying to rest here is subjected to the *nightmare*.

◆ **Nightmare Trap:** CR 6; magic device; automatic reset; spell effect (*nightmare*, 18th-level wizard, DC 21 Will save negates); Search DC 30; Disable Device DC 30.

Those who uttered their true names in Room C83 receive personalized nightmares, based on events from their past. Those who lied (as demons are apt to, lest they give away their true name) suffer a -5 circumstance penalty to their Will save and see visions of a future that is horrific, unexplainable, and so abstract that the PC is left unnerved and shaken for 2d4 days after whether the save succeeds or not.

Encounter Condition: [Distracting Visions 4], [Haunted]

Tactics: N/A

Treasure: The wooden chest contains extra blankets and pillows for the six beds.

EL: 6

Scaling: To increase the challenge of this encounter, add *phantasmal killer* to the *nightmare* trap. To decrease the challenge, replace the *nightmare* trap with a *crushing despair* trap.

C85. ANGELIC STATUE

The door to this Room is locked. A DC 30 Open Lock check is required to open it.

A beautiful statue representing a large female humanoid with mighty wings issuing from her back stands in the middle of this room. Though the statue is cloaked with dust, it is clear her eyes are made of the purest emerald stones.

Initial Attitude: N/A

Encounter: This Room is anachronistic in relation to the rest of the Section. It looks and feels alien to anything else they've seen so far. Evil-aligned PCs must succeed at a DC 18 Will save or become shaken for 2d4 rounds after entering the Room. While this effect is not devastating, it is intimidating.

The statue in this Room is made of the same stone as the rest of the dungeon. Despite the obvious valueless nature of its material, it is a truly impressive work of art. The emeralds that make its eyes are priceless and foreign to this world. A successful DC 25 Appraise check confirms these gems are entirely unique and alien, fetching upwards of 10,000 gp each.

The PCs can remove the emeralds from the statue by prying them out with a successful DC 15 Strength check. Three rounds after the precious stones are taken out, they turn into a dull black shape and crumble to dust. Soon after, the real terror begins.

First, when the gems turn to dust, the bearer must succeed at a DC 20 Reflex save or swallow some of them dust, suffering 1 negative level for 1 week. Second, everyone in the Room suffers *bane* for 2d8 days (no saving throw). Third, a beastly howl fills the Room, chilling the PCs to the bone (*eyebite*). They are allowed a DC 21 Fort save to negate the effect. Fourth, a *wave of exhaustion* (no saving throw) strikes everyone in the Room, at which point the angelic statue (hp 70) animates and attacks the PCs.

Each trap effect triggers one after the other in successive rounds.

◆ **Special Magical Trap:** CR 11; magic device; touch trigger; no reset; spell effect (modified *energy drain*, 18th-level wizard) no save); spell effect (*enhanced bane*, 15th-level cleric, no save); spell effect (*eyebite*, DC 21 Fortitude save negates); spell effect (*waves of exhaustion*, 15th-level cleric, no save); DC Search DC 34; Disable Device N/A.

PCs who did not steal the emeralds are *blessed* when they leave the Room and may rest here as long as they like (so long as the emeralds are untouched).

Encounter Condition: [Fear 18], Fearless, Hallowed 5 or Unhallowed 5, Haunted or Safe, Negative Energy or Positive Energy

Tactics: If the PCs must fight the statue, it fights defensively, pushing the PCs out of the Room, if possible. If necessary, it strikes evil PCs first in an attempt to rid the Room of their foul corruption. Otherwise, it attacks whoever touched the emerald. It does not leave the confines of the Room and if everyone is pushed out, it closes and locks the door.

The statue automatically succeeds at any Will saves required and fights to the death.

Treasure: N/A

EL: 11

Scaling: To increase the challenge of this encounter, add a *doom* to the *bane* trap. To decrease the challenge, reduce the duration of *bane* to 24 hours.

◆ **Animated Celestial Angel Statue:** CR 4; Large construct; HD 4d10+30; hp 70; Init +0; Spd 30 ft.; AC 14, touch 9, flat-footed 14; Base Atk +3; Grp +10; Atk +5 melee (1d8+4, slam); Full Atk +5 melee (1d8+4, slam) and +0 (1d6+2, 2 wing buffets); Space/Reach 10 ft./10 ft. (15 ft. with wings); SA Smite evil; SQ Construct traits, damage reduction 5/magic, darkvision 60 ft., low-light vision, resistance to acid, cold and electricity 5, spell resistance 9; AL N; SV Fort +1, Ref +1, Will -4; Str 16, Dex 10, Con —, Int —, Wis 1, Cha 1.

Skills and Feats: —

Hardness (Ex): The animated angel statues has a hardness of 8.

Smite Evil (Su): Once per day, the statue can make a normal melee attack to deal extra damage equal to its HD (+4) against an evil foe.

ROOMS C86 THROUGH C94. NARROW MAZE

A multitude of narrow corridors make up most of this Section. Because the outlying territory is so dangerous, inhabitants of the Region usually avoid this Section. Two years ago, a group of adventurers found their way into the dungeon and entered this Region, establishing a base of operations in Rooms C86 through C91. They passed away soon after. Signs of their passage can be found throughout these isolated chambers.

PCs venturing into the narrow hallways of this area must walk single file.

While Room C94 is technically part of Arnuk's (Room C96) Section, she avoids it and commands her sons do the same.

There are no Random Encounters in this Section.

C86. FORMER ADVENTURERS' CHAMBER

Though this small Room was originally designed to hold a prisoner, the lock was destroyed long ago.

The stench of decay prevails in this room and a glance inside instantly reveals the source of the foul smell. The body of a dwarf, curled up in the fetal position, lies in the southwest corner. Almost no meat remains upon the skeletal corpse, but the odor of rotted flesh lingers.

Initial Attitude: N/A

Encounter: Long after its original captive was gone, the Room was used as a bed chamber. A dwarven male lies on a rotted blanket in this bed chamber, his cancerous form so diseased it doesn't even attract flies.

Anyone touching or examining the dwarf's body must succeed at a DC 18 Fortitude save or contract demon fever. Normally demon fever is spread through injury, but this strain is deadly even centuries after the demon's fled the dungeon.

♦ **Demon Fever** — Contact, Fortitude DC 18, incubation period 1 day, damage 1d6 Con [When damaged, character must succeed on another saving throw or 1 point of damage is permanent drain instead.]

Encounter Condition: Diseased (demon fever) 18, Stagnant Air
Tactics: N/A

Treasure: There are three old bedrolls in the corner, plus a diseased and rotted blanket on which the dwarf is sleeping. A successful DC 20 Search check reveals a leather scroll case and a small copper holy symbol (worth 5 gp) hidden in the closed skeletal fist of the dwarven corpse. The case contains three divine scrolls — *calm emotion*, *freedom of movement*, and *protection from evil*.

EL: N/A

Scaling: To increase the challenge of this encounter, add devil chills. To decrease the challenge, replace demon fever with mind fire.

C87. OLD HEARTH

A circle of blackened stone lies at the heart of this room, a small pile of gray ashes in its center. It is obvious that this place was used as a hearth where fire once burnt, but there is no trace of wood anywhere in the chamber.

Initial Attitude: N/A

Encounter: The adventuring band who lived here used this chamber as a common hall.

Encounter Condition: Diseased (demon fever) 18

Tactics: N/A

Treasure: A successful DC 15 Search check uncovers a half-burnt piece of parchment within the ashes. The last phrases of what must have been a longer paragraph remains intact: "No one knew why they were brought together in the bowels of this forgotten place, except that they would be needed to turn the tide at some forthcoming event. Yet the priests and paladins serving Merunda obeyed the will of their deity."

This parchment is part of Arum's notes and anyone reading "Arum's Journal" succeeding at a DC 15 Intelligence check notices that the writing on the parchment is identical to that of the wizard's journal in Room C52. This is another fragment of the accounts of the servants of Merunda who lost their lives fighting Ash (Room C21).

EL: N/A

Scaling: N/A

C88. ANCIENT STOREROOM

Five small crates and two large sacks crowd this chamber. Though the wood from the crates is rotted, some of the items they contain appear sound.

Initial Attitude: N/A

Encounter: Before their demise, the adventurers dwelling here, stored extra gear in this Room.

The door on the west wall is hidden by an illusion, making it appear like the wall. Anyone touching the "door" must succeed at a DC 16 Will save to disbelieve the illusion. Failing this save means the PC is fooled by the illusion.

Those succeeding the save realize the stone wall is an illusion. The illusionary wall never disappears, but those making the save can open the door to Room C89. Due to the nature of the illusion, those who fail their save will never see it as anything but a wall.

Encounter Condition: Diseased (demon fever) 18

Tactics: N/A

Treasure: The large sacks contain several long cords of rotted ropes, as well as torches, arrows, and bolts in similar states of decomposition. Within the crates, the PCs uncover the rusty end of a grappling hook

(with a rotted cord), a well-oiled tent in surprisingly good shape, a hooded lantern, seven oil flasks, flint and steel, and a rusted (but still useful) masterwork climber's kit.

EL: N/A

Scaling: N/A

C89. FORMER TREASURE ROOM

In order to enter this Room, PCs must first bypass the illusory wall in Room C88.

The rotted remains of shelving line the walls of this small room. Some of the shelves have fallen atop others, crushing whatever items were displayed on them in their wake. Others remain in place, but it is obvious by the state of the apparatus that they are extremely fragile.

Initial Attitude: N/A

Encounter: This Room was once used to store the adventures' most precious treasures. When the surviving members of the band abandoned their base of operations, they took most of what was valuable in this Room.

Encounter Condition: N/A

Tactics: N/A

Treasure: There are several broken glass vials, clay pots, and wax candles lying among the debris of the shelves and at first glance there is nothing of value here. A successful DC 18 Search check uncovers an unbroken vial of holy water (3 doses) as well as a +1 *defending battle* laying under the crushed shelves of the western wall. The sword's blade is decorated with thick dwarven runes.

EL: N/A

Scaling: N/A

C90. FUNERAL CHAMBER

The only door leading to this chamber is locked but not trapped. A successful DC 18 Open Lock check is enough to unlock it.

Two stone altars are lined up on the eastern and western walls of this chamber and it is clear to anyone entering the place that something rests upon each. Closer inspection reveals two man-sized corpses wrapped in gauzy layers of yellowed wool.

Initial Attitude: N/A

Encounter: Inside, the bony remains of two humans and their gear are discovered. Both were human males. Sigils were painted on the wall but the paint has faded to red.

Anyone touching or examining the bodies must succeed at a DC 18 Fortitude save or contract demon fever.

♦ **Demon Fever** — Contact, Fortitude DC 18, incubation period 1 day, damage 1d6 Con [When damaged, character must succeed on another saving throw or 1 point of damage is permanent drain instead.]

Encounter Condition: Diseased (demon fever) 18

Tactics: N/A

Treasure: PCs searching the corpses find a masterwork battleaxe, a +2 *throwing axe*, a rusty breastplate, a pouch containing 71 gp worth of assorted coins, and a small chunk of amber (worth 15 gp).

Each of the items is also riddled with disease and the DM should determine if the PCs can leave without making several Fortitude saves.

EL: N/A

Scaling: To increase the challenge of this encounter, add devil chills. To decrease the challenge, replace demon fever with mind fire.

C91. EMPTY CELL

There is a lock upon the door, but it is busted and completely useless.

The door leading to this room has a barred window set into it, allowing everyone to gaze inside. The floor is cloaked in a thick blanket of undisturbed dust. A closer look reveals that the walls of this cell have turned into a dull brown shade, as though someone or something had painted them long ago.

Initial Attitude: N/A

Encounter: This prison cell has not been used in centuries, but once contained a minor demon. A DC 18 Intelligence check made here confirms the walls were painted with blood. The substance dried long ago, but its dark shade can still be seen.

Anyone touching or examining the blood must succeed at a DC 22 Fortitude save or contract this powerful strain of demon fever.

◆ **Demon Fever** — Contact, Fortitude DC 22, incubation period 1 day, damage 1d8+1 Con (When damaged, character must succeed on another saving throw or 2 points of damage is permanent drain instead.)

Encounter Condition: Diseased (demon fever) 18

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: To increase the challenge of this encounter, add devil chills. To decrease the challenge, replace demon fever with mind fire.

C92. CRUSHING WALL TRAP

This room is devoid of light or furniture, but a narrow pile of broken bones takes up most of the spatial area in this chamber. The crushed skeletons are lined up in the middle of the place, forming an almost straight line from north to south, as if connecting the two corridors opening into this room together.

Initial Attitude: N/A

Encounter: This Room is rigged with a deadly mechanism designed to hold any creature that escaped its original cell. The bony remains in the center of the Room are those of the unfortunate creatures that unwittingly ventured here and never escaped.

Three rounds after anyone enters this Room, the east and west walls quickly move towards the center, crushing everyone within 1 round after this trap is sprung, the walls move back into their proper places.

A minuscule hidden switch can be found with a DC 27 Search check upon the north wall just east of the arch way. Pressing this switch prevents the trap from functioning for 10 minutes.

◆ **Compacting Room Trap:** CR 7; mechanical; timed trigger; automatic reset; hidden switch bypass (Search DC 27); walls move together (12d6, crush); multiple targets (all targets in the Room); never miss; onset delay (3 rounds); Search DC 20; Disable Device DC 23.

Encounter Condition: [Deep Darkness]

Tactics: N/A

Treasure: A successful DC 16 Search check is enough to notice an ivory ring on one of the bony remains in the center of the Room. The ring is simple, but it is ancient and undamaged. It fits any Medium creature and is worth upwards of 750 gp to a collector.

EL: 7

Scaling: To increase the challenge of this encounter, increase the crushing wall trap's crush damage to 16d6. To decrease the challenge, make the trap deal only 8d6 of crush damage.

C93. IMPRISONED SPECTRE

Due to the design of this Room, opening either door is not easy. There are four different locks on each door. Subsequential DC 30, DC 35, DC 35, and DC 40 Open Lock checks are required to unlock them. If any check fails by 10 or more, all the locks reset and the PC must start over. In addition, each lock is trapped with a powerful ward that activates if the lock is tampered with. Each ward is extremely difficult to notice, as the tiny rune is written inside of the locking mechanism.

The first ward is a *bestow curse* trap.

◆ **Bestow Curse Trap:** CR 4; magic device; touch trigger; automatic reset; spell effect (*bestow curse*, 15th-level cleric, -6 to Wisdom, DC 18 Will save negates); Search DC 36; Disable Device DC 28.

The second lock is protected by a *symbol of sleep*.

◆ **Symbol of Sleep Trap:** CR 6; magic device; touch trigger; automatic reset; spell effect (*symbol of sleep*, 18th-level wizard, DC 20 Will save negates); multiple targets (all creatures within 60 ft.); Search DC 38; Disable Device DC 30.

The third lock is protected by *symbol of stunning*.

◆ **Symbol of Stunning Trap:** CR 8; magic device; touch trigger; automatic reset; spell effect (*symbol of stunning*, 18th-level wizard, DC 22 Will save negates); multiple targets (all creatures within 60 ft.); Search DC 40; Disable Device DC 32.

The fourth lock is guarded by *feeblemind*.

◆ **Feeblemind Trap:** CR 5; spell; spell trigger; automatic reset; spell effect (*feeblemind*, 16th-level wizard, Intelligence and Charisma drop to 1, DC 15 Will save negates, arcane spellcasters suffer a -4 penalty to this save); single target; Search DC 30; Disable Device DC 30.

Opening the doors from inside this Room requires the PCs to unlock only the last two locks, but the wards protecting these two are still present.

Five massive columns carved out from the bedrock support the fifty-foot high ceiling of this great hall. Like most chambers in the dungeon, the place is bathed in shadows, but the disquieting murmurs of some hidden menace echoes through the wide place. Strange mirrors on the floor, ceiling, and walls reflect light in every direction, casting shadows into every corner and distorting the size of the room.

Initial Attitude: Unfriendly

Encounter: This chamber holds one of the few original inhabitants of the dungeon — a mighty spectre, named Aslur'thyn (hp 91) whose cell was so secure, he never escaped. Magical wards upon the entire stone surfaces of the walls, ceiling, and floor keep him inside. Powerful magic [Strong abjuration and illusion] imbues the walls of this special prison cell, trapping all sound inside. This effect acts as *silence*.

Aslur'thyn has been confined to this cell since the dungeon was first built and has lost all hope of ever escaping. When the PCs open one of the doors leading into its cell, he stares in disbelief for one round. Allow him a DC 30 Will save on the second round. If successful, he rushes for the door; otherwise he waits until the third round to make his escape.

Unless the PCs prevent Aslur'thyn from exiting the Room, he flies past them. If the PCs stand in his way or attack him, Aslur'thyn fights back, venting centuries of accumulated anger. If the doors close, trapping him once again inside, he becomes enraged and gains the benefit of *rage* for 3 minutes.

Encounter Condition: Cursed 4, Distracting Noises 5, Distracting Visions 5

Tactics: Once engaged in battle, Aslur'thyn is relentless and fights until destroyed. He targets the weakest PC, drawing him away or sequestering him from the rest of the party. He continues to attack a single target until either of them is dead. If Aslur'thyn successfully kills a PC (returning as a spawn 1d3 rounds later), he flees so the PCs are forced to fight one of their own.

If Aslur'thyn flees into the dungeon, he escapes via the fastest route possible, hiding from the PCs if they give chase. If the PCs allow him to escape, he immediately looks for victims to convert to spawns and within 1 day's time commands 1d6 spectres. This pattern continues, interminably, until everything is converted or the spectre finds an adversary more powerful than himself.

Aslur'thyn heads north, avoiding the dragon and oozes, but attacking any humanoids he finds. If the PCs emptied this Region, he heads west in search of goblins in Region B before heading toward Region N. If the PCs chase him to Region F or G, he flies across the lava.

Treasure: The spectre's cloak is a *black robe of the archmagi*, with the *ghost touch* ability. The benefits of wearing this robe are bestowed to the wearer against corporeal and incorporeal creatures. If the PC's destroy Aslur'thyn they can take the robe, understanding that it is, of course, evil. The cloak is semi-incorporeal and part of him, but it becomes substantial when Aslur'thyn is destroyed.

The angels hid a powerful tome in this Room, keeping its secrets from the world. The mirrors along the walls are part of the spectre's torment, reminding him of these trappings, no matter where he looks. But, they also serve a second purpose. If the PCs succeed at a DC 30 Search check, they see a series of nodes on the four outside pillars in the mirrors, that they cannot see on the pillars themselves. The center pillar is devoid of these nodes. Clever PCs should note that this means something, but a DC 28 Concentration check, a DC 25 Disable Device check, or a DC 22 Decipher Script check reveals the nodes are part of grand puzzle. [Remember that Search and Spot are based on Intelligence and Wisdom which were more than likely reduced by the traps outside the Room.]

It takes 1 hour for the PCs to study the nodes and note and subtle differences in their shape and color. Allow the PCs a DC 30 Search check to find the four nodes that are identical. If the PCs can find a way to touch them all at the same time (and they are all inconveniently placed and no two can be touched at once), the center pillar slowly opens from top to bottom like a giant puzzle box. As each stone shifts, more and more light from the pillar's core releases until 5 minutes later the room is bathed in *daylight*.

Once the pillar is completely opened (a process that takes 30 minutes), a small pedestal remains, with a book resting on it. This process also disables the traps on the locks, until the pillars are reset by pressing the nodes again (which closes the pillar). The book is shielded by great magic [Strong abjuration] and any PC touching it sets off a powerful *dictum* trap which resets in 5 rounds.

◆ **Dictum Trap:** CR 7; magic device; touch trigger; automatic reset (5 rounds); spell effect (*dictum*, 13th-level cleric); Search DC 32; Disable Device DC 32.

In addition, the surface of the book is protected by *explosive runes*, which go off once the PCs read the cover. If they turn the book open to the first page, *sepia snake sigil* triggers as well. These spells have an effective caster level of 13th. Neither of these spells can be disabled and neither harms the book. Once triggered, they do not reset.

If the PCs find a way to bypass the *dictum* trap, they can take the book, which is in fact, a vile tome containing every arcane necromancy spell ever written. There are a total of 49 spells in the book. Everything from *The Player's Handbook*, plus a few more. It is up to the DM if these spells are from other open source material or just so powerful and incomprehensible the PCs can never learn them. The book radiates Strong necromancy (evil). If they do not disable the *dictum* trap, the book can only be removed from the pedestal by a lawful good character.

EL: 13

Scaling: To increase the challenge of this encounter, add a spectre or wight, neither of which wants to leave but instead intends to convert the PCs into the undead. In addition, they can use 'create spawn' on animals as well as humanoids. To decrease the challenge, place *daylight* in the center of the room (in a 20-ft. radius) that affects Aslur'thyn as sunlight.

▲ **Aslur'thyn, Spectre:** CR 7; Medium undead (incorporeal); HD 14d12; hp 91; Init +7; Spd 40 ft., fly 80 ft. (perfect); AC 21*, touch 21*, flat-footed 18*; Base Atk +7; Grp —; Atk +11 melee (1d8 plus energy drain, incorporeal touch); Full Atk +11/+5 melee (1d8 plus energy drain, incorporeal touch); SA Energy drain, create spawn; SQ Darkvision 60 ft., incorporeal traits, +6 turn resistance, spell resistance 18*, sunlight powerlessness, undead traits, unnatural aura; AL LE; SV Fort +8*, Ref +13*, Will +15*; Str —, Dex 16, Con —, Int 22, Wis 14, Cha 16.

Skills and Feats: Hide +18, Intimidate +20, Knowledge (religion) +18, Listen +20, Search +19, Spot +20, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Improved Initiative, Lightning Reflexes, Weapon Focus (touch).

Energy Drain (Su): Living creatures hit by a spectre's incorporeal touch attack gain two negative levels. The DC is 20 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the spectre gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by this spectre becomes a spectre in 1d3 rounds (instead of the normal 1d4 rounds). Spawn are under the command of the spectre that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 ft. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range. Sunlight Powerlessness (Ex): Spectres are powerless in natural sunlight (not merely a daylight spell) and flee from it. A spectre caught in sunlight cannot attack and can take only a single move or attack action in a round.

Possessions: *Robe of the archmagi* (black) with *ghost touch*.

C94. CRUSHING GRATE TRAP

The floor of this great hall is arranged with a multitude of square tiles. A gray dust covers most of the floor, but it fails to hide the dented and chipped stone surface. Within each of the cracks separating the floor tiles, caked blood can be seen.

Initial Attitude: N/A

Encounter: The floor of this chamber is rigged with countless pressure plates. Each 5-ft.-by-5-ft. stone square making up the floor of the hall is part of a deadly mechanism that sends a heavy stone grate to the ground. This grate is made out of the same stone as the rest of the region, is as large as Room, and is supported from the ceiling by massive iron poles. When more than 50 lbs. is put upon one of the pressure plates, the grate descends to the floor and crushes everyone inside.

When not activated, the grate looks like it is part of the ceiling. The only differences being that there are a multitude of small holes (some six inches in diameter) cutting through its surface and dried blood is all over it. It can be spotted with a successful Search DC 22, which also alerts anyone with the trapsense ability of the danger.

◆ **Stone Grate Trap:** CR 7; mechanical; location trigger; automatic reset; grate moves down (10d6, crushing); multiple targets (all targets within the Room); never miss; onset delay (2 round); Search DC 20; Disable Device 18.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, have the stone grate trap deal 14d6 of crushing damage. To decrease the challenge, have it deal 6d6 points of damage.

C95 THROUGH C102. HILL GIANTS' LAIR

This Section is the home of Arnuk, a hill giant cleric, and her two sons. Arnuk's family was part of a tribe that once dominated a large section of this Region. But when Nardarik (Room C77) came, he killed off most of the tribe and drove the survivors away. Arnuk and her sons are the only living hill giants from this once proud tribe.

To make matters worse, Vernir, one of Arnuk's son, once made a deal with the king of the goblins (Room B75) to fight the wizard Arum for them. Even in his maddened state, Arum was too much for the giant and Vernir nearly lost his life. Fortunately, the wizard showed mercy and only trapped the giant behind several layers of stony walls, rather than kill him. Arnuk and her other son now bear a deep grudge, but are unaware that Arum is gone. Lastly, the giants no longer trust the goblins and seek vengeance, should they ever find a way to escape.

Though they are content with their existence, these hill giants are trapped in the Region and have little hope of ever emerging from the dungeon (they do not know about the secret door in Room C61 nor can they get past the imprisoned spectre (Room C93). If they ever escape, Arnuk plans to destroy the black dragon Nardarik (Rooms C69 through C79), the entire goblin tribe (Region B), and Arum.

Unless the PCs are Hostile, Arnuk asks them to do her bidding by talking about the great riches stolen from her people by the evil dragon Nardarik as well as the treachery of the Gnashing Fang Tribe. If the PCs agree to help Arnuk get rid of her enemies, they are welcome in her lair. If the PCs do not want anything to do with the hill giants, Arnuk and her sons insist that they exit their private domain. If the PCs know a way out, they handsomely reward them and offer an alliance.

Due to the size of the corridors, the giants are rarely found outside Room C97. Their speed is cut in 1/2 in these tight hallways.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	A single copper coin lays on the floor. It looks as though it was once used to mark a trail.
2	Two silver coins lay on the floor, marking a trail of some kind.
3	A bent gold coin lays on the floor.
4-18	Nothing
19-20	The PCs stumble upon a trap.

♣ **Symbol of Sleep Trap:** CR 6; magic device; touch trigger; automatic reset; spell effect (*symbol of sleep*, 18th-level wizard, DC 20 Will save negates); multiple targets (all creatures within 60 ft.); Search DC 30; Disable Device DC 30.

C95. PRISON CUBICLES

This room is divided in smaller sections by a number of walls. Though these walls are made from the same stone as the rest of the chamber — and indeed most of the dungeon — they are thinner and obviously designed to break the room in small cubicles. Within each of these cubicles, rusted iron chains and manacles hang from the walls.

Initial Attitude: N/A

Encounter: This Room is segmented into smaller alcoves where minor demons were kept in chains centuries ago. There are enough chains and manacles in this chamber to keep 14 Medium creatures shackled. Though the chains are rusty, they remain solidly encased within the walls. The manacles, on the other hand, have all been forced open and are now completely useless.

The secret door on the northeastern wall is seldom used nowadays, but the stone is marked with several dents and its edges are beginning to crumble. A successful DC 14 Search check is enough to notice the stone panel, which can be easily pushed open.

Encounter Condition: Stagnant Air, Unhallowed 3

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

C96. BONE ROOM

Large bones litter the floor of this room, covering most of its stone facing. The bones seem old and, judging by the accumulated dust upon them, have not been disturbed in awhile. Within the debris are several skulls, which resemble humanoid heads, only bigger.

Initial Attitude: N/A

Encounter: Arnuk and her sons piled the remains of some dead hill giants here. A successful DC 20 Knowledge (nature) check confirms the bones are those of hill giants. Twelve corpses can be found.

Encounter Condition: N/A

Tactics: N/A

Treasure: This Room is filled with hill giant bones from Arnuk's former tribe. A successful DC 25 Search check reveals a golden tooth in a giant's jaw. The tooth is large and made of pure yellow gold. It is worth 150 gp.

EL: N/A

Scaling: N/A

C97. BROKEN WALLS

PCs in Room C48 can hear a soft clamor of metal on stone, coming from the other side of the wall of stone. However, because the stone is so dense, they cannot determine that a hill giant is pounding away at it.

The sound of stone breaking upon stone echoes throughout this chamber and beyond. Inside the wide hall is a large giant in tattered hides. The male giant stands in the middle of the room, surrounded by massive mounds of stony rubble. One of its eyes is swollen shut, as though it suffered a tremendous blow. The creature seems hard at work, as it takes heavy boulders, raises them above its head, and throws them as hard as it can against the surrounding walls, which are heavily damaged from years of such abuse. Each time the giant throws a boulder, it refuses to fragment in smaller pieces.

Initial Attitude: Varies

Encounter: A small portion of the east wall is a corridor blocked with wall of stone. A DC 25 Spellcraft check identifies it. When Arum fought the hill giant Vernir, he encased him in stone in this great hall. Though his family eventually freed him, Vernir frequently visits the chamber, hoping to demolish the stony remains of his former prison.

Vernir (hp 99) spends most of his time in this hall smashing the stone walls created by Arum. The rubble is from the damage Vernir dealt the stonework over the years. Because Vernir is working and not paying attention to what goes on around him, he suffers from a -5 circumstance penalty to any Listen or Spot checks.

If one of the PCs is a male human spellcaster (in dark-colored robes), Vernir is Hostile and attacks him on sight. Otherwise, his Initial Attitude is Unfriendly — he is suspicious of humanoids. If the PCs talk to Vernir, the hill giant mutters "You should not be here. This is mother's territory." To reinforce his comment, he demands a 20 gp toll from each of them. If the PCs pay the toll, or if they convince Vernir they mean no harm (through the use of Bluff or Diplomacy), he brings them to his mother in Room C98. If the PCs promise to leave the hill giant's domain, Vernir still insists they pay the toll.

Encounter Condition: Cover, Echoes 5

Tactics: If there is a battle here, Vernir's mother and brother do not come to his aid. Both giants are accustomed to the constant din of breaking boulders and crashing rocks. Unless the PCs make some kind of unusual noise (such as loud screaming, sonic spell effects, etc.) the other hill giants remain in place.

In combat, Vernir takes cover behind a stone pile and throws boulders at the party. He targets the spellcasters first, hoping to kill a wizard or sorcerer. If forced into melee, he handles the enemies within his reach, using his massive steel maul.

Treasure: Vernir carries a pouch with 11 bloodstones, worth 20 gp each.

EL: 7

Scaling: To increase the challenge of this encounter, add three barbarian levels to Vernir. To decrease the challenge, Vernir becomes shaken when a PC casts an offensive spell at him or uses magic to do anything "obvious."

▲ **Vernir, Hill Giant:** CR 7; Large giant; HD 12d8+48; hp 99; Init -1; Spd 30 ft.; AC 20, touch 8, flat-footed 20; Base Atk +9; Grp +20; Atk +16 melee (2d8+10/x3, maul) or +15 melee (1d4+7, slam) or +8 ranged (2d6+7, rock); Full Atk +16/+11 melee (2d8+10/x3, maul) or +15 melee (1d4+7, 2 slams) or +8 ranged (2d6+7, rock); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Low-light vision, rock catching; AL CE; SV Fort +12, Ref +3, Will +4; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +7, Jump +7, Listen +3, Spot +6; Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (greatclub).

Rock Throwing (Ex): The range increment is 120 ft. for a hill giant's thrown rocks.

C98. HILL GIANT SHRINE

If the PCs make any noise or use a light source in the corridor leading to this chamber, Arnuk automatically notices them.

A stone altar dominates this chamber. Upon the altar is a pair of human skulls inside of which yellow candles are set. The candles burn with a pale golden light, illuminating portions of the room. Behind the altar is a giant female. Her long disheveled hair is tangled with small bones and a scorched human skull hangs from a thick gold chain around her neck.

Initial Attitude: Unfriendly

Encounter: Arnuk (hp 124) built a crude shrine to her deity in this wide chamber, and the hill giant priestess spends most of her recreational time here. Unless the PCs have harmed one of her sons or they attack her immediately, Arnuk is more than willing to negotiate. She is especially interested in the dragon's hoard (Room C75) and killing the black dragon guarding it. If the PCs appear interested, she reveals where it is and even warns them about the deadly creature in Room C76 and the trap in Room C94. She does not know Room C75 is a false hoard.

If the PCs offend her god or harmed one of her sons, Arnuk attacks immediately.

Encounter Condition: N/A

Tactics: If battle ensues, Arnuk casts bull's strength on herself, followed by divine favor and shield of faith. She then proceeds to cast an offensive spell to harm or hamper the PCs, target the warriors of the party first. Since she has a 10 ft. reach, she keeps the PCs at bay for a round or two, at least, before using her magical mace to crush her enemies. She continues to cast spells when not engaged directly with two or more PCs.

Arnuk utters loud cries and curses while combating the PCs, which automatically alerts her son Mourgir (Room C101). Mourgir comes to defend his mother 1d2 rounds later.

Treasure: In addition to the magical items Arnuk carries, she also has a pouch with 79 pp, 51 gp, and 19 sp as well as three glass vials of unholy water. The unholy symbol upon her neck is made from a painted human skull and worth upwards of 25 gp to any follower of the faith. The golden chain upon which it is set is also worth 25 gp.

EL: 10

Scaling: To increase the challenge of this encounter, add three cleric levels to Arnuk. To decrease the challenge take away Arnuk's mace and cloak.

▲ **Arnuk, Hill Giant Clr 3:** CR 10; Large giant; HD 12d8+60 + 3d8+15; hp 142; Init -1; Spd 30 ft.; AC 23, touch 8, flat-footed 21; Base Atk +11; Grp +22; Atk +21 melee (2d6+10/19-20, +3 heavy mace) or +17 melee (1d4+7, slam) or +9 ranged (2d6+7, rock); Full Atk +21/+16/+11 melee (2d6+10/19-20, +3 heavy mace) or +17 melee (1d4+7, 2 slams) or +9 ranged (2d6+7, rock); Space/Reach 10 ft./10 ft.; SA Rock throwing, spells; SQ Displacement (20% miss chance), low-light vision, rock catching; AL CE; SV Fort +14, Ref +4, Will +9; Str 25, Dex 8, Con 20, Int 6, Wis 14, Cha 8.

Skills and Feats: Climb +7, Jump +7, Knowledge (religion) +1, Listen +5, Spot +8; Cleave, Improved Bull Rush, Power Attack, Improved Critical (heavy mace), Improved Sunder, Weapon Focus (heavy mace).

Rock Throwing (Ex): The range increment is 120 ft. for a hill giant's thrown rocks.

Cleric Spells Prepared (4/4/3; DC 12 + spell level): 0—guidance (2), resistance (2); 1st—bane, bless, entropic shield, inflict light wounds*; 2nd—bull's strength* (2), resist energy.

* Domain Spells. Domains: Destruction (smite once a day, for +4 attack and +3 damage) and Strength (feat of strength once a day, free action, +3 enhancement bonus to Str for one round).

Possessions: Scale armor, heavy wooden shield, +3 heavy mace, cloak of minor displacement, two rocks, copper holy symbol.

C99. VERNIR'S CHAMBER

A massive bed made out of broken logs, crushed tree branches, and dried leaves occupies most of the floor area of this room. The crude bed is covered with tattered animal pelts and is large enough to accommodate a pair of giants. Beside it are several perfectly round rocks.

Initial Attitude: N/A

Encounter: This Room is the private bedchamber of Vernir, Arnuk's youngest son. Vernir uses this chamber to rest, but spends most of his time in Room C97. Since he does not trust Mourgir (Room C101), he carries his bloodstones with him, leaving only battered skins on his bed.

If the PCs make noise, Arnuk (in Room C98) automatically hears them and investigates 1 round later. Also allow Mourgir the appropriate Listen check to notice the PCs. If he hears them, Mourgir arrives in 1d2 rounds.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

C100. ARNUK'S CHAMBER

Four old beds are arranged in the middle of this room, taking up most of the floor. The beds are lined up against one another and a thick layer of animal skins covers them. On top of the pelts is a human skull. The latter is neatly placed at the exact center of the four beds.

Initial Attitude: N/A

Encounter: This is Arnuk's private abode and she does not tolerate anyone coming in to her bedroom. Although she is only here when she rests, the Room is close enough to her shrine that she can keep an eye on it. She investigates 1 round later and does not hesitate to attack would-be thieves. Allow Mourgir (Room C101) the appropriate Listen check to notice the PCs. If he does, the hill giant comes out of his bedchamber and arrives here 1d3 rounds thereafter.

Encounter Condition: N/A

Tactics: N/A

Treasure: A successful DC 18 Search check reveals a wooden chest tucked under a bed. This chest is unlocked and contains various treasures fashioned for a giant as well as a total of 541 gp worth of assorted coins and gems, a well wrought sapphire (worth 500 gp), and a wand of lightning (5th) (17 charges).

EL: N/A

Scaling: N/A

C101. MOURGIR'S CHAMBER

A large pile of crushed stone rubble covered with broken twigs and branches dominates the northern area of this room. A dark haired giant dressed in hide armor sits atop the uncomfortable-looking bed.

Initial Attitude: Unfriendly

Encounter: This is the private bedroom of Mourgir (hp 109), Arnuk's eldest son. Though the hill giant sometimes patrol his mother's domain, he spends most of his time in this chamber, dreaming about the fresh air of his mountain home. For such a savage beast, he is (at times), noticeably sensitive. As such, his mother is more protective of him than Vernir (Room C97).

Although suspicious, Mourgir is curious about the PCs and eager to talk with them. He is especially interested in tales of the open country and the mountains surrounding the dungeon. If the PCs are friendly and tell stories, his attitude automatically shifts to Friendly. If, on the other hand, they harmed his brother or mother — or if they tried to steal from Room C102 — Mourgir does not hesitate and attacks the intruders.

Encounter Condition: Stagnant Air

Tactics: Mourgir does not throw rocks, preferring instead to charge the strongest warriors and engage in melee. He fights until his hit point total is reduced to 25 or less, at which point he flees for Room C98. If combat breaks here, Arnuk (in Room C98) arrives 1d3 rounds later.

Treasure: Mourgir wears a large necklace made out of carved bone fragments (worth 20 gp) and carries a pouch with 97 gp worth of small gemstones.

EL: 7

Scaling: To increase the challenge of this encounter, add 3 barbarian levels to Mourgir. To decrease the challenge, have him frazzled by a recent argument with his brother, suffering from an effect similar to *doom*.

▲ **Mourgir, Hill Giant:** CR 7; Large giant; HD 12d8+48; hp 109; Init -1; Spd 30 ft.; AC 20, touch 8, flat-footed 20; Base Atk +9; Grp +20; Atk +16 melee (2d8+10, greatclub) or +15 melee (1d4+7, slam) or +8 ranged (2d6+7, rock); Full Atk +16/+11 melee (2d8+10, greatclub) or +15 melee (1d4+7, 2 slams) or +8 ranged (2d6+7, rock); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Low-light vision, rock catching; AL CE; SV Fort +12, Ref +3, Will +4; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +7, Jump +7, Listen +3, Spot +6; Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (greatclub).

Rock Throwing (Ex): The range increment is 120 ft. for a hill giant's thrown rocks.

C102. HILL GIANTS' STOREROOM

A rounded, flat boulder blocks the only door leading to this Room, which is used by the giants to store the various goods they found in the dungeon. A successful DC 22 Strength check is required to move the boulder in front of the door. This action, however, automatically alerts Mourgir that someone is trying to enter the store. Since he is in charge of it, the giant comes out of his chamber (Room C101) to investigate 1 round later. If Mourgir engages the PCs in battle, his mother (in Room C98) joins the fray 1d3 rounds after combat begins.

Three piles of round rocks and a wide mound of broken bones take up most of this room, which is used for storage. Upon the southernmost wall is a collection of weapons and other gear. The trinkets lie in an untidy pile near by.

Initial Attitude: N/A

Encounter: There are piles of boulders here as well as skull trophies and the like. The body of an adventurer can be found among the debris as well, stripped of its gear and left to rot. Fiendish DMs can make the adventurer a familiar face from one of the PC's past.

Encounter Condition: N/A

Tactics: N/A

Treasure: Along the south wall are three large greatclubs, a rusty bastard sword, two disheveled halberds, an ornate masterwork falchion, a Medium suit of masterwork full plate armor, a +2 large steel shield, three coils of 50-ft. long hempen rope, two empty backpacks, and a small wooden box containing 16 wax candles.

EL: N/A

Scaling: N/A

C103 THROUGH C105. THE KEY

The doors of this section of the dungeon have not been breached since the angel wardens abandoned it. Built within the vast prison complex, this area was used to store an important key. This special key opens the door in Room B21 (and thus gives access to Region F). It can be found in Room C105 but can only be handled by PCs bearing the Mark of the Righteous (see Room C21), as it is an animated object attacking anyone not bearing the Mark who touches it.

To complicate things, the angel builders of the dungeon designed a false key (in Room C103) as well as a series of six interconnected Rooms (C104) made to deceive would-be robbers.

There are no Random Encounters in this Section.

C103. THE FALSE KEY

Both doors leading into this Room are locked. Anyone succeeding at a DC 34 Open Lock check unlocks each of them.

The walls of this room are beautifully painted. The pictures depict a various angels performing blissful tasks. Some hold weapons and stand at attention. Others are sculpting great works of arts or designing tall buildings. Though a thick dust covers the floor of this room, its painted walls are surprisingly clean. What truly catches one's attention, however, is the glowing silvery key resting upon a simple stone altar in the southern nook of the chamber.

Initial Attitude: N/A

Encounter: The only purpose of this Room is to deceive others into believing a false key is the key needed to unlock the door in Room B21. Unlike the keys found in Room C104, this false key is a perfect replica of the one fitting into the lock of Room B21. When inserted into this lock, however, a powerful sonic blast is triggered and the fake key melts into the mechanism, preventing anyone from unlocking the door.

Anyone with the Mark of Righteous (see Room C21) is allowed a DC 20 Will save learn this key is a fake.

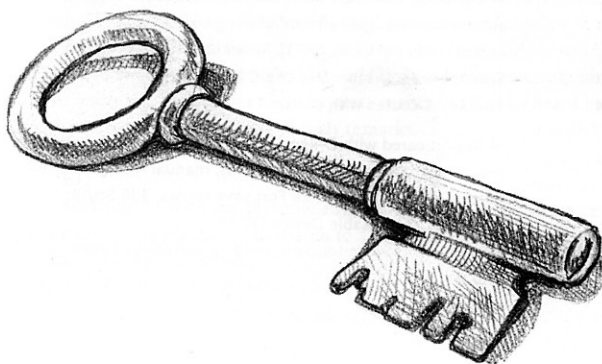
The secret panel upon the south wall is impossible to notice or open by normal means. A PC with the Mark of the Righteous is automatically made aware of the secret door and only needs to touch it to watch the panel sink into the floor. The secret doorway remains open for as long as someone with the Mark of the Righteous stands within Room C103 or the adjacent Room C104.

Tactics: N/A

Treasure: The only treasure in this Room is the false special key upon the altar.

EL: N/A

Scaling: N/A



C104. RIGGED FALSE KEYS

The only door leading into these six interconnected Rooms is locked. A PC succeeding at a DC 34 Open lock check unlocks it. Each of these Rooms holds 20 different keys, hanging at varying length from the ceiling on strands of wire above a simple stone altar. The keys vary in size, shape, and color, and each is made from a unique material.

A small altar lies in the middle of the south wall. Hanging from the ceiling are several keys of various sizes, shapes, and materials. Some are made of silver, gold, bronze, copper, or steel, wood, granite, ivory, colored glass, semi-precious stone, and alien material you've never seen before.

Initial Attitude: N/A

Encounter: These six chambers hold a total of 120 false keys (20 per Room) made to confuse, hamper, or harm trespassers. Each key is different. Some are trapped, while others are mere trinkets serving no real purpose. Every time a PC picks up one of the keys, roll on the following table to determine its effect:

FALSE KEY EFFECTS, TABLE I

1d20	Key
1	This key is a mundane key that does not fit in any lock.
2	This key is brittle and crumbles to dust when touched.
3	This key is actually to a set of manacles in Room I103.
4	This key is caustic to the touch dealing 1 point of damage.
5	This key is cursed, lowering the Strength of the wielder to 3, so long as it is held.
6	This key is heavy, weighing nearly 50 lbs., but no bigger than a dagger.
7	This illusionary key cannot be picked up or moved by any means. Though tangible to those who do not see through the illusion, it remains stuck in place, totally immovable. A DC 20 Will save (disbelieve) is required to see through this harmless illusion.
8	This key is extremely hot, dealing 1d6 fire damage each round. If dropped, it melts to worthless slag.
9	This key is barbed and cannot be held or stored in a pocket without jabbing the PC for 1 point of damage per round. If stored in a sack, it eventually cuts through the material.
10	This key becomes <i>invisible</i> when held.
11	This key hums and vibrates (while held), getting louder and louder until its deafening. If not dropped within 2d4 rounds, the key casts <i>shout</i> .
12	This key is cursed and a trap is triggered when the key is touched. The curse continues so long as the key is held and for 10 hours after.
	• Bestow Curse Trap: CR 4; magic device; touch trigger; automatic reset; spell effect (<i>bestow curse</i>, 10th-level cleric, DC 18 Will save negates, -6 Charisma); Search DC 28; Disable Device DC 28.
13	This key releases a potent electrical discharge.
	• Lightning Bolt Trap: CR 6; magic device; touch trigger; automatic reset; spell effect (lightning bolt, 15th-level wizard, 10d6 electricity, DC 18 Reflex save half damage); Search DC 28; Disable Device DC 28.
14	This key is coated with poison.
	• Key Smeared with Dragon Bile Poison Trap: CR 7; mechanical; touch trigger (attached); manual reset; poison (dragon bile, DC 26 Fort save resists, 3d6 Str/0); Search DC 27; Disable Device DC 19.
15	This key melts when touched, sending poisonous fumes into the air.

• **Burnt Othur Fumes Trap:** CR 6; mechanical; touch trigger; no reset; poison (burnt othur fumes, DC 18 Fortitude save resists, 1 Con drain/3d6 Con); Search DC 24; Disable Device DC 24.

16 This oversized key triggers a *nightmare* in the wielder, reminding him or some shameful childhood experience.

17 This key explodes when touched, shattering into fine particles and showering the PCs.

• **Power Word Blind Trap:** CR 8; magic device; touch trigger; no reset; spell effect (power word blind, 15th-level wizard); Search DC 32; Disable Device DC 32.

18 This key releases an eerie noise when disturbed. The *alarm* continues until the key is dropped.

19 This key casts *chill touch* (as a 12th-level caster), when touched.

20 This key radiates strong evocation. It bestows a curse on the bearer, who can only get rid of it with a *limited wish*, *wish*, or *miracle*. The curse is up to the DM but should be minor, like big sideburns or a thick accent.

FALSE KEY EFFECTS, TABLE II

1d20	Key
1	This key is a mundane key that does not fit in any lock.
2	This key is brittle and crumbles to dust when touched.
3	This key is actually to a the locked door in Room N167.
4	This key is caustic dealing 1d3 points of damage.
5	This key is cursed, lowering the Dexterity of the wielder to 3, so long as it is held.
6	This key is made of gold, worth 5,000 gp. Anyone holding it for 2 rounds must succeed at a DC 18 Will save or run from the room with it (<i>suggestion</i>), believing it some great prize.
7	This key is made of solid smoke, which explodes into <i>obscuring mist</i> .
8	This key is extremely cold, dealing 1d6 fire damage each round. If dropped, it shatters into 1d100 pieces.
9	This key is the size of pin.
10	This key causes the bearer to become <i>invisible</i> (but not the key) when held.
11	This key hums a quiet melody that enchants the bearer as the bardic ability fascinate. The key is considered a 16th-level bard and never stops humming while held.
12	This key is cursed and a trap is triggered when the key is touched. The curse continues so long as the key is held and for 10 hours after.
	• Bestow Curse Trap: CR 4; magic device; touch trigger; automatic reset; spell effect (<i>bestow curse</i>, 10th-level cleric, DC 18 Will save negates, -6 Wisdom); Search DC 28; Disable Device DC 28.
13	This key releases a potent fiery discharge.
	• Fireball Trap: CR 6; magic device; touch trigger; automatic reset; spell effect (fireball, 15th-level wizard, 10d6 fire, DC 18 Reflex save half damage); Search DC 28; Disable Device DC 28.
14	This key is coated with poison.
	• Key Smeared with Malys Root Paste Poison Trap: CR 7; mechanical; touch trigger (attached); manual reset; poison (malys root paste—DC 16 Fort save resists, 1 Dex/2d4 DC 19); Search DC 27; Disable Device DC 19.
15	This key causes <i>fear</i> in the wielder. No saving throw.
16	This oversized key triggers a <i>nightmare</i> in the wielder, forcing him to face his greatest fear.
17	This key seeks to return to Room G5 where the wielder can be judged by Cyrlabrai. The wielder must succeed at a DC 18 Will save or begin the long journey to Room G5.

- 18 This key speaks to the PC telepathically telling him everything he ever wanted to hear. It slowly manipulates the weak-minded to believe he should be leader, king, etc.
- 19 This key casts *vampiric touch* (as an 8th-level caster), when touched.
- 20 This key radiates strong evocation. It bestows a curse on the bearer, who can only get rid of it with a *limited wish*, *wish*, or *miracle*. The curse is up to the DM but should be minor, like an odd walk or the inability to sleep more than 3 hours a night.

FALSE KEY EFFECTS, TABLE III

1d20	Key
1	This key is a mundane key that does not fit in any lock.
2	This key is brittle and crumbles to dust when touched.
3	This key is actually to a chest in Room E62.
4	This key is caustic dealing 1d6 points of damage.
5	This key is cursed, lowering the Constitution of the wielder to 3, so long as it is held. If this reduces the wielder to 0 hit points or less, he slips into a coma for 1 week at which time he returns at full health.
6	This key is made of powdered charcoal and explodes into soot when touched.
7	This key is made of negative energy, shooting a cold chill up the wielder's arm. While held, it bestows one negative level. If this drops the wielder below 1st level, he becomes a wight.
8	This key is looks like the perfect key for the task at hand. The wielder must succeed at a DC 18 Will save or believe he carries the true key.
9	This key is made of glass and reflects light like a prism. The wielder believes he gains <i>true seeing</i> from it, but instead cannot lie while holding the key.
10	This key makes everyone else appear <i>invisible</i> when held.
11	This key projects legend lore in the mind of the wielder, reciting the entire history of the dungeon. It takes 100 years to watch the entire vision, but the PC is allowed a DC 18 Will save each day to stop watching.
12	This key is cursed and a trap is triggered when the key is touched. The curse continues so long as the key is held and for 10 hours after.
	◆ Bestow Curse Trap: CR 4; magic device; touch trigger; automatic reset; spell effect (<i>bestow curse</i>, 10th-level cleric, DC 18 Will save negates, -6 Intelligence); Search DC 28; Disable Device DC 28.
13	This key releases a potent thunderous discharge.
	◆ Shout Trap: CR 6; magic device; touch trigger; automatic reset; spell effect (<i>shout</i>, 15th-level wizard, 10d6 sonic, DC 18 Reflex save half damage); Search DC 28; Disable Device DC 28.
14	This key is coated with poison.
	◆ Key Smeared with Sassone Leaf Residue Poison Trap: CR 7; mechanical; touch trigger (attached); manual reset; poison (sassone leaf residue, DC 16 Fortitude save resists, 2d12 hp/1d6 Con); Search DC 27; Disable Device DC 19.
15	This key grants the wielder <i>water breathing</i> , but the inability to breathe air. A DC 18 Will save is required to drop the key. Only one save is allowed per day.
16	This key turns the wielder's hand incorporeal, allowing him to only touch the key and incorporeal creatures. A DC 18 Will save is required to drop the key. Only one save is allowed per day.
17	This key alerts all lawful and good creatures in a 500-ft. radius of the wielder's presence.
18	This key can open any one mundane lock, but drains the wielder of 1 hit point (permanently) after doing so. Afterwards, it turns to a fine sand.

- 19 This key casts energy drain (as a 18th-level caster), when touched but only bestows 1d3 negative levels.
- 20 This key radiates strong evocation. It bestows a curse on the bearer, who can only get rid of it with a *limited wish*, *wish*, or *miracle*. The curse is up to the DM but should be minor, like stumpy fingers or constant dry mouth.

All keys (except 20) radiate strong abjuration and evocation. A PC with the Mark of the Righteous (see Room C21) is allowed a DC 20 Will save in each of these six Rooms to determine all 20 keys are useless.

If at least one PC already has the Mark of the Righteous, he is instantly made aware of the secret doorway in the north wall in the easternmost Room. A PC with the Mark touching the panel watches it sink into the floor.

Otherwise, this secret door is impossible to see.

Tactics: N/A

Treasure: N/A

EL: Varies

Scaling: N/A

C105. TEST OF CHARITY

The door of this Room opens when the PCs step into Room C104, but remains opened only for 5 rounds so PCs need to succeed at the Test of Humility in order to discover this door. However, this secret panel also shuts as soon as one person enters this Room. It is impossible to open once it is closed, but PCs on either side succeeding at a DC 28 Tumble check can move in or out of the Room before the door closes. The door opens by itself once a PC selects an item from one of the cubbyholes.

There are three items in cubbyholes against the northern wall of this otherwise empty room: a chest filled with gold pieces, a beautiful golden rose, and an intricate sword with a strange runic mark on it. Above the items are the words "Choose from the Heart" written in silvery Celestial runes.

Initial Attitude: N/A

Encounter: In order to pass the Test of Charity, the PC must select an item and explain why he chose it. The actual item chosen by the PC is not important, but what he plans to do with it is.

There is no correct answer.

It is up to the DM to determine as best he can what motivated the PC in his selection. Charitable motives include taking one of the treasures to offer it to another, to a faith, or a cause. If the PC was charitable, he passes the test. If he was not, he fails.

Once any item is touched, the test disappear. Failing the test sends a powerful electrical discharge through the Room.

◆ **Chain Lightning Trap:** CR 7; magic device; special trigger (see above); automatic reset; spell effect (*chain lightning*, 12th-level wizard, 12d6 electricity to target failing the test plus 6d6 electricity to each of up to twelve secondary targets within the Room, DC 19 Reflex save half damage); Search DC N/A; Disable Device DC N/A.

Succeeding the test results in the PC receiving the Mark of the Righteous (as explained in Room C21) and all benefits it bestows, including being allowed to enter Room C103.

Encounter Condition: N/A

Tactics: It is recommended that this Encounter be run individually with each PC. The answer to each question should NOT be heard by the others, to gauge the honesty of their remarks.

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, increase the damage of the electrical discharge to 16d6. To decrease the challenge, reduce the damage to 8d6.

C105. THE REAL SPECIAL KEY

The secret panel leading into this Room is impossible to see or open by normal means. A PC with the Mark of the Righteous is automatically made aware of this secret doorway. He needs to touch the panel to make it sink into the floor. The secret door remains open as long as someone with the Mark of the Righteous stands in Room C105 or the adjacent Room C104.

An untraceable light source simulating daylight illuminates this chamber. The walls, floor, and ceiling are painted white and their surfaces are surprisingly clean. In the center of the room is a simple altar made from the same painted stone. A silver key, glowing brightly in the magical light, rests upon it.

Initial Attitude: Helpful or Hostile (see below)

Encounter: This Room holds the real special key allowing the angels and archons that built the dungeon to move from Room B21 to Region F. The only way to gain access to this Room is by having the Mark of the Righteous. Once the door opens for a PC with the Mark, others can accompany him inside.

The silvery key on the altar is a special animated object (hp 2). When picked by someone with the Mark of the Righteous it remains inanimate, just as any other key. If, however, someone without the Mark takes the key at any time or place, it becomes animated and attacks (and its Attitude changes to Hostile). If destroyed, the key becomes useless. Otherwise, it can be used to unlock the door in Room B21, thus giving access to Region F.

Tactics: This animated object targets creatures not bearing the Mark of the Righteous and never strikes those blessed with such a Mark. It fights until destroyed. However, if 1 full round elapses without anyone trying to strike it, it ceases to attack and falls prone (just as if it was not animated). If this happens, a PC with the Mark of the Righteous can pick it up. If someone without the Mark takes it again, however, it becomes animated and attacks.

Treasure: The special key rests upon the altar. It is the only key that unlocks the door in Room B21.

EL: 1/2

Scaling: N/A

✦ **Animated Brass Key:** CR 1/2; Tiny construct; HD 1/2d10; hp 2; Init +2; Spd 40 ft.; AC 14, touch 14, flat-footed 12; Base Atk +0; Grp -9; Atk +1 melee (1d3-1, bite); Full Atk +1 melee (1d3-1, bite); Space/Reach 2-1/2 ft./0 ft.; SA -; SQ Construct traits, darkvision 60 ft., low-light vision; AL N; SV Fort +0, Ref +2, Will -5; Str 8, Dex 14, Con —, Int —, Wis 1, Cha 1.

Skills and Feats: —

Hardness (Ex): The animated brass key has a hardness of 8.

ROOMS C106 THROUGH C110. THE FINAL MILE

Rooms C106 through C110 are isolated from the rest of the region. Though they connect with Region G and the base of the angels and celestials inhabiting this part of the dungeon, no creatures have graced this Section in many years.

There are no Random Encounters in this Section.

C106. THE ANGELS' INSIGNIA

The floor of the corridor is blanketed in undisturbed dust. The double doors at its northern end are cast from solid bronze. Upon them is a design: a flaming sword encircled by a ring of feathers.

Initial Attitude: N/A

Encounter: These corridors connect Region C and G together. Though there are no traps here, the bronze double doors in these corridors are locked. A successful DC 40 Open Lock check is required to unlock them. The insignia upon them is the symbol of the Order of the Children of the Inner Light, the group of angels and celestial in charge of protecting Region G. The symbol marks the beginning of their territory.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

C107. TRAPPED CORRIDORS

This hallway is dusty, dark, and empty. A closer look at the floor reveals a rune in the center of the corridor. Though covered with dust, the design is easily spotted, as it is over ten ft. in diameter. The marking represents an angel holding a wide blade, its feathery wings spread wide behind its back.

Initial Attitude: N/A

Encounter: The corridors to the east and west of Room C108 are trapped. The designs upon the floor in each of these corridors are meant to attract the attention of travelers. The patterns take the entire width of the hallways and are at least 10 ft. long. Anyone stepping upon the markings or touching them automatically triggers the magical trap placed upon them. There is no way to bypass these traps, and creatures flying above the designs automatically trigger them.

✦ **Glyph of Warding (Blast):** CR 6; spell; spell trigger; automatic reset; spell effect (*glyph of warding [blast]*), 16th-level cleric, 8d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, increase the save DC of the a *glyph of warding* trap by +4. To decrease the challenge, replace the *glyph of warding* trap with a *burning hands* trap.

C108. INTRICATE MOSAIC

A large and perfectly round mosaic made out of stones of varying shapes and colors take up most of the floor of this chamber. The mosaic is exquisitely designed and its many patterns are abstract and fascinating. They are somewhat reminiscent of the complex patterns made by the artisans who fashion the marvelous carpets in the Southern Realms, yet a thousand times more elaborate.

Initial Attitude: N/A

Encounter: The floor of this chamber is rigged with a simple but effective pit trap. A closer look at the mosaic reveals the colorful stones composing it are not attached to the floor and could be extracted from the pattern. Anyone touching the stones from the mosaic or stepping upon them automatically triggers the pit trap. When activated, the floor of the entire Room opens, sending all the stones from the mosaic inside a deep pit.

PCs who do not disturb the mosaic can move safely through the Room without triggering the trap.

✦ **Pit Trap:** CR 9; mechanical; location trigger; manual reset; DC 24 Reflex save avoids; 100 ft. deep (10d6, fall); multiple targets (all targets within the Room and first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device DC 30.

Encounter Condition: N/A

Tactics: N/A

Treasure: At the bottom of the pit trap are bony remains of a dreadretch demon. A golden armband (worth 190 gp) is attached to one of the bones and a +3 *halberd* rests under them.

EL: 8

Scaling: To increase the challenge of this encounter, add another 40 ft. to the pit trap. To decrease the challenge, reduce the trap to 60 ft.

C109. DISPIRITING HALL

A series of torches, set some 20 ft. from the floor into thick bronze sconces, burn here. The dancing flames illuminate the great hall, but fail to cast the eerie shadows very far.

Initial Attitude: N/A

Encounter: This great hall is empty but endowed with powerful angelic magic meant to discourage living creatures from venturing through it. Lawful good creatures are not affected by the enchantment, but all other living beings, including outsiders such as demons, are.

Upon entering, all non-lawful good PCs must make a DC 30 Will save or become disheartened for one full week. A disheartened character suffers from a -2 morale penalty to attack rolls, damage rolls, AC, saves, and skill check. A *remove curse* or *lesser restoration* spell is not strong enough to lift this effect, but each one reduces the duration of the effect by 1 day. *Restoration* or *greater restoration* lifts the effect completely.

Encounter Condition: Cursed 5, Fear 16

Tactics: N/A

Treasure: All 40 torches are imbued with *continual flame*.

EL: 8

Scaling: To increase the challenge of this encounter, increase the Will save DC to 35 and add one week to the duration of the disheartening effect. To reduce the challenge, reduce the effect to 1d3 days. Alternately, it only affects non-lawful PCs.

C110. THE GATEWAY

A wide ornate archway dominates the southern wall of this great hall. The archway opens into a surprisingly vast room, but the rest of the hall is empty and dark. A close examination of the cloak of dust upon the floor here reveals that no one has walked here in years.

Initial Attitude: N/A

Encounter: This chamber has a magical gateway that allows travel to Room C21, but offers no means of exiting.

This hall has a portal identical to the large ornate archway in Room C21, with the exception that the interior of the archway is not solid. Instead, it opens into Room C21, just as if the two chambers were connected. This is the one-way entrance into the prison cell where a great demon was once held prisoner. Any object that goes through the archway from Room C110 instantly comes out the other archway in Room C21. Inanimate objects that partially pass through the portal can be retrieved, but anything living or organic is lost to Room C21. Nothing from Room C21 can travel back through the portal in this hall.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: To increase the challenge of this encounter, have the PCs lose limbs if they stick their hands through the portal and pull them back. To decrease the challenge, allow the PCs to move back and forth without fail, assuming the wards protecting this prison vanished decades ago.

