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THE HALL OF THE RAINBOW MAGE

by Patrick Lawinger

An adventure for 4 to 6 characters 7th to 9th level or higher

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THE HALL OF THE RAINBOW MAGE

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Special Thanks:

Thanks to Bill Webb, Clark Peterson and the entire Necromancer Games staff for making both gaming and writing so much fun. Ryan Dancey for creating the D20 license, enabling such wonderful publishers to exist. Melanie for putting up with my addiction and my boys, Anthony and Alexander for helping me see the wonder of the world through children's eyes.

Product Update Password for **The Hall of the Rainbow Mage**: Londar.

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PRINTED IN THE USA.

Introduction

The Hall of the Rainbow Mage is a challenging mid-level site-based adventure designed for four to six PCs of 7th-level or higher. Ideal beginning parties should have a total of 28 to 35 levels and be balanced with respect to magic and combat.

While investigating the disappearance of Londar Brighttrain, known as the Rainbow Mage, the party comes across dark, twisted plans and deadly secrets before locating his famous treasures. Treasures found include a new metamagic feat and several new spells along with some valuable magic items. Unfortunately, the traps and creatures left behind by Londar hamper the party's investigation and other adventurers compete for his famous secrets and treasures.

Londar Brighttrain's modest mansion can be placed on a small hill near any village or small town. Hampton Hill, the small town provided, can be replaced with any town or city, but there should be a town relatively close to Londar's home to give the PCs an opportunity to rest and recover during the adventure. Some NPCs described in the chapter detailing Hampton Hill are provided to entice the PCs into investigating Londar's disappearance. If the DM uses different character hooks these NPCs can be eliminated or used in other ways.

During their investigation, the PCs learn that Londar was killed due to his illicit dealings with the Thieves' Guild and a rogue Baron. His death is related to his discovery of a powerful magic item, Horgrim's Pyramid, as well as Korik's Ruby and The White Eye, items required for the pyramid to function. To prevent all of the parts from falling into the wrong hands, the PCs must trek to a forgotten temple dedicated to Horgrim, god of war and magic.

Adventure Background

Londar Brighttrain, a powerful wizard known to most as the "Rainbow Mage," is known for his beautiful displays of magical fireworks and complex multi-colored illusions during his regular attendance at carnivals and celebrations. What is not commonly known is that his research into newer and more powerful spells led him to tap darker powers by delving into mysterious shadow magic and communicating regularly with demons. Regular communication with these dark powers made him greedy for more wealth and power leading to the development of plans to conquer a small kingdom for himself. At first, Londar performed patient experiments aimed at somehow generating an army in the laboratory and library he hid deep beneath his modest home amid a network of natural caverns.

While many experiments lead to failure, his constant scrying on the surrounding area helped him locate a forgotten library. One of the books in that library held a key to gaining power, a description of a powerful relic known as "Horgrim's Pyramid" and a description of the various items needed to make it function. Londar recognized several of the items instantly, including the pyramid itself, and a massive ruby owned and displayed by a wealthy merchant in distant Bard's Gate. Knowing he could not acquire these items alone, he sought the assistance of a nearby Baron as greedy for power as he. Using the completed pyramid Londar and

Baron Kurell could conquer the surrounding area with an army of undead shielded from sunlight.

Londar agreed to arrange the 'acquisition' of the known items and research the location of the final piece of the pyramid. Baron Kurell agreed to finance the acquisitions. Londar hired a thief named Alfguir K'Eliek to acquire the pyramid and "Korik's Ruby" as well as some additional items he needed as spell components. Londar, though wealthy, needed funds from the Baron to help fund these efforts. He depended on his reputation and credit to extend payment deadlines until Baron Kurell provided him with the needed money. Unfortunately for Londar, Alfguir and other members of the Thieves' Guild are not known for their patience. When several members of the guild (sent by Alfguir) cornered him while he was traveling a short, deadly battle ensued. Londar, though victorious, was poisoned. He *teleported* into his deepest laboratories but was unable to find an antidote for the poison before it killed him. Londar did not show up for his beloved niece Learah's wedding celebration, something so far out of the ordinary that everyone believes something horrible happened to him.

Before his death, Londar discovered texts and maps that allowed him to identify the location of the final piece for Horgrim's Pyramid, a relic known as "The White Eye." While the ancient texts did not make clear its many functions, Londar was able to determine that it is located in an ancient temple dedicated to Horgrim, God of War and Magic, hidden in a hollow mountain less than a week's travel from Hampton Hill. This knowledge, along with the new spells he created, and the metamagic feat he designed are hidden in his mansion and library. Natural caverns and a number of strange creatures create a series of powerful defenses and deterrents to prevent the discovery of his dark secrets.

Londar's disappearance was immediately noticed when he did not show up for his niece's wedding. His niece, Baron Kurell, members of the Thieves' Guild, and a number of wizards are very curious about what happened to him, and, more importantly, what happened to his knowledge, spellbooks, and treasure.

Module Organization

The module is organized into several chapters. This chapter provides background information and character hooks designed to get the PCs involved in the adventure. The second chapter provides information about Hampton Hill and NPCs found there—including their motivations and actions. It is imperative for the successful running of this module that DMs spend time familiarizing themselves with the NPCs and their motivations as detailed in the chapter on Hampton Hill.

Information the PCs gather in Hampton Hill should lead them on a short trek through the wilderness, detailed in Chapter 3, on the way to Londar's Mansion, detailed in Chapter 4. Information covering an ambush on the return to Hampton Hill, and further information acquired in Hampton Hill after locating Londar's corpse and the evidence he left behind is found in Chapter 5. This in-

formation is designed to lead the PCs on a trek to Arn's Mountain and Horgrim's Temple detailed in Chapters 6 and 7. Finally, the module closes with a concluding chapter and appendices covering NPCs, Monsters, Items, and Spells discovered throughout the adventure. Monsters and NPCs used a single time have a full statistics block at that location. New creatures and the monsters used in random encounters are listed in the Monster Appendix.

Character Hooks

It is presumed that DMs provide their own campaign reasons for the PCs arrival in Hampton Hill. Perhaps they are just passing through on their way to other locals and simply wish a room for the night. Perhaps they have heard stories of the famous Rainbow Mage and have come to consult him or learn from him. Or perhaps they are friends of Learah Relight or her new husband and have come to offer their congratulations to the new couple. In any event, once the PCs arrive in the village, they can become involved in investigating Londar's disappearance through several different means:

Learah Relight, Londar's young niece and sole relative is worried about his disappearance and could hire the PCs to investigate. Perhaps the PCs were friends of Learah's (or her husband Trevor) and attended her wedding. The PCs might volunteer to investigate after they see how upset she gets when her uncle doesn't appear.

Alfguir K'Eliek, a wealthy merchant, claims Londar owes him a great deal of money and could hire the PCs to help recover some of the money he is owed.

Ander Fierk, a man claiming to be simple wizard offers money for some of Londar's 'lost' spells.

Alternately, the PCs might become interested in Londar based on rumors of his treasure, magical items, and spells. The DM should plant such rumors about Londar prior to running this adventure.

DM Notes

Though primarily a site-based dungeon setting, this adventure covers several different types of terrain so the DM should monitor ropes, light sources and spells used to overcome various obstacles. The adventure includes two large dungeons with a majority of the treasure at the end of each dungeon. DMs that include more random encounters might want to adjust rewards appropriately. Some of the treasure provided includes new spells and a new metamagic feat that might not fit into the DMs game world. Other spells the DM considers more appropriate to their game world should be substituted.

DMs can adjust the adventure for lower level parties by removing some of the more difficult encounters and cutting down on random encounters. The adventure can be adjusted for higher level parties by adding additional encounters, or by adding random encounters with other adventuring parties to prevent easy rest and recovery.

Running the Adventure

Once the PCs arrive in Hampton Hill, the party finds that almost everyone in town is discussing Londar's mysterious disappearance, and hears many conflicting rumors. Soon after their arrival in town the party finds that several different people are looking for someone to help investigate Londar's disappearance. It is likely that both Alfguir K'Eliek and Learah Relight make appeals for the party's assistance, and Ander Fierk makes his own requests whether or not the party hires on with one of them.

Whether or not they hire on with one of those interested individuals, the party realizes they must study the site of Londar's disappearance as well as his mansion in a search for clues. While investigating his mansion and tower—as friends or interested parties, not as looting explorers—they come across a secret entrance to caverns deep beneath the ground, caverns that conceal Londar's real laboratories, treasures and Londar's corpse. Reaching his hidden laboratories requires successfully navigating the creatures and traps Londar left behind to guard his secrets. Careful exploration not only reveals Londar had dark plans aimed at conquering a small kingdom for himself but also reveals he had a collaborator. After the adventurers discover Londar's corpse and uncover some of his hidden treasures they return to town with their new knowledge only to find another dark deed has been performed.

The party learns that an elven historian named Xanthaque was tortured and left for dead by Baron Kurell. This cements their conclusion that the Baron and Londar planned to conquer the surrounding area together but leads to another mystery. Xanthaque is able to tell the PCs that the Baron seeks a powerful relic known as The White Eye. Using the books, notes, and maps discovered at Londar's she is able to give the PCs an exact location for Arn's Mountain, a hollow mountain home to a temple that is reportedly the last resting place for The White Eye. She begs the PCs to locate the eye and destroy it before her torturers can locate it.

The PCs discover a hollow mountain filled with bright sunlight and the last guardians over an ancient, evil temple that an army was unable to breach thousands of years before. They must work their way through the various traps and treacherous creatures left behind to guard the temple's treasures before obtaining the relic and destroying its evil power.



Hampton Hill

The town nearest Londar Brightrain's home is Hampton Hill. Hampton Hill is located in an area of rolling hills and light forests beside a deep ravine cut by a swift river. While fairly small, the merchants and nobles that keep vacation homes in and around the town help support the many shops and craftsmen.

Hampton Hill (Small Town): Conventional: AL NG; 800 gp limit; Assets 46,000 gp; Population 1153; Mixed (human 89%, halfling 5%, elf 3%, dwarf 1%, gnome 1%, half-elf 1%).

Authority Figures: Strybyorn Arthand, male human Ari6 (mayor).

Important Characters: Hamra Ranthas, female human Ftr4 (sheriff); Anya, Ria, Mik, and Dane, male and female human Ftr1 (deputies); Mara Lighthand, female halfling Clr5 (Freya/healer); Baeris Blackoak, male half-elf Brd2 (Innkeeper of the White Boar Inn); Viarik Kite, male human Exp3 (Innkeeper of the Red House); Ebbon Goldaxe, male dwarf Exp5 (blacksmith); Kyrean, female human Rog5 (merchant); Maroof Sandwalker, male half-elf Adp5/Exp3 (alchemist).

Others: War1 (x15) (town and personal guards); Nobles, Ari1-3 (x17); Exp4 (x2); Exp2 (x14); Rog2 (x5); Rog1(x6) (Thieves' Guild), Rgr4; Wiz5; Wiz2 (x3); the rest are Com1-3.

Notes: Thanks to Londar Brightrain's spectacular displays of magic, Hampton Hill is known for the fall festival that it holds every year. People travel from surrounding areas simply to visit the festival and view Londar's fireworks. Due to the tranquil location, many nobles and wealthy merchants keep vacation homes in and around the town.

Note: See the NPC Appendix for full details on all the NPCs of Hampton Hill, including such "common folk" as guards and thieves' guild members.

Running the Adventure in Hampton Hill

Much of the adventure centers on this town, its NPCs and their various motivations. It is imperative that the DM become familiar with the NPCs detailed below, their motivations and the information they have in their possession in order to run this adventure. The following basic information is summarized here and then expanded upon in the NPC descriptions below.

The Current Situation Regarding Londar's Disappearance

Preliminary investigations located Londar's overturned carriage on a road outside town with the corpse of his driver and the corpses of several unidentified people in dark clothing. There was no sign of Londar in the wreckage or at his home and there have been no ransom demands or other signs he might be alive.

One week later, Learah visited the mansion with her bodyguards, Sheriff Hamra Ranthas and several town

guards. When they arrived they found that looters already took anything transportable, though in reality these "looters" were members of the Thieves' Guild hired by Alfguir. A near fatal encounter with the golems in Londar's Office (See Londar's Mansion, Area 9) and a trap on a door into Londar's tower lead the sheriff to bring everyone back to town. Despite Learah's pleas for assistance, the sheriff refuses to expend more manpower searching for her uncle.

Such is the current situation as the PCs arrive in Hampton Hill.

Initial Actions by Major NPCs

The following list summarizes the initial actions of the major NPCs in Hampton Hill regarding adventurers. This list is simply a summary for the DM. The NPC Appendix should be consulted for a full description of each NPC's true motivations, information, desires, goals, and future actions.

Learah Relight: Londar, the Rainbow Mage, was Learah's uncle. Learah is disappointed with the sheriff, and the town guards, and is actively seeking adventurers willing to help search for her uncle. Learah and her guards have a suite at the Red House and she can be found at the White Boar Inn every evening. When she hears of adventurers in town she sends a message to them asking for a meeting at one of those locations.

Baron Kurell: the baron was collaborating with Londar and badly desires some of the items hidden somewhere in the Mansion. He plays the role of a "family friend" supporting Learah and her efforts to hire adventures while already having hired some of his own to search the Mansion. The baron also has a suite at the Red House and is often found dining in the White Boar Inn or talking to merchants in the square.

Alfguir K'Eliek: Alfguir is not only a senior member of the Thieves' Guild, he is the specific thief hired by Londar to obtain a number of special items. Londar never paid him for his work, using his reputation and promises of new magic items to obtain 'credit.' He wants his money and has decided to turn to hiring adventurers to do his dirty work. Alfguir is staying at the White Boar Inn and is found dining there every day. He is willing to contact and meet adventurers any place in town, and at any time. He plays the role of a wounded merchant who has lost a huge amount of money and is searching for someone to help him recover at least some of his losses.

Ander Fierk: Ander is a wizard who is interested in Londar's new discoveries regarding golems. Ander wants the spells he knows Londar created, as well as the methods to create his own army of golems. When Ander discovers the PCs are going to investigate Londar's disappearance he approaches them offering a great deal of money for the ability to copy some of Londar's spells. He presents himself as a simple wizard in pursuit of knowledge and offers a few potions as a sign of goodwill. Ander has rented a small, private cottage to allow him to watch the PCs through scrying and spying

Contents of Noble and Merchant Houses

If the home of a merchant or noble is entered and searched, roll 1d12 on the following table to determine any contents or treasure:

- 1-4 A small, locked jewelry chest (Hardness 8; p 25; Break DC 20; Open Lock DC 22) hidden in a dresser contains jewelry, gems, and coins worth a total of 1d4 x100 gp.
- 5-6 A hidden safe (Search check DC 18, 12 in. thick; Hardness 10; hp 75; Break DC 27; Open Lock DC 30) holds a number of papers as well as gold and gems with a total value of 2d4 x100 gp.
- 7 A small chest hidden in the bottom of a drawer (Search check DC 20, 1 in. thick; Hardness 5; hp 25; Break DC 18; Open Lock DC 20) contains 3 *minor potions* (Table 8-18 in the DMG).
- 8 A thick chest (2 in. thick; Hardness 8; hp 55; Break DC 24; Open Lock DC 27) holds scrolls with several 1st-level arcane and divine spells (Tables 8-24 and 8-25 in the DMG) and coins with a total value of 5d6 x10 gp.
- 9 A drawer with a hidden compartment (Search check DC 22) holds a *wand of magic missiles* (caster level 3, 3 charges).
- 10-12 A spring-loaded trap launches a *thunderstone* into the person opening the drawer (10 ft. radius blast of sound, Fortitude save DC 15 or deafened for 2d6 rounds, blast alerts anyone in the area).

Adding works of art or other items to different homes can also give them added flavor. Generally, PCs should be discouraged from robbing villagers. In addition, not only will the PCs be pursued by local law enforcement, they will also be targeted by the Thieves' Guild. The Guild extorts protection money from the merchants and nobles and having PCs violating that protection is bad for business.

to determine whether or not they have found Londar's spellbooks and papers.

Mayor Strybyorn Arthand: Strybyorn was once a very successful merchant and businessman and is now mayor of Hampton Hill. He can be found at the Village Hall (Area 2, below) or at his home (Area 10, below).

Sheriff Hamra Ranthas: Hamra and her deputies can be found at the Village Hall (Area 2, below). She and her deputies discovered Londar's overturned carriage and the body of his driver shortly after his disappearance. She is able to tell the PCs many details (see her description below).

Rumors and Information

Londar was very important to the town and his recent disappearance has been big news leading to the creation of many rumors, some of them conflicting. The PCs can gather various bits of information either

through role-playing conversations in the local taverns or with the NPCs listed below, or the DM may decide to use Gather Information checks to determine which rumors the PCs come across. Use the following rumors to provide information to the PCs:

DC 10: A bunch of rather dangerous looking people have come to town, probably to steal the Rainbow Mage's treasure. (True, several groups of adventurers are interested in Londar's spells and treasures)

DC 10: Londar's niece and her new husband are after his fortune. They killed him to inherit his gold. (False)

DC 10: Londar got so busy with his spells that he blew himself up. (False, but a popular rumor)

DC 14: People have been to the Rainbow Mage's house and taken everything out of it already. (Partly true, looters did make it into some of his rooms and have stolen a number of items)

DC 15: Someone or something attacked and killed Londar and his driver along the Horrik Trade Path. (True, but Londar's corpse has not been located)

DC 15: The Rainbow Mage has been toying with demons, one of his spells went wrong and he fell into the Abyss. (Partly true, he has contacted and summoned demons but didn't fall into the Abyss)

DC 15: Wizards jealous of his power assassinated the Rainbow Mage. (False)

DC 15: Good luck getting anything Londar left behind. His house is full of traps and golems and things. (Partly true, Londar put deadly traps and creatures in his most important rooms but most of the house is unguarded)

DC 18: Londar ran away from town because he owed the Thieves' Guild a huge amount of money. (Mostly false, Londar did owe the guild a great deal of money but didn't run away)

Aside from the rumors listed above, the PCs can easily learn the location of Londar's mansion as well as directions to stores and merchants selling any materials they might need to investigate Londar's disappearance. They also hear rumors about 'monsters' in the light forest in and around Hampton Hill but a check with any town guard quickly ascertains there have been no attacks in or near the town by creatures of any type for many years.

General Locations in Hampton Hill

Common Homes and Cottages

Most of the homes and cottages belong to commoners working for the various merchants and craftsmen in town. Hampton Hill is a relatively wealthy village due to the constant influx of vacationing nobles and merchants so even commoners are able to maintain the appearance of their homes. Some commoners work outside the town on farms or in the surrounding forests. Larger cottages often hold several generations, with beds being bunked

along the walls and in lofts above the main room. Commoners have very little hidden money and PCs should be discouraged from stealing what little they might have. Any homes not specifically marked should be considered commoners' homes.

Noble and Merchant Homes

Hampton Hill is located in a peaceful, relatively safe part of the world and is surrounded by beautiful forests and peaceful rivers. A number of nobles and wealthy merchants maintain vacation homes in Hampton Hill and come to visit to relax, hunt, or simply enjoy the scenery. These houses are almost always occupied in summer and during festivals. Whether occupied or not there is a 50% chance a hired guard is present, and an additional 20% chance that a guard dog, or other guard animal, is present. While the local Thieves' Guild isn't large, many merchants and nobles have chosen to pay 'protection money.' Theft from these homes makes the PCs a target for the local Thieves' Guild.

While most parties probably refrain from outright theft in town, some PCs might decide to search some of these homes. The DM can create a basic layout with several rooms and use treasure generated on the accompanying table to give the homes more life.

Keyed Locations in Hampton Hill

1. The Town Square

Various merchants sell their wares during daylight hours at booths placed around the square. Fruit and food items are easy to find here, as are ropes, lanterns, weapons, and other equipment valued less than 100 gp. Two **town guards** are always stationed here during the day and other guards and deputies often wander through to talk to the merchants and insure everything is going well. While evenings are usually quiet here, sometimes traveling carnivals or bards put on shows during the early evening hours.

2. The Village Hall

This broad stone building contains offices for **Mayor Strybyorn Arthand**, as well as offices for the sheriff, **Hamra Ranthas**, and her deputies. A large courtroom fills the center of the building and small jail cells fill the dungeon below the building. Strybyorn does his best to get all his work done in the morning so he can spend his afternoon talking with merchants and wandering through town. Hamra or one of her deputies can be found here anytime during the day or night. In addition to guards patrolling through town, at least **4 town guards** patrol the building at all times. The **oak doors** (4 in. thick; Hardness 6; hp 60; Break DC 18, DC 25 when barred) leading into the building are virtually always open, even in bad weather.

3. The Hampton Hill Stables

The large, plain barn has 40 individual stalls that run along the sides of the building with a large open

area outside the barn to tether additional animals and store wagons. Pegs and hooks in each stall hold saddles, saddlebags, and other personal items. The large loft above is stocked with hay and oats and other grains are stored in barrels beside the door. While some pay local people to care for their animals, the stables are well stocked and **Sasha Blaine** (Exp2; 7 hp; Animal Empathy +6, Profession [Stable hand] +5) has a reputation as a fine caretaker for animals. Sasha employs two additional stable hands, **Radik** and **Danae** (Com1; hp 3; Profession [Stable hand] +3) and has enough work to keep all three very busy. Between the constant care Sasha and her hands give the animals, and the regular visits by the local militia, personal items left in the stables are generally considered safe. Horse theft is punished by hanging and is extremely rare.

4. Ebbon's Forge

Ebbon Goldaxe (Exp5; hp 23; Craft [weaponsmith] +9, Craft [armorsmith] +9, Profession [blacksmith] +8) works in this large stone building. One of the few stone buildings in the village, it stands out against the backdrop of the small cottages that surround it. Ebbon lives in a small cottage behind the forge. The building itself has a single room that is dominated by the huge forge in the center. Barrels containing oil, water, and salt water are lined up beside an anvil that stands in front of the hot fire while bins containing raw ore and coal line the walls. Ebbon is a very elderly dwarf that refuses to make less than masterwork quality weapons and armor because the nobles and merchants coming through town keep business strong. He is happy to repair armor and sharpen weapons but often tries to convince people to simply purchase something new. Ebbon's last apprentice left to become a blacksmith in another town and he hasn't obtained another. Business is so steady that he hasn't kept up on the gossip about Londar's disappearance.

Children are often found sitting on some of the tables near the front of the building watching Ebbon work and there is a 30% chance someone has come by to make a purchase. Ebbon closes up at night, boarding windows from the inside and locking the massive **oak doors** (2 in. thick; Hardness 5; hp 30; Break DC 20; Open Lock DC 20) that lead into the building. He stores 2 suits of masterwork chainmail, a set of masterwork full plate, 2 masterwork waraxes, 2 masterwork longswords, a masterwork short sword, and a masterwork bastard sword in a **heavy oak chest** (4 in. thick; Hardness 5; hp 35; Break DC 20; Open Lock DC 25).

5. Kyrean's

A portion of her sign came down in a storm years ago and Kyrean never felt the need to repair it. Everyone knows **Kyrean Lane**, and that she sells a wide variety of fine goods, but very few people know that she is also the leader of the local Thieves' Guild. Kyrean sells everything from bolts of silk to fine weapons and leather armor. Kyrean can obtain any masterwork quality item within 3 days and can usually find a way to obtain minor magical items within a week.

While she does have a great deal of money, she generally avoids buying anything very expensive from anyone outside a recognized Thieves' Guild. Although her secret life as a thief makes her a fence as well, she is smart enough to avoid trying to sell items that were stolen in or near the village. She makes an effort to maintain a stock of rare wines and expensive foods to cater to the tastes of the merchants and nobles that vacation here. Kyrean, a light sleeper, lives in a small room above the store.

A hidden trapdoor behind the counter (Search check DC 25) leads down to a small cellar where a wide variety of items are stored. The various items stored in the cellar and store have a total value over 3000 gp but Kyrean's position in the guild makes any theft a very risky proposition.

6. The White Boar Inn.

The White Boar Inn is known for its fine food, excellent wine, wonderful music, and clean rooms. The lower floor of the massive, wood-frame building is filled with a large tavern and a fine restaurant. **Baeris Blackoak** runs the inn with the help of his wife **Ivellia** (Exp4; hp 14; Profession [cook] +7) and his 3 daughters, **Irena**, **Karia**, and **Sindria** (Com1; hp 3; Profession [cook] +4 or Profession [waitress] +4). Baeris has an agreement with the local Thieves' Guild that provides bouncers and guarantees the safety of his patrons in exchange for regular payments. At least **2 thieves' guild members** are in the tavern during working hours. A human bard using the name **Khenden Bright Sun** performs in the tavern every night.

The restaurant area has subdued lighting and collections of tables and booths that are kept private through the use of curtains and careful positioning. Despite the thick walls, music, laughter and loud voices echo in from the tavern area, making the restaurant nearly as loud as the tavern. A long walnut bar lines one wall of the tavern with a stage positioned against the wall opposite it. Wood chairs surround heavy walnut tables throughout the room. The tavern closes in the wee hours and opens again before lunch the following day. As a popular place for gossip and discussion, Gather Information checks in the tavern receive a +3 circumstance bonus. The restaurant serves breakfast, lunch, and dinner with dinner being the most popular and crowded meal. It is not unusual to wait several hours for a table in the restaurant on busy nights.

Rooms are located on the second floor. Each room is cleaned and checked before and after a customer moves into it to insure proper maintenance. Doors for each room can be barred from the inside, but there are no other locks to protect valuables left alone in the room. The walls and floors are very thick, cutting down on most of the sounds from the tavern, but rooms near the stairs still get a great deal of noise.

NPC Notes: **Learah Relight** and her guards can be found here every evening. When she hears of adventurers in town she sends a message to them asking for a meeting at one of those locations. **Alguir K'Eliek** is staying at the Inn as well and can be found dining here every day.

Arn, Lesser God of the Sun

Alignment: Neutral Good

Domains: Sun, Healing, Good

Symbol: A radiant half circle of bronze, representing the rising sun

Worshippers: Simple townsfolk, farmers

Arn is commonly depicted as a male figure in glowing yellow and white robes carrying a bronze sun-tipped staff. His priests mimic these garments. Arn has a simple, practical and undemanding theology and is therefore relatively popular among the common people. His followers shroud the symbol of their god at sunset and celebrate the rise of the sun by removal of that shroud in a short ritual with little formal ceremony, uttering only a prayer of thanks to their god. Unlike other clerics, followers of Arn's spells are renewed once the sun is fully risen at the conclusion of the unshrouding ritual. Arn's clerics must actually witness the sunrise and participate in the unshrouding ritual to regain their spells. Some followers of Arn are druids and it is not uncommon for priests of Arn to have a level or more in that class in addition to cleric levels. Such druid priests may be Chaotic Neutral. His priests are bound to heal anyone who presents themselves for such aid following the rising of the sun. Those in greatest need are treated first. It is believed among Arn's followers that the first rays of the sun ("the fingers of Arn") carry healing qualities. Scholars believe that Arn is a debased and simplified version of the greater sun god, Ra, though worshippers of Arn vehemently disagree.

7. Ander's Cottage

Ander Fierk rented this cottage mere days after Londar's disappearance became known. Though small and poorly cared for, the cottage is close to the Town Square, and the other places Ander frequents in search of rumors about Londar. Ander keeps most of his belongings with him but a **small chest** (Search check DC 22; Hardness 3; hp 20; Break DC 18; Open Lock DC 25) hidden beneath the bed contains 200 gp, 38 sp, and 43 cp. Ander is only found here late at night or early in the morning, he spends his day in the Town Square talking to people and simply listening to rumors and his evenings at The White Boar Inn.

8. Xanthaque's Home

Xanthaque, an elderly elven witch, lives in this small home (see the NPC Appendix for her full statistics). Xanthaque is a historian that spends her time researching a variety of different things, but mostly focuses on events of long ago. Considered a bit "off" by many of the townspeople, she is rarely visited by ordinary travelers. Books line sagging shelves which cling precariously to the walls. Windows are boarded over to make more room for more bookcases. The only furniture in the room consists of an old oak desk, a leather chair, and a sofa with sagging cushions. She sleeps on her sofa, when she sleeps at all, and pays one of her neighbors to deliver food to her. Although her power as

a witch is often discussed, few people have seen her cast even the tiniest of spells so she is rarely beset by young wizards searching for new spells or apprenticeship.

9. The Path of Shrines

A small footpath circles through a collection of shrines that look out over the vast ravine and river west of town. These shrines provide the only location for worship because there is no formal temple in town. Each shrine is essentially a statue standing over a small altar where worshippers may put their offerings. Many gods are represented and DMs are encouraged to include deities from their own campaign world. Two additional shrines, that are clearly much older than the rest, have been chiseled and broken leaving little more than a base. While **Mara Lighthand** worships Arn (see the sidebar), she maintains all of the shrines for the gods of good. An elderly priest known only as “**Father Rim**” (Clr6/Drd3; hp 68; Heal +12) visits town twice a month to perform services at the shrine to Arn and assists Mara with healing while he is in town.

Mara performs services at the shrine to Arn every morning, and performs her care taking duties immediately afterwards. During her morning service 3d6 villagers, mostly women, are usually in attendance. If the shrines are visited in the afternoon 1d10-1 worshippers might be present performing their own prayers and vigils. While Hampton Hill is a fairly large town, few people in town actively worship the gods, aside from passing worship of Arn. Traveling clerics do come through fairly often but Mara is the only cleric presently living in Hampton Hill full-time and she considers it her duty to minister to the health of all the townspeople as well as any travelers or adventurers.

10. Strybyorn’s Home

Mayor Strybyorn Arthand maintains a beautiful, large wood frame home with the help of his servants **Miri** (Com2; hp 5; Profession [cook] +5) and **Leaf** (Com1; hp 3; Profession [housekeeper] +4). Strybyorn’s wife died several years ago and both of his daughters are married and living in distant towns. His servants live in rooms at the back of the home. He is only found at home at night, during the day he is either wandering the town or in his office in the Village Hall. Walls in his main living room are decorated with rapiers made by different artisans, several worn shields, and tapestries depicting great, glorious battles. The rapiers include 3 **masterwork rapiers** whose ornate designs give them a value of 600 gp but those decorations make them easy to recognize and difficult to fence. In his bedroom he keeps a **small chest** (Search check DC 22; Hardness 5; hp 25; Break DC 20; Open Lock DC 25) containing jewelry owned by his deceased wife (a diamond pendant worth 1000 gp, a pair of ruby earrings worth 600 gp and a gold bracelet studded with tiny rubies worth 350 gp).

11. The Red House.

Its bright color and prominent location near the center of town easily identify the finest inn in town. **Viarik Kite** carefully maintains the inn and insures it is the cleanest in town. Despite the size of the wood frame building, the inn has only 7 rooms, but each room has three bedrooms connecting to a large sitting area. The inn caters specifically to wealthy merchants and nobles visiting Hampton Hill on short vacations. While Viarik usually has one or two suites free, he refuses to lower his prices for fear it might hurt his reputation. Ornate wool rugs lining the oak floors and thick plaster walls cut down on sound making all of the rooms here quiet, peaceful, and very private. The Red House does not serve food, but servants willing to go obtain food from a local restaurant are always available. At any one time Viarik has at least two people cleaning rooms and responding to customers needs (Servants; Com1; hp 3; Profession [Innkeeper] +2) and is always willing to hire more if the need arises.

NPC Notes: **Learah Relight** and her guards have a suite at the Red House. When she hears of adventurers in town she sends a message to them asking for a meeting at one of those locations. **Baron Kurell** and his people also have a suite here.

12. Maroof’s Elixirs

Maroof Sandwalker (Adp5/Exp3; hp 49; Wis 16; Alchemy +14, Craft [potion] +11, Brew Potion) lives in this small, quaint home, along with all of the pottery and glassware he uses to make his products. Maroof is an odd half-elf that has taken a vow of silence. The only words heard from his mouth are those used when he casts spells. He communicates through simple signs and written messages. The small cottage is packed with shabby furniture and various clay vases and glass vials line the shelves that cling precariously to the walls. A large cauldron stands over a fire in the center of the room. Maroof sells the following potions at only slightly above standard prices: *cure light wounds*, *cat’s grace*, *bull’s strength*, *cure moderate wounds*, and *remove curse*. While the various clay jars and vials along the shelves at the back of his home clearly contain potions, only he knows what each potion is. Persistent rumors that he poisons are mixed in among the potions have kept away thieves. A small **clay box** hidden beneath the fire (Search check DC 30) holds 500 gp in gold and gems.

13. Additional Shops and Information

Hampton Hill’s economy is based mostly on trade, travel, and vacationers along with minor dependence on grain farming and nearby orchards. It is a convenient stop for trade caravans and a pleasant vacation location. A number of additional smaller stores and merchants not listed here can provide any of the standard goods, services, and weapons listed in the DMG.

Wilderness

Trade Path Encounters

Roll a d20 for every 30 minutes;

- 1 Medium-size merchant caravan with 3 wagons, 6 merchant guards (War1), and 1 merchant (Ari2).
- 2-4 Small guard patrol, 4 guards (War1) and 1 sergeant (Ftr2) on light warhorses.
- 5 Large caravan, 6 wagons, 10 merchant guards (War1), 1 sergeant (Ftr2), and 3 merchants (Ari2).
- 6-19 No encounter.
- 20 Heavily armed guard patrol, consisting of 4 guards (War1), 2 sergeants (Ftr2), and 1 captain (Ftr4) on heavy warhorses.

Travel to Londar's Mansion

Londar's mansion is a little ways northeast of Hampton Hill and is surrounded by the Horrik forest, a light forest dotted with rocky ravines and gullies that is relatively easy to travel through. The easiest and safest route to the mansion heads east along the Horrik Trade Path until reaching the dirt road leading to the mansion. Heavily used by merchant caravans and travelers, the wide cobblestone Horrik Trade Path is constantly patrolled and is generally free of bandits and other dangerous creatures. The dirt road leading to the mansion is wide enough for a single wagon or cart and has no patrols or guards to speak of. Looters that have been to the mansion already have avoided the trade path due to its patrols and because there are shorter routes to Hampton Hill through the forest. Horrik forest is home to creatures and people that avoid the patrols along the trade path as well as the 'civilized' realm of Hampton Hill. Most of these creatures do their best to protect their own territories without becoming known by the guards that patrol the trade path and nearby town.

If the PCs travel along the trade path it is likely they meet a merchant caravan or a patrol of guards but nothing particularly hazardous. The dirt road to the mansion is generally safe as well.

The first time the PCs are approached by a guard patrol they are asked their business. The looting of Londar's mansion has appalled many of the guards and they are doing their best to prevent more damage without shirking their other duties. If the PCs are investigating Londar's disappearance for Learah Relight or Alfguir K'Eliek the guards question them briefly and then leave them about their business. Once guards know the PCs are on 'official' business further encounters with patrols involve waving hands or nodding heads as the patrol rides past. If the PCs do not have a clear reason for traveling along the path, or are in possession of goods taken from the Mansion, they are questioned more closely, and eyed with suspicion each time they meet a patrol.

There are no random encounters along the dirt road to Londar's mansion but the DM might choose to use a few encounters from the Horrik Forest encounters.

A. The Crash Site

Bent branches and several crushed saplings mark the site where Londar's carriage was discovered. Hamra Ranthas and her deputies removed the carriage, bodies, and any other evidence they found and took it back to Hampton Hill. Wheel depressions in the soft earth off the cobblestone road suggest the wagon was moving very fast when it crashed. PCs with the Wilderness Lore skill and the Track feat can make a Wilderness Lore check (DC 15) to notice scorch marks on the stone road approximately 600 feet away. When thieves tried to halt the carriage Londar set off a spell to scare them away. The flash of fire he created spooked the horses and caused them to run out of control. Once the carriage crashed the thieves set upon Londar and his driver. The battle was brief but Londar was injured enough to trigger a contingency that *teleported* him back into his private laboratories (Area 29).

Searching the entire area carefully turns up several empty poison vials (Search check DC 24) and 7 masterwork crossbow bolts (Search check DC 26) that Hamra and her deputies missed. While the exact poison left in the vials is impossible to identify, the empty vials are marked with a skull and crossbones clearly indicating what they once contained.

Wilderness Encounters

Once the party is a mile or more away from the trade path roll a d20 for every additional 30 minutes of travel through the forest.

- 1-2 A group of 6 kobolds (CR 1/6) attempts to ambush the party, fleeing when they realize the party's strength. They can be tracked back to their small lair (Track check DC 16) where 12 more kobolds reside. They standard treasure, to be determined by the DM.
- 3 Byorik (CR 9) comes from behind a group of trees and attempts to speak with the party (see Area B, below).
- 4-5 The party notices several humanoid figures in dark clothing fleeing further into the forest.
- 6 A griffin (CR 4) drops from the sky to attack any horses or pack animals the party might have with them. If no such animals are present the party notices the griffin flying over the forest in a hunting pattern.
- 7 Ilariak (CR 8) stands in the party's path (see Area C, below).
- 8 Two trolls (CR 5) attempt to ambush the party.
- 9-20 No Encounter

Each encounter should be used once, if used at all. A roll indicating a previously defeated encounter results in a result of "no encounter." The DM should refer to the Monster Appendix or the MM for statistics on any monsters encountered.

B. Byorik's Cave (EL9)

Byorik lives in a small cave set into the side of a hill surrounded by tall oak trees. Stone benches in the cave circle a small table and a fire toward the back of the cave heats a large cauldron. While most trolls would have strange, bloody trophies throughout their lairs, Byorik's home is decorated with weavings made of different grasses and branches found throughout the forest. The art, while rough and abstract, is very easy on the eye and makes the cave feel warm and peaceful. Stone shelves hold clay pots containing various herbs and spices that Byorik uses for his potions and cooking. A Search check (DC 18) turns up a few potions stored on the shelves including a *potion of cat's grace*, a *potion of water breathing* and a *potion of neutralize poison*.

Byorik, Male Troll Drd4: CR 9; SZ L Giant; HD 6d8+36 (troll) and 4d8+24 (Drd); hp 95; Init +2; Spd 30 ft.; AC 18; Atk +12 melee (1d6+6 [x2], claws) and +7 melee (1d6+3, bite); Reach 10 ft.; SA rend (2d6+9 automatically if hits with both claw attacks), spells; SQ darkvision (90 ft.), nature sense, regeneration 5 (fire and acid do normal damage), resist nature's lure, trackless step, woodland stride; AL CN; SV Fort +15, Ref +5, Will +9; Str 23, Dex 14, Con 23, Int 10, Wis 14, Cha 8.

Skills: Animal Empathy +3, Concentration +10, Intuit Direction +6, Listen +5, Spot +5, Wilderness Lore +6. **Feats:** Alertness, Brew Potion, Iron Will, Track.

Druid Spells Prepared (5/4/3; base DC 12 + spell level): 0—detect magic, detect poison, know direction, purify food and drink, resistance; 1st—calm animals, entangle, faerie fire, obscuring mist; 2nd—barkskin, resist elements, summon natures ally II.

Possessions: ring of jumping, potion of haste.

Description and Personality: Byorik, though a troll, met a druid in his youth, a druid that taught him many things and helped alter his outlook on life. Byorik knows that few creatures could understand or believe his fresh outlook on nature. He stays away from the trade path but the increased traffic through the forest by looters has disturbed him greatly. He tries to stay away from people moving through the forest unless they are disturbing the forest, or invading his home.

Combat Tactics: Byorik prefers talking to fighting, but when he does fight he uses all of his natural abilities. Byorik casts *barkskin* and *resist elements* (fire) on himself before openly greeting anyone in the forest. These spells increase his AC to 21 and give him fire resistance 12. If PCs are actually willing to talk to such a creature he is willing to direct them to Ilariak and to the mansion. He also lets them know that a number of 'people' have been going through the forest lately, many of them carrying things. He knows nothing about Londar, or what happened to him. If the PCs attack Byorik they find themselves against a powerful, spell-casting troll with fire resistance. Byorik uses his *ring of jumping* to leap away from the PCs and then quaffs his *potion of haste*. He uses his *entangle* spell to slow down PCs and casts *faerie fire* to keep them in view. Overly aggressive or dangerous PCs trigger Byorik's chaotic nature and he does his best to kill them all.

C. Small Field (EL8)

A lammasu named Ilariak makes his home in this small grassy field. Now covered with dirt and grass, this area was once home to a small temple. While the temple may be forgotten by most, the area here is still *hallowed* ground (+2 AC and +2 resistance bonus on saves against evil creatures only) and provides a comfortable home for Ilariak who sleeps out in the open. Ilariak noticed looters passing through the forest, and increased his flying patrols through the forest so he is usually gone during the day.

Ilariak, Male Lammasu: CR 8; SZ L Magical Beast; HD 7d10+21; hp 59; Init +0; Spd 30 ft., fly 60 ft. (average); AC14; Atk +12 melee (1d6+6 [x2], claws); SA spells (as 7th-level cleric with Good and Healing domains, Save DC 13 + spell level); SQ magic circle against evil; spell-like abilities (2/day—*improved invisibility*, 1/day—*dimension door*, cast as a 7th-level sorcerer); AL LG; SV Fort +8, Ref +7, Will +7; Str 23, Dex 10, Con 17, Int 16, Wis 17, Cha 14.

Skills: Concentration +12, Knowledge (arcana) +12, Listen +8, Sense Motive +12, Spot +8. Lammasu receive a +2 bonus to Spot checks during daylight hours. **Feats:** Blind Fight, Combat Casting, Flyby Attack, Iron Will, Lightning Reflexes.

SA—Spells (Sp): Ilariak was granted the ability to cast divine spells as a 7th level cleric with the domains of Good and Healing by his long forgotten god. See below.

Divine Spells Prepared (6/5/4/3/1): 0—create water (x2), purify food and drink (x2), resistance (x2); 1st—bless water, cure light wounds (x2), divine favor, shield of faith; 2nd—bull's strength, cure moderate wounds (x2), sound burst; 3rd—create food and water, remove curse, searing light; 4th—discern lies.

Domain Spells: 1st—protection from evil; 2nd—cure moderate wounds; 3rd—magic circle against evil; 4th—holy smite.

Domains: Good (cast Good spells at +1 caster level), Healing (cast healing spells at +1 caster level).

Description and Personality: Ilariak has a light tan, humanoid face with a large flat nose that is surrounded by a leonine mane. Long scars acquired in a battle with a young dragon mar the left side of his pale golden body. The feathers of his massive wings are a pale golden brown. Ilariak admires Byorik's ability to overcome his trollish heritage, but doesn't openly admit it. He attacks evil creatures, and punishes evil actions with single-minded ferocity. He does regular patrols through the forest but has increased them lately after noticing looters moving through the forest.

Combat Tactics: Ilariak casts *detect evil* before boldly approaching anyone he notices wandering the forest. He attacks evil creatures as soon as they are identified, but is willing to speak with good or neutral characters. He uses *improved invisibility* and enters into melee combat, saving his clerical spells and abilities for use if the battle goes against him. If forced to, Ilariak flies above his opponents and casts spells down on them. As a last resort, Ilariak uses his *dimension door* ability to escape. Ilariak recruits Byorik (area B) to assist him if a party is too powerful for him alone.



D. Londar's Mansion

The tip of the tower of Londar's mansion is visible through the light forest from quite a distance, though the mansion is only visible when the party is a several hundred feet from the door. Londar built his modest home and adjoining tower on a low hill somewhat outside town. It is slightly over half a day's travel by foot and several hours on horseback so it easy to scout the home and return to town the same evening. See the following chapters for more details on Londar's Mansion, Tower and the caves beneath.

Traveling to Arn's Mountain

Later in the adventure, once the characters have learned information from exploring Londar's Mansion and their investigation into his death, they will need to travel to Arn's Mountain. Though such travel will not occur in adventure until after the PCs have visited the areas detailed in the following chapters, the wilderness areas regarding Arn's Mountain are detailed in this chapter for completeness.

The journey to Arn's Mountain is far more arduous and dangerous than the short trip to Londar's Mansion. Once the PCs travel over the small river west of Hampton Hill they find themselves in a rough, wild area consisting of thick forest broken by large rocky hills. Vast armies once fought great battles here, the release of powerful spells broke open the very ground and left behind scars that still exist today. A rare woodsman might be encountered here, but most of the other creatures met along the ancient roads and passes the PCs must follow to reach Arn's Mountain.

Wilderness Encounters West of the River

Once the party is a mile or more away from the river roll a d20 for every additional hour of travel.

- 1-2 The party notices an **orcish** war party studying them from a distant hill.
- 3 Three **trolls** (CR 5) attack the party.
- 4-5 The party notices a dragon circling above a distant hill (not a combat encounter).
- 6 A **roc** (CR 9) swoops down on the party and attempts to grab a horse, with or without its rider.
- 7 A **juvenile green dragon** (CR 7) attacks the party.
- 8 The party notices a cave, as they near it they are attacked by a **behir** (CR 8) protecting its lair. The behir has standard treasure, to be generated by the DM.
- 9-10 Two **hieracosphinx** (CR 5) ambush the party.
- 11-12 Three **hill giants** (CR 7) ambush the party in a narrow pass. They can be tracked back to their lair (Track check DC 14), which contains standard treasure for such creatures, to be generated by the DM.
- 13-20 No Encounter

Each encounter should be used once, if used at all. A roll indicating a previously defeated encounter results in a result of "no encounter." The DM should refer to the **MM** or the Monster Appendix for statistics on any monsters encountered.

E. Uvear's Camp (EL 8)

A peaceful stone giant, outcast from his clan, camps here. Uvear has untapped, untrained sorcerous powers that lead to the release of great waves of magic energy when he gets very emotional, even in his dreams. After several disasters he was asked to leave the clan. He camps here in hopes of coming to terms with his strange powers and odd dreams. Uvear's camp is at the base of Arn's Mountain and he has investigated several caves leading to the brightly-lit cavern inside. He is afraid to enter the mountain because he isn't entirely sure it isn't simply a vision brought on by his special "madness."

Uvear, Male Stone Giant: CR 8; SZ L Giant; HD 14d8+56; hp 119; Init +2; Spd 40 ft.; AC 26; Atk +18/+13* melee (2d6+13*; huge greatclub), or +13/+8* ranged (2d8+9*, rock, range 180 ft.); Reach 10 ft.; SA rock throwing, uncontrolled sorcerous powers (see below); SQ rock catching; AL NG; SV Fort +13, Ref +6, Will +4; Str 27, Dex 15, Con 19, Int 10, Wis 10, Cha 16.

Skills: Climb +10, Hide +0**, Jump +10, Spot +3.
Feats: Combat Reflexes, Point Blank Shot, Power Attack, Precise Shot. **Uvear receives a +8 bonus to Hide checks in rocky terrain.

SA—Uncontrolled Sorcerous Powers (Su): Uvear has sorcerous powers that he does not yet understand. Presently, these powers manifest themselves by automatically turning any weapon he uses into a +1 magic weapon during the period of time he uses it. When enraged or emotional there is a 50% chance that something nearby bursts into flames (1d6 points of fire damage to anyone nearby).

Possessions: huge stone greatclub, hide armor, stone amulet (+1 amulet of natural armor).

Description and Personality: Uvear is a surprisingly gentle, friendly stone giant. His hairless head and thin features make him appear quite a bit older than he actually is. For a stone giant, Uvear is barely into puberty. He is extremely shy and wary, warning strangers away because he is cursed. More frightened of hurting someone else than of being hurt, he stands a safe distance away from visitors and

maintains a stoney calm. He forces calmness upon himself in an effort to keep things from bursting into flames or exploding around him. Things have gotten so bad lately that he is afraid of sleeping, nightmares sometimes result in catastrophe. These strange powers and occurrences weigh heavily on his mind, making bad dreams all the more likely when he does sleep. Uvear's loneliness generally overcomes his fear of hurting people, he hasn't spoken to anyone for several weeks during which his strange powers have begun to torture him.

If the PCs speak calmly to Uvear they stand a good chance of recognizing the changes he is going through (Knowledge (arcana) DC 12). Once recognized, any PC wizard or sorcerer can give Uvear hints on how to begin grasping and controlling his powers. Uvear is immensely relieved to discover his powers can be controlled and that the gods didn't curse him. If the PCs help Uvear in this manner he tells them about several caves that lead into a "sun cave" and offers to guard their pack animals for them. He is still afraid to travel with, or stay close to, other people until he has control of his abilities.

Tactics: Uvear's powers caused enough catastrophes that he was outcast from his own home. If he is attacked, he simply flees into the mountains as fast as he can, he has no desire for combat or further destruction.

F. Arn's Mountain

This mountain has not been identified as "Arn's Mountain" for generations. Only the books, notes, and knowledge from Xanthaque allow an easy identification of the gray, jagged tipped mountain as "Arn's Mountain." A great cleft runs down the center of the peak of the mountain. Those that camp on the west side of the mountain first see the sun through the cleft, those that camp on the east side notice that their last view of the sun as it sets is through the cleft. Numerous caves lead into the mountain's hollow interior, it takes a very short amount of scouting to discover several different routes inside. The mountain is detailed further in Chapter 6, Arn's Mountain.

Londar's Mansion and Tower

One would expect a wizard with Londar's reputation to have a home quite a bit larger, or, at the very least, more colorful than Londar's relatively simple mansion. The house itself has only one floor, though each room has a 20-foot ceiling. The tower at the back of his mansion rises to a peak over 90 feet above the foundation and can be seen above the trees from over a mile away on a clear day. Londar chose this site for his simple home due to its position above a series of natural.

Walls of the mansion are made of gray granite obtained from a local quarry and are fairly unremarkable. Dwarves consider the stonework solid, but unimaginative and unskilled.

Stained Glass Windows: All of the main rooms on the bottom floor (Areas 2—8) had beautiful stained-glass windows that were broken by the looters to provide easy access to the building. Fragments of the stained glass windows that once colored the gray stone walls remain in many of the window frames but it appears that almost every window has been broken. Destruction of the windows provides a hint of the looting that has gone on since Londar's disappearance as well as another sign that something terrible must have happened to him. Only the windows to Area 9, which have been magically enchanted, remain unbroken.

Lighting in the Mansion: Balls of glass with *continual light* spells provide steady illumination throughout all of the main rooms (Areas 2—9).

Entering the Mansion: The PCs can choose to enter the home through the front door (see below), or by walking through one of the broken windows.

The Corpse on the Porch: A dark-robed thief attempted to pick the lock on the front door (Area 1, below). The corpse lies in a heap on the low steps before the front door. Decay makes the exact cause of death impossible to determine. Looters going through the mansion also picked clean the unfortunate thief's corpse. A search of the decaying body turns up nothing. A successful Knowledge (nature) or Wilderness Lore check (DC 10) determines the corpse is about 6 days old meaning the thief died several weeks after Londar's disappearance.

I. The Front Door (EL variable)

The massive front door is made of solid oak boards surrounding an iron core. It has a delicate, well-constructed lock that is magically warded. The front door is the only entrance to the mansion that remains unbroken. The oak door can be unlocked with one of several specially warded silver keys that Londar created. One of these keys can be obtained from Learah Relight.

Trap: The door inflicts a powerful electric shock on anyone attempting to open the lock without the proper key. The trap does not come into play if the PCs have obtained the key from Learah Relight or enter through a broken window.

Heavy Oak Door. 5 in. thick; Hardness 8; hp 80; Break (DC 27); Open Lock (DC 30).

Electric Shock Trap: CR7; 10d8 points of electric damage to anyone attempting to pick the lock without using the correct key (no saving throw); Search (DC 31); Disable Device (DC 33).

2. A Large Entry Hall

Fragments of the windows that once flanked the front door intermingle with pieces of a porcelain vase that someone dropped. The only items remaining in the entry hall, or the coat closet in the southern wall, are large pieces of furniture that couldn't easily be carried away. Blank spots on the walls indicate even paintings were stolen. The hallway door to the east has been left open providing a clear view of the hallway but the door in the north wall remains closed. The closed door is unlocked and leads into the Servants Quarters (Area 3). A PC noticing the gouges in the wood paneled inner walls (Spot check DC 12) might easily surmise the looters were in a huge hurry to grab everything they could and leave before being discovered.

Ambush: Note that the three rogues in Area 3 are most likely observing the PCs as they enter this room and may take action against them. See the Combat Tactics section of Area 3, below.

Treasure: Searching the area carefully (Search check DC 22) turns up a secret panel in the northern wall that slides down to reveal a compartment holding a light crossbow and several bolts. The light crossbow is of masterwork quality and is in excellent shape. Ornate carvings cover the stock along with delicate silver inlays. 16 masterwork bolts and 2 +1 bolts.

3. The Servant's Quarters (EL 8)

Looters ransacked the small servant's quarters as effectively as the rest of the home. Several cots are turned on their sides and the mattresses are slashed. Fragments of a broken wood chest cover the room along with small fragments of colored glass. Londar only hired live-in servants and guards when he had guests staying with him. Londar placed great value on his privacy and generally had a coach drive the few cooks and food servers he did use back and forth to town.

Three adventurers hired by Baron Kurell remain hidden in this room. Injured in a recent encounter with the wood golem in Londar's Bedroom (Area 7), they finished resting and healing before hearing the PCs stepping on the broken glass on the floor of the Entry Hall (Area 2). Already prepared to do battle with the wood golems in the office and bedroom, they prepare an ambush when they hear the PCs in the other room. If the PCs bypass this room the looters wait until they are in the Dining Room (Area 5) and ambush them there.

LONDAR'S MANSION AND TOWER

Violet, Female Halfling Rog4/Ftr2: CR 6; SZ S; HD 4d6+4 (Rog) and 2d10+2 (Ftr); hp 33; Init +7; Spd 20 ft.; AC 17; Atk +8 melee (1d6+1 (+3)*, +1 rapier, crit 18-20) and +4 (+6)* melee (1d4 (+2)*, masterwork dagger, crit 19-20), or +10 ranged (1d4 (+2)*, masterwork dagger, crit 19-20, range 10 ft.), or +10 ranged (1d6, masterwork composite shortbow, crit x3, range 70 ft.); SA sneak attack (+2d6); SQ evasion, uncanny dodge; AL NE; SV Fort +6, Ref +9, Will +3; Str 10 (14)*, Dex 18, Con 13, Int 14, Wis 10, Cha 8.

Skills: Appraise +9, Climb +4, Disable Device +11, Hide +15, Jump +4, Listen +9, Move Silently +13, Open Lock +10, Search +7, Spot +7, Tumble +11, Use Magic Device +6. **Feats:** Ambidexterity, Improved Initiative, Two Weapon Fighting, Weapon Finesse (rapier), Weapon Focus (rapier).

Possessions: +1 rapier, masterwork dagger (x4), masterwork composite shortbow, 20 arrows, +2 bracers of armor, +1 cloak of resistance, ring of climbing, *potion of cat's grace* and a *potion of cure moderate wounds*.

Note: Items marked with an asterisk above reflect changes based on spells Celadra cast on Violet in preparation for battle, see Combat Tactics. Also add fire resistance 12.

Celadra, Female Human Wiz5: CR 5; SZ M; HD 5d4+5; hp 22; Init +6; Spd 30 ft.; AC 13*; Atk +3 melee (1d4, masterwork dagger, crit 19-20), or +5 ranged (1d8, masterwork light crossbow, crit 19-20, range 80 ft.); SA spells; AL CN; SV Fort +2, Ref +4, Will +6; Str 10, Dex 14, Con 13, Int 16, Wis 12, Cha 8.

Skills: Alchemy +4, Knowledge (arcana) +11, Knowledge (religion) +11, Concentration +9. **Feats:** Brew Potion, Combat Casting, Improved Initiative, Scribe Scroll, Toughness.

Arcane Spells Prepared (4/4/3/2; base DC 13 + spell level): 0—dancing lights, daze, detect magic (x2); 1st—burning hands (x2), mage armor, magic missile; 2nd—bull's strength, resist elements, web; 3rd—flame arrow (x2).

Possessions: Masterwork dagger, bracers of armor +1, wand of magic missiles (caster level 5, 7 charges), arcane scrolls (caster level 5, lightning bolt, web(x2), summon monster II), *potion of cat's grace* (x2), a pouch containing 43 gp, 97 sp, and 32 cp. Celadra has a spellbook containing the following spells: 0—dancing lights, daze, detect magic, disrupt undead, flare, ghost sound, light, ray of frost, resistance; 1st—burning hands, change self, color spray, detect secret doors, mage armor, magic missile, mount, reduce, silent image; 2nd—bull's strength, cat's grace, darkvision, knock, resist elements, summon monster II, web; 3rd—flame arrow, hold person, invisibility sphere, lightning bolt, phantom steed.

Note: Celadra casts *mage armor* on herself increasing her AC to 17 before battle.

Krybern, Male Human Rog4: CR 4; SZ M; HD 4d6+4; hp 20; Init +7; Spd 30 ft.; AC 17; Atk +5 melee (1d6+1, masterwork rapier, crit 18-20) or +8 ranged (1d6+1, masterwork mighty composite shortbow (Str +1), crit x3, range 70 ft.); SA sneak attack (+2d6); SQ evasion, uncanny dodge; AL NE; SV Fort +3, Ref +8, Will +4; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 8.

Skills: Appraise +9, Climb +8, Disable Device +10, Escape Artist +10, Hide +10, Listen +7, Move Silently +10,

Open Lock +10, Search +9, Spot +7, Tumble +10. **Feats:** Improved Initiative, Iron Will, Shield Proficiency.

Possessions: masterwork rapier, masterwork mighty (Str 12) composite shortbow, masterwork dagger (x3), masterwork studded leather armor, masterwork buckler, *potion of cure light wounds* (x3), *potion of delay poison*, *potion of cat's grace*, a money belt (Search check DC 18) holding 40 gp, and a belt pouch holding 3 gp, 43 sp, and 22 cp.

Tactics: Violet, Celadra and Krybern have been a team for several years and work very well together. Celadra's spells are prepared with battling wood golems in mind so she has memorized more fire-based spells than she normally would. Upon hearing the PCs in the other room Celadra casts *bull's strength* and *resist elements* (fire) on Violet and then casts *mage armor* on herself. The three move to the corners of the room farthest from the door and wait for the PCs to enter the room. Once the door is opened, Celadra casts *web* into the entry hall in an attempt to trap the PCs while Violet and Krybern open fire with their bows. If the PCs are stuck in the web the three soften them up with missile weapons and *magic missiles* from Celadra's wand, if the PCs break or burn free Violet and Krybern stand before the door to give Celadra protection. Celadra uses her *flame arrow* spells on the most heavily armored PC and then uses her *summon monster II* scroll to obtain additional defenders. If the battle goes poorly, or they feel badly outnumbered, Celadra uses the *summon monster II* scroll immediately to add combatants to the crowd and allow the three looters to flee through the broken windows.

If the PCs don't open the door within several minutes, Violet opens the door and stands aside to allow Celadra to cast *web* and uses the tactics above. If the PCs have already moved on, they wait and attempt to ambush the PCs in the Dining Room (Area 5) using tactics similar to above. All three are willing to use all of the scrolls, potions, and other items they have available.

Information: Capturing one of the three and coercing them to talk potentially provides useful information. Without a *potion of truth* or outright torture a successful Intimidate check (DC 18) is required to force one of them to talk. Baron Kurell hired the team to find an ancient text about a pyramid, a small silver and gold pyramid, and a large ruby. The baron paid 5,000 gp in advance, and agreed to pay another 10,000 upon completion of the mission with all other treasures kept by the trio. The information is useful but can't be used against the Baron in a court of law because there are no written agreements or other witnesses.

4. The Kitchen

A massive iron stove stands in the center of the room with a large chimney leading up through the roof. Pots and pans are scattered across the floor, along with a variety of cooking utensils. Cabinet doors stand open and the plates, bowls, and serving dishes that once occupied them have been thrown on the floor. Flour and sugar cover the floor of the small pantry in the west wall, looters emptied every container and cabinet in search of hidden money. Doors into the hallway to the north and the large dining room to the east remain open allowing a clear view into those

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rooms. Anyone with a decent Appraisal check (DC 12) easily recognizes that some of the unbroken china left behind is quite valuable.

Treasure: Although somewhat difficult to transport, the unbroken china and glassware remaining behind are worth 350 gp.

5. The Dining Room (EL variable)

A stench of stale vomit fills the air of the dining room. That, along with the jumble of broken glass from the shattered windows taints the view of this once magnificent dining room. Pale wood paneling along the walls contrasts with the dark wood of the massive dining table and chairs in the center of the room. The table and chairs are in complete disarray, and whatever decorative vases or glassware once occupied the table has either been stolen or broken. All but one of the small niches for statues and vases lining the walls are empty. Bright light from above focuses above the table on the end of a broken chain hinting a chandelier once hung there.

The single remaining statue is an ornate silver depiction of a dragon with its mouth open and ruby eyes flashing in anger as it prepares to breathe fire on its opponents. Londar had the statue created years ago by a master craftsman before working his own spells on it. Before the other statues and vases were stolen, the silver dragon was the most valuable looking piece in the dining room. It is really a complex magical **trap**.

Trap: If anyone other than Londar touches the statue, it 'breathes' a *stinking cloud*, causing anyone in the room to become nauseous (unless they save). The magic is perma-

nent and can be triggered as often as once per round. The cloud dissipates through the broken windows 10 rounds after the trap is triggered. A *detect magic* reveals a complex magic aura surrounding the statue but the trap can not be identified by any other means. A successful *limited wish*, or *wish* spell removes the enchantment as does a successful *dispel magic* (DC 28). The magical effects must be removed before the statue can be transported and sold.

Silver Dragon Trap: CR 3; triggered by touch, *stinking cloud* fills the room. Fortitude save (DC 14) avoids; Search (DC 28); Disable Device (special).

Treasure: The silver dragon statue is worth 1200 gp due to its exceptional craftsmanship and beauty.

6. The Guest Bedroom

Londar, an intensely private man, only had a single guest bedroom in his home. Designed for Learah, his niece, it usually only saw use when she visited. Shattered glass from the single stained glass window in the northern wall covers the room. All of the drawers from the small dresser and desk in the room have been pulled out and overturned and the blankets and sheets have been taken from the mattress. The mattress itself is slashed and torn apart and several parts of the bed-frame are broken or dismantled. The only item of interest in the room is a small pool of blood along the windowsill (Search DC 15). A successful Knowledge (healing) (DC 10) or Wilderness Lore check (DC 18, DC 14 if the PC has the Track feat) determines the blood is less than a day old. A looter rested on the windowsill to dress her wounds after running from the golem in Londar's bedroom.



7. Londar's Bedroom (EL6)

Double doors entering Londar's room were left closed by the last thief that entered, and then fled, the room. The doors are not locked. Londar created a **wood golem** to protect him while he was sleeping and protect his room while he was away. The golem appears to be a simple wood statue of a tall man holding a large mace in each hand. Londar created the construct with very specific orders. It utters a loud shriek similar to that of an *alarm* spell while it attacks anyone other than Londar entering the room. A number of looters have attempted to get past the golem and most have met a bloody end. Broken glass is spread across the room along with splintered furniture. The glass was broken by thieves, and the furniture by their bodies as they were thrown about the room by the golem. Two ripe corpses remain in the room, both in an advanced state of decay.

Wood Golem: CR 6; SZ M Construct; HD 9d10; hp 49; Init - 1, Spd 30 ft. (can't run); AC 17; Atk +11 melee (2d6+5 [x2], slam); SQ alarm (piercing howl as per *alarm* spell), damage reduction 5/+1, weapon immunity (1/2 damage from blunt weapons), immune to electricity and cold, construct, fire vulnerability; AL N; Fort +3, Ref +2, Will +3; Str 20, Dex 9, Con —, Int —, Wis 11, Cha 1.

Combat Tactics: The golem is keyed to its creator, Londar, and attacks anyone else. It lets out a constant shriek as long as anyone is in the room and fights until destroyed. Fortunately, the golem is keyed to this particular room and does not chase fleeing victims. The golem has enough rudimentary programming to close the doors and stay away from the windows if the PCs attempt to use missile weapons against it from outside the room.

Examining the Room: If the golem is defeated or disabled the PCs have an opportunity to search the room. Unfortunately, Londar had a passion for delicate porcelain and crystal, all of which are destroyed after the golem's battles with looters. One of the broken dressers has a drawer with a secret bottom (Search check DC 27 due to the mess in the room) holding several small, unmarked vials (*potion of love*, *potion of lesser restoration* (x3), *potion of glibness*, *potion of truth*, and a *potion of reduce*). A search of the two corpses (Search check DC 15) turns up a masterwork longsword, two masterwork daggers, and coins totaling 14 gp, 32 sp and 55 cp.

8. The Living Room

Londar used his living room extensively, both for entertaining and for his own reading and relaxation. The curved end of the home marks the base of Londar's tower and has the only unbroken windows in the room. The rest of the room is now a complete wreck. Plush cushions that once lined the many chairs and sofas in the room are slashed and shredded and small tables throughout the room were broken in vain searches for secret compartments. A wide stairway climbs along the outer edge of the tower to its upper levels while bloody handprints mark a door in the north wall. Bare spots on the walls indicate tapestries or paintings once hung there and niches along the inner walls are all empty.

Blood left behind on the door to Londar's office (Area 9) is old enough to be dried and flaking. The door was left

unlocked by Learah and the sheriff during their search for Londar. They were unable to enter the office due to the golems guarding it, but were able to determine that he wasn't there.

9. Londar's Office (EL8)

Londar never allowed his servants into his office, nor did he ever do business here. His office is really a gateway down to the caverns beneath his home, a gateway he has kept well-guarded against invasion. The two stained glass windows in this room are unbroken. Powerful magic rendered the stained-glass windows virtually unbreakable and **2 wood golems** guard the room against any unwanted intruders. Some damage was done to the room during a battle with looters but after seeing what the golem in the bedroom could do looters left this room alone.

High niches along the walls hold a variety of delicate crystal vases and statues that are all lit from behind with magical lights. The crystal splits the light into a rainbow of colors that spills across the ceiling in a complex interweaving of color. The effect is a startling, hypnotic reminder of the reasons behind Londar being known as the Rainbow Mage and act as a magical **trap**.

Exterior Windows: 1/2 in. thick; Hardness 8; hp 30; Break (DC 18). These stained glass windows have been magically hardened making them very difficult to break.

Wood Golems (2): hp 49; see Area 7, above.

Tactics: The golems stand on each side of the doorway and turn to attack anyone entering through the door while emitting their piercing alarm wail. Neither golem leaves the office to chase intruders. They are programmed to close the door and stay out of sight to avoid missile fire and spells from outside the room.

Note: Use of damaging area effect spells stands a good chance of destroying items on the shelves and makes the secret door behind the bookcase more difficult to locate (Search check (DC 26) but with the same possible modifiers described below).

Trap: Staring at the pattern of colors on the ceiling for more than one round forces a Will saving throw (DC 18) to avoid being dazed (see the **DMG**, page 84). Dazed characters are unable to act or think until the hypnosis is broken by somehow forcing the PC to stop looking at the pattern or by destroying the pattern itself. Breaking the hypnosis causes mental pain and anguish forcing a second Will save (DC 15) to avoid a temporary loss of 2 points of Intelligence. The trap is non-magical in nature but a Knowledge (arcana) check (DC 20) allows someone to realize the colors could be dangerous and that breaking a single crystal vase or statue should disrupt the pattern and make it safe to look at the ceiling.

Hypnotic Pattern Trap: CR 2; no attack roll necessary, all viewers dazed as detailed above; Will save (DC 18) resists; Search (DC pattern is obvious, but not obvious it is a trap; Knowledge [arcana] check DC 20 identifies it as such); Disable Device (as detailed above by breaking items).

Examining the Room: A large ebony desk stands in the center of the office and massive bookcases cover the inner walls. Various papers and books are scattered along



the shelves. A Search check (DC 22) reveals a few arcane scrolls (caster level 20, *darkvision*, *greater magic weapon*, *hold person*, *lightning bolt*, *improved invisibility*, and *summon monster V*). The desk has several locked drawers containing interesting items. A bookcase in the northeast corner of the office conceals a doorway (Search DC 20) leading to a passage down to the caverns beneath the home. A dwarf or other character studying the construction of the home can reduce the Search DC for the secret door by 10 if they notice the missing space behind the wall in the living room and the wall in the corner of the office.

Londar's Desk Trap: Londar's desk has a powerful trap, yet contains only a few items of value. Attempting to open the drawers causes a crystal embedded in the top of the desk to emit a flash of brilliant red light causing painful burns to anyone nearby. The red light is a powerful, concentrated form of heat that affects anyone within a 5 ft. radius of the desk. The light passes above the desk making it immune to the damage but any items on top of it must succeed at a Reflex saving throw (DC 10) to avoid being damaged. The trap recharges in 5 rounds.

Crystal Light Trap: CR 4; no attack roll necessary, affects all within a 5 ft. radius of the desk (30 points of fire damage); Reflex save (DC 17) for half damage; Search (DC 29); Disable Device (DC 29).

Londar kept his most valuable items hidden in his true library and vault hidden within the caverns deep beneath his home. The trap on the desk was simply meant as a further deterrence to thieves to allow Londar time to

prepare for battle. The desk drawers contain only a *divine scroll of negative energy protection* (caster level 5), 2 *divine scrolls of restoration* (caster level 7), and a pouch containing 100 gp.

Londar's Tower (Areas 10-12)

Londar's tower rises several floors above the main house. The living room of the home is the first level of the tower. Stairs circle the inner wall of the tower as they climb to the upper levels. A landing marks each level with a door blocking the further progress up the stairs or into that particular floor. The three upper levels are devoted to storage or other special uses that Londar considered safe enough to house there. Doors in the tower generally have rather dangerous traps. Londar bypassed these traps, and all of the traps in his caverns, by the use of secret command words known only to him or by using *teleport* spells.

10. The Second Level of Londar's Tower (EL 4)

The stairs that lead up from The Living Room (Area 8) end before a solid stone door painted fluorescent red. Soot marks along the walls surrounding the landing hint of a recent fire. The only features of the door are its bright red color and its strange lock. Anyone attempting to pick the lock or force open the door triggers the trap.

Red Stone Door: 9 in. thick; Hardness 8; hp 90; Break (DC 24); Open Lock (DC 25).

Fire Jet Trap: CR 4; triggered by picking lock or forcing door, jet of fire extends 5 ft. from the door toward the stairway, no attack roll necessary (6d6 points of fire damage); Reflex (DC 18) for half damage; Search (DC 26); Disable Device (DC 28).

Inside the Room: Once the door is opened it reveals an apparently empty room and a stairway that continues upward along the outer edge of the tower. Londar used this room to store unused furniture and old items he didn't use anymore. The center of the room is enchanted so that any inanimate objects placed there become invisible within 2 rounds. A PC walking toward the center of the room bumps into the old furniture and rapidly figures out what is there by feeling around. The items can be revealed with an *invisibility purge* spell or by removing them from the middle of the room. None of the items is of any value to the party. This room, once reached by the PCs is relatively easy to guard and therefore a good place to rest.

II. The Third Level of Londar's Tower

Stairs from the second level rise to a small landing before a dull, featureless blue stone door. Anyone attempting to force the door or pick the lock triggers the release of oil from holes along the floor. The oil pours across the landing and down the steps. The trap is difficult to locate but relatively easy to disable once discovered.

Blue Stone Door: 9 in. thick; Hardness 8; hp 90; Break (DC 24); Open Lock (DC 25).

Oil Trap: CR1; triggered by picking lock or forcing door, oil affects all in area, no attack roll necessary (1d6 damage from slipping and falling down stairs); Reflex save (DC 18) avoids; Search (DC 28); Disable Device (DC 18).

Inside the Room: Opening the door reveals a well-appointed reading room decorated with beautiful crystal lamps, broad wool tapestries, and ornate wood chairs with plush cushions. A beautiful, full-sized mirror is molded to the stone of the floor in the center of the room and the eastern portion of the circular room is decorated with colored stone inlays in the shape of strange runes along both the walls and the floor. Stairs along the west wall continue their climb along the outside of the tower to its upper levels.

Londar generally avoided all of his traps and devices by simply *teleporting* from place to place or by using passwords known only to him. Rune-shaped decorations helped him key in on exact destinations and eliminated any chance of a failed *teleport*. *Detect magic* reveals nothing strange or magical about the symbols themselves but reveals extremely powerful magic surrounding the mirror. The mirror is a *mirror of random portals* (see sidebar) created by Londar. When the mirror is activated it generates a one-way portal to a random location throughout the world. Londar used the mirror to explore the world, always knowing he could *teleport* back to his home when he needed to.

Mirror of Random Teleportation

This odd mirror can be used to generate a one-way portal to random locations throughout the world. The location can not be determined before hand, and can include any place in the known world including caverns, dungeons, forests, mountains, etc. The portal never ends up inside rock or underwater but can open to locations with no other exits. Activating the mirror requires a gem of at least 100 gp value to be placed into the depression at the top of the frame. The mirror can only be activated once per day. Each mirror must be created in a particular location, moving a mirror from the spot where it was created prevents its magic from working anymore.

Caster Level: 17th. **Prerequisites:** Craft Wondrous Item, *teleportation circle*, *teleport without error*. **Market Price:** 60,000 gp (loses value if moved).

12. The Fourth Level of Londar's Tower

Stairs from the third level of the tower end before a purple stone door, marked with glowing runes. *Detect magic* reveals both alteration and evocation magic on the runes but the door has no traps and is unlocked.

Purple Stone Door: 9 in. thick; Hardness 8; hp 90; Break (DC 24).

Inside the Room: A massive crystal ball occupies a circular table in the center of the room and several strange silver bowls full of water rest on stands in different parts of the chamber. Runes and sigils decorate the north wall above a strange circle of inlaid stone. A small table against the west wall holds a number of carefully drawn maps.

Londar devoted the top of his tower to the creation of a scrying chamber which he used to spy on the important people and lands surrounding his home. He used this chamber to create intricate maps of the surrounding area and to record weaknesses of potential enemies. Careful study of the maps indicates some of them were created as battle plans. PCs studying some of the notes (Intelligence check DC 18) come to the conclusion Londar was planning to take over the surrounding area by force, a rather shocking revelation considering his reputation as a well-liked, generous man.

Treasure #1: The crystal ball and scrying balls (all non-magical) are of the highest quality and would fetch over 3,000 gp on the open market. Unfortunately, everything bears Londar's symbol and can't be sold or openly transported locally. The maps and battle plans would be shocking to the local magistrate but are only worth money to Learah Relight who is willing to pay 1000 gp to prevent any public knowledge of Londar's 'temporary madness.'

Treasure #2: One of the drawers has a carefully hidden secret compartment (Search check DC 33) containing a *+1 ghost touch dagger of returning* that Londar forgot about.

Treasure #3: Hidden beneath some of the maps is a letter written on thin parchment that reads, "L, It appears we are in agreement. The western mountains are yours, may your search of those ruins find success, and everything east and

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south of the Remick River shall be mine. As we discussed, the pyramid is necessary for success. I shall send a courier with funds sufficient to help acquire the final pieces of the device." While the letter is unsigned, a wax seal has been affixed to the bottom of the parchment. A successful Knowledge (heraldry) check (DC 25) determines the seal is very similar Baron Kurell's, but not similar enough to be certain of its source.

Treasure #4: Mixed in with some of the other maps and papers (Search DC 20) is a detailed map of the mountains west of the mansion and Hampton Hill. Known to most in the area as simply "the western mountains," Londar's map has a message "Batrie's Fall." A scrawled note near a mountain circled on the map reads, "Arn's? Hollow? Temple?" When combined with other information, the PCs can use this map to help locate Arn's Mountain where an ancient temple to Horgrim remains hidden.



Beneath the Mansion

Additional Encounters in the Jungle Cavern

The DM may choose to include some of the following random events while in this cavern. Roll 1d20 for every 30 minutes in the cavern, an encounter already used counts as no encounter:

- 1-2 A powerful roar reverberates through the trees and off the cavern walls followed by screeches and panicked birdcalls only to close with a distinctly uneasy silence.
- 3 A **tiger** (CR 4) bursts through the undergrowth and attacks the party.
- 4-5 A colorful bird charges from the treetops in an attempt to chase the party away from its nest.
- 6 The party enters a small clearing only to notice a **gray render** (CR 8) at the same time as it notices them.
- 7 Something screeches before running into the undergrowth leaving behind only rustling leaves.
- 8-9 A pained wail echoes through the trees followed by the call of a strange bird.
- 10 The party stumbles on a **troll** (CR 5) in the middle of a meal.
- 11—20 No encounter.

The above should only be used once, if used at all. DMs might decide to add more combat-oriented encounters to the jungle as it is a perfect place to add strange creatures *teleported* in from distant locations.

Refer to the Monster Appendix or the **MM** for statistics on these monsters.

The Caverns (Areas 13-23)

Londar used the caverns below his home as both a testing ground and a layer of protection against invasion. Londar used magic and a charmed delver to create the rooms hidden off the caverns as well as the tunnels that connect them. Londar installed permanent *teleportation circles* in several parts of the underdark and a distant jungle to keep his different caverns populated with creatures to study and experiment on. Some of Londar's research went into the creation of special force fields he used to keep creatures in the various caverns apart. Once he finished the intricate network of caverns he never had to travel through them. Each room he created has a special area with inlaid stone in the form of colored runes that gave Londar exact coordinates for the use of *teleport* spells. All of these areas are unique in design but none of the stonework is magical in nature.

Some of the creatures in the various caverns were deliberately *summoned* or *teleported* there by Londar, others simply wandered through *teleportation circles* and became trapped. The presence of the outside *teleportation circles* provides an opportunity for the DM to add new or different creatures the PCs have never encountered before. Several

caverns include possible random encounter lists, but these lists should be considered optional and only used if the DM wants to create a more difficult adventure.

Force Fields: Force fields dividing hallways and caverns up are equivalent to *wall of force* spells that can be turned on and off with special dials. Londar created a system of dials that could only be triggered by a Small or Medium-size humanoid hand with a full complement of fingers. When turned, these dials open doors or turn off force fields, and then slowly reset over a period of about 10 rounds (one minute). Once the dial resets the door it opened closes, or force field it disabled goes back up. Force fields follow all the rules of *wall of force* spells with respect to spells and attacks. The force fields are difficult to notice without walking into them or hitting them with something, but the PCs should begin to recognize the dials that disable them and that the force fields are always located at logical junctions.

13. A Rough-Hewn Hallway

The stairs drop steadily into the ground in a steep spiral before finally ending at a wide, rough-hewn hallway sloping downward to the south. The robed body of a wizard is slumped to the floor near a pillar 30 feet down the hallway, which forks another 30 feet past the body. The wizard used a *passwall* spell to get through the wall into the hidden passage he realized must be behind it. Unfortunately, he ran into a rather deadly trap. Cautious PCs recognize that the body and most of its clothing are horribly burned and that stone of the walls near the body shows signs of great heat. A 5-foot strip of floor before the pillar is designed as a trigger for a fire jet **trap**. Anyone stepping on that area of the floor is engulfed in jets of fire coming from tiny nozzles in the walls.

Fire Jet Trap: CR 4; nozzles in the side walls emit jets of fire (6d6 fire damage), Reflex (DC 18) for half; Search (DC 26); Disable Device (DC 28).

Disabling the trap allows the PCs to examine the corpse. Almost everything on the burned corpse was destroyed in the powerful flames, only a set of green robes remains (*robe of useful items* with 8 patches remaining), the magical nature of the robe allowed it to survive.

Ten feet beyond the stone pillar is a force field (see above) that must be deactivated to travel any further. PCs studying the pillar closely notice a dial with a depression the size and shape of a humanoid hand. Placing one's hand in the depression and turning the dial brings down the *wall of force*. A slow ticking sound follows the turning of the dial as the it begins to reset itself, once it returns to its original position the force field turns on again. Beyond the force field a similar dial in the wall turns off the force field from the opposite side. Londar set up several such walls in different places throughout the cavern halls to keep creatures safely confined.

14. Before the Jungle Cavern

A shimmering force field blocks the entrance to a massive cavern lit with glowing stalactites and filled with jungle plants. Air on the opposite side of the wall of force

is far hotter and more humid than the air in the hallway causing the field to shimmer enough to be somewhat visible. A dial with a depression shaped like a human hand in the southern wall can be used to disable the field for 10 rounds. A second dial on the other side of the field can also be used to deactivate the field.

The Jungle Cavern

Londar loved the brightly colored creatures he saw while traveling in the jungle and endeavored to create his own jungle in this massive cavern. He used spells to permanently light the cavern from above and then teleported in large plants and a number of animals. While some of the plants don't grow very well, *teleportation circles* placed in several different jungles bring a constant influx of small jungle animals along with a few larger jungle creatures. *Teleport circle* arrival locations identified on the map indicate regions where creatures might suddenly appear out of thin air. The cavern ceiling rises to approximately 80 feet above the floor with many of the jungle trees planted here reaching the top of the cavern and then bending along the ceiling. Birds, small monkeys, and other animals can be seen moving through the twisted forest. Numbered locations indicate spots or encounters of particular interest.

15. Kunkthank's Ambush (EL 7)

A brutal **athach** named Kunkthank arrived here through one of the teletransportation circles over a year ago. Although he stands slightly over 18-foot-tall he has found a particularly thick stand of jungle trees and undergrowth where he can hide and wait for food to wander by. While not overly intelligent, he knows exactly how close most prey needs to be before he can charge forward and run it to ground. Only easy to spot when the target is close enough for Kunkthank to charge, few creatures ever get away from his brutal attacks.

Kunkthank, Male Athach: CR 7; SZ H Aberration; HD 14d8+70; hp 133; Init +1; Spd 50 ft.; AC 20; Atk +12/+7 melee (2d6+8, huge club), +12 melee (2d6+4 [x2], huge clubs), +14 melee (2d8+4 plus poison, bite), or +5/+0 ranged (2d6+8, rock), +5 ranged (2d6 [x2], rocks); Face 10 ft. x 10 ft./15 ft.; SA poison; AL CE; SV Fort +9, Ref +5, Will +10; Str 27, Dex 12, Con 21, Int 7, Wis 12, Cha 6.

Skills: Climb +16, Jump +16, Listen +7, Spot +7. **Feats:** Multiattack, Multidexterity, Multiweapon Fighting.

Possessions: 3 huge clubs, hide armor (huge), ruby amulet on a gold wire worn as a bracelet (350 gp), gold neck chain worn as a bracelet (30 gp), silver bracelet worn as a ring (25 gp).

Combat Tactics: After a year of practice Kunkthank has learned to conceal his massive form behind a cluster of jungle growth. His size makes him easy to spot, but not before one is within 20 feet at which point he charges forward to attack. Kunkthank simply wades into battle; he has never fought with magic-using creatures before, or with well-armed warriors. He flails about with his three arms using his huge reach to strike at everyone at least once before focusing on the character hurting him the most. Kunkthank is smart enough to flee when he is hurt



badly but this thought generally doesn't enter into his mind until he is nearly dead (less than 15 hp).

Treasure: Kunkthank has a small cache of treasure hidden in a depression in the cavern floor near his ambush spot. The hole is covered with vines but a Search check (DC 18) allows a PC to notice green stains on the rocky ground where the vines are moved back and forth. His treasure includes some items acquired from two unlucky rogues that came through one of Londar's *teleportation circles*, including *+1 bracers of armor*, *Heward's handy haversack* (empty), masterwork lockpicks, 2 masterwork daggers, a rusted longsword, 18 pp, 87 gp, 93 sp and 72 cp).

16. A Secret Door (EL7)

The solid rock door sitting in the northern wall has carefully emulated the stone walls of the cavern making it very difficult to notice (Spot check DC 25, Search check DC 18, dwarven characters receive a +2 bonus to these checks). PCs that notice a dial with a human hand imprint in the rock several feet to the left of the door (Search check DC 18) automatically realize it must control a door or force field similar to those that the PCs have already bypassed. Placing a hand in the impression and turning the dial opens the door to reveal a small laboratory.

Heavy Stone Door: 3 ft. thick; Hardness 8; hp 280; Break (DC 25).

The door is a piece of the cavern wall that was carefully cut out to create a well-hidden door. It is opened by a series of mechanical and magical mechanisms triggered by the dial in the stone wall beside it. A small or medium humanoid hand with a full complement of fingers and a thumb is required to turn the dial, any other hand or appendage simply can not bypass the magical protection placed upon it. Once turned, the dial slowly resets over a period of 10 rounds and the door closes again.

A **chuul** has set up an ambush (Spot check DC 28) by a small pond hidden by several thick trees and some heavy bushes. Intelligent enough to realize the dial in the wall controls a locking mechanism, it stands guard watching the dial and adjoining doorway to learn who is responsible for its recent arrival here. The chuul presumes anyone opening or going through the door is the enemy that trapped it here and attacks. It would attempt to go through the door itself but is unable to turn the dial.

This strange, insect-like crustacean has two huge claws and four legs that match the rust and black color of its carapace. After falling through a *teleport circle* this chuul quickly assessed its situation and has made the best of a bad thing. It waits patiently, abandoning its vigil over the secret door only to hunt for a bit of food. Anyone attempting to open the door becomes a target for its anger.

Chuul: CR 7; SZL Aberration; HD 11d8+44; hp 93; Init +7; Spd 30 ft., swim 20 ft.; AC 22; Atk +12 melee (2d6+5 [x2], claw); Reach 10 ft.; SA improved grab, squeeze (1d6 points of damage per round), paralysis (can move grabbed victims to tentacles, Fortitude save DC 19 or be paralyzed for 6 rounds, anyone held in tentacles suffers 1d8+2 points of damage from mandibles); SQ immune to paralysis and poison; AL CE; SV Fort +7, Ref +6, Will +9; Str 20, Dex 16, Con 18, Int 10, Wis 14, Cha 5.

Skills: Hide +13, Jump +11, Listen +13, Spot +13. **Feats:** Alertness, Improved Initiative.

Tactics: The chuul hides in a small pool of water near the door. It bursts from cover and attacks anyone approaching the door or the lock, targeting the person closest to the door as its primary victim. It focuses on grabbing characters and paralyzing them with its tentacles one at a time, dropping paralyzed characters to the ground to fight the remaining characters.

17. An Abandoned Alchemist's Laboratory (EL variable)

Glass objects, crystal flasks, and strange vases line shelves and benches throughout the room. Abandoned glassware here could fetch a total of 200 gp from an alchemist that might be interested in purchasing it. Shelves along the back wall hold a variety of large bottles made of tinted glass, each with wax-sealed stoppers. There is a purple dial with a hand impression beside a set of shelves in the north wall. This dial, if turned, does not begin to reset like the dials that open doors or trigger the force fields in the hallways. This dial needs to be turned for the west door in the Large Laboratory (Area 29) to be opened. A bench in the center of the room has been cleared of all glassware and holds only a single bottle with a cork stopper. Scrawled words on a piece of paper resting beside it read, "One wish left, don't push him."

Londar actually used this laboratory while he was experimenting on gorillas and other creatures. He abandoned it several years ago, but beforehand Londar put a few items here to make life 'entertaining' for anyone searching through the lab. Londar discovered a way to transform and imprison creatures in the large glass bottles along the shelves and on the bench. Londar used this method to store a few of his experiments, and a few other creatures he intended to experiment on in the future. Breaking or opening a bottle releases the creature inside. Creatures released in this manner are stunned and can only perform a partial action during the round following their release. Most of the creatures trapped in the bottles either attack anyone in the room, or do their best to escape when finally released. While there is a **djinni** in a bottle on the bench, it was trapped in the bottle by Londar, can't cast any *wish* spells, and is VERY angry once it is finally released. PCs should quite reasonably be suspicious of both the bottle and the note. If they go ahead and open it, the djinni turns into a whirlwind as soon as it can act and travels through the room shattering all of the glassware, and releasing the creatures trapped in the other bottles.

Djinni: CR 5; SZL Outsider; HD 7d8+14; hp 45; Init +8; Spd 20 ft., fly 60 ft. (perfect); AC 16; Atk +10/+5 melee (1d8+6, slam); Reach 10 ft.; SA spell-like abilities (1/round—*invisibility* (self only)); 1/day—*create food and water*, *create wine*, *gaseous form* (one hour limit), *major creation*, *persistent image*, and *wind walk*. Cast as a 20th-level sorcerer, save DC 12 + spell level), air mastery, whirlwind (7 rounds once every 10 minutes, Reflex save DC 20 to avoid 3d6 damage or being picked up); SQ plane shift, telepathy (100 ft.), acid immunity; AL CG; SV Fort +7, Ref +9, Will +7; Str 18, Dex 19, Con 14, Int 12, Wis 15, Cha 15.

Bottle Contents

Roll 2d8-1 for a random determination of which bottle has been taken or opened.

- 1-2 **Kobold** (CR 1/6) (Any kobolds released are frightened, they attempt to run away or negotiate their freedom)
- 3 **Troll** (CR 5) (attacks the nearest creature)
- 4 **Ettercap** (CR 4) (if the door is open it attempts to flee, if the door is closed it attacks the nearest creature)
- 5-7 Dead Kobolds
- 8 **Griffon** (CR 4) (hungry and frightened, it attacks the nearest creature. Attempts to calm or communicate with it suffer a -8 circumstance penalty)
- 9-10 **Bugbear** (CR 2) (Bugbears attack the nearest creature)
- 11 **Five-Headed Pyrohydra** (CR 6) (attacks anyone and anything around it)
- 12 Dead Griffon
- 13 **Kuo-toa** (CR 2) (Attempts to communicate unless attacked)
- 14 Dead Bugbear
- 15 **Otyugh** (CR 4) (attacks the nearest creature)

Refer to the **MM** or the Monster Appendix for statistics for these monsters.

Skills: Appraise +9, Concentration +9, Craft (weapon) +11, Escape Artist +11, Knowledge (arcana) +9, Listen +9, Move Silently +9, Sense Motive +9, Spellcraft +9, Spot +9. **Feats:** Combat Casting, Combat Reflexes, Dodge, Improved Initiative.

Tactics: After recovering from its initial stunning, the djinni bellows with rage and uses its whirlwind ability to decimate the room. It sends shattered glassware throughout the room, and breaks all of the bottles on the shelves before using its *plane shift* ability to return to its home. If released in the laboratory, the djinni does not stay around to battle with the PCs, though it would like to, because it is afraid of somehow being trapped again. Releasing the djinni outside the laboratory results in a full-scale battle from which the djinni only flees if mortally wounded.

The djinni breaks all of the jars containing the bottled creatures (see side bar) if he is released in the laboratory. Total chaos ensues, the pyrohydra basically attacks everything in sight, the troll attacks the PCs and tries to use them as a shield against the pyrohydra, and other creatures generally attack anyone next to them. Release of all of the creatures at once results in an encounter that should be considered EL10 at a minimum. Wise PCs flee and let the released creatures destroy each other.

The Bottles (EL Variable)

Creatures trapped in the bottles underwent a painful procedure against their will. Some failed enough saving

throws that they did not survive but most of the rest did. Creatures trapped in the bottles are not slaves of the person freeing them, in fact they are more than likely going to attack the PCs as soon as they recover from their ordeal. There are 15 bottles total. If any are opened or destroyed, consult the accompanying table.

18. Cavern of the Lake (EL 7)

The hallway opens into a large cavern with a small lake in its center. A second hallway exits the cavern along the southern side with both exits from the cavern protected by force fields operated by standard hand dials. Londar purchased an **aboleth** as an egg and let it grow up here specifically to provide a guardian for his deeper caverns. A narrow flagstone path closely follows the edge of the lake as it makes its way toward the southern exit, easily close enough to allow the aboleth the opportunity for surprise attacks. While it is a good guardian, this massive fish-like amphibian has no allegiance to anyone. It would happily destroy Londar but never got the chance. It knows about the force fields that trap it here, but its lack of humanoid hands prevents it from inactivating them.

Aboleth: CR 7; SZ H Aberration; HD 8d8+40; hp 76; Init +1; Spd 10 ft.; swim 60 ft.; AC 16; Atk +12 melee (1d6+9 and transformation [x4], tentacles); Face 10 ft. x 20 ft.; Reach 10 ft.; SA transformation (Fort save DC 19 or transformation over 1d4+1 minutes, skin becomes a clear, slimy membrane that must be kept wet or suffer 1d12 points of damage every 10 minutes), spell-like abilities (at will—*hypnotic pattern*, *illusory wall*, *mirage arcana*, *persistent image*, *programmed image*, *project image* and *veil*. Cast as a 16th level sorcerer, save DC 13 + spell level), enslave (3/day, range 30 ft., Will save DC 17); SQ mucus cloud (Fort save DC 19); AL LE; SV Fort +7, Ref +3, Will +11; Str 26, Dex 12, Con 20, Int 15, Wis 17, Cha 17.

Skills: Concentration +16, Knowledge (arcana) +7, Listen +16, Spot +16. **Feats:** Alertness, Combat Casting, Iron Will.

Tactics: Keying the force field at either entrance to the cavern sets off an underwater alarm that only the aboleth can hear. This advance warning allows it to prepare for visitors. After determining which entrance the PCs are entering through, the aboleth conceals itself in the lake and creates a trap using its spell-like abilities. It uses *mirage arcana* to make the shore near the lake appear to extend farther over the water than it really does. Then it creates a *programmed image* of a young elven woman in tattered clothing running out of the opposite entrance, she looks at the PCs, screams in fear, and then madly dashes into the lake to swim away from them. When the illusion makes it to the center of the lake it is replaced with a *persistent image* of the same woman treading water while screaming and crying. While the PCs are distracted by the illusions the aboleth uses its *enslave* ability on PCs near the center or back of the party. Any PC successfully enslaved is ordered to shout "Save her! Save her!" or something similar before jumping into the water to swim to the illusionary woman's aid. The aboleth attacks any PCs that enter the lake with its tentacles, focusing its attacks on PCs that are not enslaved.



Treasure: Several adventurers that were unfortunate enough to fall through teleport circles into Londar's caverns fell victim to the aboleth. It has collected their items into a small cache hidden at the bottom of the lake (Search check DC 25, requires *water breathing*). Most of the items are decayed or rusted, the few magical items that survive include; +1 dagger of spell storing (empty), +2 bracers of armor, clear spindle ioun stone, horn of fog, a 1000 gp ruby, an ivory tube containing 500 gp worth of diamond dust, and loose coins totaling 72 gp, 132, sp, and 259 cp.

19. A Short Hallway of Polished Stone (EL 4)

A different type of stone, greenish in hue and highly polished, lines the walls, floor, and ceiling of the short hallway connecting the lake cavern with another, larger cavern. The short, curving hallway is flanked by force fields operated with standard dials. Bards entering the hallway notice that sound is somehow magnified and concentrated by the walls with a successful Bardic Knowledge check (DC 20). Other characters stand a small chance of noticing the odd concentration of sound (Intelligence check DC 24) but most won't notice a difference over the large caverns they have been traveling through.

Trap: A 10-foot section taking up the center of the curving hallway is really a pressure plate triggering a powerful sonic trap that is concentrated and reinforced by the specially designed walls of the hallway. Crystalline creatures or objects subject to sonic damage take 15d6 damage, Fortitude save for half. Exposed glass or crystal objects also suffer 15d6 damage, but objects stored in packs are buffered from the sound.

Sonic Trap: CR 6; no attack roll necessary (4d6 points of sonic damage and deafness for 2d6 rounds), Fortitude DC 19 for half and to avoid deafness; see above for effects on special items; Search (DC 31); Disable Device (DC 33).

Note: Deafened characters suffer a -4 penalty to initiative rolls, automatically fail Listen checks, and have a 20% chance to miscast and lose spells with verbal components.

The Cavern of Crystals

The massive cavern is filled with strange crystals and bizarre stone structures. Patches of glowing moss cling to the floor and hanging stalactites shedding an eerie light that is magnified by the many strange crystal growths throughout the cavern. Londar's latest attempt at creating an army resulted in strange humanoid creatures made of crystal and stone he named "chrystone." Londar used the natural crystal formations and stone of this cavern for his creations, and imbued them with an ability to reproduce. Although chrystone have only rudimentary intelligence, they do have strange powers that make them extremely dangerous. While many still follow Londar's orders, others seek freedom. Some chrystone might attempt to communicate, while others simply attack the PCs as they have been trained and ordered to do. See the Monster Appendix for statistics and description of these new creatures.

Sonic traps (see above) placed at the exits flanking this cavern are particularly deadly to the chrystone and

were designed specifically to prevent their departure. The cavern itself is very rough, marked by small pools of water and a wide variety of stone stalagmites and stalactites, most of which have crystals of some sort imbedded in them. Creatures living in the cavern include the natural fungi and lizards present before Londar's modifications, the chrystone he created, and creatures arriving from *teleportation circles* placed in various caves and caverns throughout the world.

20. A Crystal Column (EL 9)

Londar's complicated spells gave the chrystone more intelligence and personality than he truly desired. Several of the chrystone used their crystal growth and crystal shape abilities to create a massive column of various colored crystals that shines with a soft light. The 5 ft. diameter column is perfectly smooth and made from a full spectrum of different colored crystals. Soft light shining from within the column sheds multicolored light throughout the area. Dwarven PCs or PCs with stonecunning or stone working abilities instantly recognize the superior craftsmanship that went into the creation of the single column.

The chrystone that created this column are loyal to Londar, they made the rainbow hued column as a tribute to their creator and master. When they hear the PCs approaching they hide amid the surrounding stalagmites and prepare an ambush. These particular chrystone are some of the first created by Londar, and are the most loyal to him and his orders. While other chrystone might try to negotiate for their freedom, these attack anyone other than Londar.

Additional Encounters in the Cave

In addition to specific encounters at the marked locations, the DM has the option of using all or some of the following random encounters while the PCs explore the cavern. The DM might decide to use other exotic creatures that arrived via Londar's *teleportation circles* in place of these encounters. Roll 1d20 for every 30 minutes the PCs explore the cavern, repeat encounters should be counted as no encounter.

- 1 A low hum moves through the cavern causing the surrounding rock and crystal to vibrate.
- 2—3 The party is ambushed by a group of 3 **chrystone** (CR 4 each).
- 4 The party hears the splashing of a **young black dragon** (CR 4) bathing in a nearby pool.
- 5 Shrill whistles pierce the air and echo off the cavern walls before fading to silence.
- 6 The party is attacked by a **phase spider** (CR 5).
- 7 A small, harmless lizard leaps from a rock to a party member's pack, and then leaps off and flees into the cavern.
- 8 A **phantom fungus** (CR 3) attacks the party as they walk by.
- 9—20 No encounter.

Refer to the **MM** or the Monster Appendix of this module for statistics for these monsters.



Chrystone (5): CR 4; SZ M Construct; HD 5d10; hp 27; Init -1; Spd 20 ft. (can't run); AC 15; Atk +5 melee (1d8+2, longsword, 19-20/x2); SA breath weapon (cone of *color spray*, 30 ft., Will DC 13), spell-like abilities, death shatter (5 ft. radius, Ref DC 13 for half 2d6); SQ shatter weapons (Fort DC 12 or weapons shatter), construct, magic immunity, damage reduction (10/+1); AL N; SV Fort +1, Ref +0, Will +1; Str 15, Dex 9, Con —, Int 8, Wis 11, Cha 1.

Note: See the Monster Appendix for full details on this new monster.

Combat Tactics: The chrystone use their *color spray* breath weapon as they close in from all sides and join in melee combat. Creatures that are killed undergo *death shatter* without giving any regard to their fellows. Their immunity to spells and lack of experience fighting tactically makes them fearless. Chrystone do not retreat when heavily injured and chase fleeing PCs no matter how badly they themselves are hurt.

21. Slime Pool (EL 4)

A gray ooze is hidden beneath the small pool of water, sliding out only when someone or something comes close enough for it to attack. Its location near a *teleport circle* arrival spot provides it with a constant source of food. Chrystone living in the cavern are immune to its acid but have learned to stay away from it anyway.

Gray Ooze: CR 4; SZ M Ooze; HD 3d10+10; hp 26; Init -5; Spd 10 ft.; AC 5; Atk +3 melee (1d6+1 plus 1d6

acid, slam); SA improved grab, acid, corrosion (metal or wood weapons Reflex save DC 19 or dissolve immediately), constrict (1d6+1 and 1d6 acid); SQ blindsight (60 ft.), cold and fire immunity, ooze, camouflage (Spot DC 15); AL N; SV Fort +1, Ref -4, Will -4; Str 12, Dex 1, Con 11, Int -, Wis 1, Cha 1.

Tactics: The ooze remains concealed in the pool of water and makes no effort to move or attack anything that doesn't approach water. Enough creatures come to the water for a drink that it has a steady supply of food. Once a creature is within 5 ft. the ooze makes a swift attack trying to grab and constrict the victim before sliding back into the pool.

22. A Shimmering Pool of Water (EL 7)

Water drips into the pool from the stalactites above creating gentle ripples that shimmer due to the glowing crystals deep beneath the water. While the glowing crystals might appear attractive to adventurers, they are not very valuable and angering **Yorliss** is decidedly unhealthy. Yorliss is an elderly female **water naga** that made her home here after arriving through a *teleport circle*. The pool itself is close to a *teleport circle* arrival point that has provided Yorliss with plenty of food. Both she and the chrystone are content to leave each other alone because she has no desire for battle and the chrystone know her spells can cause them serious damage.

Yorliss' long, snake-like body is covered with emerald green scales. A series of orange and red spines run along her back, spines that rise up when she is angered or frightened. Her face, though only vaguely human-like, is quite beautiful and she has a charming personality. Her great age, and constant source of food has made her larger, stronger, and smarter than the average water naga. She has explored the cavern quite thoroughly and, if the PCs choose to communicate with her, she can identify the location of *teleport* arrival points, talk about where most of the chrystone can be found, and mention the location of a door she is unable to open (the door to Londar's laboratory). She knows nothing about Londar and has never communicated on any real level with any of the chrystone so she doesn't know where they are from or how they came to be in the cavern.

Yorliss, Female Water Naga: CR 7; SZ H Aberration; HD 12d8+72; hp 126; Init +4; Spd 30 ft., swim 50 ft.; AC 16; Atk +11 melee (2d8+7 and poison, bite); Face 10 ft. x 10 ft. (coiled); Reach 15 ft.; SA poison (1d8/1d8 points of temporary Con, Fort save DC 17), spells (as 7th-level sorcerer but no fire-based spells); AL N; SV Fort +9, Ref +5, Will +9; Str 24, Dex 11, Con 22, Int 10, Wis 17, Cha 15.

Skills: Concentration +17, Listen +14, Spellcraft +11, Spot +14. **Feats:** Alertness, Improved Initiative, Lightning Reflexes.

Sorcerer Spells Known (Cast Per Day 6/7/7/4; base DC 12 + spell level): 0—detect magic, detect poison, disrupt undead, ghost sound, ray of frost, resistance; 1st—charm person, comprehend languages, grease, magic missile, true strike; 2nd—fog cloud, invisibility, resist elements; 3rd—hold person, lightning bolt.

Tactics: Yorliss uses her sorceress powers to remain *invisible* until she decides to talk to someone. If the PCs approach the pool peacefully she breaks the surface a safe distance away and drops her *invisibility* to greet the travelers. She hasn't had any intelligent company for a long time and is open to talking to the PCs and giving them any of the information mentioned above. If the PCs threaten or anger Yorliss they soon discover she is a canny, dangerous foe. Yorliss remains in the water while casting spells at the PCs. She creates as much noise as possible to attract other creatures to the area (50% chance 3 or more chrystone arrive in 5 rounds). If other creatures arrive, she casts a *web* around the PCs and any stalagmites and stalactites surrounding them to make them sitting targets. Otherwise, she uses *charm person* on the most heavily armored PCs and *hold person* against any obvious spell casters. If the battle begins to go poorly she uses a *fog cloud* spell to obscure the entire area. She only attempts melee combat against single PCs, keeping to the water if the PCs stay in a group. If the PCs attempt to use missile weapons and spells against her she swims beneath the water and casts *invisibility* on herself and makes plans to ambush the PCs later. She is very fast and sure in the water and attacks any PC foolish enough to try to enter melee combat with her there.

DMNote: Yorliss is larger and stronger than the standard water naga. If the PCs defeat her in combat they should receive a 50% experience bonus (150% of the standard experience for defeating a water naga).

23. The Door to Londar's Laboratory (EL 9)

A well-concealed stone door similar to the one at Area 16 is given away completely by a marble dial set into the wall beside it. Marked with the standard impression of a humanoid hand it provides a clear indication that there is a door nearby. Furthermore, the dial itself glows with a faint magic aura that makes it easy to see from 30 feet away. PCs within 30 feet of the dial notice it easily and those approaching the dial can make out the faint lines that indicate presence of a door.

Heavy Stone Door: 3 ft. thick; Hardness 8; hp 280; Break (DC 25). This door is identical to the one found in Area 16 and is opened with the marble dial to its right.

While some of the original chrystone are blindly loyal, their offspring are more willful and intelligent. Several of them have made attempts to communicate to some drow that came through a *teleport circle* and, although those attempts failed in the end, they still have hopes of negotiating a way out of the cavern. They set up an ambush of sorts near the door to the laboratories. They use their camouflage ability to look like surrounding stalagmites and come forward when the PCs approach the door. Although they retain the memories of their parental chrystone they are more independent and have no loyalty to Londar. They simply want to escape the cavern and have lives of their own.

Chrystone (8): hp 27; see Area 20, above.

Tactics: These chrystone do not want to fight and only attack if forced to. The leader, a chrystone with deep purple crystal along its arms and head, calls itself 'Cliki' as it comes forward with its arms open in a gesture of peace. It attempts to communicate using some of the sounds it heard from the drow it met before, and then using some of the sounds that pass for the language created by its young race. Patient PCs begin to understand it is looking for a way to leave the cavern. Once communication is established it offers several diamonds and emeralds, gems it knows other creatures find valuable, for help leaving the cavern.

It is quite possible the PCs misinterpret Cliki's overtures, or refuse to deal with it. If the PCs attack, the chrystone make a fighting retreat using their *color spray* ability if needed. If Cliki is attacked or destroyed the rest of the chrystone become enraged and attack the PCs to the best of their ability.

Londar's Laboratories (Areas 24-33)

All of the rooms were cut from the surrounding stone through the use of magic spells and with the assistance of a charmed delver. The ceilings are 20 ft. high and lit with balls of glowing light unless otherwise stated. Any doors in this area that are not specifically listed as having traps or other locks have the following statistics:

Stone Door: 5 in. thick; Hardness 8; hp 90; Break (DC 24). Turning the dial in the center of the door opens it. Only a Small or Medium-size humanoid hand with a full complement of fingers can turn the dial.

24. A Short Entry Hall (EL2)

The door from the rough cavern (area 23) opens to a short entry hall that ends before a **green stone door** (9 in. thick; Hardness 8; hp 90; Break DC 24). A stone dial similar to others throughout the caverns is placed in the exact center of the door. Stone used for the hallway and the door is the same material found in the hallway at area 19, a hint to cautious PCs that another trap might be present. Turning the dial on the door does open it, but it also emits a high pitched squeal that is specifically tuned to the structure of the chrystone. PCs in the hallway find the high pitched squeal painful but any chrystone that might be with them must flee the area or shatter within one round.

Frequency Barrier Trap: CR2; no attack roll necessary; sound emitted creates resonating vibration within a chrystone leading to its complete destruction after one round; chrystone must flee during the first round or go through a *death shatter*, no save; Search (DC 29); Disable Device (DC 29).

25. A Quiet Sitting Room

Paintings depicting peaceful pastoral scenes line the walls and a number of small sofas and chairs are grouped around some low tables. The high quality furniture has been kept clean and polished, almost as if someone has been here actively keeping it clean. Londar set up several different spells to help keep this room clean, for reasons he likely forgot long ago. Once the door in the east wall closes the room can be considered a safe place to rest. It is devoid of traps or monsters and there is little chance creatures enter the room through one of the doors.

Opening the door in the east wall triggers the trap in Area 24 unless it has been disabled (see description in Area 24). The door in the west wall is identical to the door in the east, with a hand-shaped depression marking the dial in the center of the door, but it is not trapped.

26. The Room of Symbols

Symbols, runes, and strange shapes created from colored stone have been inlaid into the stone walls and floor. Warm light flows down from the entire ceiling lighting the entire room as if it were in full daylight. Hand-shaped impressions mark stone dials in the center of the doors in each wall. A careful study of the runes and symbols (Knowledge [arcana] DC 18) reveals that most are simply decoration but some are protective runes and symbols meant to keep summoned creatures from traveling in or through the room. The light flowing down from the ceiling is, in fact, the equivalent of sunlight at high noon with the exact same effects on undead as normal sunlight. Any attempts to summon creatures into this room, or have summoned creatures enter this room meet with complete failure due to the runes and symbols on the walls.

All of the doors are identical and open easily with the hand dials in their centers. The doors remain open for 10 rounds before closing automatically.

27. The Coffin Room (EL9)

Londar's decision to raise an army to take over the surrounding area first caused him to dabble in necromancy.

His investigation into the necromantic arts was mostly disappointing, requiring more active control than he really wanted. When negotiations with a vampire went poorly he simply sealed this room with the vampire in it and turned to other experiments. The vampire, though hungry, knows it can't exit without help. Daylight and magic runes in the room beyond effectively trap him here. Unlike other laboratory rooms, this room is cloaked in darkness extending to the very doorway. PCs without darkvision require a light source to see.

The room is full of coffins, most of them are open or broken. Three of the coffins are made of heavy stone while the rest of them are made of wood. The coffins once held minions of **Corl Krick**, the vampire Londar recruited to his cause. All of the spawn and vampires in Corl's control were destroyed by the sunlight in the Room of Symbols (Area 26) in fruitless attempts to escape.

Corl Krick is an adventurer that deliberately chose to become a vampire when age began to slow him down. Londar recruited Corl, promising him great wealth and a lofty position when they finally conquered a kingdom of their own. Londar helped find victims for Corl to turn into spawn or additional vampires. Unfortunately, the army of undead that Londar envisioned required darkness to operate and Corl desired more wealth and power than Londar was willing to surrender. A disagreement led Londar to trap Corl and his spawn in this room. Corl went mad. He sent his spawn through the door into the artificial sunlight in an attempt to find an escape. All attempts failed, leaving him trapped here for years.

Corl Krick, Male Vampire (Ftr7): CR9; SZM Undead; HD 7d12; hp 46; Init +7; Spd 30 ft.; AC 24; Atk +13/+8 melee (1d6+6 and energy drain, slam), or +15/+10 melee (1d10+9, +1 *bastard sword*, 19-20/x2); SA dominate (Will save DC 14), energy drain (2 levels, Fort save DC 14 to remove), blood drain (1d4 perm. Con), children of the night, create spawn; SQ undead, damage reduction (15/+1), turn resistance (+4), cold and electricity resistance 20, gaseous form, spider climb, alternate form, fast healing 5, vampire weaknesses; AL CE; SV Fort +6, Ref +8, Will +8; Str 22, Dex 17, Con —, Int 12, Wis 14, Cha 12.

Skills: Bluff +9, *Climb +11, *Hide +6, Listen +12, *Move Silently +6, Ride +13, Search +9, Sense Motive +10, Spot +12. *Skills have been adjusted for the chainmail armor check penalty. **Feats:** Alertness, Blind-Fight, Cleave, Combat Reflexes, Dodge, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: +1 *bastard sword*, +1 *chainmail*.

Tactics: Corl's imprisonment has driven him insane, but it has done nothing to temper his combat ability. When he hears the door begin to open he assumes *gaseous form* and floats up near the ceiling. Keeping to the shadows, he slowly floats along the walls until he is near the doorway. He waits for all of the PCs to enter the room before floating down behind them and returning to his standard form. Once in standard form he greets the PCs. When the PCs turn to face him, he attempts to *dominate* anyone wearing holy symbols or the most heavily armed party member. Afterward, he attacks using his bastard sword, reserving his slam attacks



for a time when the party is reduced to a manageable size. Any *dominated* PCs are ordered to assist him in the battle. If things begin to go poorly he uses his spider climb ability to retreat up the walls and to the ceiling where he again attempts to *dominate* additional PCs, focusing on PCs that clearly cast spells or wear holy symbols.

Treasure

Corl has hidden treasure in the three stone coffins (18 in., thick; Hardness 8; hp 90; Break (DC 24); Strength check (DC 22) required to move lids), one of which is his. Holes along the lid and sides allow anyone in *gaseous form* to easily enter or leave the coffins.

Coffin #1: the first coffin contains *potions of cat's grace* (x2), *potions of bull's strength* (x3), and a *wand of summon monster I* (caster level 7, 2 charges).

Coffin #2: The second coffin holds several tattered scrolls; *scroll of 2 arcane spells* (caster level 3, *shield and mage armor*), *scroll of 3 arcane spells* (caster level 7, *magic circle against good*, *displacement*, *remove curse*), and a *scroll of 3 divine spells* (caster level 9, *lesser restoration*, *magic weapon*, *speak with dead*). A *+1 ring of protection* is trapped in a crack in the bottom of the coffin (Search check DC 23).

Coffin #3: Corl's coffin contains his equipment (listed above) if he is killed here. In addition, it contains a small bag holding several pearls; 7 white pearls (100 gp each), 3 pink pearls (75 gp each), and 8 freshwater pearls (15 gp each) are mixed with a *pearl of the sirines* and a *pearl of power* (1st-level). Identifying and separating the magic pearls from the mundane ones requires *detect magic* or other means of magical identification. A bag holding 358 gp, 237 sp, and 82 cp rests in the bottom of the coffin along with a *+1 dagger*, a masterwork bastard sword, a masterwork longsword, and a masterwork heavy crossbow.

28. A Huge Closet (EL7)

At first glance this room appears to be nothing more than a massive storage closet holding old broken glassware, furniture, rugs, and a few other items. Several of the items in the back of the room, including an old wood chest, hint of potential hidden value. PCs exploring the room discover it is really a trap. Londar trapped a **chaos beast** here. The creature initially came through one of his *teleport circles* and created havoc in one of his caverns so Londar *teleported* it into this room and left it here as a deterrent to anyone lucky enough to get this far into his hidden domain. Designed as a lure to thieves, there is really nothing of value inside the room.

Chaos Beast: CR 7; SZ M Outsider; HD 8d8+8; hp 44; Init +5; Spd 20 ft.; AC 16; Atk +10 melee (1d3+2 and corporeal instability [x2], claws); SA corporeal instability (Fortitude save DC 15 or begin painful transformation into an amorphous blob, Charisma check (DC 15) to maintain normal form for 1 minute, each round as amorphous blob does 1 point of permanent Wisdom damage, if Wisdom hits 0 victim becomes a chaos beast, can be removed by *restoration*, *heal*, or *greater restoration*); SQ SR15, immune to transformation, immune to critical hits; SV Fort +7, Ref +7, Will +6; Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 20.

Skills: Climb +12, Escape Artist +11, Hide +10, Jump +10, Listen +9, Spot +9, Tumble +10. **Feats:** Dodge, Improved Initiative, Mobility.

Tactics: Looking like an amorphous blob, this horrid creature is initially hidden behind an old chair, it changes in appearance into a clawed monstrosity immediately before it attacks. It waits until a PC is within 5 feet before darting out to attack. Runes and symbols in area 26 prevent it from leaving the room so PCs that flee are safe from its attacks. If PCs stay outside the room and attempt to attack with ranged weapons the chaos beast reshapes itself to hide behind some solid objects and avoid their attacks.

29. A Large Laboratory

This massive 50 ft. by 30 ft. room was Londar's main laboratory. Vials of foul-looking liquids and vases containing dried up herbs and unidentifiable items are stacked on the rows of shelves that cover all of the walls. Altar-like tables and long, low benches line the center of the room. Some of the benches are covered with complex arrangements of delicate glassware while others are completely barren. The stone doors in the north and east walls are identical, but the stone door in the west wall is made of a strange purple stone covered with strange runes.

A Knowledge (arcana) check (DC 17) recognizes some of the tables as dissection tables and that much of the glassware is designed for specific alchemical purposes. A thorough search of the vials and bottles in the room reveals a number of materials that would only be valuable to an alchemist, along with a few potions that are unidentified (antidotes for the following poisons; deathblade poison, black lotus extract [x2], and terinav root and a *potion of cure moderate wounds*, *potions of cat's grace* [x3], and a *potion of lesser restoration*).

Trapped Drawer: A trapped laboratory bench drawer (1 in. thick; Hardness 5; hp 20; Break DC 20; Open Lock DC 25) holds a spellbook containing a variety of different spells.

Fire Trap: CR 4; no attack roll necessary, 5 ft. radius blast (1d4+20 points of fire damage), Reflex save (DC 20) for half; Search (DC 26); Disable Device (DC 28).

Spellbook: The laboratory drawer holds a spellbook marked 'Utility' that contains the following spells: 1st—*enlarge*, *reduce*; 2nd—*alter self*, *arcane lock*, *blur*, *darkvision*, *daylight*, *levitate*, *mirror image*, *shatter*; 3rd—*dispel magic*, *gaseous form*, *summon monster III*, *tongues*; 4th—*minor globe of invulnerability*, *stoneskin*; 5th—*teleport*; 7th—*teleport without error*.

Northern Door: The northern door (9 in. thick; Hardness 8; hp 90; Break DC 24) opens with a standard dial, like other doors throughout the caverns, but this door is trapped. The dial on this door is keyed precisely to Londar's handprint. While any humanoid hand can open it, anyone other than Londar triggers a blast of liquid air that freezes everything within a 10ft. radius of the door.

Ice Blast Trap: CR 7; no attack roll necessary, affects all in a 10 ft. radius (8d8 points of cold damage), Reflex save (DC 21) for half; Search (DC 29); Disable Device (DC 28).

Stone Door in the West Wall: The door in the west wall (5 in. thick; Hardness 15; hp 90; Break DC 30) is not

trapped, but can not be opened unless the purple dial in the Abandoned Alchemist's Laboratory (Area 17) has also been turned. Londar enchanted the stone of the door and created two locks as a fail-safe in the event one of his laboratory creations somehow attempted to open the door. The PCs must break down the door if they did not locate that dial.

30. Teleport Chamber

A decaying corpse rests in the center of the of an intricate pattern of multicolored tiles set into the floor. These tiles helped provide Londar with exact *teleport* coordinates. Londar used this as his main *teleport* chamber for coming to his laboratory and only separated it from the rest of his laboratory for safety reasons, the room wasn't used for anything else and has no other decorations or items. The rotting corpse is, in fact, Londar. He *teleported* here as part of a *contingency* spell and was attempting to make it to his stock of antidotes and potions in the laboratory when the poison he received finally killed him. His rotting hand is wrapped around an empty, unmarked potion vial. While the secluded nature of the chamber has prevented any scavengers or maggots from getting at the body, bacteria have already begun their slow decay of the corpse. PCs might wish to somehow *speak with dead* or use other spells to communicate with Londar, for the purpose of spells, figure Londar has been dead for 4 weeks plus the number of days it has taken the PCs to get this far. Londar generally answers poorly worded questions with riddles or questions, but carefully worded questions do provide useful information (see the Londar's Information side box). Londar felt safe and really wasn't carrying much with him when he left for his niece's wedding so his corpse carries less treasure than the PCs would normally hope for.

Treasure: Londar's corpse contains a signet ring making it clear it his corpse (20 gp) as well as the following items: +2 *cloak of resistance* (the cloak is brightly colored and clearly belonged to Londar), a +2 *ring of protection*, a +2 *dagger*, a *wand of fireballs* (caster level 10, 5 charges), a *wand of stonewall* (caster level 10, 3 charges), a money bag holding 58 gp, 73 sp, and 2 cp, and a *Boccob's blessed book* (containing the following spells: 1st—*alarm*, *charm person*, *color spray*, *mage armor*, *shield*; 2nd—*arcane lock*, *invisibility*, *pyrotechnics*, *see invisibility*, *web*; 3rd—*dispel magic*, *fireball*, *haste*, *major image*; 4th—*dimension door*, *lesser geas*, *rainbow pattern*, **rainbow spear**, *shout*, *wall of fire*; 5th—*major creation*, *mirage arcana*, *persistent image*, **rainbow staff**, *teleport*; 6th—*control weather*, *greater dispelling*, *Mord's lucubration*, *permanent image*, *programmed image*; 7th—*Mord's magnificent mansion*, *Mord's sword*, *prismatic spray*, *teleport without error*; 8th—*mass charm*, *mind blank*, *prismatic wall*, *sunburst*; 9th—*dominate monster*, *gate*, *teleportation circle*, **teleport other**, *temporal stasis*, *time stop*).

Note: All spells in bold are spells created by Londar. See the Magic Appendix.

31. The Summoning Chamber (EL 9)

This summoning chamber is heavily warded and protected. Summoned creatures can not even touch the doors, let alone escape. Powerful runes and symbols adorn-

Londar's Information

If the PCs use a *speak with dead spell* (a scroll with this spell is found in Area 27) to question Londar they can learn some useful facts. A few example questions and answers are listed below. The DM needs to adjudicate other questions. Londar's corpse makes a Will save (+8) to avoid giving information about what Horgrim's Pyramid does, specifically naming Baron Kurell, or telling the PCs how to open his vault.

Who killed you? Thieves, who else? Lucky bastards too, poisoned me.

Why were you killed? I suppose the Baron didn't pay my bills as he promised. Probably wants the pyramid for himself.

What bills? The bills the Baron was supposed to pay.

Which Baron? The one that was supposed to pay the Thieves' Guild.

What pyramid? Horgrim's Pyramid.

What does the pyramid do? Enough to kill for.

Why do you owe the Thieves' Guild money? We hired Alfguir to steal a few things for us.

How do you open the vault? I generally just turn the dial with my hand.

Is the vault trapped? Certainly.

ing the walls and ceiling prevent summoning anywhere other than the center of the circle of runes that is in the middle of the room. These same runes prevent any form of ethereal travel or the use of *gate* or *teleport* spells. Londar used this chamber to summon and talk to demons and other powerful creatures and depended on his protective spells to keep the summoned creatures trapped here until he released them.

Londar's most recent 'discussion' was with a succubus named Iriala who has remained trapped in the room since his death. Iriala desperately wants to escape the room but knows her only way out is to be invited by someone unaffected by the spells trapping her. She is used to Londar entering through the western door from the library. Londar's long absence bothers her, she doesn't know if she has been forgotten or if something has happened to Londar. Upon hearing the click of the door mechanism she prepares herself to meet anyone coming through as described below;

Iriala, Succubus: CR 9; SZ M Outsider; HD 6d8+6; hp 33; Init +1; Spd 30 ft., fly 50 ft. (average); AC 20; Atk +7 melee (1d3+1 [x2], claws); SA spell-like abilities (at will; *charm monster*, *clairaudience/clairvoyance*, *darkness*, *desecrate*, *detect good*, *detect thoughts*, *doom*, *ethereal jaunt* (self plus 50 lbs. only), *suggestion*, and *teleport without error* (self plus 50 lbs. only). 1/day, *unholy blight*. Cast as a 12th-level sorcerer, Save DC 15 plus level of spell), energy drain (kiss inflicts one negative level, Wisdom check DC 15 to notice loss, Fortitude save DC 18 to remove negative level), summon tanar'ri (1/day, 10% chance to summon Balor demon); SQ damage reduction (20/+2), spell resistance (12), tanar'ri qualities (immune to poison and electricity, fire, cold, and acid resistance [20]), alternate form, tongues; SV Fort +6, Ref +6, Will +7; Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 20.

Skills: Bluff +11, Concentration +7, Disguise +11*, Escape Artist +7, Hide +7, Knowledge (arcana) +9, Listen +16, Move Silently +7, Ride +7, Search +9, Spot +16. *Feats:* Dodge, Mobility. *Succubi get a +8 racial bonus to Listen and Spot and an additional +10 bonus to Disguise when using alternate form.

Tactics: Iriala has been trapped for over a month. The magic of the room prevents her use of *ethereal jaunt* or *teleport without error*. She must be invited out of the room by another free-willed being (charmed characters or NPCs do not count). Once free of this room, she can use all of her abilities.

Iriala's primary goal is obtaining her freedom. When the door from the laboratory, a door Londar never used, begins to open she uses her *alternate form* ability to take the shape of a handsome male human wearing expensive clothing. Using that form 'he' greets the PCs joyfully and thanks them for rescuing him. Claiming to be a kidnapping victim, Iriala begs the PCs to escort 'him' out of "Londar's horrible dungeon." Iriala uses different tactics against the PCs depending upon whether or not they invite her to travel with them, thereby releasing her, or see through her ruse and refuse to help her.

If the PCs invite her along she continues in her male human form, with the goal of letting the PCs obtaining treasure for her before she attacks them. She surreptitiously attempts to *charm* any female PCs using her *charm monster* ability but only takes advantage of her energy drain ability in privacy. Otherwise she waits for a good moment to ambush the PCs using *darkness* to cloak her activities and then *unholy blight* to soften up the PCs for her attacks. She uses any charmed PCs to help foster confusion as she uses her energy drain ability on any PC she attacks. If the battle begins to go against her she attempts to summon a Balor demon, if the summon attempt fails she uses *teleport without error* to escape, stealing any items she can grab.

The PCs are likely to find Iriala's male form and story of kidnapping different enough to be believable, but they might also notice that the doors out of the room open easily and begin to wonder why 'he' didn't try to leave on his own. If the PCs see through her ruse and refuse to release her, Iriala goes on a killingspree. She cloaks the room in *darkness* and uses *charm monster* and *suggestion* on several of the most

heavily armed PCs to use them as guards. She uses *unholy blight* to soften up the PCs and then *doom* on specific PCs to reduce resistance to her other spells and abilities.

32. Londar's Library (EL9)

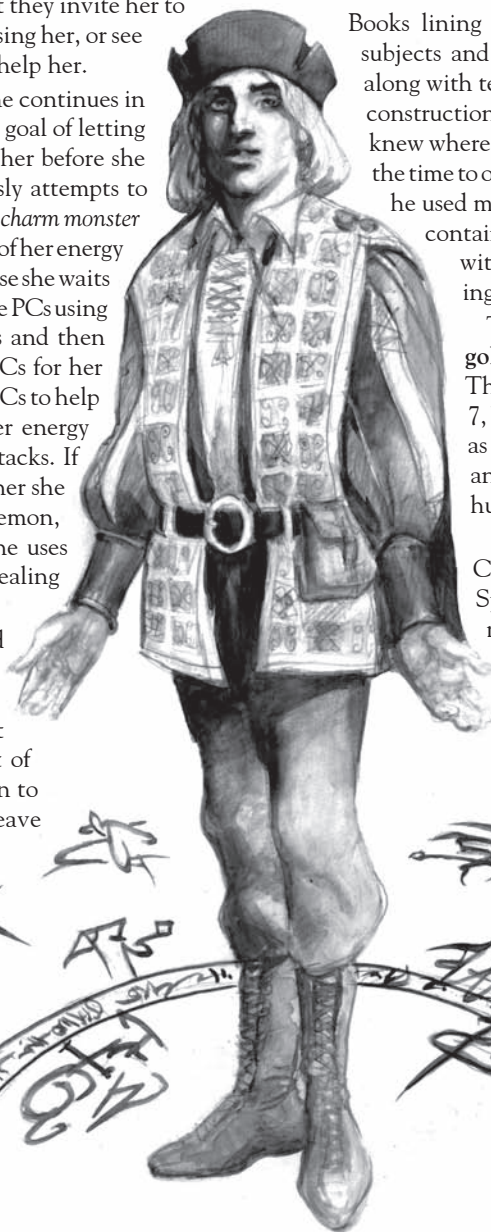
Londar's library is, in a word, magnificent. Londar *teleported* highly paid craftsmen into the room along with the wood and materials they needed to do their work. Dark brown leather chairs surround mahogany tables in the center of the room and mahogany bookcases with intricate carvings line the walls all the way up to the high ceiling. Rolling ladders attached to the bookshelves allow access to books on the highest shelves. A diffuse light comes down from the ceiling lighting the room evenly for reading and studying. Beautiful wool rugs cover the stone floors in all but the northeast corner, which is coated with colored tiles in the shape of intricate runes. The only doors in the room include the stone door leading back into Iriala's Room and the heavy steel door into Londar's vault located at the southern most end of the east wall.

Books lining the shelves cover a wide variety of subjects and include works of poetry and fiction along with texts on warfare, military organization, construction and other rather dry subjects. Londar knew where he put different books and never took the time to organize his library beyond keeping books he used most often on the lower shelves. Books containing magic spells are mixed together with the other texts and take some searching to identify.

The library is protected by 3 **wood golems** keyed specifically to Londar. These golems are similar to those in Area 7, but are made from the same mahogany as the rest of the furniture in the library and are carved in the form of a robed human with clenched fists.

Wood Golems (3): CR 6; SZ M Construct; HD 9d10; hp 49; Init -1 Dex, Spd 30 ft. (can't run); AC 17; Atk +11 melee (2d6+5 [x2], slam); SQ alarm (piercing howl as per *alarm* spell), damage reduction (5/+1), immune to electricity and cold, construct, fire vulnerability; ALN; Fort +3, Ref +2, Will +3; Str 20, Dex 9, Con —, Int —, Wis 11, Cha 1.

Tactics: The golems rush forward screeching their alarm and attack anyone other than Londar. They simply close for melee combat with their chosen target(s) and fight until destroyed. These golems follow fleeing characters as far as the Laboratory





(Area 29) but go no farther. Doors that close automatically and prevent their return to the library might effectively trap them in a different room.

Battle with the wood golems stands a chance of damaging books and other items in the library. The DM should carefully monitor the use of any area spells or fire-based spells and inflict damage on items within the library as they see fit.

Treasure: Finding the various spellbooks requires some time searching so each spellbook is given a Search DC value. PCs searching with the assistance of a *detect magic* spell receives a +5 circumstance bonus to their search for spellbooks.

Spellbook #1: Search check (DC 13); contains the following spells; 0—all; 1st—all. This book is trapped with the *explosive runes* spell cast by a 20th-level wizard. Anyone reading the first page of the book triggers the trap. If triggered, the book is partially ruined and half of the spells (determined by the DM) are lost. If identified and successfully *erased* one spell chosen by the DM is lost.

Explosive Runes: CR 3; no attack roll necessary, affects all within 10 ft. radius (6d6 damage) no save for reader, Reflex save (DC 14) for all others for half; Search (DC 28); Disable Device (DC 28).

Spellbook #2: Search check (DC 15); contains the following spells: 7th—*banishment*, *force cage*, *phase door*; 8th—*greater planar binding*, *prismatic wall*; 9th—*prismatic sphere*. This book is trapped with a *sepia snake sigil* spell

cast by a 20th-level wizard. The trap was placed in the middle of the book and is only triggered while a character reads through it.

Sepia Snake Sigil: CR 3; as per spell (trapped in stasis for 1d4+20 days), Reflex save (DC 14) avoids; Search (DC 28); Disable Device (DC 28).

Spellbook #3: Search check (DC 22); contains the following spells; 7th—*prismatic spray*, *shadow walk*, *teleport without error*; 8th—*iron body*, *mass charm*; 9th—**teleport other**.

Spellbook #4: Search check (DC 25); contains the following spells: 2nd—*blur*, *ghoul touch*, *glitterdust*, *flaming sphere*, *pyrotechnics*, *spectral hand*; 3rd—*fireball*, *flame arrow*, *gentle repose*, *hold person*, *Leomund's tiny hut*, *lightning bolt*; 4th—*dimensional anchor*, *improved invisibility*, **rainbow spear**. This book is trapped with *explosive runes* exactly the same way as spellbook #1.

Explosive Runes: CR 3; no attack roll necessary, affects all within 10 ft. radius (6d6 damage) no save for reader, Reflex save (DC 14) for all others for half; Search (DC 28); Disable Device (DC 28).

Spellbook #5: Search check (DC 30); contains the following spells: 4th—*arcane eye*, *charm monster*, *detect scrying*, *fire shield*, *ice storm*, *rainbow pattern*, **rainbow spear**; 5th—*contact other plane*, *dominate person*, *dismissal*, **rainbow staff**.

Note: All spells in bold are spells created by Londar. See the Spells Appendix.

Treasure: In addition to the spellbooks, several other interesting texts are stored in the library. Two matched books known as the *Arcanari* (Search check DC 20, see Item Appendix), a book titled *Jaerel's Jungle Guide* (Search check DC 20, see Item Appendix) several ancient texts describing the process to magically harden and reinforce stone (Search check DC 22, total value 2000 gp), a book describing how to create the wood golems found throughout his home (Search check DC 22, 1000 gp), and a book describing several foul uses for dragon blood (Search check DC 24, 300 gp). The ornate wool rugs are heavy and difficult to move but are have a total value of 2700 gp.

33. Londar's Vault (EL8)

The massive steel vault is covered with strange, glowing runes and sigils that surround yet another handprint lock. While any small or medium-size hand can unlock the vault, only Londar's hand can key the vault without setting off a very deadly *chain lightning* trap.

Steel Vault Door: 15 in. thick; Hardness 15; hp 180; Break (DC 35). The enchanted steel door is counter-weighted to open and close easily once unlocked.

Chain Lightning Trap: CR 6, 20d6 lightning bolt hits the character unlocking the door and 10d6 lightning bolts

jump to any characters within 30 feet; Reflex (DC 19) for half; Search (DC 31); Disable Device (DC 31).

Note: If the PCs haven't learned caution after the door to the Teleport Chamber (Area 30) this trap has the potential to kill much of the party.

In addition to spellbooks containing all or some of the spells found in areas 29, 30, and 32 (DM choice), the PCs find a book describing a process to colorize spells (a new metamagic feat described the Magic Appendix), and a variety of papers and documents describing Londar's experiments. When combined with the maps and battle plans found in the Fourth Level of Londar's Tower (Area 12), the papers and documents the PCs find here provide undeniable proof that Londar was planning to brutally conquer the surrounding area with the help of an unidentified baron.

Treasure: **rainbow bracers**, **rainbow ring**, **rainbow crossbow**, **+2 headband of intellect**, **+2 bracers of armor**, **+1 amulet of natural armor**, **+2 longsword**, **+2 bastard sword**, **Horgrim's pyramid**, **Korik's ruby**, **a decaying book** and gold and gems with a total value of 45,000 gp.

Note: All items in bold are special items described in the Items Appendix.

Return to Hampton Hill

After learning what happened to Londar the party is almost certain to return to Hampton Hill with their new found knowledge, treasure, and possibly Londar's corpse.

Ambush!

Unfortunately, Ander Fierk has been scrying on the party to determine whether or not they have been successful. Once he learns they have some of Londar's spellbooks and papers he decides to ambush the party along the road back to Hampton Hill.

Ander Fierk, Male Human Wiz9: CR 9; SZ M; HD 9d4+18; hp 41; Init +1; Spd 30 ft.; AC 14; Atk +8 melee (1d4+4, +2 dagger, 19-20/x2) or +6 ranged (1d8, masterwork light crossbow, 19-20/x2, range 80 ft.); SA spells; AL CE; SV Fort +6, Ref +5, Will +7; Str 14, Dex 13, Con 14, Int 17, Wis 10, Cha 13.

Skills: Alchemy +15, Concentration +16, Knowledge (arcana) +15, Knowledge (history) +15, Scry +8, Spellcraft +15. **Feats:** Combat Casting, Craft Wand, Craft Wondrous Item, Empower Spell, Maximize Spell, Quicken Spell, Scribe Scroll.

Arcane Spells Prepared: (4/5/5/4/2/1; base DC 13 + spell level): 0—daze, detect magic, ghost sound, read magic; 1st—burning hands (x2), change self, mage armor, shield; 2nd—fog cloud, invisibility, resist elements, shatter, web; 3rd—fireball (x2), fly, summon monster III; 4th—Evard's black tentacles, summon monster IV; 5th—dominate person.

Possessions: +2 dagger, +2 bracers of armor, +1 ring of protection, +1 cloak of resistance, masterwork light crossbow, 20 masterwork bolts, wand of fireball (caster level 9, 7 charges), wand of magic missile (caster level 9, Maximized, 3 charges), arcane scrolls (caster level 9, alter self, improved invisibility, summon monster IV), potion of cat's grace, potion of cure light wounds, potion of invisibility (x2), tanglefoot bag (x2), and a bag containing 121 gp, 97 sp, and 78 cp.

Tactics: Ander, in his quest for power and knowledge, has joined forces with Baron Kurell. His mission is to obtain Londar's spellbooks, notes, and any evidence they gathered mentioning the Baron. He casts *change self* to alter his appearance and avoid being identified in the event he fails, or someone gets away. He quaffs a *potion of cat's grace* and then casts *resist elements* (fire), *mage armor*, *shield*, and *fly*. These spells give him fire resistance 12, Dex 18, AC21 plus the benefits provided by the *shield* spell, and Reflex +8. Once prepared he casts *invisibility*, flies above the path or road the PCs are using and waits for the PCs to approach his position. He attempts to capture the PCs with an *Evard's black tentacles* spell and then uses his *wand of fireball* to drop fireballs on the party. He tries to capture PCs avoiding the tentacles with a web spell and uses his *wand of magic missiles* and *wand of fireballs*, to finish off the PCs. If the battle goes against him, he flies up and begins casting his *summon monster* spells to distract the PCs and enable his retreat. Ander is a coward, he uses his *fly* spell

to remain high above the PCs, this allows him to cast spells down on the PCs but also enables the PCs to obtain partial cover beneath trees and bushes. He retreats if he takes more than 20 points of damage and leaves the area to meet with Baron Kurell (see below).

DM Note: Ander's preparations give him a distinct advantage. If the PCs succeed in bringing him down a 10% experience bonus is suggested.

Arriving in Hampton Hill

After the ambush, the PCs are likely injured, tired, angry, and somewhat suspicious. Finally reaching Hampton Hill doesn't turn out to be very relaxing.

Their return is met with both joy and sorrow as other things have happened in their absence. After their return the PCs are summoned by Sheriff Hamra Ranthas. Hamra and the Mayor inform the PCs that Xanthaque, an elderly elven witch living in town, was tortured and left for dead by Baron Kurell and his men. Xanthaque did not reveal what they were searching for, but did tell the sheriff that she gave them the wrong directions. The sheriff tells the PCs that pigeons have gone out with information about the Baron's destination and that the king has sent out guards to arrest him. Based on comments Xanthaque made, Hamra is concerned about potential threats to the town. She asks the PCs to speak to Xanthaque and help insure there are no other threats to Hampton Hill.

Returning Londar's corpse and the incriminating papers to Learah Relight should garner a reasonable monetary reward and a small experience point reward. Upon the return of her uncle's corpse, Learah makes immediate plans to have him *resurrected*. Learah also most likely claims her father's spell books as her property by right, though she allows PC spell users to copy spell from them. She also may (in your discretion) claim any of the major magic items recovered from the mansion as hers by inheritance.

Attempts to contact Ander Fierk (presuming he escaped the ambush without being identified) end in failure. Questions regarding Ander's whereabouts cause several people say that he left with Baron Kurell, a rumor confirmed by both Learah and Xanthaque (see below).

Xanthaque's Tale

If the PCs follow-up on the Sheriff's request and visit Xanthaque she weaves a tale that sends them off on another, possibly more dangerous journey.

Despite the healing and ministering she has received, Xanthaque's age makes recovery from her ordeal rather lengthy. Xanthaque informs the PCs that Baron Kurell is really a cleric worshiping Orcus and that he somehow found out about an artifact known as "The White Eye." While she doesn't know exact details about the eye, she knows it is an extremely powerful, evil relic. Xanthaque provides the PCs with sketchy information about a forgotten evil

god known as “Horgrim” and the great battles between his forces and forces worshipping Arn (see the information previously provided regarding Arn’s Mountain).

If the PCs provide her with the decaying book (Area 33 of the Mansion), maps, and other documents found in Areas 12 and 33 of the Mansion she is able to interpret the book and tell the PCs the various properties of the activated pyramid. If the PCs let her, she dispels some of the spells on the pyramid and asks them to melt it down. Although she is unable to identify the exact powers the eye is supposed to possess, she is certain that it is extremely powerful and should never find its way into the wrong hands. She tells the PCs that she sent Baron Kurell in the wrong direction but believes he will escape capture and eventually discover the eye’s location.

The maps and notes discovered in Londar’s mansion and library allow her to provide the PCs with a location for “Arn’s Mountain,” a hollow mountain reported to hold an ancient temple to Horgrim, the last known refuge for Horgrim’s followers and The White Eye. If the PCs seem hesitant, Xanthaque begins describing the vast wealth Horgrim’s followers reportedly hid deep inside their temples and even goes so far as to offer a few magic items. After her torture she is desperate to foil any plans the Baron might have and is honestly afraid of the powers the eye might possess.

Continuing the Adventure

Learah recovers her beloved uncle’s corpse and travels to a major city to have him *resurrected*. Londar’s paranoia leads him to *teleport* to a distant jungle hideaway and begin making new plans. While he might eventually plot against the PCs, he has more pressing plans to make regarding Alfguir and the Baron and is desperately short of funds. If the PCs introduce some of the items they have found as evidence against Baron Kurell and Londar they find that

their information simply isn’t important when compared to Xanthaque’s testimony about the Baron’s torture.

The PCs might decide to act on information suggesting Alfguir is somehow responsible for Londar’s death, or that he is a member of the Thieves’ Guild. If they question Alfguir they find themselves up against an intelligent, wily thief that has learned many tricks for fooling spells aimed at determining truth, see below.

Questioning Alfguir

Alfguir is both a successful merchant and a successful thief due to his intelligence. He does an excellent job of avoiding accusations and redirecting accusations made against him. If the PCs do question Alfguir he avoids telling direct lies, but also avoids revealing much of the truth. One point that should be remembered, Alfguir suspects his people might have killed Londar but doesn’t know this for certain, and he did not order them to. Londar’s death disappoints him because all he really wanted was payment. This means that he can honestly say he did not know about or order Londar’s death. If asked if he is a thief Alfguir replies, “Well, someone always claims a merchant has robbed them, so I suppose you can find someone that will say I am.” If asked if he is a member of the Thieves’ Guild Alfguir replies, “I am a member of many guilds, some admittedly with bad reputations, but all traveling merchants must make these sacrifices.”

In general, the PCs do not have enough information to accuse Alfguir of breaking any laws and he avoids giving them any. Alfguir makes certain to depart for distant cities if he discovers the PCs have any inkling of his true business. If the PCs are clever about their questioning and avoid making any accusations, Alfguir might reveal he was hired to “acquire” a few rather strange items pictured in a book and used his contacts to eventually purchase them for Londar (Gather Information check DC 20).

Arn's Mountain

Background

Horgrim's followers once captured vast territories, but their success also led to their downfall. Use of the many relics and artifacts they possessed depended upon cooperation, teamwork, and a strict adherence to hierarchy. Political ambitions and in fighting broke down the hierarchy, leading many different factions to break apart taking different relics, and pieces of relics with them. Forces worshipping the good gods were quick to take advantage of their lack of order. Successive battles broke down and destroyed many of the different factions until one main faction remained. A last effort was made to create a hidden temple within the recesses of a hollow mountain. Designed as a place to gather Horgrim's remaining forces and artifacts and eventually rebuild the great armies they once possessed, it became a focal point not just for Horgrim's followers, but also for followers of the good gods, particularly Arn, one of Horgrim's main opponents.

Discovery of the hollow mountain and large temple by several rangers dedicated to Arn resulted in an all out attack against it, and the temple hiding within it. After terrible losses, Arn's forces took the cavern and trapped all of Horgrim's followers inside their temple. All efforts to invade the temple itself were repelled, sometimes by traps, other times by soldiers or magic. Arn's forces had few remaining leaders after these battles, but all of them reached the same conclusion. The cost of taking the temple was too high, it would be easier to keep the denizens of the temple trapped inside until they died of starvation, thirst, or old age.

Rock of the high ceiling was imbued with magical sunlight through the use of complex rituals, and magical creatures were asked to help guard the temple and prevent Horgrim's trapped followers from ever departing. With the outside of the temple securely guarded, the priests and faithful servants to Horgrim inside used their time to create numerous deadly traps to help protect their relics from Arn's forces. Some of the followers choose death, while others willing turned to a life of undead servitude in Horgrim's name. A few chosen followers were frozen in time, awaiting a day when they could again form armies in Horgrim's name and march forth on the world.

Over the centuries, some guardians left for other duties, or died without passing the duty to another. A few magical creatures remain, guarding the temple as a duty handed down through generations with no real knowledge of why. Years of constant sunlight and moisture, along with seeds brought in by passing birds and animals, have helped the cavern develop lush, rich vegetation that supports a variety of wildlife.

Arn's Mountain

Bright, magical sunlight constantly flows from the high ceiling of the hollowed-out mountain to feed the many plants and mosses that grow in the moist, warm air. A number of animals make their winter, or even permanent, homes here, with some of them growing far larger than normal. The high ceiling varies from 600 to 800 feet above

Horgrim, God of War and Magic

Alignment: Lawful Evil

Domains: War, Evil, Law, Magic

Symbol: A black spearhead covering a gold disc, representing an eclipse

Worshippers: Evil monks, warriors, wizards, and nobles

Favored Weapons: Shortspear, staff

Horgrim is commonly depicted as a handsome male figure in black robes wielding a shortspear. Almost forgotten now, Horgrim was a popular god several millennia ago but political fighting among his priests led to a rapid decline. Horgrim's theology is straightforward; magic is a tool used to enforce the law of might upon all. Some scholars use ancient references to Horgrim as a god of magic and darkness to support the claim that Horgrim's role as a war-god is a secondary result of this theology. Any modern priests or worshippers of Horgrim must practice their faith in secrecy because there are no known active temples. According to ancient texts, worship services included a gathering at dusk and a simple, unified chant of, "Power shall bring the darkness that makes all equal before Horgrim." At the height of their power, Horgrim's worshippers counted many wizards, warriors, and nobles among their number. Many of Horgrim's priests studied wizardry and warfare to better serve their god. Priests and wizards lead the many wars Horgrim's followers fought to expand his domain and were usually seen at the front of the battle lines. Sketchy records indicate the priests and followers of Horgrim created a number of powerful relics that are lost or forgotten. The few existing relics that can be traced back to Horgrim's worshippers are powerful

the rolling floor and the hollowed out mountain itself has a radius of roughly 2000 ft. A strange, tiered temple stands in the southwest corner, oddly free of the many vines and mosses that cover almost every other surface. While there are numerous exits and entrances to the hollow chamber, most are quite small, and all are at least 100 feet above the ground forcing creatures entering or leaving to either climb the walls or fly. Numerous pools of water dot the cavern, along with clusters of large trees grown from seeds carried in by birds or other animals.

The most dangerous creatures in the cavern are undoubtedly the couatl that stand watch over the temple. Other creatures in the cavern are generally frightened enough of armed humanoids to stay far away. The only creature that might cause trouble is the dire tiger that doesn't like anyone interfering with its territory (see Area A, below).

The Guardians

Any creature entering the mountain is watched carefully by the few guardians that remain. After a few minutes one of the **couatl** guarding the temple approaches the PCs to determine their purpose. The main remaining guardian

ARN'S MOUNTAIN

for the cavern is **Souref**, an ancient couatl, who is supported by two younger couatl named **Shiviec** and **Rivarn**. Any one of these creatures is a formidable opponent, all three together are particularly deadly. All of them possess gold tattoos embedded into the scales of their chest that they can activate at will with a number of special effects described below. Shiviec and Rivarn are a mated pair and are always found together, if only one is seen the other is using *invisibility* to hide nearby. Souref is often encountered alone, but the other two are always close enough to rapidly come to his aid.

Souref, Ancient Couatl (Clr10): CR 20; SZL Outsider; HD 9d8+18 (couatl) and 10d8+20 (Clr); hp 123; Init +7; Spd 20 ft., fly 60 ft. (good); AC 15; Atk +19 melee (1d3+6 plus poison, bite); SA turn undead, spells, spell-like powers (at will—*detect chaos*, *detect evil*, *detect good*, *detect law*, *detect thoughts*, *invisibility*, *plane shift*, and *polymorph self*), poison (bite, Fort save DC 16 2d4/4d4 Str), constrict (2d8+6, grapple bonus +17); SQ telepathy (90 ft), ethereal jaunt; AL LG; SV Fort +15, Ref +12, Will +18; Str 18, Dex 16, Con 14, Int 17, Wis 21, Cha 17.

Skills: Concentration +16, Craft (tattoo) +13, Diplomacy +13, Heal +15, Knowledge (arcana) +8, Knowledge (nature) +8, Knowledge (history) +8, Knowledge (religion) +13, Listen +16, Search +15, Sense Motive +16, Spellcraft +25, Spot +16, Tumble +15. **Feats:** Combat Casting, Dodge, Extra Turning, Improved Initiative, Inscribe Magical Tattoo, Quicken Spell, Still Spell.

Arcane Spells Known (Cast Per Day: 6/7/7/7/4; base DC 13 + spell level): 0—dancing lights, daze, detect magic, detect poison, ghost sound, mending, open/close, read magic; 1st—alarm, detect undead, magic missile, shield, shocking grasp; 2nd—blur, calm emotions, Melf's acid arrow, web; 3rd—dispel magic, flame arrow, lightning bolt; 4th—hailstorm, holy smite.

Divine Spells Prepared (6/6/5/4/4/3; base DC 15 + spell level): 0—create water (x2), light, mending, purify food and drink; 1st—bless, command, divine favor, entropic shield, sanctuary, summon monster I; 2nd—augury, bull's strength, consecrate, silence, summon monster II; 3rd—create food and water, glyph of warding, searing ray, summon monster III; 4th—neutralize poison, restoration, summon monster IV; 5th—flame strike (x2), summon monster V.

Domain Spells: 1st—obscuring mist; 2nd—wind wall; 3rd—gaseous form; 4th—order's wrath; 5th—dispel evil. **Domains:** Good (cast good spells at +1 caster level), Healing (cast healing spells at +1 caster level).

Possessions: Magic tattoos, see side box.

Description and Personality: Souref is a large, winged serpent with feathered wings. Age as deepened the bright colors of his wings rather than fading them, making him even more colorful than the young couatl that assist him. Souref is vain, confident in his strength, beauty, and faith to Arn. Souref provides healing to those in need, but only if asked properly. Souref is resolute in his duty to prevent evil creatures from leaving the temple, and to keep evil



magic items from being taken from it. In all the years here he has only had two major battles. One with a creature that tried to flee the temple, and another with adventurers that entered the cavern with “evil hearts.” Nothing would please him more than destroying some of the evil artifacts hidden in the temple, though he isn’t even certain what those items might be. In the past one thousand years he has witnessed three groups enter the temple. Two groups never emerged, the third fled from the temple bloody, and terrified. Even after being healed those adventurers decided against trying to enter the temple again. Souref would love to destroy any evil items the PCs might find during their exploration. PCs that willingly surrender powerful evil items for destruction might receive an item from Souref’s treasure chest (See Area D below) as a reward.

Shiviec and Rivarn, Couatl: CR 10; SZL Outsider; HD 9d8+18; hp 58; Init +7; Spd 20 ft., fly 60 ft. (good); AC 15; Atk +12 melee (1d3+6 and poison, bite); SA spells, spell-like powers (at will—*detect chaos*, *detect evil*, *detect good*, *detect law*, *detect thoughts*, *invisibility*, *plane shift*, and *polymorph self*), poison (bite, Fort save DC 16, 2d4/4d4 Str), constrict (2d8+6, grapple bonus +17); SQ telepathy (90 ft), ethereal jaunt; AL LG; SV Fort +8, Ref +9, Will +10; Str 18, Dex 16, Con 14, Int 17, Wis 19, Cha 17.

Skills: Concentration +14, Knowledge (arcana) +8, Knowledge (nature) +8, Knowledge (religion) +8, Listen +16, Search +15, Sense Motive +16, Spellcraft +15, Spot +16, Tumble +15. **Feats:** Dodge, Improved Initiative, Still Spell.

Arcane Spells Known (Cast Per Day): 6/7/7/7/4; base DC 13 + spell level): 0—dancing lights, daze, detect magic, detect poison, ghost sound, mending, open/close, read magic; 1st—alarm, command, magic missile, shield, shocking grasp; 2nd—blindness/deafness, blur, Melf’s acid arrow, wind wall; 3rd—dispel magic, hold person, lightning bolt; 4th—control winds, wall of ice.

Possessions: Magic tattoos, see side box.

Description and Personality: Shiviec and Rivarn are a mated pair, though it appears only couatl can tell them apart. The beautiful creatures joined Souref in guardianship of the temple approximately fifty years ago. They are far more playful, friendly, and outgoing than their elder counterpart, but possess less knowledge about the temple. Complements on their beauty appeals to their vanity, and makes them far more receptive to requests for aid.

General Tactics: As guardians, the couatl must prevent evil creatures from leaving the temple, and prevent the removal of powerful, evil items. They have nothing against adventurers entering the temple, or taking the treasures hidden within, but their oaths force them to attack any creatures identified as evil. All of them cast *detect evil* and *detect chaos* on themselves before greeting any new creatures in the cavern. If they believe it might help them learn more about the newcomers they use *polymorph self* to adopt a human or elven form. They ask the PCs why they have come to the cavern and how they knew about it. If asked, the couatl provide most of the background information on the temple, but this knowledge is told from the perspective of Arn’s followers and is heavily biased. If the couatl trust the PCs intentions, they welcome them to the cavern and tell them they can do whatever they want in the temple

Magic Tattoos

Powerful tattoos inscribed into the scales on the couatl’s chests provide them with additional powers. An ancient, process handed down through generations of couatl serving Arn is used to create the tattoos. While a couatl with the proper knowledge could inscribe these tattoos on another being, the magic is keyed specifically to the couatl physiology. There are five tattoos. The first, a sun rising over a mountain, gives a permanent resistance to dismissal, banishment, and similar spell effects forcing outsiders to leave a particular plane of existence. The remaining four tattoos can be activated once per day as a free action and provide the following spell effects, *discern lies*, *haste*, *protection from elements*, and *protection from spells*. Each spell is cast as a 16th-level sorcerer.

so long as they do not remove any evil relics or artifacts from the mountain; such items must be destroyed. Each time the PCs prepare to leave the cavern after exploring the temple one of the couatl activates its *discern lies* tattoo and questions them again. This time they just want to insure the PCs are not leaving with any evil-aligned, powerful magic items. If the PCs say they do not know, or are uncertain, the couatl asks them to show all of the items they recovered, promising they can keep any non-evil items. A lie results in a request to empty their backpacks, if the PCs do not comply all three couatl attack.

Tactics: The magic tattoos (see side box) prevent *dismissal*, *banishment*, or similar attacks from working on the couatl. The couatl generally consider physical combat beneath them and depend heavily on their spells to soften up their opponents before risking their beautiful bodies and plumage in physical combat. The first action any couatl takes when going into battle is the activation of its *haste* tattoo, followed by an activation of its *protection from spells* tattoo. Shiviec and Rivarn use *wall of ice* spells to trap the PCs and then use *hold person* spells to restrain the PCs and attempt to solve the dispute peacefully. If this doesn’t work they begin using their *lightning bolts* and *magic missiles*, closing in for actual melee combat only if they have to. With all of his age and wisdom, Souref is far less forgiving than the younger couatl. Souref believes his actions are necessary for protecting the world outside the mountain and, after using the *haste* and *protection from spells* tattoos begins combat with his *flamestrike* spells. He continues with *hailstorm*, *lightning bolts*, and *flame arrows* until the PCs are all dead or unconscious. The barrage of spells only stops if the PCs suddenly surrender. In the unlikely event that these spells do not work against the PCs, or one of the other two couatl is in trouble, Souref casts *sanctuary* on himself and progresses through all of his *summon monster* spells to keep the PCs distracted while he makes new plans.

DM Note: A fight with the couatl at the PCs present level is almost certain suicide. If the PCs end up in a fight and realize this, they should be given one opportunity to drop their weapons and surrender. In the event the PCs





actually manage to defeat these creatures, they should receive a 10% experience bonus due to the added abilities granted by the magical tattoos.

Keyed Locations

There are several locations inside the hollow mountain that are potentially dangerous. The couatl warn the PCs the more dangerous locations if they are treated politely. If the PCs are rude, or if the couatl don't trust them, the couatl don't give the PCs any warnings. They fly high into the air and watch how the PCs work their way through any problems.

A. Dire Tiger's Lair (EL 8)

A stand of large trees surrounds an obvious home for an extremely large animal. A dire tiger made its way inside the mountain when traveling as a druid's companion. The druid visited Souref and the young tiger decided it wanted to stay and play so the druid left it here. A collar around the massive beast's neck allows it to shrink itself enough to climb up to one of the exits when food inside the mountain becomes scarce. The creature is intelligent enough to avoid armored characters, but defends the small, tree-shaded area that it considers its home. The tiger is a source of potential problems toward the end of the adventure. If the PCs have staked horses or pack animals outside the mountain someplace it is very likely the tiger kills and eats them if they aren't protected somehow.

Dire Tiger: CR 8; SZ H Animal; HD 16d8+48; hp 120; Init +2; Spd 40 ft.; AC 16; Atk +18 melee (2d4+8 [x2], claws) and +13 melee (2d6+4, bite); Face 10 ft. x 30 ft.; Reach 10 ft.; SA pounce, improved grab (grapple bonus +28), rake (+18 melee, 2d4+4); SQ scent; AL N; SV Fort +13, Ref +12, Will +11; Str 27, Dex 15, Con 17, Int 8, Wis 12, Cha 13.

Skills: Hide +0*, Jump +11, Listen +3, Move Silently +9*, Spot +3, Swim +11. A dire tiger gains an additional +4 racial bonus to Hide checks in tall grass or heavy undergrowth.

Possessions: collar of shrinking (cast *reduce* at 10th-level twice per day).

Tactics: Generally, the tiger doesn't attack anyone unless its home is invaded. If the tiger does feel a need to fight, it pounces on the most lightly armored character, it learned once before that metal doesn't taste good, and tears at them until dead. It is intelligent enough to flee if badly injured. It is also intelligent enough to guess that adventurers might leave something tasty to eat outside the mountain. If it notices adventurers inside the mountain it shrinks itself and climbs out to scout for an easy meal. The tiger eats one unattended horse or pack animal per week (chosen randomly), leading to potential problems when the PCs want to leave. If Uvear (see Area G, Wilderness) is guarding the pack animals the tiger leaves them alone. The PCs can communicate with it if they choose, but it is very wary of them and unwilling to be anyone's companion.

B. Assassin Vine (EL 3)

Numerous vines that crawl across the rocks and bushes surround a small pool of water. One of these vines is an **assassin vine** that waits for thirsty victims.

Assassin Vine: CR 3; SZ L Plant; HD 4d8+12; hp 30; Init +0, Spd 0 ft.; AC 15; Atk +7 melee (1d6+7, slam); Reach 10 ft.; SA entangle (free action, animate plants within 30 ft. as *entangle* cast by a 4th-level druid), improved grab (grapple bonus +12), constrict (1d6+7; SQ plant, camouflage (Spot check DC 20 to notice), blindsight (30 ft.), electricity immunity, cold and fire resistance 20; SV Fort +7, Ref +1, Will +2; Str 20, Dex 10, Con 16, Int —, Wis 13, Cha 9.

Tactics: The vine waits patiently for prey to approach the water before attempting to grab it. A few small animal corpses hidden beneath the other leaves and vines in the area mark the roots of the plant (Spot DC 22).

C. Peaceful Pool

A slow trickle of water flows from the ceiling high above to splash into a peaceful pool of water. Vines cover several stone benches looking over the pool as well as several small statues. Clearing the vines away from the statues reveals stone figures of men and women with robes and staves facing toward the water. The entire area is considered *hal- lowed* ground due to the many rituals and spells performed upon it by the clerics and paladins of Arn. Good spells and healing spells cast by good clerics in this area are cast at +2 levels. Spells cast by evil clerics are subject to a 10% chance of failure and are cast at -2 levels of ability. This area is an excellent place to rest, heal, and plan.

D. Souref's Cave

Souref lives in this small cave near the top of the hollow mountain. The cave is difficult to detect (Spot DC 27) due to the magical sunlight pouring down from the ceiling and can only be reached with a *fly* or *levitate* spell, or some other means of flight. Souref is profoundly insulted if anyone enters the cave without an invitation and resorts to violence to expel them (see statistics above). Even Shiviec and Rivarn call to him from outside the cave and wait for an invitation before entering.

Permanent *daylight* spells along the ceiling of the small cave provide steady light. A small altar dedicated to Arn faces east, but there is no other furniture in the room. Beneath the altar is a **heavy wood chest** (unlocked, no

traps) containing a vast array of items collected over the years by both Souref and his predecessors.

Treasure: the chest contains over 100,000 gp worth of various gems and coins and a number of magical weapons, armor, and other items; +3 *longsword*, +3 *bastard sword*, +3 *greatsword*, +2 *staff*, +3 *shortspear*, +3 *dagger*, +2 *dagger of returning*, +2 *darkwood scimitar*, +2 *might composite longbow* (Str +4), +2 *dwarven plate*, +3 *elven chain, plate armor of the deep*, +3 *studded leather armor*, *darkwood shield*, +3 *bracers of armor*, +2 *amulet of natural armor*, *boots of speed*, *boots of levitation*, *boots of elvenkind*, *cloak of the bat*, +2 *cloak of Charisma*, *cloak of elvenkind*, +4 *gloves of Dexterity*, *harp of charming*, *lens of detection*, *pearl of power* (3rd), *quiver of Ehlonna*, *robe of blending*, *rope of climbing*, and *stone salve*.

If the PCs voluntarily turn over evil-aligned items such as The White Eye, and *amulets of the dark sun*, Souref rewards them with a few items from his treasure chest. The DM should choose items that fit the classes and levels of the PCs and the power level of their campaign

E. Shiviec and Rivarn's Lair

The mated couatl (see statistics above) have a small home here that is usually only used for short rests and private time. The smooth-walled cave is 600 feet above the floor of the hollow mountain, and requires some means of flight to reach. Nothing of value is stored here because the pair gives any items they discover to Souref for storage in his cave. Couatl are intensely private with regard to their homes, any invasion of this home results in an attack.

F. The Temple

The temple to Horgrim is detailed in the next chapter.



Horgrim's Temple

Level I

The massive temple stands in the southwest portion of the vast, hollow mountain. Each of its four sides is exactly 300 feet, or was when it was first constructed. Three tiers rise above the temple, each much smaller than the last, before finally reaching a pyramid-shaped top. Each tier is approximately 30 ft. tall with the final pyramid at the top measuring 60 ft. in every direction. While the stone building is ancient, the engineering and construction were extremely skilled. Horgrim's faithful hollowed out the mountain to create a nice, dark place to build a grand temple dedicated to the god of war and darkness. Although Horgrim's faithful lost the hollow mountain to forces of the good gods long ago, the sturdy temple remains unconquered. Outer walls of the lower portions of the temple are 20 ft. thick only thinning to 10 ft. or less toward the top of the temple. Various minerals contained in the stone prevent scrying in or out of the temple, interfere with all divination spells, and make *passwall* spells half as effective as normal. In addition, the minerals in the stone make it resistant to *stone shape* and similar spells that shape or change the nature of stone. The worked stone has SR 22 with respect to these spells. Spells that do penetrate this resistance are only half as effective in terms of volume and duration. The thickness of the walls combined with the strange nature of the stone makes using spells to create an entrance to the temple extremely difficult but not impossible.

DM Note: Some of the traps, creatures, and locations presume access to 4th and eventually 5th-level arcane and divine spells. Parties with numerous multi-classed characters might not have access to these spells. In that case the party has to move more slowly or possess scrolls or wands with appropriate spells.

Keyed Locations

The Doors to the Temple

Three doors are evenly spaced along the base of each face of the temple, with the central door always being a set of double doors. While only one of the twelve doors leads deeper into the temple allowing access to other levels, some of the other doors lead to other regions of the first level containing various treasures and keys that make entering the higher levels of the temple somewhat easier. Several doors are simply traps, lead to rooms that are cleverly designed traps, or both. Numbering of the doors and rooms starts in the northwest corner, on the western side of the temple and continues around the temple in a clockwise direction. All the upper tiers are completely devoid of any type of windows or doors, leaving these twelve doors as the only visible entrances.

1. Iron Door

Iron Door: 2 in. thick; Hardness 10; hp 90; Break (DC 28).

The humid air has added a patina of rust to the solid door. It is unlocked and opens easily.

2. Room of Broken Stone

Broken rocks cover the floor, all of them clearly from the ceiling above. This room was designed as a trap with the ceiling designed to collapse in on anyone attempting to pass through the room. Many years ago several unfortunate adventurers fell victim to the trap, leaving only their broken bones behind as a testament to their failure. A thorough search of the room finds remains from at least 5 individuals, but no treasure to speak of. Narise (see Area 3) looted these corpses years ago and then moved the rubble back over the bodies. Dust covers a small open area before the door in the west wall. Someone took the time to move rubble away from the door in order to open it, but dust coating the floor shows nobody has been here for a very long time.

A careful search through the rubble (Search check DC 30) locates the trigger mechanism used to collapse the ceiling. While the trap has already been triggered, identifying this mechanism gives the rogue a +2 circumstance (not cumulative) bonus to Search checks to identify similar traps on this level.

3. Narise's Greeting Chamber (EL II)

Flickering lamps shed a shadowy, uneven light throughout the beautifully decorated room. Velvet covered sofas and chairs surround low mahogany tables. Delicate tapestries depicting bloody battles decorate the walls and a soft rug covers the floor. All of the items in the room have an air of great age, yet are clearly cared for. One of the tapestries on the southern wall conceals a series of evenly spaced holes that Narise travels through in *gaseous form* to reach her special burial chamber (Area 4). That wall is 3 ft. thick (Hardness 8; hp 180; Break DC 24) and must be broken down or passed through using *gaseous form* or *passwall* spells. Narise uses this room as her 'greeting chamber' when she is fortunate enough to have victims to toy with. There haven't been any visitors in centuries, so Narise generally keeps up this room and patrols the halls (Areas 41-47). If the PCs haven't met Narise in Areas 41-47 they definitely meet her here.

Narise, Female Vampire (Sor9): CR 11; SZM Undead; HD 9d12; hp 59; Init +8; Spd 30 ft.; AC 24; Atk +7 melee (1d6+3 plus energy drain, slam); SA spells, dominate (Will save DC 19 or be subject to *dominate* person), energy drain (slam attacks inflict 2 negative levels, Fortitude save DC 19 to remove), blood drain (1d4 points of permanent Constitution damage), children of the night, create spawn, spells; SQ undead, damage reduction 15/+1, turn resistance +4, cold and electricity resistance 20, gaseous form, spider climb, alternate form, fast healing 5, vampire weaknesses; AL CE; SV Fort +5, Ref +9, Will +8; Str 16, Dex 18, Con -, Int 15, Wis 14, Cha 21.

Skills: Bluff +13, Concentration +16, Diplomacy +11, Hide +12, Knowledge (arcana) +14, Listen +12, Move Silently +12, Scry +14, Search +10, Sense Motive +13, Spellcraft +16, Spot +12. **Feats:** Alertness, Combat Casting, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (spellcraft).

Possessions: +1 *amulet of natural armor*, +2 *bracers of armor*, +1 *cloak of resistance*, +1 *ring of protection*.

Arcane Spells Known (Cast Per Day: 6/8/7/7/5; base DC 15 + spell level): 0—dancing lights, daze, detect magic, ghost sound, mage hand, mending, open/close, read magic; 1st—change self, comprehend languages, obscuring mist, mage armor, magic missile; 2nd—alter self, darkness, invisibility, see invisibility; 3rd—haste, hold person, lightning bolt; 4th—minor globe of invulnerability, shout.

Personality: Narise was a vain sorceress that accepted vampirism as a way to preserve her beauty and serve Horgrim as a guardian for the temple and the treasures hidden within it. She did not know she would be given what she feels is a relatively minor and immensely boring job. She knows a bit about the design of the temple, but next to nothing about the treasures it was built to guard. She enjoys using her powers to confuse and trick people, and relishes destroying good clerics and paladins. The first few decades brought occasional explorers and adventurers, but since that time Narise has had few visitors and is both bored and restless. She desires companions to spend her time with and gets very excited at the prospect of finding, or creating some.

Tactics: Noise in either Area 2 or Area 5 alerts Narise to possible visitors. She uses an *alter self* spell to help conceal her vampiric nature and then casts *mage armor* (increasing her AC to 28) and *see invisibility*. Narise is vain and over-confident, but not foolish. She greets the party in a friendly manner, joking with them by saying such things as “I keep telling you people I don’t want to be rescued.” Then she plays along with whatever presumptions the PCs might make. While she talks to the party she looks for characters bearing holy symbols that might indicate clerics or paladins. Her first aggressive action is to attempt to *dominate* the most heavily armed fighter in the party. She continues attempts to dominate other characters until this is noticed, at which point she promptly moves away from the party, casts *haste* and *minor globe of invulnerability* on herself and prepares for battle. The following round she casts *hold person* on any cleric attempting to turn her, or anyone obviously casting a spell and follows that spell with a *darkness* spell. She uses any dominated characters to defend her by attacking their friends and does her best to stand back and enjoy the battle, casting periodic spells to increase the chaos of the area. If the PCs overcome her attempts to *dominate* and her *hold person* spells she enters melee combat with the character she considers most dangerous, usually a cleric, paladin, or elven character. Narise is bold, but not foolish, if she is brought to less than 20 hp she assumes *gaseous form* and flees through cracks in the wall to her special burial chamber.

4. Sealed Chamber

Narise has her coffin here, as well as all of her special treasures. Her special burial chamber was constructed with

narrow gaps and cracks left in the 3 ft. thick stone walls (Hardness 8; hp 180; Break DC 24) between Areas 3 and 45 allowing her to act as a guardian for those portions of the temple. The walls in those locations must be broken down or breached with *passwall* or *gaseous form* spells to reach the chamber. If the PCs somehow enter this room without already meeting Narise, she is drawn back to her chamber by the noise they make within 1d4 rounds. Narise attacks anyone in her private chamber using all over her spells and abilities as described in the tactics section of Area 3.

Narise rests in a stone coffin (18 in., thick; Hardness 8; hp 90; Break DC 24; Strength check DC 22 required to remove the lid). While she does store some of her treasure in the massive chest at the foot of the coffin, the main items are in a hollow chamber beneath the coffin. A careful Search (DC 27) of the coffin reveals holes along the bottom, Narise passes through the holes in *gaseous form* to obtain or store items.

Treasure #1: Inside the chest a black velvet cloak decorated with small diamonds (800 gp), 3 hats of various styles (45 gp each), and a collection of silk scarves (30 gp each) cover small bags with the following treasure: a gold bracelet studded with six diamonds (2000 gp), an emerald pendant on a gold chain (600 gp), an ornate silver bracelet (400 gp), 3 tiny emeralds (100 gp), 5 sapphires (80 gp each), and three ivory tubes filled with 250 gp of diamond dust each.

Treasure #2: A Strength check (DC 28) is required to move the coffin aside and get to the primary stash of treasure. Magic items in the stash include: +2 *heavy mace*, +1 *dwarven waraxe*, +1 *mighty* [Str 18] *composite longbow*, +1 *chain shirt*, *arcane scroll* (caster level 3, *darkvision* [x2], *Melf’s acid arrow*), *divine scroll* (caster level 7, *speak with dead*, *spell immunity*), and *potions of intelligence*, *heroism*, *swimming*, and *vision*.

5. The Red Path (EL 4)

Red stepping-stones create a winding path leading through the room from the northern door (Area 6) to the southern door with a large, flat red stone before each door. Faded tile mosaics decorate the walls with pictures of rocky hills and strange, twisted forests. Approximately 20 holes line the walls of the room at height of 3 ft. Almost anyone glancing into the room (Spot check DC 5) easily determines the holes are part of some sort of dart or arrow **trap**. A desiccated corpse in the center of the room provides another hint of danger. A more delicate question is what actually triggers the trap. A rogue examining the stepping stones (Search check DC 5) easily ascertains the red stepping stones are linked to some sort of mechanical mechanism. What is not obvious is the fact that the red stepping stones prevent the firing of darts while people are in the room. The entire floor, including the stepping stones, is a weight sensing mechanism that controls the firing of darts through holes in the wall. As long as one person is standing on a red stepping stone, the darts do not fire. If anyone is in the room without someone standing on a red stepping stone the darts fire at a rate of twenty per round. While the trap is difficult to disable, once the triggering mechanism is understood it is easy to avoid.



Dart Trap: CR 5; ranged +8 [x20] (1d4+1, dart); the darts fire at random targets in the room unless the weight of a small or larger creature is sensed by one of the red stepping stones in the room; Search (DC 21); Disable Device (DC 29).

Note: An unsuccessful Search check leads the rogue to believe that the stepping stones are a trigger for the trap rather than a mechanism to keep the darts from firing. The trap is extremely clever, but purely mechanical, after 100 darts (5 rounds) the dart firing mechanisms are empty and emit only hollow clicks.

Treasure: A rogue began a solo exploration of this area several centuries ago, now only her desiccated corpse remains. It is so dry that it turns to dust at the merest touch. The only items that survive include a +1 *dagger* with an ivory hilt, a +1 *ring of protection*, a gold amulet (350 gp) and loose coins totaling 32 gp, 45 sp, and 72 cp. The coins are very ancient, a successful Knowledge (history) check (DC 23) or Bardic Knowledge check (DC 20) determines the coins are approximately 750 years old.

6. Iron Door

Iron Door: 2 in. thick; Hardness 10; hp 90; Break (DC 28); Open Lock (DC 20).

The plain iron door shows no signs of rust, but is clearly quite ancient. When viewed from the outside, scratches around the ancient lock suggest other people have done some 'work' on the lock without the proper key. PCs that approach the door from the inside (Area 5, above) find the door easy to open, the locking mechanism is connected to the inner doorknob.

7. Lead Double Doors

Lead Double Doors: 10 in. thick; Hardness 15; hp 300; Break (DC 28); Open Lock (DC 40); SR (22); DR (+5/25).

Enchanted to harden the lead and make the doors impervious to heat and magical attacks, the doors are resistant to magic as well as physical blows. This, combined with the complex lock, makes the doors virtually impossible to open without the twisted lead key (Key T1) found in Area 22. When they are finally opened, the doors emit an ear-piercing squeal.

8. Darkened Room

The lead double doors (above) open to reveal a room full of dark, roiling mist. While the mist glows magically and seems horribly ominous, it is designed only to cloak light sources and make them ineffective. All light sources attract the strange, magical mist with normal lanterns and torches so effectively cloaked they shed no light whatsoever. Magical light sources and spells produce a shadowy, uneven light to a maximum 5 ft. radius. The only features of the room include a stone fountain in the center of the room and a set of rune-covered copper double doors set into the southern wall.

The stone fountain (variable thickness; Hardness 8; hp 90; SR 16; Break DC 24) in the center of the room exudes the strange black mist. Mist pours from the extended arms

of a tall, thin wizard to flow down his body into a basin surrounded by serpent-like figures before swirling out of the basin and spreading throughout the room. The fountain shows a variety of different magic when studied with the use of a detect magic. Destroying the fountain stops production of the mist and remaining mist to fades within 8 hours enabling the use of normal lights.

Copper Double Doors: 5 in. thick; Hardness 15; hp 150; Break (DC 28); Open Lock (DC 40); SR (24).

These rune-covered doors are enchanted to harden the copper and make the doors impervious to magical attacks. Attempts to damage the doors with spells, or unlock the door with a *knock* spell, must overcome their spell resistance. This makes the doors very difficult to open without the copper lion key (Key T2) found in Area 43.

9. Large Tiled Room

Large globes of glowing light hover inches below the high ceiling illuminating a large room coated floor to ceiling with colored porcelain tiles. The colored tiles form a mosaic depicting furious black dragons battling groups of poorly equipped elves. The central section of the room is approximately 4 ft. lower than the 10 ft. landings in front of the north and south doors. Small, low steps lead down from the north and south landings to the central room where four hallways appear to extend to rooms filled with weapons, armor, or treasure. PCs that enter the lower portion of the room to look down the hallways might notice the floor is covered with traces of white, powdery dust (Spot check DC 20). Only a very knowledgeable alchemist (Alchemy check DC 34) recognizes the powder as Zhilac powder, a compound mixed with acid to produce a deadly gas.

The entire room is actually a very deadly trap designed to prevent invaders from reaching the silver doors at the south end of the room. Illusions cloak the hallways (9a-9d) and conceal a large volume of acid behind a magic barrier. The porcelain tiles are immune to the acid so the walls and floor effectively contain the horribly caustic substance.

9a-9d. Illusion-Cloaked Chambers

Illusions cloaking these chambers make them appear to be hallways extending to large rooms filled with weapons (9a), armor (9c), or chests of treasure (9b and d). In reality they are 10 ft. wide, 10 ft. tall, 30 ft. deep chambers coated with porcelain tiles holding a potent acid. PCs attempting to enter these hallways encounter a strange, flexible barrier that appears to be some version of a *wall of force* spell. Attempting a *dispel magic* on a barrier, or any physical attack with a weapon, automatically dispels both the illusions, and barriers, on all four hallways releasing a sudden flow of acid into the entire central section of the room. *Detect magic* reveals a wide variety of different types of magic at the junction of each hallway. Spells such as *true seeing* reveal the true nature of the hallways, but any attempts to disbelieve the complex illusions require a Will save (DC 32).

Acid Trap: CR 5; triggered by dispel magic, physical attack on one of the hallway barriers (9a-9d), or the opening of door 9e, no attack roll necessary. Acid fills the entire lower portion of the room to a level just below 4 ft. deep all

PCs, metal, leather, wood, and cloth equipment and clothing suffer 2d4 points of acid damage per round of exposure. Search (detailed above); Disable Device (N/A).

Acid: Only glass, porcelain, or pure gold items resist the acid. Water, wine, or ale is useful for rinsing or diluting the acid. Medium-size or larger characters standing near the north or south ends of the room can attempt to leap onto the higher landings and avoid acid damage with a successful Reflex save (DC 18), all others must swim or wade out of the acid. Collecting some of the acid into a glass container requires a successful Dexterity check (DC 18) to avoid acid burns (1d4 points of damage if failed). Small amounts of acid do limited damage, but pouring the acid directly on the hinges and locks of doors is very effective. Treat hinges or locks as if they have half the hit points of the door. The powerful acid (1d6 points of damage per round for 2d4 rounds) ignores Hardness values so several treatments rapidly burn through even the sturdiest locks.

Poison Gas Trap: CR 5; the acid mixes with the Zhilac powder coating the floor to release a cloud of poison gas that fills the entire room within one round, no attack roll necessary. Anyone still in the room one round after the acid is released must either attempt to hold their breath (see drowning rules in the *DMG*) or breathe the gas. All breathing the deadly fumes must make a Fortitude save (DC 16) each round to avoid suffering a temporary loss of 1d4 points of Intelligence and 1d4 points of Wisdom. These effects are cumulative and continue to build each round a character breathes the gas. Victims recover quickly when removed to fresh air, recovering 1d4 points of lost Intelligence and Wisdom every 20 minutes. Search (detailed above); Disable Device (N/A).

Once the trap is triggered the southern door is very difficult to reach. The poison gas fades and loses effectiveness after 24 hours, but the acid remains a potent barrier that must be overcome through the judicious use of spells such as *fly*, *levitate*, *endure elements*, *protection from elements*, or *resist elements*. The silver double doors at the south end of the room are covered with a variety of runes that pulse with a faint purple light.

9e. Silver Doors

Silver Double Doors. 3 in. thick; Hardness 15; hp 100; Break (DC 28); Open Lock (DC 40).

The silver doors are designed to be opened with an ornate silver key (Key T3) found in Area 50. Enchantments on this door are similar to those on the lead and copper doors above. Attempts to damage the door with spells, or unlock the door with a *knock* spell, must overcome its spell resistance (SR28). The acid and gas traps described above are immediately triggered when the door is opened, if they have not been triggered already. Magical protections designed to prevent triggering of the trap when the key was used faded several centuries ago. Any means used to open the doors triggers the trap and creates a barrier the PCs have to overcome when leaving the temple.

10. Wide Landing

Twin stone stairways to the east and west lead up to the next level of the temple (Area 51). The silver doors in the south wall can be closed to prevent any poison gas from

coming into this room. There are no markings on the walls or stairways hinting of what might lie in either direction.

11. Simple Stone Door

Simple Stone Door: 4 in. thick; Hardness 8; hp 60; Break (DC 28); Open Lock (DC 15).

The lock of this ancient door is so easy to pick that it almost seems broken.

12. Hall Full of Rubble

Rubble from the collapsed ceiling lines the floor making passage through to the oak door at the very end of the hall quite difficult. Despite its careful framing and solid appearance, the oak door leads nowhere, the entire room was designed as a trap triggered by a pressure plate in the center of the hall. A careful rogue searching through the rubble (Search check DC 30) locates the trigger mechanism used to collapse the ceiling. Although already triggered, identifying the mechanism gives the rogue a +2 circumstance bonus to Search checks to identify similar traps on this level. The rubble also contains the remains of the unwary adventurer killed by the trap.

Treasure: A careful search (Search check DC 25) turns up skeletal remains wearing +1 *full plate* (slightly damaged but easily repaired), a +2 *bastard sword*, a +1 *ring of protection*, a *ring of minor acid resistance*, an ancient gold amulet shaped like a spider, and a decaying leather pouch containing 5 pp, 39 gp, and 20 sp.

13. Ornate Stone Door

Ornate Stone Door: 10 in. thick; Hardness 8; hp 120; Break (DC 28); Open Lock (DC 27).

Ornate engravings of hawks and eagles adorn the heavy stone door. The delicate artwork conceals the complexity of the lock used to seal it as well as the deadly poison needle trap the lock itself contains.

Trap: a poison needle trap is triggered on any attempt to pick the lock without firmly pressing on the eye of one of the carved eagles. Once identified the trap is relatively easy to bypass.

Poison Needle Trap: CR 3; +8 ranged (1 plus wyvern poison, Fort save DC 17, 1d6/1d6 temp Con); Search (DC 22); Disable Device (DC 17). Centuries of neglect dried the poison into a thin crust covering the needle and reduced its effectiveness.

14. Hall Full of Rubble

On the surface this room appears to be exactly the same as Area 12. The trap, its trigger, and the collapsed ceiling are indeed the same, but the decaying oak door at the back of this room leads into another chamber. If the PCs search this room they find that the unfortunates that triggered this trap escaped with rogues being as likely to locate the trigger mechanism as above.

Heavy Oak Door: 3 in. thick; Hardness 8; hp 30; Break (DC 22).

The door is old, but still very sturdy. It is unlocked but opens out into the room so several bits of rubble must be removed before the door can be opened.



Flute of the Black Sun

Ancient elven runes adorn the black metal flute along with an elven symbol representing the sun. The alloy of silver, steel, and several rare minerals that create its black coloration helps prolong notes played on the flute and give it a beautiful tone. Bards using this flute gain a +4 circumstance bonus to all Performance (flute) checks due to its exceptional craftsmanship. In addition, the flute can be used to cast *darkvision* once per day, and, if held or played, grants cold resistance 15.

Caster Level: 5th. *Prerequisites:* Craft Wondrous Item, *darkvision*, *protection from elements*. *Market Price:* 16,000 gp.

15. Hall of Broken Statues

At first glance the room appears to be full of rubble. Broken granite and marble statues, items where craftsmen failed to make their mark, or cracked the stone with their chisels, line the room in uneven rows. Most of the statues are of wizards or witches, while others depict monsters, or strange, warped creatures. Although the broken statues are of no value, a beautiful flute made of a strange black metal lies forgotten beneath some broken rock (Search check DC 22).

16. Steel Double Doors

Steel Double Doors: 2 in. thick; Hardness 12; hp 80; Break (DC 30); Open Lock (DC 22).

The enchanted doors are sturdy, solid and so well constructed that it is easy to believe they were recently made and installed. Opening the doors releases a cloud of dried pollen from a **blue lotus flower**.

Blue Lotus Flower Pollen Trap: CR 2; no attack roll. When the door is opened a cloud of blue lotus pollen is released covering a 10 ft. area outside the opened door. Anyone in the area must make a Fortitude save (DC 13) to avoid hallucinations and a temporary loss of 2 points of Str and Dex. The effects last for 1d4+1 hours during which the subject is at a -4 penalty for disbelieving illusions of all types. Search (DC 17); Disable Device (DC 21).

Note: See the **Creature Collection** by Sword & Sorcery Studios for more details on the Lotus Flower.

17. Gas-Filled Room (EL 7)

A thick, swirling gray mist fills the room. Strange, static barriers in the doorway to the east, and the secret doors in the northwest and southwest corners contain the mist. While these barriers contain the gas in the room effectively, they can be touched or walked through without any harm, giving only the vague feeling of static electricity. The wet, **poisonous mist** (see below) hides four mummies and two statues of wizards in west corners of the room. Secret doors hidden behind each statue lead deeper into the temple.

Poison Gas Trap: CR 4; no attack roll. Breathing the gas forces a Fortitude save (DC 16) every round to avoid the extreme dizziness and disorientation the poison inflicts.

Failure inflicts a -4 penalty to attack rolls, saving throws, skill checks, and AC that lasts for 2d4+6 rounds after final exposure to the poison. Characters or creatures that do not breathe are immune.

The poison gas protects the mummies with its moistness while it weakens characters entering the room. Fire-based attacks and spells used in the room do only half damage. The gray mist also makes use of ranged weapons and spells almost impossible as it prevents any form of vision beyond 10 feet.

Mummies (4): CR 3; SZ M Undead; HD 6d12+3; hp 42 each; Init -1; Spd 20 ft.; AC 17; Atk +6 melee (1d6+4 and mummy rot); SA despair (Will save (DC 15) at sight of the mummy or be paralyzed with fear for 1d4 rounds), mummy rot (disease, Fortitude save (DC 20), incubation 1 day, 1d6 points of temporary Constitution damage, damage continues until character reaches Constitution 0 or receives a *remove disease* spell); SQ undead, turn resistance +3 (see possessions), resistant to blows (half damage from physical attacks, taken before damage reduction), damage reduction 5/+1, fire vulnerability (double damage from fire attacks, if a save for half is allowed, successful save gives half damage, failed save double damage); AL LE; SV Fort +2, Ref +1, Will +7; Str 17, Dex 8, Con -, Int 6, Wis 14, Cha 15.

Skills: Hide +8, Listen +9, Move Silently +8, Spot +9. *Feats:* Alertness, Toughness.

Possessions: *amulet of the dark sun* (see Items Appendix).

Tactics: The mummies use the swirling mist to help cloak their movements as they move up to attack. They attack any living creature in the room mercilessly until destroyed. Their job is to guard this room against intruders coming from any direction, and do not leave the room to chase fleeing characters.

Note: Although the mummies do not chase fleeing PCs, the poison gas makes them much more dangerous and difficult to defeat. PCs defeating the mummies receive a 20% experience bonus due to their added turn resistance and difficulties caused by the poison gas.

Secret Doors: 2 in. thick; Hardness 8; hp 20; Search (DC 20). Once the panel of stone is recognized as a hidden door it is easy to open.

18. Before a Stone Door

The featureless hallway ends before a plain stone door to the north and a secret door in the west wall.

18a. Plain Stone Door

Plain Stone Door. 3 in. thick; Hardness 8; hp 30; Break (DC 22).

Although the door is unlocked, it has no handles or clear sign of which direction it opens. An Intelligence check (DC 8) quickly determines the door slides to the right.

18b. Secret Door

Secret Door: 2 in. thick; Hardness 8; hp 20; Search (DC 16).

A gap in the wall makes this secret panel easier to find than most.

19. Shield Room (EL 9)

A silver shield rests on a pedestal in the center of the room shedding a faint blue magical light. Large metal shields coated with red enamel and decorated with the faces of snarling hell hounds line the walls. A *detect magic* spell reveals an aura on all of the shields in the room. Touching or moving shields on the wall has no effect, but touching the shield on the pedestal, or attempting to remove one of the red enamel shields from the room, releases the **7 hell hounds** that are magically trapped in the red shields. The hell hounds leap out of the red enamel shields and attack anyone in the room.

Hell Hounds (7): CR 3; SZ M Outsider; HD 4d8+4; hp 22 each; Init +5; Spd 40 ft., AC 16; Atk +5 melee (1d8+1, bite); SA breath weapon (cone of fire, 30 ft. every 2d4 rounds, 1d4+1 damage, Reflex (DC 13) half); SQ scent, fire subtype; AL LE; SV Fort +5, Ref +5, Will +4; Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6.

Skills: Hide +11, Listen +5, Move Silently +13, Spot +7*, Wilderness Lore +0*. *Hellhounds receive a +8 racial bonus to Wilderness Lore checks when tracking by Scent. *Feats:* Improved Initiative, Track.

Combat Tactics: The hell hounds begin with a breath weapon attack, and fight characters in the room first, then track down any fleeing characters using scent once everyone in the room has been killed or forced to flee. They fight to the death and track fleeing PCs anyplace they decide to run. If the PCs hide behind a closed door the hell hounds repeatedly ram the door in an effort to knock it down.

Treasure: the silver shield is an exceptionally light +2 *shield* (armor check penalty -1, arcane spell failure 5%) decorated with delicate engravings. The seven remaining shields are masterwork large steel shields coated with red enamel.

20. Abandoned Storeroom

The large room has wide shelves and racks along the wall but there is nothing of value in the room. This room provides a relatively safe place to rest if a recent opponent is not tracking the PCs.

21. Heavy Lead Door (EL 7)

The hallway turns slightly before ending in front of a sturdy lead door (5 in. thick; Hardness 15; hp 150; Break (DC 28); unlocked). Glowing runes run all along the outer edge of the door, and circle the strange doorknob in its center. Opening the unlocked door summons a **red slaad** into the hallway.

Trap: CR 0; opening the door summons a red slaad into the hallway 5 ft. away from the door, careful rogues might recognize some sort of magical connection between the door and the hallway, but have no idea what that connection might be; Search (DC 32). The trap is only be disabled by a *dispel magic* (DC 25) or similar magic cast directly on the door.

Red Slaad: CR 7; SZ L Outsider; HD 7d8+21; hp 52; Init +1; Spd 30 ft.; AC 16; Atk +10 melee (2d8+4, bite) and +8 melee (1d4+2 and implant [x2], claws); SA pounce,

implant (Fort save DC 17), stunning croak (1/day, 20 ft. radius, Fort save DC 16 or stunned 1d3 rounds), summon slaad (1/day, 40% chance to summon another red slaad); SQ fast healing 5, resistances (acid, cold, electricity, fire, and sonic resistance 5); AL CN; SV Fort +8, Ref +6, Will +3; Str 19, Dex 13, Con 17, Int 6, Wis 6, Cha 8.

Skills: Climb +14, Jump +14, Listen +6, Move Silently +5, Spot +8. *Feats:* Dodge, Multiattack.

Tactics: The red slaad is almost as surprised at being suddenly summoned amidst the PCs as they are. Its first action is to use its stunning croak followed by an immediate attempt to summon another slaad to assist it. It then tears into the most lightly armored foe near it with frightening ferocity. The slaad doesn't know why it was summoned and believes the PCs are attempting to enslave it. It fights to the death, pursuing any fleeing PCs to the limit of its ability.

22. Lead Room (EL 9)

The walls, ceiling, and floor of this large room are coated with enchanted lead that nullifies any attempt to use magic to see into the room from outside. The only item in the room is a simple wood chest resting against the south wall. A **darkling sentinel** stands in front of the chest, remaining motionless until someone enters the room. PCs remaining outside the room are able to study both it, and the chest from a distance, but anyone entering the room is immediately attacked.

Darkling Sentinel: CR 9; SZ M Outsider; HD 9d8+9; hp 49; Init +0; Spd 30 ft.; AC 23; Atk +14/+9 melee (2d6+5, greatsword, crit 19-20), or +9 ranged (1d6+5, throwing axe, range 10 ft.); SA crystalline armory (forms weapons from its body as a free action); SQ supernatural senses (senses presence and location of anything within 60 ft.); shatter (voluntarily shatters under the force of a blow or sonic attack and reforms immediately afterward, takes no damage from the blow, suffers 1d4 damage from the shatter plus any energy effects of the weapon used); immunities (immune to acid, asphyxiation, hunger, thirst, poison, blindness, deafness, and disease), telepathy; AL LE; SV Fort +7, Ref +6, Will +8; Str 20, Dex 10, Con 13, Int 10, Wis 14, Cha 12.

Skills: Sense Motive +3. *Feats:* Combat Reflexes, Power Attack.

Note: The darkling sentinel can be found in the **Creature Collection 2** by **Sword and Sorcery Studios**.

Tactics: The sentinel was summoned from a distant world and placed here to guard the key hidden in the chest. It attacks any creature that doesn't utter the words "Darkness is truth" before entering the room. It initially stands in front of the chest but immediately charges the doorway as soon as anyone enters without saying the proper phrase. It is bound to servitude within this room until it is destroyed and, hating the servitude, refuses to communicate even with characters that somehow learn its command phrase.

Simple Wood Chest: 1 in. thick, Hardness 4; Break DC 10; hp 10; Open Lock (DC 25). Although not exactly rotting, immense age has made the wood extremely brittle and easily broken to pieces. Only the iron lock remains



in good shape.

Treasure: the chest contains an ornate lead key shaped like an eagle with a forked tail (Key T1) that fits the door in Area 7, a +2 *dagger* bearing serpentine symbols engraved on the blade, an ivory tube holding 500 gp of diamond dust, and a pouch containing an adamantine ring shaped like a hell hound biting its tail (*ring of warmth*), 4 rubies (600 gp each), 6 agates (200 gp each), and 7 small bloodstones (50 gp each).

23. Ornate Gold Door

The short hallway bends to the south to end at an ornate gold door (5 in. thick; Hardness 10; hp 180; Break DC 28; Open Lock DC 15). Glowing with a strange magical light and decorated with ornate filigrees and beautiful designs, the door appears far more imposing than it really is. The only magic on the gold door is the magic shedding the pale green light, and there are no traps. While the door appears to be made of solid gold, the interior core is made of lead and only the outer coating is made of gold. Separating the gold from the lead is costly, but the effort still garners a profit of 800 gp to anyone willing to remove the door.

24. Dourala's Room (EL 0 or 9)

Dust-covered velvet cushions line several long sofas and small chairs surrounding a single stone statue in the center of the room. The statue depicts a female human in ornate plate armor swinging a large sword with both hands. Her expression is an odd mixture of pain and rage and bewilderment that is so deeply detailed that the statue seems alive. A successful Knowledge (arcana) check (DC 10) quickly determines the statue is a victim of a *flesh to stone* spell. Dourala, a faithful servant to Horgrim, was unknowingly turned into a statue in the middle of a battle. Certain that any of the forces of good would return her to flesh and provide them with a powerful spy, Horgrim's minions left the statue here.

If the PCs return Dourala to flesh use the statistics and tactics described below.

Dourala, Female Human Ftr9: CR 9; SZ M; HD 9d10+36; hp 90; Init +4; Spd 20 ft. (with armor, base 30 ft.); AC 20; Atk +14/+9 melee (2d6+7, +1 *greatsword*, crit 19-20); AL LE; SV Fort +10, Ref +4, Will +5; Str 19, Dex 10, Con 16, Wis 12, Int 11, Cha 13.

Skills: Handle Animal +13, Listen +7, Ride +12, Spot +7.
Feats: Improved Initiative, Leadership, Mounted Archery, Mounted Combat, Point Blank Shot, Power Attack, Ride-By Attack, Weapon Focus (greatsword), Weapon Focus (heavy lance), Weapon Specialization (greatsword).

Possessions: +1 *greatsword*, +2 *full plate*, +1 *cloak of resistance*, a plain brass ring with the face of a badger (*ring of animal friendship*), and an *amulet of the dark sun* (worn beneath her armor).

Tactics: Dourala is not particularly bright, but she instantly recognizes that drastic changes have occurred since the middle of her last battle. She returns her sword to the sheath on her back if returned to flesh and calmly asks how the battle is going, waiting to see what the answer is before she mentions which side she is actually on. When informed of the time that has gone by she gets extremely upset, and

even more upset when she is unable to locate her lance or bow. Dourala offers to travel with the party a bit before going her own way, if the party accepts she does her best to quietly sabotage them, attacking openly if she is discovered. PCs using *detect evil* might become instantly suspicious of her, causing Dourala problems. Her skills are aimed at battle, mostly leading mounted knights on horseback, not delicate subterfuge, if the PCs are suspicious or disrespectful Dourala draws her sword and attacks. She does her best to damage the party and then makes a fighting retreat out of the temple hoping to escape and find reinforcements.

25. Plain Stone Door

Plain Stone Door: 4 in. thick; Hardness 8; hp 60; Break (DC 28).

The featureless door has no visible knob, but slides to either side when pushed carefully.

26. Short Hallway (EL 4)

The simple hallway appears to end at a warped oak door, but is really a **trap**. Anyone stepping into the center of the room triggers a pressure plate that causes the ceiling to collapse.

Collapsing Ceiling Trap: CR 4; the ceiling collapses when a pressure plate in the center of the room is triggered, no attack roll necessary, 8d6 damage to everyone in the hallway, Reflex save (DC 18) for anyone within 5 ft. of the doorway avoids; Search (DC 28, DC 26 for anyone identifying the pressure plates in similar areas); Disable Device (DC 18).

27. Ornate Stone Door (EL 5)

Ornate Stone Door: 10 in. thick; Hardness 8; hp 120; Break (DC 28); Open Lock (DC 27).

Carvings of lions and strange, twisted animals cover the entire surface of the door. Opening the door sprays everyone within 10 ft. of the entrance with insanity mist.

Insanity Mist Trap: CR 5; no attack roll. A fine mist is sprayed over everyone within 10 ft. of the entrance when the door is opened. Initial, 1d4 points of temporary Wis damage, secondary, 2d6 points of temporary Wis damage, Fortitude save (DC 15) negates; Search (DC 25); Disable Device (DC 25). Holding down the tail of one of the lions prevents release of the mist.

28. Short Hallway (EL 4)

This hallway is identical to the one in Area 26 (see above). The hallway possesses the exact same **trap** as the area described above but the brittle oak door (2 in. thick; Hardness 4; hp 20; Break DC 20) at the end of the hall is real. The door is unlocked and opens easily.

29. The White Room

Hexagonal white porcelain tiles cover the walls, floor, and ceiling of the entire room. All of the tiles are highly polished and free of dust, but the east wall is marred by streaks of dried blood. A *detect magic* spell reveals a faint alteration aura on the entire room, but the magic of the

room is only designed to keep it dust-free. There is a secret door (2 in. thick; Hardness 8; hp 20; Search DC 17) in the center of the east wall. Dried blood has caked along a few cracks in the wall making the door easier to locate. Once opened it reveals a short hallway with dried spots of blood along the floor and walls.

30. Dragon Scale Door (EL 5)

A strange door made from the scales of a blue dragon stands at the end of the hallway. Streaks of dried blood decorate the walls as well as the scales making up the door. A *detect magic* spell easily discerns a powerful magic aura on all of the individual scales making up the door. A complex magical **trap** breaks the door into its individual scales and sends them flying through the hallway when the door is touched. Dried blood in the hallway comes from some adventurers that fled the temple several hundred years ago.

Dragon Scale Door Trap: CR 5; the door blasts its component dragon scales into the hallway hitting any targets in the way when it is touched, 12d4 points of slashing damage to everyone in the 20 ft. space in front of the door, Reflex save (DC 18) for half; the scales return to the doorway and form a new door in 5 rounds; Search (DC 29); Disable Device (DC 29).

The trap is difficult to identify without touching the door, and can't be disabled, but it is triggered when touched with any object, clever PCs might hurl an item down the hall, let the trap fire, and run down the hall to enter the room (Area 31, below). The door is also triggered when touched on the opposite side, but the scales are only blasted into the hallway and not back into the room.

31. The Dragon Room (EL 10)

Dust covers the varied decorations and furniture in what is apparently a living room. The furniture and decorations not only have a dragon theme, but are also made from dragon bone, scales, claws, or horns. Most of the items, while valuable, are heavy and difficult to transport. Included among the items is a small life-like statue of a red dragon. The statue is a **magic construct** made from bone and scale fragments from an ancient red dragon that imbue it with supernatural strength. It is a potent guardian against anyone daring to enter the room.

Red Dragon Statue: CR 10; SZ S Construct; HD 14d10; hp 77; Init +4; Spd 10 ft., fly 90 ft. (good); AC 25; Atk +23 melee (1d2+12, bite) and +18 melee (1d3+6 [x2], claws); SA breath weapon (cone of sound, 30 ft., 2d6 damage, Fort save DC 17 negates deafness for 2d4 rounds); SQ construct, blindsight, damage reduction (10/+2); SR 22; immunities (fire, acid, cold), sonic and electrical resistance 30; AL N; SV Fort +4, Ref +8, Will +4; Str 34, Dex 18, Con -, Int -, Wis 10, Cha 10.

Tactics: While the magic and items used in its creation were potent, the dragon statue does not have a complex program. It attacks anyone that isn't wearing an *amulet of the dark sun* by breathing on them and swooping down on them to make bite and claw attacks. It is programmed to guard this room only and won't leave under any circumstances.

Treasure: The furniture is worth over 5000 gp in a major city but would require a large wagon to transport. A careful examination of everything in the room does turn up a two valuable items (Search check DC 30); a *wand made from carved dragon bone* (magic missile, caster level 9, 30 charges), and a pair of +2 *bracers of armor* made from the scales of a gold dragon.

32. Obsidian Double Doors

Obsidian Double Doors: 4 in. thick; Hardness 8; hp 60; Break (DC 28); Open Lock (DC 25).

The highly polished stone doors show no sign of age, yet the stone around them is clearly ancient. Though they do not glow with any obvious magic, any damage done to the doors 'heals' magically within 24 hours.

33. Skeleton Warriors (EL special)

The room is a strange and frightening sight to anyone opening the door. A collection of **armored skeletons** stand at attention in neat, tight rows that are only broken by a small fountain in the center of the room. The mindless creatures were part of the army defeated when the cavern outside the temple was lost to the forces of Arn. Unlike most such creatures, these stand motionless, waiting for orders. The clerics and wizards that once controlled them are long dead, the creatures only act if attacked.

The foul green liquid in the basin of the fountain looks and smells dangerous but his harmless unless consumed (ingested poison, Fortitude save (DC 12), initial and secondary damage 1d4 points of Constitution). A purify food and drink spell cleanses the fountain of the poison, but doesn't change its murky nature. A panicking acolyte of Horgrim hid several small items in niches in the basin of the fountain after commanding the skeletons to stand at attention and wait for further orders.

Treasure: a Search check (DC 30) recovers the following items from the fountain; a *pearl of power* (2nd level), a *ring of swimming*, and a *necklace of prayer beads* (bead of healing, cast remove blindness, remove disease, or cure serious wounds 1/day).

Skeletal Warriors (30): CR 1/3; SZ M Undead; HD 1d12; hp 6 each; Init +5; Speed 20 ft. (with armor, 30 ft. base); AC 19; Atk +0 melee (1d4 [x2], claws); SQ undead, immunities (cold immunity, half damage from piercing and slashing weapons); AL N; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con —, Int —, Wis 10, Cha 11.

Feats: Improved Initiative.

Possessions: Banded mail.

Tactics: Designed as low level troops, they only respond to orders or being attacked. Skeletons surviving an attack of any type charge forward to engage their aggressors and fight with single-minded ferocity. Only their previous orders keep them in the room, they follow fleeing characters out of the temple despite the dangers they face outside the room.

Note: Despite their numbers, these creatures do not pose a significant challenge to the PCs at their present level. If the PCs choose to destroy the skeletons their reward is 30 suits of banded mail worth 150 gp each (the armor is old and in very bad shape).



34. The Lion Door

Stone Door: 4 in. thick; Hardness 8; hp 60; Break (DC 28).

The massive bas-relief of a roaring lion thrusting its head out of the door conceals the doorknob used to open it. One must reach their hand inside the lion's mouth to find and turn the doorknob. *Detect magic* reveals a powerful aura around the lion's head, but there are no traps on the door.

35. Hall of Heroes

Six statues of armed warriors are spaced 10 feet apart along both the east and west walls with gaps left where hallways extend to the east, and west. The twelve statues are carved from the same stone used for the temple walls. Craftsmanship and detailing on each of the statues is superb, with each figure standing in a heroic pose, haughty and confident in their skill. Statues on both sides of the room are identical and depict the following (moving north to south); a tall male human in full plate wielding a greatsword, a thin male elf in leather armor holding a bow, a female human in chainmail wielding a longsword, a female human in spiked full plate wielding a longsword, a male elf wearing leather armor wielding a mace, and a male human in scale mail wielding a pike. It is impossible to determine who the statues represent as there are no signs or messages describing them anywhere in the room.

A *detect magic* spell reveals a faint aura around each statue, but none of the statues is magical, or animated

in any way. When the PCs look down the hallways running to the north, east, and west they notice the east and west hallways end at stone doors (35a and b, 4 in. thick; Hardness 8; hp 40; Break DC 25, unlocked) and the north hallway continues through an intersection and bends in the distance.

36. Barracks (EL 10)

Back in a time when the temple had living servants, this stale-smelling room housed many of them. Long rows of beds line the east wall, separated only enough for a person to climb between them, with the exception of a larger gap in front of a stone door (4 in. thick; Hardness 8; hp 40; Break (DC 25), unlocked). Chests at the foot of each bed are thrown open and ancient clothing and bedding is thrown about the as if a tornado or whirlwind burst through the room recently. Although the room doesn't appear guarded at first, several of the temple's servants were changed into **Belsameth spiders** as punishment when the battle outside the temple went poorly.

Yorna, Belsameth Spider (Clr5): CR 7; SZ T Undead; HD 5d12; hp 32; Init +8; Spd 40 ft., climb 20 ft.; AC 19; Atk +5 melee (1d3-1); Face 2 _ x 2 _ ft.; Reach 0 ft.; SA spells, webs (can cast unlimited *web* spells as a standard action as a 1st-level sorcerer), blood drain (can drain blood the round after a successful grapple attack inflicting 1d2 points of permanent Constitution damage per round), bite of Belsameth (can inject venom instead of blood drain, Fortitude save (DC 14), initial and secondary damage 1d8 points of temporary Constitution, creatures



killed by the venom become a Belsameth spider in 1d4 hours); SQ undead, damage reduction 15/+1; AL NE; SV Fort +4, Ref +5, Will +7; Str 9, Dex 19, Con -, Int 9, Wis 17, Cha 15.

Skills: Climb +7, Concentration +6, Hide +8, Knowledge (religion) +7, Listen +7, Move Silently +8, Search +3, Spellcraft +3, Spot +7. **Feats:** Brew Potion, Improved Initiative, Lightning Reflexes, Weapon Focus (bite).

Divine Spells Prepared (5/4/3/2; base DC 13 + spell level): 0—inflict minor wounds (x3), resistance (x2); 1st—bane, cause fear, divine favor, endure elements; 2nd—bull's strength, death knell, hold person; 3rd—bestow curse, deeper darkness.

Domain Spells: 1st—protection from good; 2nd—desecrate; 3rd—magic circle against good.

Domains: Evil (cast evil spells at +1 caster level), Law (cast law spells at +1 caster level).

Tevik, Belsameth Spider (Wiz7): CR 9; SZ T Undead; HD 7d12; hp 45; Init +9; Spd 40 ft., climb 20 ft.; AC 20; Atk +7 melee (1d3+1, bite); Face 2 _ x 2 _ ft.; Reach 0 ft.; SA spells, webs (can cast unlimited *web* spells as a standard action as a 1st-level sorcerer), blood drain (can drain blood the round after a successful grapple attack inflicting 1d2 points of permanent Constitution damage per round), bite of Belsameth (can inject venom instead of blood drain, Fortitude save (DC 16), initial and secondary damage 1d8 points of temporary Constitution, creatures killed by the venom become a Belsameth spider in 1d4 hours); SQ undead, damage reduction 15/+1; AL NE; SV Fort +4, Ref +3, Will +6; Str 12, Dex 20, Con -, Int 18, Wis 10, Cha 17.

Skills: Alchemy +14, Climb +9, Concentration +12, Hide +8, Knowledge (arcana) +14, Knowledge (history) +14, Listen +4, Move Silently +8, Search +8, Scry +14, Spellcraft +14, Spot +4. **Feats:** Brew Potion, Combat Casting, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Improved Initiative, Scribe Scroll, Weapon Focus (bite).

Arcane Spells Prepared (4/5/4/3/2; base DC 14 + spell level): 0—dancing lights, daze, detect magic (x2); 1st—mage armor, magic missile (x3), protection from good; 2nd—bull's strength, invisibility, Melf's acid arrow (x2); 3rd—flame arrow (x2), haste; 4th—bestow curse, shout.

Note: See **Creature Collection 2: Dark Menagerie** by Sword & Sorcery Studios for more details on the Belsameth Spider template.

Tactics: Their small size and the mess in the room allows them to hide quite effectively. While hidden Tevik casts *haste*, *protection from good*, and *mage armor* on himself and Yorna casts *divine favor*, and *protection from good* on herself and then casts *desecrate*. The combined spells give Tevik 52 hp, AC 28 (30 vs good characters), +1 to attack and damage rolls, and gives Yorna 37 hp, AC 19 (21 vs good characters), +2 to attack and damage rolls. The spells also give both creatures a +2 bonus to saving throws and impose a -3 penalty against all Charisma checks to turn undead. After these spells are cast both creatures use their *web* ability to trap the PCs. Yorna casts *bestow curse* and then *hold person* on a selected PC and, if successful, inflicts a *bite of Belsameth* on them, using *web* spells to prevent

others in the party from attacking her. Tevik climbs on one of the high bunk beds and uses *magic missile* on PCs caught in the *web* and then progresses to *shout*, *flame arrow*, and *Melf's acid arrow*. The last two spells burn the webs, so he lets Yorna recast *web*. Both creatures want to inject their venom into as many targets as possible, but are smart enough to try this on unconscious or severely injured characters first.

Treasure: When the room was abandoned almost everything of value was taken but a thorough search of the entire room does turn up a few small items (Search DC 24): +2 *staff* (dirty and dingy, not easily identified as magical), *cloak of arachnida*, +1 *cloak of resistance*, *stone of alarm*, *stone salve*, 2 *amulets of the dark sun*, platinum ring studded with moonstones (500 gp), and an ornate silver bracelet (250 gp).

37. The Bath House (EL7)

Humid air scented with perfume fills the air as tendrils of steam rise up from the large pool of water in the center of the room. Created as a bath house for some of the faithful servants serving the temple, the magic spells purifying the water and keeping it warm and clean still function. Sweet, warm air makes the room especially relaxing and pleasant. Steps lead down into the warm pool of water, welcoming anyone interested in taking a bath, and soft sofas and chairs surround the quiet, bubbling pool. Soft towels and robes hang from pegs on the south wall. Disturbing portrayals of rape and murder adorn tapestries along the remaining walls, jarring the otherwise peaceful feel of the room. **Lourecious**, an ancient erinyes devil, was confined to this room by Horgrim for being overly ambitious and acting against some of his interests. Her confinement ends when she converts one good creature to the worship of Horgrim, a task made virtually impossible by the fact that not a single living creature has entered the room since she was placed here.

Lourecious, Erinyes: CR 7; SZ M Outsider; HD 12d8+12; hp 66; Init +5; Spd 30 ft., fly 50 ft. (average); AC 22; Atk +15/+10/+5 melee (1d8+3, *Branwhite*, crit 19-20), or +13 ranged (rope entangle); SA spell-like abilities, rope entangle (can throw rope 30 ft. with no range penalty, entangles opponent of any size as an *animate rope* spell cast

Branwhite

Branwhite is an intelligent +1 *longsword* made from a deep black metal covered with ornate symbols. Worn smooth by years of heavy use, the wood hilt is plain but serviceable. Branwhite is a friendly sword, but rather strict in its interpretation of laws and oaths. Anyone wielding Branwhite that has broken an oath it its presence is denied its special abilities and receives wave after wave of disapproval. Branwhite grants its wielder free use of the Combat Reflexes feat and allows them to *detect secret doors* at will.

Branwhite: +1 *longsword*; Int 11, Wis 8, Cha 14, Ego 5; Communication, empathy; AL LN; grants free use of Combat Reflexes, *detect secret doors* at will.



by a 16th level sorcerer), charm person, summon baatezu; SQ damage reduction (10/+1), SR 12, baatezu qualities, tongues; AL LE; SV Fort +9, Ref +9, Will +10; Str 14, Dex 13, Con 13, Int 14, Wis 14, Cha 20.

Skills: Concentration +15, Disguise +17, Escape Artist +14, Hide +15, Listen +16, Move Silently +15, Search +15, Spot +16. **Feats:** Combat Reflexes (see possessions), Dodge, Improved Initiative, Mobility, Spring Attack.

Possessions: *Branwhite* (+1 longsword, see side box), +2 *amulet of natural armor*, and an ornate gold bracelet (450 gp).

Tactics: Although the room is beautiful and comfortable, Lourecious has been waiting for someone to enter it for years and is surprised that someone is entering. Startled enough there is no time to cloak her real form, she decides against making the attempt. Making no effort to cloak what she is, she greets the PCs in a friendly, charming manner, while secretly using her *charm person* ability on the most heavily armored PC. Her goal is not the slaughter of the PCs but rather their conversion to evil, particularly conversion to the worship of Horgrim so that she can be freed. If she convinces a good-aligned PC to swear an oath of allegiance to Horgrim she is free to leave. At first she simply makes conversation, asking the PCs how they arrived here, and informing them she is “trapped by ancient promises” and would like to escape. She offers to assist the PCs, and uses a charmed PC to support the idea, but claims she can’t leave unless someone utters an oath “to return to Horgrim what he desires when Lourecious is done helping me.” The oath can vary, she is trying to make the PCs promise to worship Horgrim (what he desires) while making them think they simply need to return her to this room. Most PCs are suspicious of any agreements with devils, and are unlikely to make such a promise. During her negotiations and discussions she does her best to use *charm person* on the heavily armored characters in the party and use them to influence other members of the party.

If the PCs attack, or refuse to swear any sort of oath she gets frustrated. She flies to the farthest side of the bathing pool from the PCs and pulls out her rope. She orders any charmed PCs to swear their souls to Horgrim and attack their companions. She uses *unholy blight* to weaken the PCs and uses her *rope entangle* on anyone with a holy symbol or attempting to cast a spell before she closes in for additional attacks with *Branwhite*. If the PCs do not set her free they have no value to her and she does her best to kill them all.

Note: Lourecious has double the normal hit dice of a standard erinyes and is worth double experience if she is defeated.

Treasure: In addition to her possessions, Lourecious hid a bag of gems at the bottom of the pool (Search DC 25). The gems include; a black pearl (500 gp), a silver pearl (100 gp), 5 moonstones (50 gp each), 12 moss agates (10 gp each), 5 freshwater pearls (10 gp each), and a blue quartz gem (10 gp).

38. Cracked Stone Door

Damaged Stone Door: 4 in. thick; Hardness 8; hp 40; Break (DC 25).

Ancient attacks on the door left cracks and gaps that are now filled with dust and dirt. The door is unlocked and opens easily.

39. The Mirror Room (EL7)

Mirrors line all of the walls and a glass column stands in the center of the room. The column glows with a faint, almost indiscernible light that causes reflections in the mirrors to act like swift-moving shadows that dart across the walls. The faint lighting is insufficient to create reflections the **quicksilver golems** (see below) can use to manifest themselves. Brighter lighting brought in the room creates such an disturbing series of reflections that many people become dizzy (succeed at a Fortitude save (DC 15) or suffer a –1 penalty to attack rolls, saving throws, and skill checks while in the room). While the PCs adjust to the many confusing images, the first several PCs to enter the room are attacked by their own reflections as three quicksilver golems manifest and attack.

Quicksilver Golem (3): CR 4; SZ M Construct; HD 10d10; hp 55; Init +8; Spd 60 ft.; AC 30; Atk +9/+4 melee (1d6+2, slam); SQ construct; darkvision 60 ft., damage reduction (30/+2); speed (always considered to be *hasted*, +4 AC (included), extra partial action), mirror dependence (generated by a mirror, can only go places reflected in the mirror, ceases to exist if mirror is covered or shattered); spell immunity (immune to spells except as follows; electricity effects remove *haste* effects for 3 rounds, fire effects counteract electricity effects and heal one point per three points of damage); AL N; SV Fort +3, Ref +7, Will +3; Str 14, Dex 18, Con —, Int —, Wis 14, Cha 1.

Feats: Improved Initiative.

Note: See **Creature Collection 2: Dark Menagerie** by Sword & Sorcery Studios for more details on this creature.

Tactics: Once manifested, the quicksilver golems attack any living creatures in the room without mercy. Destroying one of the reflections above results in a shattered mirror (see below).

Most PCs quickly realize the attacks have something to do with the mirrors. While some might stay and fight the creatures, wise PCs leave the room and cast spells into the room in an effort to break them or cloak them in darkness and eliminate the threat.

Mirrors (36): 1/2 in. thick; Hardness 4; hp 15; Break (DC 18).

The magically hardened mirrors are immune to fire, acid, poison, and electricity; extreme cold makes them brittle (Hardness 2, Break DC 10) but does only half damage, sonic damage ignores hardness. The large mirrors are arranged in panels all along the walls. If the PCs decide to use spells to shatter the mirrors from outside the room use the statistics presented here as an average and make the three mirrors used to manifest the quicksilver golems the last to break. PCs attacking mirrors physically may use an Intelligence check (DC 18) to determine which of the mirrors might be a culprit. On a failed Int check, or random attack use random dice (1 on a d12) to determine whether a golem’s mirror is struck.

While all of the doors (38, 35b, and 39a; 4 in. thick;



Hardness 8; hp 40; Break DC 25, unlocked) leading out of the room are unlocked, they are covered with mirrored glass on this side making them difficult to locate (Spot DC 20 or Search DC 18). Shattering all the mirrors makes the doors visible, but also covers the floor with enough sharp, broken glass to destroy even sturdy leather boots (Reflex save (DC 10) or boots are destroyed, magic boots or ironshod boots add +3 to the PC's Reflex save).

40. The Glass Sarcophagus (EL 0 or EL 10)

A crystal chandelier sheds soft magical light on an ornate glass sarcophagus that fills the small room at the end of the short hallway. Red velvet carpeting covers the floor and the raised stone platform that the transparent coffin rests on. Violet curtains on the stone walls highlight the transparent coffin and its naked inhabitant. The beautiful creature within appears to be an extremely tall elven woman with delicate facial features resting on folded wings. Pale green and yellow lines streak through the white feathers of her wings, somehow drawing an even greater focus on her deeply tanned body. Her strange form is confusing at first, but knowledgeable PCs soon determine the beautiful woman is a rare half-celestial (Intelligence check DC 17, Knowledge [nature] DC 14, Wilderness Lore DC 12, or Bardic Knowledge DC 10). Glowing purple letters along the one side of the transparent coffin read, "Huvarial, Arn's failed champion." While letters on the opposite

side proclaim, "Even the brightest lights learn the power of the night."

Huvarial, a half-celestial/half-elven fighter/sorceress, was a great hero in her day, but her exploits are entirely forgotten now (Bardic Knowledge DC 30, or Knowledge [history] DC 35, to recognize the name). Huvarial was brought down in the battle for the outer cavern and dragged into the temple, causing despair among her supporters. Loss of her leadership was a major factor in the decision to leave the temple trapped in a cavern of sunlight. Unfortunately for Huvarial, she was not dead, only disabled. Horgrim's faithful brought her into the temple and changed her into a vampire before trapping her in the glass coffin.

Transparent Stasis Coffin: 2 in. thick; Hardness 8; hp 30; Break (DC 28).

The 'glass' is actually stone magically treated to make it transparent. Huvarial was subdued and placed in the magic sarcophagus, and then frozen in time with powerful spells. Opening the coffin by any means dispels the magic keeping Huvarial in stasis. Counterweights make the lid easy to open, leading the curious into the arms of a most dangerous and vengeful creature.

Huvarial, Female Half-Celestial/Half-Elf, Vampire (Ftr3/Sor4): CR 10; SZ M Undead; HD 7d12; hp 46; Init +8; Spd 30 ft., fly 60 ft. (good); AC 19; Atk +11 melee (1d6+7 plus energy drain, slam); SA spells, dominate (Will save DC 19), energy drain (2 negative levels, Fort save DC 19 to remove), blood drain (1d4 perm. Con), children of the night, create spawn, spells; SQ undead, damage reduction (15/+1), turn resistance (+4), immuni-

ties (acid, cold, electricity), gaseous form, spider climb, alternate form, fast healing 5, vampire weaknesses; AL CE; SV Fort +4, Ref +8, Will +9; Str 25, Dex 19, Con —, Int 14, Wis 18, Cha 22.

Skills: Bluff +14, Concentration +6, Jump +13, Handle Animal +12, Hide +12, Knowledge (arcana) +6, Listen +14, Move Silently +12, Search +10, Sense Motive +14, Spellcraft +6, Spot +14. **Feats:** Alertness, Combat Casting, Combat Reflexes, Dodge, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (bastard sword).

Arcane Spells Known (Cast Per Day: 6/8/5; base DC 16 + spell level): 0—dancing lights, ghost sound, mending, open/close; 1st—magic missile, ray of enfeeblement, true strike; 2nd—Melf's acid arrow.

Tactics: Her transformation into a vampire is already complete, with darkness and hatred completely consuming her nature. This hatred is aimed as much at anything to do with Horgrim's minions and the temple, as it is at any living creature. With more time to assess her situation she would certainly use more devious tactics, possibly even allying herself with the PCs to help destroy the temple. Unfortunately, she wakes up naked and her armor and weapons are nowhere to be seen. She has no idea she was frozen in time, and acts on her previous plans to exact vengeance on the next person she sees. Although she is alert and awake immediately, she blinks and acts disoriented as she looks around the room while attempting to *dominate* the nearest PCs. Unless attacked, she climbs slowly out of the coffin and stretches her wings without speaking or responding to questions. Then she stretches her wings, leaps up to the ceiling where she hangs with her *spider climb* ability and orders any *dominated* PCs to attack remaining party members. She forgoes use of her spells and flies down to attack the most lightly armored member of the party. She exclusively uses her slam attacks and stays in physical combat unless severely injured. Severe injuries lead her to fly up to the ceiling, hang face down and begin casting her *melf's acid arrow* and *magic missile* spells while attempting to *dominate* heavily armored PCs. Huvarial's resting place is in this room, she fights until completely destroyed because she has nowhere else to flee. If the PCs flee, Huvarial makes plans to hunt them down. Huvarial is not familiar with the layout of the area, having only been imprisoned here, so uses great caution when searching the halls and rooms nearby.

Note: Some of Huvarial's immunities come from her half-celestial background.

Treasure: Unknown to Huvarial, her armor and weapons are hidden (Search DC 25) in a hollow chamber inside the stone pedestal that the coffin rests on. To search, or even locate the chamber, the PCs must move the heavy stone coffin with a successful Strength check (DC 28). The hidden chamber contains the following items; a +2 *mithral shirt*, a +2 *bastard sword* with symbols representing the sun engraved on the blade, a +1 *keen longsword*, a +1 *ring of protection*, and a +1 *amulet of natural armor*.

41. Dead End

The hallway ends at a wall bearing a lengthy message written in dark green letters, "Put faith in Horgrim's darkest night and

pass through solid rock." The message refers to the fact that the wall is a *permanent image* (Will save DC 20 to disbelieve). People without sight due to blindness or complete darkness do not see the illusion and boldly step through it to continue down the hallway. Although it has other sensory elements, the illusion is triggered by sight. Someone feeling the wall with their hands while looking at it believes they are feeling solid stone, but if they close their eyes and continue feeling the wall those senses soon fade and the wall no longer seems to exist. Anyone looking down the hall with a *true seeing* spell only sees a long hallway ending before a copper door.

42. Engraved Door

Engravings on the copper door include a variety of complex runes and strange symbols along with the words, "In the end, only the darkness is real." A detailed representation of **Horgrim** as a tall human in robes holding a shortspear is engraved immediately beneath the strange statement. None of the engravings gives any hint how to open the door, which has no visible doorknob or locking mechanism.

Engraved Copper Door: 2 in. thick; Hardness 15; hp 80; Break (DC 28); Open Lock (DC 20); SR (24).

Powerful magic spells cast on the door give some magic resistance making it very difficult to open by magical means. Various runes on the door must be touched in a particular order. A clever rogue can eventually determine the proper sequence through trial and error.

43. Copper Room (EL 9)

Beaten copper, complete with odd lumps and strange depressions, covers the walls, floor, and ceiling of the room. An insect-like **copper statue** with a circular head and eight legs ending in razor-sharp blades stands over a copper chest in the center of the room. The statue is a magical construct programmed to attack anyone not wearing an *amulet of the dark sun* and keep them away from the chest.

Copper Room: copper on every surface of the room helps retain and magnify electric charges. All electric attacks are twice as effective in this room and do double damage.

Copper Statue: CR 9; SZ L Construct; HD 12d10; hp 66; Init +1; Spd 40 ft. (can't run); AC 23; Atk +15 melee (2d10+7 [x4], slashing leg); Reach 15 ft.; SA electric charge (can release a bolt of electricity once every four rounds, 3d6 points of electrical damage, Reflex save DC 16 for half); SQ construct, blindsight (60 ft.), damage reduction (20/+2), magic immunity (immune to magic effects except as follows; fire and cold effects *slow* the golem for 2d6 rounds, electric effects eliminate any *slow* effects and heal 1 point of damage for every 3 points of damage it would otherwise deal); AL N; SV Fort +4, Ref +5, Will +4; Str 24, Dex 12, Con —, Int —, Wis 11, Cha 1.

Tactics: The statue has razor-sharp tips at each end of its powerful legs and uses them very effectively. It releases its electric charge at the first person to enter the room and charges the doorway to defend the room. A massive reach and ability to use multiple attacks make it an effective guardian. It focuses all of its attacks on the first person to enter the room, only spreading its attacks if someone attempts to sneak past it. The construct is programmed to fight until completely destroyed.

Copper Chest: 1 in. thick; Hardness 15; hp 80; Break (DC 28); Open Lock (DC 35).

The lid of the small chest has an engraved depression that is a mirror image of the symbols on an *amulet of the dark sun* that is part of the locking mechanism. Any *amulet of the dark sun* can be used to unlock the chest.

Treasure: the main item of importance in the chest is a delicate copper key shaped like a lion (Key T2) that opens the copper doors in Area 8. The key rests on top of a collection of 1500 copper coins concealing (Search DC 22); copper bracers with black enamel trim (+2 *bracers of armor*); a copper ring (+1 *ring of protection*), a thin copper wand (caster level 5, *lightning bolt*, 18 charges), a copper-tipped darkwood wand (caster level 7, *restoration*, 9 charges), 5 golden yellow topaz gems (500 gp each), and 4 amber gems (100 gp each).

44. Throne of Night (EL7 or o)

The hallway opens into a large room with strange, twisted engravings of skeletons, and strange bone figures decorating every wall. A massive throne of pure black stone rests against the south wall, beckoning someone to sit in it. Polished and smooth, the stone is still somehow non-reflective and seems to soak up any light that hits it. Any PC able to *detect magic* or *evil* instantly recognizes a vast, evil power emanating from the throne, a throne used to help create undead to support Horgrim's armies. Anyone sitting on the throne risks a terrible fate.

The Throne of Night: This powerful item has been imbued with terrible magic through numerous dark, necromantic rituals. Made of simple black stone, it soaks up light as easily as it does a creature's life force. Dead humanoid creatures seated on the throne are engulfed in swirling shadows only to emerge a minute later with the flesh burned from their bodies as animated skeletons. Living creatures that sit on the throne must make a Reflex save (DC 15) to leap off of the throne quickly enough to avoid the swirling shadows. Those that fail are engulfed in the swirling shadows and forced to make a Fortitude save (DC 16). Success indicates an escape from the burning shadows suffering only 5d6 points of damage. Failure results in death as the character's flesh and life force are stripped from their body and they are turned into an animated skeleton.

Destroying the Throne: CR 7; PCs recognizing the immense evil of the throne might decide to destroy it. Although not a true living beast, the throne does have its own defenses. Attacks against the throne release waves of electrical energy once every round (2d8+4 points of electricity damage to anyone within 10 ft., Reflex save (DC 18) for half). The throne has 300 hp, fast healing 5, damage reduction 10/+1, SR28, and explodes in a blast of raw energy (20 ft. radius blast, 10d6 damage, Reflex save (DC 20) for half) when finally brought down to 0 hitpoints.

Treasure: Once destroyed the throne leaves behind broken gems that were used during its initial creation. A patient wizard can collect 2000 gp worth of diamond dust, 1500 gp worth of ruby dust, and 1500 gp worth of emerald dust for use as spell components.

45. Worn Tapestry

A worn tapestry with a portrayal of a human riding the back of a black dragon hangs on the wall in the center of

the hallway. The odd placement of the tapestry suggests something may be hidden behind it. Anyone searching the wall behind the tapestry (Search DC 15) finds long grooves or slots in the stone that appear to lead to an open or hollow area behind the wall. These grooves provide Narise (see Areas 3-4 above) with access to these hallways using her gaseous form spell. She doesn't usually come through this hallway unless she hears a great deal of noise, or if she has recently encountered the PCs. If Narise has already encountered the PCs, or if the PCs make a great deal of noise, there is a 40% chance that Narise ambushes the PCs somewhere in Areas 41-47. In that instance, she forgoes any play and simply uses the battle tactics mentioned in Area 3. The wall between this section of hallway and her Sealed Chamber (Area 4) is 3 ft. thick (Hardness 8; hp 180; Break DC 24) and must be broken down or bypassed with *passwall* or *gaseous form* spells.

46. Brittle Oak Door

Although once a sturdy, solid door, it has become brittle through the passing of time. The unlocked oak door (2 in. thick; Hardness 4; hp 20; Break DC 20) opens easily but has a rather interesting trap.

Alarm Trap: CR 1/4; opening the door triggers an *alarm* spell that lasts for 1 round unless the words "love Horgrim" are spoken; Search (DC 26); Disable Device (DC 26). While the alarm spell does no damage, it does alert Narise (see Areas 3-4) that someone is in the hall.

47. Ancient Armory (EL9)

Racks of greatswords, pikes, shortspears, and longspears are evenly spaced throughout the room. Although extremely old, the weapons are still in excellent shape, possibly because a **dark warden** watching over the room polishes and oils them continuously.

Dark Warden (Ftr7): CR 9; SZ M Undead; HD 7d12; hp 45; Init +9, Spd 40 ft.; AC 20; Atk +17/+12 melee (1d8+11, +2 *shortspear*, crit x3), or +15/+10 (1d6+7, slam), or +15/+10 ranged (1d8+9, *shortspear*, crit x3, range 20 ft.); SA scream (once every 1d4 rounds, Fortitude save DC 15 or stunned for one round); SQ undead, damage reduction (15/+2), turn resistance (+6), fire, cold, sonic, and electric resistance 20, fast healing 5, spell-like abilities (can use the following spells as a free action once per round, at will; *bull's strength*, *cat's grace*, *haste*, and *protection from good*, 1/day; *stoneskin* and *unholy blight*, spells are cast as if by a 12th-level sorcerer); AL LE; SV Fort +7, Ref +8, Will +4; Str 24, Dex 19, Con -, Int 14, Wis 10, Cha 14.

Skills: Climb +25, Handle Animal +12, Jump +25, Listen +10, Ride +14, Search +10, Spot +10, Swim +17. **Feats:** Alertness, Ambidexterity, Cleave, Combat Reflexes, Dodge, Expertise, Great Cleave, Great Fortitude, Improved Disarm, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Two Weapon Fighting, Weapon Focus (*shortspear*), Weapon Specialization (*shortspear*).

Possessions: +2 *shortspear*.

Tactics: The warden casts *haste*, *bull's strength*, and *cat's grace* on itself as the door opens and then patiently waits for the PCs to enter the room. Once the PCs begin



entering the room it leaps forward and screams in an effort to stun victims and then does its best to kill the most heavily armed member of the party. It relies heavily on Power Attack to increase the amount of damage it does to its victims, confident that it can pierce an opponent's armor through strength alone.

Treasure #1: Of the over 100 weapons lined up in the racks, a number are masterwork quality weapons including; 10 greatswords, 8 pikes, 6 shortspears, and 6 longspears. These particular weapons are of such high quality that the experience and financial costs of enchanting them are cut in half.

Treasure #2: One cleric took the time to create a secret hiding place beneath one of the weapon racks (Search DC 30) where he hid several "personal" items in a small leather bag. The decaying leather bag contains: a pale blue rhomboid *ioun stone* (+2 Str), a dull pearl on a silver chain (+2 *percept* of Wisdom, does not have a magic aura), a necklace of fireballs (Type III), an ornate mithral ring (+1 ring of protection), a flawless emerald (5000 gp), 4 fire opals (1200 gp each), a black pearl (500 gp), 3 violet garnets (400 gp each), and 9 bloodstones (50 gp each).

48. Black Metal Doors

Black Metal Doors: 1 in. thick; Hardness 15; hp 120; Break (DC 30); Open Lock (DC 27).

These plain black doors are made of a mysterious alloy that is so heavily enchanted it defies identification. While the lock can be picked, the lead key (Key T1) found in Area 22 opens this door as well as the double lead doors (Area 7) but only a close examination reveals this fact (Search check DC 20).

49. Smoke-Filled Room (EL9)

Thick gray smoke pours out of the room when the doors are opened. The smoke dissipates quickly when it leaves the room, but the amount of smoke within the room doesn't change. Bitter and dry, the harmless smoke causes a bit of coughing and concern. A large marble statue of serpent-like creature with three heads stands in the center of the room surrounded by four brass braziers. Smoke flows from the braziers in a steady stream, filling the room with bitter fumes. Although the smoke is not poisonous, it reduces all forms of vision to a maximum of 10 ft. no matter what form of lighting is used. In addition, it helps conceal a **greater mummy** that guards the room against anyone not wearing an *amulet of the dark sun*.

Brass Braziers: these items glow with several types of magic when studied with the aid of a *detect magic* spell. Covering the braziers with a blanket or some other item stops the flow of smoke. A *dispel magic* cast directly on one of the braziers (DC 23) eliminates the magic on that brazier and stops the smoke. Once the flow of smoke from all four braziers is stopped the room can be cleared of smoke in 1d4 hours if the doors are left open.

Greater Mummy (Clr6): CR 9; SZ M Undead; HD 6d12; hp 39; Init +0; Spd 20 ft.; AC12; Atk +10 melee (1d6+6 plus mummy rot, slam); SA spells, rebuke undead, despair (Will save DC 15), mummy rot; SQ undead, turn resistance (+3) (see possessions), resistant to blows, dam-

age reduction (10/+2), fire vulnerability; AL LE; SV Fort +7, Ref +4, Will +8; Str 22, Dex 10, Con —, Int 10, Wis 17, Cha 11.

Skills: Concentration +7, Knowledge (religion) +8, Listen +5, Spellcraft +3, Spot +5. **Feats:** Alertness, Brew Potion, Combat Casting, Great Fortitude, Lightning Reflexes.

Divine Spells Prepared (5/4/4/3; base DC 13 + spell level): 0—inflict minor wounds (x3), resistance (x2); 1st—bane, cause fear, divine favor, endure elements; 2nd—bull's strength, death knell, hold person, resist elements; 3rd—animate dead, bestow curse, deeper darkness.

Domain Spells: 1st—protection from good; 2nd—desecrate; 3rd—magic circle against good.

Domains: Evil (cast evil spells at +1 caster level), Law (cast law spells at +1 caster level).

Possessions: An *amulet of the dark sun*.

Note: The greater mummy template can be found in **Relics and Rituals by Sword and Sorcery Studios**.

Tactics: Once a faithful cleric of Horgrim, this creature retains much of its prior knowledge and experience making it a very deadly foe. It senses the entrance of the PCs into the room and moves out of its strange coffin quietly. The smoke gives it extra time to prepare itself, so it takes the opportunity to cast *resist elements* (fire) and *bull's strength* on itself and then casts *desecrate* before finally moving into battle. It does its best to attack and destroy anyone attempting to use fire-based spells or weapons on it, usually attempting a *hold person* spell first.

Examining the room: Other than the statue and braziers, the only other item in the room is a sarcophagus that stands upright against the wall directly behind the statue. The sarcophagus is the mummy's resting place, and a cleverly designed secret door leading into another room. Smoke in the room makes it extremely difficult to recognize this, but if the braziers are covered and the smoke is allowed to dissipate locating the secret door gets much easier.

Secret Door: 2 in. thick; Hardness 8; hp 20; Search (DC 36 with smoke, DC 18 without).

The door is counterweighted allowing the entire sarcophagus and door to slide to one side without much effort.

50. Silver Room (EL10)

Flaking silver paint covers the walls, floor and ceiling. Peeling paint and silver fragments on the floor suggest the silver was a late addition to the room. **Five silver golems** stand on silver pedestals in the room, each golem takes to the air as soon as someone enters the room. Only a cleric devoted to Horgrim wearing an *amulet of the dark sun* can command the golems to land and freely surrender the fragment of the ornate silver key (Key T3) each carries.

Silver Golem (5): CR 5; SZ M Construct; HD 8d10; hp 44, Init +4, Spd 30 ft, fly 90 ft. (average); AC 23; Atk +9 melee (1d6+3 [x2], claws); SA flame gout (once every four rounds, 20 ft. cone of fire, 3d6 damage, Ref save DC 15 half); SQ construct, SR 18, damage reduction (20/+1); AL N; SV Fort +2, Ref +6, Will +2; Str 16, Dex 18, Con —, Int —, Wis 10, Cha 1.

HALL OF THE RAINBOW MAGE

Note: See **Creature Collection** by Sword & Sorcery Studios for more details on this monster.

Tactics: The golems take to the air and fly in tight circles within the confines of the small room. If a cleric of Horgrim does not show a holy symbol and utter the proper words within 2 rounds they swoop down and use their *flame gout* attack. Then they land and attack with their claws, focusing on lightly armored characters first.

Treasure: The body of each golem is worth 3000 silver pieces and the ruby in each golem's head can be broken

into 500 gp worth of ruby dust. A single piece of an ornate silver key is embedded in the chest of each golem beside a reversed engraving of an *amulet of the dark sun*. Placing an amulet in the engraving releases the piece of key. A more difficult way to obtain the key is through physical means (**silver golem, 1 in. thick, hardness 8, hp 15, Break DC 24**) or through skillful examination of the lock (**Open Lock DC 26**). The different fragments fit together to form an ornate silver key (Key T3) which fits the silver double doors in Area 9 (Door 9e).



Horgrim's Temple

Level 2

The second level of the temple is quite like the first. The outer walls are 20 ft. thick and both inner and outer walls are made of the same material. Rooms and hallways have no lighting unless otherwise stated.

51. Chamber of Faces (EL 12)

Twin stairways climb up to a large room. Bas-relief carvings along the walls depict elegant humans and elves standing at attention. Some of the figures wear armor, others robes, but all of the carvings are detailed to the point that each figure seems life-like. Strange symbols are painted on the floor with dark reddish-black paint. Any magic the symbols once possessed has faded now. Each figure is a follower of Horgrim that volunteered to meld with the stone wall and await a priest to reverse the spells that placed them there. Unfortunately, the magic that kept their souls from departing failed long ago. A *dispel magic* cast directly on a bas-relief carving has a small chance of expelling the body of the victim (DC 30), but none of the carvings gives rise to a living being.

There is a set of ornate double doors (3 in. thick; Hardness 4; hp 30; Break DC 22) at the south end of the room. The doors are unlocked, though one of the dark wardens described below does have a key that can be used to lock them (Open Lock DC 30) if locked from either side).

The room is heavily guarded. Two **dark wardens** attack anyone climbing one of the sets of steps as soon as they reach the top.

Dark Warden (Mnk8) (2): CR 10; SZ M Undead; HD 8d12; hp 52 each; Init +9; Spd 60 ft.; AC 25; Atk +13/+8 melee (1d8+6, shortspear, crit x3), or +12/+9 melee (1d10+6, unarmed), or +13/+8 ranged (1d8+6, shortspear, crit x3, range 20 ft.); SA scream (once every 1d4 rounds, Fort DC 16 stunned for one round), flurry of blows, stunning attack (8/day, Fort save DC 17 or stunned 1 round), unarmed strike; SQ undead, damage reduction (15/+2), turn resistance (+6), fire, cold, sonic, and electric resistance 20, fast healing 5, spell-like abilities (can use the following spells as a free action once per round, at will; *bull's strength*, *cat's grace*, *haste*, and *protection from good*, 1/day; *stoneskin* and *unholy blight*, spells are cast as if by a 12th-level sorcerer), evasion, slow fall (50 ft.); AL LE; SV Fort +8, Ref +13, Will +11; Str 22, Dex 20, Con —, Int 13, Wis 16, Cha 14.

Skills: Balance +16, Climb +25, Hide +16, Jump +25, Listen +13, Move Silently +16, Search +9, Spot +13, Tumble +16. **Feats:** Alertness, Ambidexterity, Cleave, Combat Reflexes, Deflect Arrows, Dodge, Expertise, Great Cleave, Great Fortitude, Improved Disarm, Improved Initiative, Improved Trip, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Two Weapon Fighting, Weapon Focus (shortspear).



HALL OF THE RAINBOW MAGE

Tactics: The dark wardens are brutal and efficient. If they hear someone moving on the steps they immediately begin activating *haste*, *stoneskin*, and *protection from good*. They are confident in their fighting ability and almost always use their unarmed attacks. Each has a single shortspear, mostly for ceremonial purposes, limiting them to one ranged attack. The dark wardens close the distance from the center of the room where they are initially positioned to the stairway very rapidly, charging if they have to. They prefer to use their *stunning attack* rather than their *scream*, reserving their scream for instances where they are surrounded. The dark wardens are certain magic users can't harm them and focus on the armored characters that can damage them. Magic users that begin using acid-based spells that do damage the dark wardens are ferociously attacked. If the PCs flee one dark warden chases them while the other remains at its post.

Note: One of the two dark wardens has a key to the double doors described above.

52. Hall of Honor

Small statues and plaques fill niches along the a long, wide hallway stretching to the east and west. The hallway bends north at its eastern and western most limits before ending in front of double doors.

53. Frost-Covered Doors

The hallway ends before a set of steel doors covered with frost. The rune-coated doors are cold enough that they are painful to touch.

Frost-Covered Doors: 2 in. thick; Hardness 15; hp 60; Break (DC 30). While the doors open easily, a knob must be turned. Touching the knob, or any other part of the door, inflicts 1d8 points of cold damage.

54. Room of Ice (EL 9)

Icicles hang from the ceiling, which glows with an odd blue light, and strange ice sculptures dot the room. The room is so extremely frigid everyone inside it suffers 1d4 points of cold damage for every round they remain in the room. The extreme, magical cold of the room makes fire-based spells half as effective in terms of size, duration, and damage. Thick coats of ice cover a set of steel double doors in the north wall, as well as all of the walls. A huge ice elemental guards the room, creating strange, twisted sculptures and odd curving structures out of ice during its long, boring tenure.

Greater Ice Elemental: CR 9; SZ H Elemental [Cold]; HD 21d8+105; hp 199; Init +5, Spd 20 ft.; AC 22; Atk +21/+16/+11 melee (2d10+12, slam, crit 19-20); Face/Reach: 10 ft. x 5 ft./15 ft.; SA spell-like abilities (at will: *chill metal*, 3/day: *ice storm*, *wall of ice*, all spells cast as a 12th-level sorcerer), cold aura (3 points of cold damage per round to all within 10 ft. radius); SQ elemental, damage reduction (10/+2), fire and electric resistance 30, acid immunity, cold subtype; AL N; SV Fort +17, Ref +12, Will +7; Str 26, Dex 20, Con 21, Int 6, Wis 11, Cha 11.



Skills: Listen +23, Spot +23. **Feats:** Cleave, Great Cleave, Improved Critical (slam), Power Attack, Sunder.

Possessions: An ornate steel key (**Key T4**) is hidden within the creature's frozen body (Search DC 30).

Tactics: Before attacking this creature makes an attempt to communicate in its guttural language. Unfortunately, only someone using *comprehend languages* or *tongues* is able to understand it. It was summoned here and bound to the room as a guardian. All it knows is that it is supposed to guard the doors against anyone that doesn't have an *amulet of the dark sun*. The ice elemental is willing to trade the key to the north door, in exchange for an *amulet*, which it uses to exit the room and return to its own plane of existence. The creature communicates very slowly, and isn't very intelligent. By now the PCs are probably used to attacking rather than negotiating. Once attacked, the elemental uses its *wall of ice* ability to block the exit and then uses its *chill metal* ability on anyone with metal armor. It focuses melee attacks on one target at a time, doing its best to kill one creature before moving on to the next.

Steel Double Doors: 5 in. thick; Hardness 15; hp 150; SR 24, Break (DC 30); Open Lock (DC40).

Ice covers the doors at a thickness of approximately 1 ft. (Hardness 2, hp 30, Break DC 12) and must be broken away to reveal them. Faint runes near the lock suggest that it has been magically hardened and enhanced. The extremely complex lock requires a special key (Key T4, above) and the doors are resistant to magic (SR24).

55. Shattered Room

Ages ago this large room contained a variety of furniture, sofas, chairs, tables but now only broken fragments remain along the outer walls of the room. The devastation appears to be focused in the center of the room where an explosion of some sort threw everything into the walls with such force that virtually everything is shattered and broken. A lich left to guard this room eventually went insane. Without spellbooks to study, or a particular task to fulfill he decided continued existence was no longer fulfilling. Using *passwall* spells he was able to obtain his phylactery from its hiding place in the walls of the temple. He brought it into the center of the room and attempted to destroy it. This act brought instant wrath from Horgrim setting off a detonation possessing such force that the ceiling and floor show signs of melting and cracking and even the walls show cracks where furniture was crushed against it.

Dwarves or other characters with stonemasonry instantly recognize hints that stonework was done to close off a wide doorway in the northern wall. The stone used matches the other stone used to make the temple but its placement, and the cracks that run through it, suggest there was once a wide doorway here. Followers of Horgrim sealed this doorway, once the main passage to upper levels of the temple, after losing the battles outside the temple.

Bone fragments from the several skeletons left behind to serve the lich are strewn about the debris, along with a few treasures. One important item is a twisted metal key (Key T5, Search DC 28). Once an ornate silver key with delicate filigree around the outer edges, it is now bent beyond usefulness. It was designed to open the door

in Area 59. A rogue making a careful study of the item (Intelligence check DC 8) can use information from the key to improve their chances of opening the door (+15 circumstance bonus to Open Lock checks on the door in Area 59). A careful search of the entire room turns up a few additional items of value.

Treasure: A thorough Search (DC 28) of the entire room takes several hours but turns up a few worthwhile items: a +2 *rapier*, a *wand of restoration* (caster level 12, 8 charges), a *ring of jumping*, and a number of small gems including; a star-cut ruby (2,500 gp), a tiny emerald (1,500 gp), 12 black pearls (apparently from a necklace, 350 gp each), 15 pieces of polished jade (150 gp each), and 8 moonstones (50 gp each).

56. Red-Hot Doors

Glowing double doors at the end of the hallway shed enough heat to warm the hallway significantly. The doors are searing hot, so hot they appear to be close to melting, yet somehow resist

Searing Hot Double Doors: 10 in. thick; Hardness 15; hp 300; Break (DC 28). The doors inflict 1d8+4 points of fire damage on anyone touching them and 3 points of fire damage per round on anyone standing within 5 ft.

The doors are made of a mysterious alloy is enchanted to resist very high temperatures. Although the doors are unlocked, they open out and must be pulled firmly (Strength check DC 15).

57. Room of Fire (EL 9)

Doors open to reveal a room filled with darting flames and molten rock. The walls and floor are magically enchanted to resist the heat, and the presence of a 1 ft. deep pool of molten rock that fills the room. The fantastic heat inflicts 5 points of fire damage per round on anyone in the room, and anyone stepping in the molten rock is subject to additional 2d4 points of damage per round. Overwhelming magical heat in this room makes cold-based spells half as effective in terms of size, duration, and damage. The large black doors (10 in. thick; Hardness 15; hp 300; Break DC 28; unlocked, cool to the touch) at the north end of the room appear remarkably cool when compared to the boiling rock and flames that surround them. Unfortunately, an angry fire elemental is looking for someone to wreak vengeance on after being trapped here for thousands of years. The elemental does everything it can to slaughter anyone entering the room.

Greater Fire Elemental: CR 9; SZ H Elemental; HD 21d8+84; hp 178; Init +12; Spd 50 ft.; AC 24; Atk +21/+16/+11 melee (2d8+7 plus 2d8 fire, slam); Face 10 ft. x 5 ft.; Reach 15 ft.; SA burn (Ref save DC 22 to avoid catching fire, see the DMG); SQ elemental, damage reduction (10/+2), fire subtype; AL N; SV Fort +11, Ref +20, Will +7; Str 20, Dex 27, Con 18, Int 6, Wis 11, Cha 11.

Skills: Listen +23, Spot +23. **Feats:** Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse (slam).

Tactics: The elemental has been trapped here so long that it is mindless in its rage. All it knows is that it has been abandoned by the mages that initially summoned it

here. Enough time has gone by that it has forgotten what its duties are, or how it might be able to leave the room. It can only leave the room if it is 'released' by a priest of Horgrim or freely given a holy symbol of Horgrim. Even if the PCs manage to do this, it is upset enough that it is unlikely to care. It focuses its attacks on one character at a time, trying to burn them to a crisp before moving on to others.

58. Sitting Room

Elegant sofas and chairs are organized into several sitting areas. Despite its great age, the furniture is in excellent condition. Everything in the room is clean, dust-free, and in some cases highly polished. Niches along the outer walls hold small statues and figurines made of porcelain. **Skeletons** stand in each of the corners of the room. The four skeletons are not outfitted for battle, they hold serving trays and cleaning cloths making them appear to be servants of some type. Depending on the prior actions of the PCs, this room should be a safe place to rest and recuperate.

There is a small fountain in the northeast corner of the room, but there is no water in the basin. Cabinets along the west wall hold a variety of liquors and wines, and jars containing the desiccated remains of what might once have been food. Sealed bottles of liquor and wine are still consumable, but the rest is beyond rescue.

A set of ancient oak double doors (2 in. thick; Hardness 4; hp 20; Break DC 16; unlocked) in the north wall leads into another room.

Skeletons (4): CR 1/3; SZ M Undead; HD 1d12; hp 6 each; Init +5; Speed 30 ft.; AC 13; Atk +0 melee (1d4 [x2], claws); SQ undead, immunities (cold immunity, half damage from piercing and slashing weapons); AL N; SV Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con —, Int —, Wis 10, Cha 11.

Feats: Improved Initiative.

Tactics: These skeletons are servants that haven't had anyone to serve for many centuries. They do not initiate combat, but fight back if attacked. They silently serve the PCs any liquor or wine that is specifically requested, but simply ignore requests they can not fulfill. If the PCs make no aggressive actions against the skeletons, they simply stand in their corners, only moving to polish furniture or clean the room.

59. Priest's Quarters (EL 8)

The opulent decorations and furniture of the room indicate it was once home to only the highest ranking and most loyal followers of Horgrim. Gold, silver, and a strange, dark metal were used to create a figure of Horgrim as a tall human holding a spear standing before a circle of complete darkness adorning the west wall. A total of eight beds occupy the room, each spaced close together along the outer walls, and each having a large wood chest at its foot. Several chairs surround low tables in the center of the room, along with a single wood bench facing the west wall. Rods along the ceiling allow the various beds in the rooms to be cloaked by curtains, giving the occupants some privacy. In general, the room has an air of a military barracks, albeit a barracks decorated with wealth and style.

Serving **skeletons (4)**, similar to those in Area 58 above, stand in each corner of the room.

A slow rasping noise, similar to the heavy breathing of a sick patient, comes from the ornate **double doors** in the north wall. The noise is particularly disconcerting because it appears to be coming from the doors themselves.

None of the chests in the room are locked but they give up few treasures.

Treasure #1: the unlocked chests contain: a +2 dagger, 3 +1 maces, 4 +1 cloaks of resistance decorated with holy symbols to Horgrim, a strange pair of glowing leather boots (+1 boots of natural armor—similar to an amulet of natural armor), various masterwork daggers, maces, and morning-stars, and various pieces of decaying clothing.

Treasure #2: one of the chests has a false bottom, Search (DC 28), that conceals: +1 bracers of armor, arcane scrolls (caster level 5, *blink*, *fly*, *lightning bolt*, *fireball*), a wand of fireballs (caster level 5, 20 charges), and spellbooks containing the following spells: 0—*mage hand*, *mending*, *open/close*; 1st—*animate rope*, *cause fear*, *chill touch*, *enlarge*, *feather fall*, *jump*, *magic weapon*, *ray of enfeeblement*; 2nd—*bull's strength*, *cat's grace*, *ghoul touch*, *rope trick*, *scare*, *spectral hand*; 3rd—*fireball*, *gentle repose*, *halt undead*, *hold person*, *lightning bolt*, *vampiric touch*; 4th—*contagion*, *enervation*, *fear*, *fire shield*, *polymorph other*; 5th—*animate dead*, *passwall*, *stone shape*.

Ornate Double Doors: 10 in. thick; Hardness 15; hp 300; Break (DC 28); Open Lock (DC 40); SR (30).

The beautiful doors are made of an alloy of several different metals that gives it a rainbow-like sheen on a background of black. Enchantments add to the strength of the door and make it very resistant to magic spells. As the ornate engravings and decorations would suggest, the lock for the door is extraordinarily complex. The ornate keys fitting the door have all been lost or destroyed, with the exception of the key found in Area 55 (Key T5). While this key is also bent and broken, a careful study of it (Intelligence check DC 8) gives a careful rogue a +15 circumstance bonus to their Open Lock skill check. Oddly enough, the breathing sound the PCs hear actually does come from the doors. Several priests and wizards used a series of spells to trap a **hamatula devil** within the door.

Release Devil Trap: a *magic mouth* appears on the door and asks for 'the password,' if the proper reply is not uttered within 2 rounds a hamatula devil is released from the door to attack anyone in the area. The password is "wiyeth," an ancient term for darkness that the PCs have no way of knowing. *Detect magic* reveals a powerful magic aura around the doors and *detect evil* exposes a powerful evil aura, but there is no physical sign of a trap. A *dispel magic* (DC 25) cast directly on the doors stands a chance of forcefully expelling the devil while doing 24 points of damage to it.

Hamatula: CR 8; SZ M Outsider [Evil, Lawful]; HD 9d8+9; Init +0; Spd 30 ft.; AC 22; Atk +12 melee (2d4+3 and fear [x2], claws); SA fear (Will save DC 14), spell-like abilities, improved grab (grapple bonus +9), impale (3d4+4 on a grappled victim), summon baatezu; SQ damage reduction (10/+1), SR 23, baatezu qualities; AL LE; SV Fort +7, Ref +6, Will +8; Str 17, Dex 11, Con 13, Int 12, Wis 14, Cha 10.



HORGRIM'S TEMPLE-LEVEL 2

Skills: Concentration +13, Hide +12, Listen +15, Move Silently +12, Search +13, Sense Motive +13, Spot +15.
Feats: Alertness, Cleave, Power Attack.

Tactics: The enraged devil is unable to use its summon ability for 1 minute (10 rounds) after it is released from the door. It attacks the nearest PC, attempting to grab and impale them if possible. If things begin to go poorly it retreats slightly to cast *unholy blight* and use *hold person* on the people causing it the most damage. After being trapped for centuries, this devil relishes the ability to kill and torture,

if it has a firm grasp of a victim it continues to *impale* them until they are dead, ignoring those around it.

60. Narrow Hallway

The double doors open into a narrow hallway that extends past a wider hallway only to reach a dead end. A massive black circle made of a metal is bonded to the stone floor in the center of the wide hallway immediately before a set of stone steps heading up to the next level of the temple (Area 61).

Horgrim's Temple

Level 3

The outer walls of the third level of the temple are only 10 ft. thick but both inner and outer walls are made of the same stone as the rest of the temple. Rooms and hallways on this level have a strange type of lighting that enables anyone with low-light vision or dark vision to see perfectly. Characters unable to see under these conditions need additional light sources. Unless otherwise noted, all of the doors on this level are identical oak doors (2 in. thick; Hardness 4; hp 20; Break DC 15; unlocked) decorated with a carved depiction of Horgrim as a tall human male in robes holding a shortspear in his left hand.

61. Small Landing

Wide stairs climb up from the second level of the temple to reach a small landing with wood doors to the east and west. The south wall is decorated with a brightly colored painting portraying tall human male in black robes standing on the top of a mountain with his hands outstretched as if he is giving a blessing.

62. Preparation Room (EL 10)

Various chalices, scepters, vases and braziers rest on a long table in the center of the room and a variety of jars line the shelves along the east wall. Open cabinets in the southeast corner hold a variety of black and red colored

linen cloths. Even the uninitiated instantly recognize this area as a room for clerics to prepare for holy ceremonies. An open doorway in the north wall leads to another storage room and there is a closed oak door to the south. Anyone entering the room without wearing an *amulet of the dark sun* is immediately attacked by a **dark warden**.

Dark Warden (Mnk8): CR 10; SZM Undead; HD 8d12; hp 52 each; Init +9; Spd 60 ft.; AC 25; Atk +12/+9 melee (1d10+6, unarmed); SA scream (once every 1d4 rounds, Fort save DC 16 or be stunned for one round), flurry of blows, stunning attack (8/day, Fort save DC 17 or stunned one round), unarmed strike; SQ undead, damage reduction (15/+2), turn resistance (+6), fire, cold, sonic, and electric resistance 20, fast healing 5, spell-like abilities (can use the following spells as a free action once per round, at will; *bull's strength*, *cat's grace*, *haste*, and *protection from good*, 1/day; *stoneskin* and *unholy blight*, spells are cast as if by a 12th-level sorcerer), evasion, slow fall (50 ft.); AL LE; SV Fort +8, Ref +13, Will +11; Str 22, Dex 20, Con —, Int 13, Wis 16, Cha 14.

Skills: Balance +16, Climb +25, Hide +16, Jump +25, Listen +13, Move Silently +16, Search +9, Spot +13, Tumble +16. **Feats:** Alertness, Ambidexterity, Cleave, Combat Reflexes, Deflect Arrows, Dodge, Expertise, Great Cleave, Great Fortitude, Improved Disarm, Improved Initiative, Improved Trip, Iron Will, Lightning Reflexes,



Mobility, Power Attack, Spring Attack, Two Weapon Fighting, Weapon Focus (shortspear).

Tactics: If it doesn't see an *amulet of the dark sun* openly displayed, this dark warden instantly *screams* and then casts *haste* and *stoneskin* on itself before charging into combat. When in combat it uses its Power Attack feat, subtracting 6 from its attack rolls and adding it to damage rolls. Once each subsequent round it uses a free action to activate *bull's strength*, *cat's grace*, and *protection from good*, but only if it thinks it needs the added magical might. This particular warden is bound by oath to remain in this room and does not follow fleeing PCs.

63. Storage Chamber

The door the chamber was left open so long that it has sagged away from the frame and can no longer be closed. Casks of scented oil, unholy water, and other liquids line the room, all obviously meant to be used in religious ceremonies and rituals.

64. Adoration Chamber(EL 13)

This massive chamber is organized like a large church, only there are no benches, just faint dark lines along the stone floor where worshippers are expected to stand. A large mirror framed with black metal stands behind the plain altar resting raised platform on the west side of the room. Several oak doors dot the north and east walls. Horgrim requires only simple services from his followers, expecting them to show their faith by their every day actions rather than in ceremonies. These 'adorations' usually took place at sunset and included simple statements of faith in Horgrim followed by a pledge to spread this faith to all lands. The black-framed mirror was once used as a portal between this temple and another a great distance away. Several clerics and warriors faithful to Horgrim fled through the portal when their efforts here failed. Unfortunately, they fled to a temple that had already been discovered and defeated by Arn's forces, and were instantly captured. Other clerics forcefully moved and deactivated the portal to prevent any further desertions.

A **greater mummy** stands behind the altar flanked by two **lead skeletons**. They attack anyone that dares to enter the room without displaying an *amulet of the dark sun*.

Lead Skeleton (2): CR 7; SZ M Construct; HD 10d10; hp 55 each; Init +4, Spd 30 ft.; AC 22; Atk +13 melee (2d6+6 [x2], slam); SQ damage reduction 15/+1, SR 18, immunities (immune to fire, cold, electric, and acid attacks, half-damage from piercing and slashing attacks. Sonic spells do normal damage to lead skeletons, and slow them for 1d4 rounds, if they pass spell resistance), blindsight (90 ft.), construct; AL N; SV Fort +3, Ref +7, Will +3; Str 22, Dex 18, Con —, Int —, Wis 10, Cha 1.

Note: See the Monster Appendix for more details on this monster.

Greater Mummy (Clr5/Wiz4): CR 12; SZ M Undead; HD 9d12; hp 58; Init +0, Spd 20 ft.; AC 14; Atk +10 melee (1d6+5 plus mummy rot, slam); SA spells, rebuke undead, despair (Will save DC 15), mummy rot; SQ undead, turn resistance +3 (see possessions), resistant to blows, damage reduction (10/+2), fire vulnerability; AL

LE; SV Fort +7, Ref +4, Will +8; Str 21, Dex 10, Con —, Int 14, Wis 17, Cha 12.

Skills: Concentration +12, Knowledge (arcana) +14, Knowledge (religion) +14, Listen +7, Scry +6, Spellcraft +14, Spot +5. **Feats:** Alertness, Brew Potion, Combat Casting, Great Fortitude, Lightning Reflexes, Quicken Spell, Scribe Scroll.

Divine Spells Prepared (5/4/3/2; base DC 13 + spell level): 0—inflict minor wounds (x3), mending, resistance; 1st—bane, cause fear, divine favor, endure elements; 2nd—death knell, hold person, resist elements; 3rd—animate dead, deeper darkness.

Domain Spells: 1st—protection from good; 2nd—desecrate; 3rd—magic circle against good.

Domains: Evil (cast evil spells at +1 caster level), Law (cast law spells at +1 caster level).

Arcane Spells Prepared (4/4/3; base DC 12 + spell level): 0—daze, detect magic, ray of frost (x2); 1st—obscuring mist, mage armor, magic missile, ray of enfeeblement; 2nd—mirror image, protection from arrows, resist elements.

Possessions: An *amulet of the dark sun*, +2 bracers of armor, and a rune-coated key (**Key T6**)

Note: The greater mummy template can be found in **Relics and Rituals** by **Sword and Sorcery Studio**.

Tactics: The greater mummy instantly recognizes the PCs do not belong here and orders the lead skeletons to attack as soon as it sees them. As the skeletons charge forward to engage the PCs, the mummy casts *obscuring mist* to conceal it while it casts *desecrate*, *mage armor*, *mirror image*, *protection from arrows*, *desecrate*, and *resist elements* (fire) on itself before slowly moving to join the skeletons. These spells give the mummy a +1 bonus on all rolls, boost it to 67 hp, and give it AC18, and inflict a -3 circumstance penalty on all turn undead rolls. After it casts these spells it joins melee combat, unless the lead skeletons are doing poorly or looking damaged in which case it casts *bane* and then follows that with *cause fear*. It follows up with *magic missile*, *hold person*, and *ray of enfeeblement* spells before moving into melee combats. If the PCs flee this area and do not return for a long period of time the mummy begins to *animate dead* in Areas 65 and 66 and sends them out into other parts of the temple.

Treasure: in addition to the greater mummy's possessions, the lead skeletons have been studded with a variety of valuable gems along their ribs, teeth, and eye sockets. These gems include 4 large rubies (2,000 gp each), 18 small diamonds (700 gp each), and 12 small emeralds (500 gp each).

65. Room of Coffins

Simple stone coffins (18 in. thick; Hardness 8; hp 90; Break DC 24; Strength check DC 22 to remove the lid) are lined up against the east wall. The unadorned stone coffins are the final resting-places for the clerics and wizards that lived out their final days in the temple creating the traps designed to prevent the forces of Arn, or any other good god, from violating it. A thorough investigation of all of the coffins turns up only bones, all those interred here were placed into their coffins completely naked.

66. Burial Chamber

While high-ranking priests and warriors merited burial in their own coffins lined up in the room above, lower ranking personnel merited simple burial in a stack of small stone cubicles along the east wall. Small stones cover each square hole, with only the empty spots left uncapped. Based on the number of stone caps, over 50 people were laid to rest here. Additional openings reach the ceiling, adding another 20-30 spaces for further burials. As in Area 65, everyone buried here was buried free of clothing or belongings.

67. Small Library (EL7)

Heavy stone shelves reach from floor to ceiling all along the outer edges of the room and several solid stone tables stand in the center of the room. A strange metal ladder with wheels at the feet and a guide along the ceiling allows access to books on the highest shelves. The dry room has preserved the ancient texts, but left almost all of the parchment pages extremely brittle. Any fire in the room creates a horrible inferno as flames leap from book to book all along the shelves. Many of the texts describe tactics for warfare, weaknesses of certain ancient armies, as well as weather patterns and trade routes. Although the information in those texts is hopelessly outdated, their great ages makes some of them valuable to some collectors.

A **lead skeleton** stands watch here. The high priest that stationed it here ordered it to attack anyone other than him, presuming he would be back at a later date to change those orders.

Lead Skeleton: CR 7; hp 55, see Area 64 above.

Tactics: The jewel-studded skeleton attacks the first PC to enter the room with ferocious intensity. Although not really programmed to do so, it makes its attacks immediately inside the doorway thus restricting who might be able to enter melee combat with it. Once it has a taste of battle, it chases any fleeing PCs until it is completely destroyed.

Note: any fire-based spells used in this room destroy all of the non-magical books.

Treasure: Prying the gems off the skeleton turns up two large rubies (1,500 gp each) and 12 small emeralds (500 gp each). While only a few of the ancient texts could be considered collector's items (Appraise check DC 12 to identify) those 20 books fetch a total of 8,000 gp in a major city. A very careful study (Search DC 32) reveals a book titled *Iliachoam's Beasts and Saddles* (detailed in the Item Appendix).

68. Small Library (EL 10)

On its surface this room appears identical to the one at Area 67. The shelves, ladder, and tables are the same. The books are quite different. All of the books, whether mundane or magical, have bindings and covers made from scales from various types of dragons. All of the mundane texts in the room are as dry and subject to burning as those above, but many of the texts here are enchanted against fire and other damage. These books includes tomes of

spells, texts designed to make shadow and illusion magic more powerful, and detailed discussions of Horgrim and the various spells and powers he offers to his faithful followers. Perusing the texts is difficult however, as the room is guarded by a small **blue dragon statue**.

Blue Dragon Statue: CR 10; SZ S Construct; HD 14d10; hp 77; Init +4; Spd 10 ft., fly 90 ft. (good); AC 25; Atk +23 melee (1d2+12, bite) and +18 melee (1d3+6 [x2], claws); SA breath weapon (once every 1d4 rounds, cone of sound, 2d6 points of sonic damage, and deafness for 2d4 rounds, Fort save DC 17 to avoid deafness); SQ construct, blindsight, damage reduction (10/+2); SR 22; immunities (acid, cold, electric), sonic and fire resistance 20; AL N; SV Fort +4, Ref +8, Will +4; Str 34, Dex 18, Con —, Int —, Wis 10, Cha 1.

Combat Tactics: The statue has a simple program, attack anyone not wearing an *amulet of the dark sun*. When the door is opened the statue takes flight and circles the perimeter of the room. Anyone entering without the required amulet is attacked first with its breath weapon and then with its bite and claw attacks. Small size and immunity to most forms of magic make it a formidable guardian. Once the door is opened, the statue chases fleeing opponents. It is unable to open the door itself, if the door is closed it simply returns to its resting position.

Note: Use of fire-based spells destroys any non-magical texts and stands a good chance of damaging or destroying spellbooks and other magical texts.

Treasure: The shelves are lined with a wide variety of books including non-magical texts worth a total of 2,000 gp to an avid collector. Books protected with enchantments include the following: *Iliachoam's Trainer's Guide*, *Instruments of the Vearlik*, books describing techniques for applying metamagic feats to both arcane and divine spells, and a variety of spellbooks that include the following spells: 0—all; 1st—*alarm*, *animate rope*, *burning hands*, *cause fear*, *change self*, *chill touch*, *color spray*, *comprehend languages*, **etch stone**, *feather fall*, *hold portal*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, *Tenser's floating disc*; 2nd—*alter self*, *arcane lock*, *blur*, *bull's strength*, *cat's grace*, *darkness*, *detect thoughts*, *endurance*, *fog cloud*, *ghoul touch*, *glitterdust*, *invisibility*, *knock*, *levitate*, *mirror image*, *scare*, *spectral hand*; 3rd—*dispel magic*, *explosive runes*, *fireball*, *flame arrow*, *gaseous form*, *gentle repose*, *greater magic weapon*, *gust of wind*, *halt undead*, *haste*, *hold person*, *keen edge*, *lightning bolt*, *non-detection*, *phantom steed*, *protection from elements*, *sleet storm*, *stinking cloud*, *suggestion*, *vampiric touch*; 4th—*arcane eye*, *bestow curse*, *charm monster*, *confusion*, *contagion*, *dimension door*, *enervation*, *fear*, *fireshield*, *ice storm*, *lesser geas*, *shout*, *wall of fire*, *wall of ice*; 5th—*animate dead*, *Bigby's interposing hand*, *cloudkill*, *magic jar*, *passwall*, *persistent image*, *stone shape*, *telekinesis*, *teleport*, *transmute mud to rock*, *transmute rock to mud*, *wall of force*, *wall of iron*, *wall of stone*; 6th—*antimagic field*, *Bigby's forceful hand*, *circle of death*, *contingency*, *globe of invulnerability*, *greater dispelling*, *Otiluke's freezing sphere*, *permanent image*, *programmed image*; 7th—*control undead*, *finger of death*, *reverse gravity*, *teleport without error*.

Note: the spell *etch stone* is a new spell and is listed in the Spell Appendix.



69. Rune-Coated Steel Door

The steel door is covered with glowing pink runes surrounding a cloaked figure. Words engraved beneath the cloaked figure read, "Death is the entrance to new life."

Steel Door: 2 in. thick; Hardness 15; hp 90; Break (DC 28); Open Lock (DC 40). Enchanted to harden the steel and make it impervious to spells (SR 22) the door is difficult to open without the proper key (Key T6 found in Area 64). Once opened the door reveals a short hallway.

70. Short Hallway (EL 9)

Glowing runes decorate the walls of the short hallway as it approaches a small wood door near its very end. Two lead skeletons guarding the hallway that attack anyone passing through the steel door to the north.

Lead Skeletons (2): CR7; hp 55, see Area 64 above.

Combat Tactics: The skeletons charge toward the northern door from the center of the hallway as soon as it is opened. They attack with single-minded ferocity and run-down any fleeing PCs.

Treasure: Although the skeletons have no gems in their eye sockets, emeralds make up their teeth and tiny sapphires line their breastbones: 24 tiny emeralds (350 gp each), 18 tiny sapphires (300 gp each).

The hallway ends before a simple oak door (2 in. thick; Hardness 4; hp 20; Break DC 15; unlocked) in the west wall. Although unlocked, great age causes the hinges to stick slightly and create a vast amount of noise when the door is opened. The noise announces the PCs to anyone nearby. Once opened it reveals a small stairway climbing up to the highest level of the temple (Area 71).

Horgrim's Temple

Level 4 and Below

Horgrim's Temple—Level 4

The bottom level of the temple itself is a single very large room inside a pyramid. The walls are 15 ft. thick and have strange white marble stripes that rise to the peak of the pyramid. The marble stripes are normal worked stone but the main part of the walls is the same stone as the rest of the temple. Note that two chambers—accessible through the pit—lie even deeper than this level and are detailed below.

71. Bourafane's Refuge (EL 14)

Strange runic symbols cover almost every surface of the wall. Anyone making a successful Knowledge (arcana) check (DC 18) realizes these runic symbols are actually detailed descriptions of spells and not something left behind by a magic spell. **Bourafane**, the ancient lich living here, uses the very walls as his spellbooks. The eight marble stripes in the room each conceal small storage areas that can only be reached through the use of a *passwall* spell or by breaking through the marble wall (described below).

A single white stone with glowing purple runes stands on a pedestal in the exact center of the room and a large throne-like chair made of bone set against the southern wall faces north toward the glowing stone. The glowing stone matches the description and sketches of "The White

Eye" and the very peak of the temple would appear to be a logical place to store a powerful relic. Unfortunately, the glowing stone, its pedestal, and the floor beneath it are all permanent programmed illusions that are extremely convincing (Will save DC 30 to disbelieve). The illusions entice greedy raiders to step over a deadly **pit trap** and plummet 160 ft. to a rough stone floor. A passageway at the very bottom of the pit leads to a room storing all of the temple's treasures.

Trap: The complexity and skill that went into the illusions covering the pit make it very difficult to detect. *Programmed illusions* create a brilliant flash of green light emanating from the false eye along with a booming echo to make it appear that anyone falling through the floor has been disintegrated. Creatures that levitate or fly over the trap do not trigger this illusion. Creatures that attempt to grab the stone see it wink in and out of existence as if it is avoiding their grasp. Once identified, the pit is easy to avoid. Avoiding the trap also avoids the passageway hidden at its very bottom (see Area 72 below).

Pit Trap: CR 8; no attack roll necessary, 16d6 points of damage; Reflex save (DC 22) avoids; Search (DC 35); Disable Device (DC 15).

Bourafane, Male Lich (Wiz 12): CR 14; SZM Undead; HD 12d12; hp 78; Init +2; Spd 30 ft.; AC 21; Atk +7/+2 (1d8+5 negative energy damage, Will save DC 16 for half, and paralysis, slam); SA fear aura (creatures 5 HD



HORGRIM'S TEMPLE-LEVEL 4 AND BELOW

or less within 60 ft., Will save DC 16 or be affected by *fear* cast at 12th-level), paralyzing touch (Fortitude save DC 16 or suffer permanent paralysis), spells; SQ undead, damage reduction 15/+1, turn resistance +7 (+4 and see possessions), immunities (cold, electricity, polymorph, and mind affecting attacks); AL LE; SV Fort +6, Ref +6, Will +10; Str 13, Dex 14, Con —, Int 22, Wis 14, Cha 10.

Skills: Alchemy +21, Concentration +19, Hide +10, Knowledge (arcana) +21, Knowledge (religion) +21, Listen +10, Move Silently +10, Scry +17, Search +14, Sense Motive +8, Spellcraft +21, Spot +10. **Feats:** Combat Casting, Craft Wand, Craft Wondrous Item, Empower Spell, Great Fortitude, Maximize Spell, Quicken Spell, Scribe Scroll, Spell Penetration.

Arcane Spells Prepared (4/6/6/5/4/4/3; base DC 16+ spell level): 0—arcane mark, daze, detect magic, read magic; 1st—mage armor, magic missile (x2), ray of enfeeblement (x2), shield; 2nd—*alter self*, blur, *bull's strength*, *cat's grace*, levitate, mirror image; 3rd—dispel magic (x2), fireball, flame arrow, haste; 4th—*fireshield*, magic missile (maximized), wall of ice (x2); 5th—Bigby's interposing hand, cloudkill, passwall, stone shape; 6th—Bigby's forceful hand, *contingency*, Otiluke's freezing sphere.

Note: Spells in italics are cast before combat, see description below. Also, Bourafane has a *contingency* spell on him and any attack against him raises a *fireshield* spell (chill shield).

Possessions: +2 bracers of armor, +2 ring of protection, amulet of the dark sun.

Description and Personality: The dry skin stretched tight across Bourafane's skeletal face is frightening to behold, even for Bourafane. Bourafane cloaks his form with *alter self* spells even when he is alone. Bourafane suppresses his *fear* aura and is surprisingly friendly, even charming to anyone entering his room. Vows he took when becoming a lich trap him here. If "The White Eye" is removed from its treasure room deep beneath the temple he is free to leave. He can't be openly helpful to the PCs, but won't attack them if they leave him alone. Bourafane is completely unafraid of "death" because his phylactery is hidden within one of the temple's stone walls. Not even he remembers where it is. Bourafane casts spells on himself when he hears the PCs opening the door to the stairway and prepares himself to greet anyone climbing the stairs in a peaceful, friendly manner.

Tactics: Bourafane was always a bit of a practical joker, something that may be highlighted by the constant loneliness inflicted on him the past few thousand years. Bourafane wants the PCs to get the treasures they seek, but his promises prevent him from openly helping them. When he hears the door (Area 70) being opened he casts the following spells on himself *haste*, *alter self*, *levitate*, *bull's strength*, and *cat's grace*. He sits in his chair in the form of a wealthy human wizard or merchant and waits for them to arrive. Once they enter the room he rises, greets them in a friendly manner, and welcomes them to his small "prison." He waves a hand at the illusionary pedestal and stone and says, "This is what you are seeking, please take it, but only if you are pure of heart." He uses vague terms in an effort to make the PCs believe

that "The White Eye" is actually a good artifact that was stolen and hidden here to prevent others from using it. Bourafane knows about the trap, and the true treasure chamber beneath the temple and goes so far as to use his *levitate* spell to "walk" out over the trap and entice the PCs to take the stone. Once a PC steps forward to grab the stone they most likely fall down the pit at which point Bourafane makes a comment about their heart being "not quite pure enough." If the PCs are direct with their questions, Bourafane is forced to give honest answers, but he does his best to use vague terms.

Combat Tactics: The PCs are likely to be annoyed by Bourafane's bland talk, and twisted jokes, especially if they have lost one of their number to the pit trap. Attacking a rather insane lich that has had thousands of years to think about how to fight in this room is potentially quite deadly. Bourafane has already cast the spells mentioned above on himself and has a *contingency* spell that activates a chill shield as soon as he is attacked. He runs to the far side of the pit trap from the PCs and casts 10 ft. diameter hemispheres of ice in the corners to each side of him using *wall of ice* spells this forcing anyone wanting to enter melee combat with him to cross the pit trap somehow. The following round he casts *mage armor* (with *haste* and *mage armor* he is now AC29) and casts *Bigby's forceful hand* to attempt to push characters into the pit trap. He casts dispel magic directly on characters that are clearly flying or levitated in subsequent rounds, and attempts to throw them down the shaft as well. Bourafane knows that the fall might kill the PCs, but he also knows that anyone surviving the fall has a chance to gather the temple's treasures and free him from his vows. If the PCs steadfastly avoid the trap, and continue attacking Bourafane he resorts to his more powerful spells such as *cloudkill*, *Otiluke's freezing sphere*, and *fireball*. Retreat down the staircase is always an option if the PCs find Bourafane is more than they can handle. Bourafane greets them in a friendly manner again the next time they arrive, but without cloaking his form with an *alter self* spell.

Treasure: If the runic writing on the walls is read with the aid of a read magic spell and a successful Knowledge (history) check (DC 12), the spells on the walls can be read and copied down. Copying the spells takes a great deal of time and some agreement might have to be made with Bourafane to complete all of them. The spells on the walls include: 0—arcane mark, daze, detect magic, read magic; 1st—*etch stone*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*; 2nd—*alter self*, *blur*, *bull's strength*, *cat's grace*, *levitate*, *mirror image*; 3rd—*dispel magic*, *fireball*, *flame arrow*, *gentle repose*, *gust of wind*, *haste*, *protection from elements*, *stinking cloud*, *suggestion*; 4th—*fireshield*, *ice storm*, *lesser geas*, *shout*, *wall of fire*, *wall of ice*; 5th—*Bigby's interposing hand*, *cloudkill*, *passwall*, *stone shape*, *telekinesis*, *transmute rock to mud*, *wall of force*; 6th—*antimagic field*, *Bigby's forceful hand*, *contingency*, *globe of invulnerability*, *Otiluke's freezing sphere*.

Marble chambers: Only a clever individual realizes the marble stone might conceal storage spaces. The eight marble stripes that reach from floor to ceiling each conceal small niches that can only be accessed through the use of a *passwall* or similar spell or by breaking through the stone (3 ft. thick; Hardness 8; hp 120; Break (DC

22); ordinary stone, no resistance to spells). While only three of the hidden chambers contain treasure, these treasures are worth all the effort involved. Bourafane considers all of the items listed below his personal possessions. Bourafane attacks anyone attempting to steal his treasures and must be defeated before the chambers can be safely accessed.

Chambers 1-3: empty.

Chamber 4: a spellbook containing all of the spells written on the walls of the room (listed above), a black velvet bag holding 3 perfect emeralds (7,000 gp each) and a blue diamond (5,500 gp), and a leather bag holding 500 ancient gold coins (worth 1 gp each for gold value or 5 gp each to a collector in a large city).

Chamber 5: a diamond pendant on a platinum chain (*necklace of adaptation*, no magical aura, only an identify spell or use demonstrates its true value), a *necklace of fireballs* (type V), a *hand of glory*, 5 jars of *keoghtom's ointment*, and a tattered felt hat (*hat of disguise*).

Chamber 6-7: empty.

Chamber 8: several *figurines of wondrous power* including a bronze griffin, marble elephant, obsidian steed, and an onyx dog. There is no hint of the command words for these items, days of study and experimentation are required to learn the command word for each figurine. Additional treasures include a rusted gauntlet (*gauntlet of rust*, no magic aura), thin leather gloves (+2 *gloves of dexterity*, powerful magic aura), and three small pouches of dust, *dust of appearance*, *dust of disappearance*, and *dust of dryness*.

Horgrim's Temple— Beneath the Temple

The final level of the temple is actually deep beneath the ground. The short hallway and room here are carved from the granite of the surrounding mountains and subject to all of the spells that normally modify or change rough stone. There is absolutely no lighting in this part of the temple, darkvision or a light source are required to see. These chambers are accessed by the pit.

Note: See the side-view map for the location of these rooms.

72. Bottom of the Pit

The rough stone floor and walls give a clear indication of how far beneath the surface the bottom of the pit actually is. Despite its rough nature, there is no debris here, just a thick coat of dust from the surrounding walls. A narrow passageway runs west toward a large room.

73. The Treasure Chamber (EL II)

This large room became the storage place for vast amounts of money and items hidden by Horgrim's faithful to keep it out of the hands of their enemies. Numerous small bags are stacked against the three massive chests, each almost as large as a coffin, lined up against the outer walls. A *stone golem* shaped like a statue of Horgrim guards the chamber against all intruders.



HORGRIM'S TEMPLE-LEVEL 4 AND BELOW

Stone Golem: CR 11; SZ L Construct; HD 14d10; hp 77; Init -1; Spd 20 ft. (can't run); AC 26; Atk +18 melee (2d10+9 [x2], slams); Reach 10 ft.; SA slow; SQ construct, magic immunity; damage reduction (30/+2); AL N; SV Fort +4, Ref +3; Will +4; Str 29, Dex 9, Con —, Int —, Wis 11, Cha 1.

Tactics: The golem attacks anyone entering the treasure chamber and continues its attacks until everyone is dead or it is destroyed.

Treasure: Traps do not protect the chests or bags and all are unlocked. The total treasure trove includes: *the White Eye* (See the Item Appendix), 23 *amulets of the dark sun*, +3 *longsword* (delicate engravings on the blade), +2 *shortspear*, +2 *kama*, +2 *studded leather armor*, +2 *bracers of armor*, +1 *amulet of natural armor*, *cloak of arachnidia*, +2 *cloak of resistance*, *cloak of the manta ray*, *bag of holding* (Type 3), *monk's belt*, *scabbard of keen edges*, and 60,000 gp worth of coins and gems.

Concluding the Adventure

After departing the temple, the PCs can give the many evil items they find in the temple to Souref (Chapter 5) who destroys them and rewards the PCs with several items from his treasure trove (DM's option, usually items appropriate to the PCs character classes). Souref considers the destruction of the eye a great and holy task and rewards the PCs generously if they are successful in obtaining it. Treasure throughout this portion of the adventure is generally appropriate to the challenges the PCs faced. If

the PCs missed some treasure caches Souref can be used to make up the difference in items and wealth.

While the PCs still need to return to civilization, their new wealth and store of magic items should make travel through the wilderness relatively safe.

Assisting Uvear with his developing powers should be worth a small experience point reward and the creation of a powerful friend.

Continuing Adventures

The baron and Ander Fierk are still alive and are now running from the king's men with accusations of treason, torture, and murder attached to their names. The PCs might be hired to track down these criminals, or the traitors might begin hunting the PCs to exact revenge.

Londar, once *resurrected*, goes into hiding and slowly builds back up his power and resources before finally tracking down the PCs and punishing them for their theft of his private papers and spellbooks. Alternately, Londar might hire the PCs to assist him.

Treasure in Londar's vault and in Horgrim's Temple includes treasure maps and papers describing ancient ruins and lost artifacts that the PCs might become interested in.

Other adventurers hear that the PCs might possess powerful artifacts and make an effort to hunt them down, or frame them for crimes, in an effort to obtain their wealth.

Uvear, after being helped by the PCs, asks them to help him find one of his clan's lost relics.

NPC Appendix

Major NPCs in Hampton Hill

Statistics and descriptions for **Learah Relight**, **Alfguir K'Eliek**, and **Ander Fierk**, the three individuals most interested in Londar's disappearance are listed first, followed by statistics for other NPCs in Hampton Hill.

Learah Relight

Learah is a slight, dark-haired woman with a great deal of beauty and presence. Her aquiline features and violet eyes attract a great deal of attention. Her recent marriage to the son of a major shipping magnate has made her wealthy enough to dress in the latest styles. Though she wears a variety of rather expensive jewelry, the disappearance of her uncle has made her partial to the ruby pendant he gave her on her sixteenth birthday.

Despite some rumors to the contrary, Learah deeply loved her uncle. Londar was one of the few people that could understand the strange changes she went through as she discovered sorcerous powers during adolescence. Londar was also her only remaining family after her parents died in a carriage accident, he cared for her and helped her care for her family's estate. Learah desperately wants to know what happened to her beloved uncle and is willing to hire adventurers to investigate his disappearance. Learah doesn't care about Londar's money, but she does claim ownership of the spells and magic items Londar created believing she knows what Londar would like her to do with them.

Although she has a key that opens several doors, she has no way past the golems guarding several of Londar's rooms, nor does she know anything about the traps he has set throughout his mansion. Learah is disappointed with the sheriff, and the town guards, and is actively seeking adventurers willing to help search for her uncle. Learah is satisfied that Londar isn't in any of the regular rooms of his mansion, but hopes there might be a clue to his whereabouts hidden either in his office or his tower. She is happy to provide her key to the mansion to anyone willing to investigate Londar's disappearance. Although many doors the key fits have already been opened or broken down, possession of the key allows the PCs to demonstrate their right to search the mansion and to be in possession of Londar's things.

Learah and her guards have a suite at the Red House and she can be found at the White Boar Inn every evening. When she hears of adventurers in town she sends a message to them asking for a meeting at one of those locations.

DM Note: Learah travels with some expensive jewelry and clothing so her husband sent three bodyguards (Ftr5, Rog3/Ftr2, and Ftr3) with her for protection. Her jewelry is easy to identify and extremely difficult for a thief to safely fence.

Learah Relight, Female Human Sor2: CR2; SZ M; HD 2d4+2; hp 10; Init +2, Spd 30 ft.; AC13; Atk +0 melee (1d4-1, dagger, crit 19-20), +2 ranged (1d8, light crossbow, crit 19-20, range 80 ft.); SA spells; AL CN; SV

Fort +3, Ref +2, Will +4; Str 8, Dex 14, Con 13, Int 11, Wis 12, Cha 16.

Skills: Concentration +6, Knowledge (arcana) +5, Spellcraft +5. **Feats:** Toughness, Great Fortitude.

Arcane Spells Known (Cast Per Day: 6/5; base DC 13 + spell level): 0—detect magic, light, mending, prestidigitation, read magic; 1st—mage armor, magic missile.

Possessions: +1 ring of protection, an ornate mithril dagger, a ruby pendant on a gold chain (450 gp), and an ornate gold signet ring (35 gp).

Alfguir K'Eliek

At average height and weight and bearing non-descript features, Alfguir blends into crowds quite easily when he wants to. His short dark hair has begun to gray at the temples and a few wrinkles have etched their way into his rather bland face. Alfguir's brown eyes always seem to look away from anyone he is speaking to, darting around the room nervously as though he is searching for something. Age has slowed and weakened him, but he is still a formidable foe. Not many people know Alfguir very well, he appeared in town shortly after Londar's recent disappearance, but those that have met him in and around town found him to be polite, charming, and cultured.

Alfguir is not only a senior member of the Thieves' Guild, he is the specific thief hired by Londar to obtain a number of special items. Londar never paid him for his work, using his reputation and promises of new magic items to obtain 'credit.' Alfguir has an impeccable reputation and background as an honest merchant and is known to many other merchants and nobles. While his merchant business initially began as a cover story, he runs a true merchant house and does a great deal of legitimate business.

When meeting the PCs or discussing Londar with others he claims that Londar owes him a great deal of money, and he has excellent forged documents to support the allegations. Alfguir had these documents created by a master forger specifically to legalize his claims against Londar. Now that Londar has disappeared there is no way to prove that these documents are forgeries. Alfguir puts on the act of a wounded merchant who has lost a huge amount of money and is searching for someone to help him recover at least some of his losses.

Alfguir claims that his documents allow him to legally send in 'representatives' to claim some of Londar's wealth, a claim supported by the local mayor and guards but contested by Learah Relight. Although greedy, Alfguir is content to receive as much money as he can get, offering a 'finder's fee' to the PCs in an effort to hire them. If the PCs investigate Londar's disappearance on their own, or work for someone else, Alfguir attempts to use his forged documents to lay claim to some of their spoils.

Alfguir avoids any risk of exposing his true business. He hired other thieves through the Thieves' Guild to recover some of the money and items he feels he is owed, but so far they have either disappeared or failed. Rather than risking more members of the guild and possible exposure of his true business, Alfguir decided to turn to hiring adventur-

ers to do his dirty work. Alfguir does not know that the first group of thieves sent to collect money from Londar fought with him, or that Londar died as a result of being poisoned in that battle. This means that he can conceal his involvement in Londar's death even with exposure to truth spells or potions.

Alfguir is staying at the White Boar Inn and is found dining there every day. He is willing to contact and meet adventurers any place in town, and at any time. He keeps his initial contact open, 'honest' and above board.

Alfguir K'Eliek, Male Human Rog9: CR 9; SZ M; HD 9d6; hp 41; Init +8; Spd 30 ft.; AC 16 (AC 21 with +2 *studded leather armor*); Atk +9/+4 melee (1d6+2, +2 rapier, crit 18-20), or +10/+5 ranged (1d6, composite shortbow, crit x3, range 70 ft.); SA sneak attack (+5d6); SQ evasion, uncanny dodge; AL N; SV Fort +4, Ref +10, Will +3; Str 11, Dex 19, Con 10, Int 14, Wis 10, Cha 10.

Skills: Appraise +14, Balance +16, Diplomacy +12, Disable Device +14, Disguise +12, Gather Information +12, Hide +16, Move Silently +16, Open Lock +16, Search +14. *Feats:* Dodge, Improved Initiative, Point Blank Shot, Weapon Focus (rapier).

Possessions: +2 rapier, +2 bracers of armor, bag of holding (type 1), +2 *studded leather armor*—only worn 'working'.

Ander Fierk

Ander is a thin, dark-haired gentleman with an extremely pale complexion. His piercing black eyes and unblinking stare make some people nervous, while others find it comforting to know he is focused on what they are saying. Dark clothing highlights his pale skin, giving him an almost ghostly appearance that is enhanced by the magic cloak that billows behind him in perfectly still air. He carries a large travel bag containing spellbooks, spell components, and various other items that he is unwilling to let out of his sight. Ander is really the disavowed son of a major nobleman in a distant country. Ander has long-term plans of returning to his homeland with a small army, slaughtering his family, and carving out his own barony.

Several years ago Londar and Ander had discussions about the creation of golems and other creatures out of stone. Letters Londar sent to Ander recently indicated he had found a method to create a stone creature that would be useful in battle. Based on prior agreements, Ander came to town to learn more. Londar's disappearance has triggered Ander's greed. Ander wants the spells he knows Londar created, as well as the methods to create his own army.

When Ander discovers the PCs are planning to investigate Londar's disappearance he approaches them offering a great deal of money for the ability to copy some of Londar's spells. He presents himself as a simple wizard in pursuit of knowledge and offers a few potions as a sign of goodwill. Ander's offers of wealth are quite false, he doesn't really have any money to offer the PCs. During his stay in Hampton Hill he initiates conversations with Baron Kurell and eventually joins the baron believing that is his best route to power. Ander has rented a small, private cottage to allow him to watch the PCs through spying and spying to determine whether or not they have found Londar's spellbooks and papers.

Ander Fierk, Male Human Wiz9: CR 9; SZ M; HD 9d4+18; hp 41; Init +1; Spd 30 ft.; AC 14; Atk +8 melee (1d4+4, +2 dagger, crit 19-20) or +6 ranged (1d8, masterwork light crossbow, crit 19-20, range 80 ft.); SA spells; AL CE; SV Fort +6, Ref +5, Will +7; Str 14, Dex 13, Con 14, Int 17, Wis 10, Cha 13.

Skills: Alchemy +15, Concentration +16, Knowledge (arcana) +15, Knowledge (history) +15, Scry +8, Spellcraft +15. *Feats:* Combat Casting, Craft Wand, Craft Wondrous Item, Empower Spell, Maximize Spell, Quicken Spell, Scribe Scroll.

Arcane Spells Known (Prepare Per Day: 4/5/5/4/2/1; base DC 13 + spell level): 0—All, 1st—burning hands, change self, color spray, endure elements, erase, expeditious retreat, grease, hypnotism, jump, magic missile, magic weapon, obscuring mist, shield, Tenser's floating disc; 2nd—arcane lock, cat's grace, darkvision, detect thoughts, fog cloud, invisibility, resist elements, shatter, spectral hand, web; 3rd—explosive runes, fireball, gust of wind, halt undead, Leomund's tiny hut, shrink item, summon monster III; 4th—bestow curse, contagion, enervation, Evard's black tentacles, summon monster IV; 5th—contact other plane, dominate person, dismissal.

Possessions: +2 dagger, +2 bracers of armor, +1 ring of protection, +1 cloak of resistance, masterwork light crossbow, 20 masterwork bolts, wand of fireball (caster level 9, 7 charges), wand of magic missile (caster level 9, Maximized, 3 charges), arcane scrolls (caster level 9, alter self, improved invisibility, summon monster IV), potion of cat's grace, potion of cure light wounds, potion of invisibility (x2), tanglefoot bag (x2), and a bag containing 121 gp, 97 sp, and 78 cp.

Baron Kurell

Baron Kurell is a tall, thin man with dark hair and extremely pale skin. He dresses in robes decorated with his coat of arms and pretends to be nothing more than a nobleman that has studied wizardry on the side. He keeps his devotion and worship of Orcus a tightly held secret, hoping to someday reveal his true faith. He is a meticulous man, in both his clothing and mannerisms and extremely cautious. He keeps his raging tirades and penchant for torture carefully hidden from all but his closest advisors. The Baron made an agreement with Londar that he never intended to honor. Unfortunately, Londar's disappearance came a bit earlier than he originally planned. Rather than trying to hire the PCs directly, he throws his support behind Learah Relight's efforts to determine Londar's whereabouts. He mentions that his "dear friend" was researching a few items that some miners discovered near his home and is hoping nothing untoward happened to either Londar or the items in his care. Acting as a family friend, despite never having met Learah, the Baron encourages her to hire adventurers to search for Londar. The Baron believes that adventurers motivated by profit are easier to control and deal with than guardsmen and hopes he can simply pay for or steal back the items he desires.

The Baron makes use of *nondetection* spells when he is in public, knowing that he must conceal his true faith. While not terribly charismatic, he is a skilled diplomat and conceals his true motives extremely well. Enraged by

recent changes to major trade paths by the young king now on the throne, the Baron plans nothing less than a civil war designed to create his own kingdom and reassert his power and wealth through control of several different trade routes. Information received through visions granted him by Orcus helped him begin building a small army powered by several ancient relics. Added powers granted by *Horgrim's Pyramid* and *The White Eye* are all that he needs to tip the scales significantly in his favor.

DM Note: The Baron has a suite in The Red House, and is traveling with an advisor (Wiz3/Exp4) and three guards (Ftr5, Ftr3/Rog2, Ftr3).

Baron Kurell, Male Human Clr6 (Orcus)/Wiz6: CR 12; SZ M; HD 6d8+6 (Clr) plus 6d4+6 (Wiz); Init +2; Spd 30 ft.; hp 56; AC 17; Atk +9/+4 (1d8+2, +1 *heavy mace*); SA spells, rebuke undead; AL CE; Fort +7, Ref +4, Will +10; Str 12, Dex 14, Con 12, Int 17, Wis 19, Cha 13.

Skills: Alchemy +12, Concentration +18, Diplomacy +10, Knowledge (arcana) +18, Knowledge (religion) +18, Scry +15, Spellcraft +18. **Feats:** Brew Potion, Combat Casting, Craft Wand, Craft Wondrous Item, Leadership, Weapon Focus (heavy mace), Scribe Scroll, Spell Mastery (*ghoul touch*, *spectral hand*, *vampiric touch*).

Divine Spells Prepared (5/4/4/3; base DC 14 + spell level): 0—create water (x2), purify food and drink (x2), resistance; 1st—bane, divine favor, entropic shield, invisibility to undead; 2nd—death knell, desecrate, hold person, resist elements; 3rd—animate dead, bestow curse, deeper darkness.

Domain Spells: 1st—cause fear; 2nd—death knell; 3rd—animate dead.

Domains: Death (death touch 1/day), Evil (cast evil spells at +1 caster level).

Arcane Spells Known (Prepare Per Day: 4/4/4/3): 0—All, 1st—change self, color spray, comprehend languages, detect secret doors, erase, expeditious retreat, ghoul touch, grease, hypnotism, identify, jump, magic missile, magic weapon, shield; 2nd—arcane lock, darkvision, detect thoughts, fog cloud, invisibility, locate object, see invisibility, spectral hand, web; 3rd—explosive runes, halt undead, lightning bolt, nondetection, sleet storm, summon monster III, tongues, vampiric touch.

Possessions: +1 *amulet of natural armor*, +3 *bracers of armor*, +2 *cloak of resistance*, +1 *heavy mace*, +1 *ring of protection*, *wand of lightning bolts* (caster level 6, 20 charges), *wand of summon monster III* (caster level 6, 20 charges).

Town Officials in Hampton Hill

Strybyorn Arthand

Strybyorn was once a very successful merchant and businessman but he has now taken being mayor as his only job. He is in good enough physical shape that, despite his gray hair and wrinkles, people usually estimate he is in his low 50's. Strybyorn is 67 years old, and enjoys having a peaceful, quiet life. A quiet, friendly nature and disarming smile have made him such a trusted mayor that any

thoughts of replacing him were forgotten years ago. His position as mayor makes him the sole judge for adjudicating disputes and for criminal trials. Although friendly and kind, he uses strict interpretation of the law and does not hesitate to throw anyone, even nobles, into the dungeon if the crime calls for it. He knows that Londar's carriage was found overturned along the Horrik Trade Path, and that several other bodies were found with it, but turns any further questioning over to **Hamra Ranthas**. Strybyorn has known **Learah Relight** since she was a child and has a very high opinion of her, and he has done completely legitimate business with **Alfguir K'Eliek** in the past. He recommends both people highly. He met **Ander Fierk** one evening and had a long conversation with him. While he doesn't understand why Ander is in town, he found him to be a pleasant enough person. PCs that speak to Strybyorn at length rapidly determine he does his best only to see the best in people. His advanced age and years of traveling make him open to other people's differences.

Strybyorn Arthand, Mayor, Male Human Ari6: CR5; SZ M; HD 6d8-6; hp 34; Init +7; Spd 30 ft.; AC 13; Atk +7 melee (1d6+3, +2 *short sword*, crit 19-20); SV Fort +1, Ref +5, Will +10; AL LN; Str 13, Dex 17, Con 9, Int 16, Wis 16, Cha 18.

Skills: Appraise +10, Bluff +13, Diplomacy +13, Disguise +12, Gather Information +10, Intimidate +13, Knowledge (local history) +11, Perform +5, Sense Motive +12, Speak Language +7. **Feats:** Improved Initiative, Iron Will, Leadership, Skill Focus (Gather Information).

Possessions: +2 *short sword*, robes as a sign of his office, a gold ring with a single large diamond (1000 gp), and a pouch holding 43 gp, 28 sp, and 93 cp.

Hamra Ranthas

Townpeople joke that Hamra is a soft-spoken woman with a big axe. Her soft voice is partly due to the large scars traveling down the side of her face and neck. The scars came in a battle with a large troll that invaded nearby forests. Standing well over 6-foot-tall and possessing dark black hair and eyes, she is a rather imposing figure. While she doesn't talk much, most of the townspeople find her presence quite calming.

Hamra and her deputies discovered Londar's overturned carriage and the body of his driver shortly after his disappearance. She is able to tell the PCs where the carriage was found, and describe the additional bodies that were found there. Four of the thieves or kidnappers that attacked the carriage were clearly killed by fire or electrical spells of some sort, while a fifth appeared to have been killed by Londar's driver. Hamra originally believed that Londar was kidnapped but now suspects that Londar somehow escaped. A week after the discovery she and several village guards accompanied Learah Relight on a foray to the mansion where they found extensive looting. There was no sign of Londar, but 'animated statues' and several deadly traps prevented a more thorough investigation. She finds the lack of a body or ransom note disturbing, but believes that it is outside her duty to investigate any further because the accident was outside her territory and the search would reduce defenses for Hampton Hill.



Furthermore, she believes further exploration of the tower is beyond the abilities of her guards and doesn't want to risk their lives. In an effort to cut down on the looting she has made it clear to all of the merchants in town that possession of items taken from Londar's mansion would garner time in the dungeon.

While she actually likes **Learah Relight**, there are bad feelings between the two regarding Hamra's refusal to send guards out to search the mansion again. **Alfguir's** claims about Londar owing him money seem valid and not unreasonable based on the credit she has seen merchants and nobles extend to each other in the past. She knows that Baron Kurell is a baron from the northeast and knows nothing about Ander Fierk.

Hamra Ranthas, Sheriff, Female Human Ftr4: CR4; SZ M; HD 4d10+8; hp 30; Init +5; Spd 20 ft. (with armor, base 30 ft.); AC 19; Atk +9 melee (1d12+7, +1 *greataxe*, crit x3), or +5 ranged (1d6, composite shortbow, crit x3, range 70 ft.); AL NG; SV Fort +6, Ref +2, Will +2; Str 16, Dex 13, Con 15, Int 11, Wis 12, Cha 8.

Skills: Climb +7, Handle Animal +5, Jump +7, Ride +8. *Feats:* Improved Initiative, Point Blank Shot, Power Attack, Precise Shot, Weapon Focus (*greataxe*), Weapon Specialization (*greataxe*).

Possessions: full plate, +1 *greataxe*, composite shortbow, 20 arrows, and a belt pouch containing 28 gp, 33 sp, and 78 cp.

The Deputies: Anya, Ria, Mik and Dane

As a whole, all of the deputies are dedicated to their work, honest, and respected throughout the town. They direct questions about various people in town to **Leilah** or **Strybyorn**.

Anya, Ria, Mik and Dane, Deputies, Male and Female Human Ftr1: CR1; SZ M; HD 1d10+2; hp 12; Init +1; Spd 20 (with armor, base 30 ft.); AC 18; Atk +5 melee (1d10+2, masterwork bastard sword, crit 19-20) or +2 ranged (1d6, composite shortbow, crit x3, range 70 ft.); AL NG; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 11, Wis 12, Cha 9.

Skills: Climb +5, Ride +4. *Feats:* Exotic Weapon Proficiency (bastard sword), Point Blank Shot, Weapon Focus (bastard sword).

Possessions: masterwork bastard sword, splint mail, large metal shield, composite shortbow.

Other Important Figures in Hampton Hill

Baeris Blackoak

Baeris is a thin half-elf with delicate features and light brown hair. He wears elegant blue and green silk shirts to highlight the pale green color of his eyes and usually wears black linen pants. Although his soft, musical voice and polite manner make him seem very unthreatening, he is rumored to have killed several men that threatened one

of his daughters during a bar brawl. Baeris is extremely protective of his daughters and does his best to keep them away from adventurers and other seedy characters while directing them toward wealthy merchants and nobles. Baeris knows a great deal about the local politics of the area, and has numerous stories about Londar and the fireworks displays Londar put on for the townspeople. Londar was a regular guest in the restaurant and usually had his guests stay in the White Boar Inn so Baeris has only favorable comments about him. While Baeris knows that Learah Relight is Londar's niece and that Londar cared for her when her parents died, he knows very little else. Baeris has heard that Alfguir K'Eliek is an honest, trustworthy merchant, and says this if asked about him. He briefly met Ander Fierk one evening and didn't like him, so any comments he makes about Ander are tainted by his own feelings and aren't based on any real knowledge of the wizard's background.

Baeris Blackoak, Male Half-elf Brd2: CR 2; SZ M; HD 2d6+2; hp 9; Init +1; Spd 30 ft.; AC 11; Atk +3 melee (1d4+2, dagger, crit 19-20); SA spells; SQ bardic music, bardic knowledge, half-elf properties; AL NG; SV Fort +1, Ref +4, Will +2; Str 14, Dex 12, Con 12, Int 13, Wis 9, Cha 15.

Skills: Appraise +6, Perform +6, Sense Motive +4, Spellcraft +6, Tumble +6. *Feats:* Point Blank Shot.

Bard Spells Known (Cast Per Day: 3/1; base DC 12 + spell level): 0—daze, detect magic, mage hand, mending, open/close, 1st—alarm, identify.

Viarik Kite

Viarik is a tall, heavysset man in his early forties. Long, graying hair and droopy fat cheeks make him seem like a faithful hound. Brightly colored clothing, and a loud voice shake that image, while his polite attitude toward his wealthy customers tends to reinforce it. Viarik loves gossip, in the years since his wife died he has had little else to enjoy. He knows a great deal about local politics, rumors, and gossip. Discussions with Viarik receive a +3 bonus to Gather Information checks when talking about local information. Viarik's opinions and commentaries on anyone in town are easy to obtain, but not always very reliable. He avoids saying anything harmful about any potential clients, but merchants and nobles that own their own homes in the area are always fair game. Viarik is a bit of a coward and doesn't talk about ancient ruins, dungeons, or raiding parties because he is afraid it could bring bad luck.

Viarik Kite, Male Human Exp3: CR 2; SZ M; HD 3d6+3; hp 20; Init +3; Spd 30 ft.; AC 13; Atk +3 melee (1d6+1, club); AL NG; SV Fort +4, Ref +4, Will +4; AL N; Str 12, Dex 16, Con 12, Int 13, Wis 13, Cha 10.

Skills: Appraise +7, Bluff +6, Diplomacy +6, Gather Information +6, Knowledge (local) +7, Listen +3, Profession (Innkeeper) +7, Sense Motive +7, Spot +3. *Feats:* Alertness, Great Fortitude, Toughness.

Possessions: Viarik wears a gold ring studded with rubies and diamonds worth 1500 gp that he never lets out of his sight.

Kyrean Lane

Kyrean is a friendly, dark-haired woman that most people find pleasant and easy to deal with. She keeps her dark side well hidden from those around her, even members of the Thieves' Guild haven't seen her cold rage. While working in her shop or wandering around town she wears bright orange or red dresses, only changing into her armor and carrying her bow when she is 'working.'

Kyrean is the leader of the local Thieves' Guild but has deferred to Alfguir K'Eliek while he has been in town. Only she and a few members of her guild know Alfguir's true profession and reasons for being here. Kyrean has lost 2 members of her own guild, and 4 members of other guilds that were hired to help Alfguir so she is very hesitant about sending more guild members to Londar's mansion. If asked about Londar, or about Alfguir, she mentions what a fine gentleman Alfguir is and mentions rumors about Alfguir needing someone to help collect some of Londar's debts. Kyrean wisely uses Hampton Hill as a base to study wealthy visitors so they can be robbed at a later date while they are traveling. She tries to keep thefts in and around town to a minimum to avoid frightening wealthy vacationers away.

Alfguir's quest for payment has been putting her, and some of her guild members, at risk of discovery so she does her best to encourage adventurers to hire on with Alfguir. Any thefts by non-guild members that are carried out in town immediately incur her wrath and planned retaliation.

Kyrean Lane, Female Human Rog5: CR 5; SZ M; HD 5d6+5; hp 25; Init +7, Spd 30 ft.; AC 13 (16 with studded leather armor); Atk +5 melee (1d4+2, +1 dagger, crit 19-20) or +8 ranged (1d6+1, masterwork mighty (Str12) composite shortbow, crit x3, range 70 ft.); SA sneak attack (+3d6); SQ evasion, uncanny dodge; AL NE; SV Fort +3, Ref +8, Will +4; Str 12, Dex 16, Con 13, Int 14, Wis 10, Cha 10.

Skills: Appraise +10, Balance +11, Diplomacy +8, Disable Device +12, Gather Information +8, Hide +11, Listen +8, Move Silently +11, Open Lock +13, Search +10, Spot +8. *Feats:* Improved Initiative, Iron Will, Point Blank Shot.

Possessions: +1 dagger, +1 cloak of resistance, masterwork studded leather armor, masterwork thieves' tools, masterwork mighty (Str12) composite shortbow, 20 masterwork arrows.

Mara Lighthand

Mara weaves flowers into her long, pale brown hair as she braids it in a single plait down her back. Her clothing tends toward pale greens and browns contrasting sharply with her pale lavender eyes. A friendly, open nature and her constant ministering to the town's healing needs have made her a well-respected, openly loved member of the community. Mara met Londar several times and was taken in completely by his charming nature, she, like most villagers, believes something horrible has happened to him. She doesn't believe that Londar would ever default on a debt and has problems believing Alfguir K'Eliek's story. The fact that Londar missed Learah Relight's wedding makes her feel all the more sorry for his young niece, PCs known to be helping Learah find her uncle are given special

treatment including free healing and advice. Mara is very suspicious of Ander Fierk, she has noticed him traveling toward Londar's mansion several times over the past weeks and believes he is up to no good. If Mara is not found at the shrine to Arn, she is probably wandering the town helping people or at the White Boar Inn for a good meal and some entertainment.

Mara Lighthand, Female Halfling Clr5: CR5; SZ M; HD 5d8+10; hp 42; Init +1; Spd 20 ft.; AC13; Atk +4 melee (1d8, morningstar); SA spells, turn undead; AL NG; SV Fort +7, Ref +5, Will +8; Str 11, Dex 13, Con 14, Int 9, Wis 17, Cha 11.

Skills: Concentration +6, Knowledge (religion) +7, Spellcraft +3. *Feats:* Extra Turning, Lightning Reflexes.

Divine Spells Prepared (5/4/3/2; base DC 13 + spell level): 0—create water (x2), purify food and drink (x2), resistance; 1st—bless water, cure light wounds, divine favor, shield of faith; 2nd—cure moderate wounds (x2), sound burst; 3rd—create food and water, remove curse.

Domain Spells: 1st—protection from evil; 2nd—cure moderate wounds; 3rd—magic circle against evil.

Domains: Good (cast good spells at +1 caster level), Healing (cast healing spells at +1 caster level).

Possessions: Morningstar, +1 ring of protection, 22 gp, 17 sp, and 33 cp in a belt pouch.

Khenden Brightsun

While she openly admits that 'Brightsun' is a stage name, she has never given anyone a different name so she is known throughout town simply as 'Bright.' Her golden hair, deep blue eyes, and lilting accent suggest she comes from much farther north but nobody knows for certain. She wears dark blue and purple clothing trimmed in silver while working in the evenings at the White Boar Inn and brighter colors while walking through town during the day. Despite living in Hampton Hill for over 3 years, she knows far more about the town, and its people, than anyone knows about her. She knows a great deal about local nobles, noble houses, merchants' guilds, and their backgrounds but doesn't give up such information easily. Her experiences with Londar lead her to believe he has a darker nature that is kept hidden from others. She speaks with Learah Relight regularly and thinks highly of her, but has a very low opinion of Baron Kurell and is willing to say so. Comments she has overheard lead her to believe Alfguir is somehow involved with the Thieves' Guild but she doesn't know in what capacity, nor does she easily provide that information for fear of angering the guild.

Khenden Brightsun, Female Human Brd5: CR 5; SZ M; HD 5d6-5; hp 18; Init +3; Spd 30 ft.; AC 14 (17 with studded leather armor); Atk +4 melee (1d4+1, +2 dagger, crit 19-20), or +6 ranged (1d8, light crossbow, crit 19-20); SA spells; SQ bardic music, bardic knowledge; AL NG; SV Fort +2, Ref +7, Will +6; Str 9, Dex 17, Con 9, Int 17, Wis 14, Cha 17.

Skills: Concentration +7, Diplomacy +11, Disguise +11, Gather Information +11, Knowledge (heraldry) +11, Knowledge (local) +11, Perform +11, Sense Motive +10.

Feats: Dodge, Great Fortitude, Point Blank Shot.

Possessions: +2 dagger, +1 amulet of natural armor, masterwork harp

Bard Spells Known (Cast Per Day: 3/4/2; base DC 13 + spell level): 0—dancing lights, detect magic, light, mage hand, prestidigitation, read magic, 1st—cure light wounds, detect secret doors, identify, sleep, 2nd—blur, levitate, mirror image.

Xanthaque

At over 320 years old, Xanthaque has witnessed events now considered 'history.' Her studies carry this knowledge back through hundreds of years. Great age has faded her once golden hair to white but the few wrinkles she does have confine themselves to her hands and arms. Still a very attractive woman, many people in Hampton Hill are fond of her quiet personality and unobtrusive nature. Xanthaque has had bad experiences sharing her spellbooks in the past, and is unlikely to be convinced to share them again, unless she has great reason to trust the wizard in question. On the other hand, she loves knowledge, and is very focused on historical events and ancient books. Given a few days, she can interpret and analyze any ancient texts the PCs might come across.

Xanthaque did do some work for Londar and has had many discussions with him. She suspects his disappearance might be linked to some ancient texts he recently discovered. Londar was very excited about these texts, but Xanthaque never had the opportunity to examine them. Xanthaque is one of the few people familiar with Londar's quest for power, something she is unlikely to mention because she considers it normal for a 'young' wizard. If the PCs bring Xanthaque some of Londar's notes and books she can explain the text dealing with Horgrim's Pyramid and informs the PCs that the white metallic sphere required to open it is called "The White Eye." Her studies allow her to tell the PCs about the forgotten evil god Horgrim, his worshippers, and their destruction by forces dedicated to Arn, a minor god of the sun. She is able to tell the PCs that the only remaining temple to Horgrim is hidden in a hollow mountain known as "Arn's Mountain" after Arn's forces defeated Horgrim's followers. She can give a general location of the mountain, but with Londar's notes and maps she can give the PCs more precise directions. Londar's notes and her own texts describe "The White Eye" as having horrible evil powers, abilities that are enhanced and magnified if combined with Horgrim's Pyramid.

Xanthaque, Female Elf Wiz7/Lor5: CR12; SZ M; HD12d4-12; hp 27; Init +1; Spd 30 ft.; AC 15; Atk +3 melee (1d4, +2 dagger, crit 19-20); SA spells; SQ elven traits, lore, lore master secrets (instant mastery, lore of true stamina, secret health); AL LN; SV Fort +3, Ref +4, Will +11; Str 7, Dex 13, Con 8, Int 20, Wis 14, Cha 13.

Skills: Alchemy +11, Concentration +9, Decipher Script +9, Knowledge (ancient languages) +20, Knowledge (arcana) +20, Knowledge (history) +22, Scry +10, Spellcraft +15. *Feats:* Brew Potion, Craft Wand, Craft Wondrous Item, Scribe Scroll, Silent Spell, Skill Focus (Knowledge (history)), Toughness.

Wizard Spells Known (Prepare Per Day: 4/6/5/5/4/4/2; base DC 15 + spell level): 0—All, 1st—burning hands, change

self, color spray, comprehend languages, detect secret doors, endure elements, erase, expeditious retreat, grease, hypnotism, identify, jump, magic missile, magic weapon, obscuring mist, shield, Tenser's floating disc; 2nd—arcane lock, cat's grace, darkvision, detect thoughts, fog cloud, invisibility, locate object, resist elements, see invisibility, web; 3rd—explosive runes, fireball, gust of wind, halt undead, Leomund's tiny hut, shrink item, summon monster III, tongues; 4th—arcane eye, bestow curse, contagion, detect scrying, enervation, Evard's black tentacles, locate creature, scrying, summon monster IV; 5th—cone of cold, contact other plane, dominate person, dismissal, prying eyes, wall of force; 6th—analyze dweomer, globe of invulnerability, greater dispelling, guards and wards, legend lore, true seeing.

Possessions: +2 dagger, +2 ring of protection, +2 bracers of armor.

Other NPCs

Town and Personal Guards, Male and Female War1: CR1; SZ S or M; HD 1d8+2; hp 10; Init +1; Spd base by race; AC 15; Atk +4 melee (1d8+2, longsword, crit 19-20), or +2 ranged (1d6, composite shortbow, crit x3, range 70 ft.); SQ by race; AL NG; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills: Climb +5, Ride +4. *Feats:* Weapon Focus (longsword).

Possessions: leather armor, longsword, buckler, composite shortbow, 20 arrows.

Thieves' Guild Members, Male and Female Rog1: CR1; SZ S or M; HD1d6+1; hp 7; Init +6; Spd by race; AC15; Atk +2 melee (1d6+1, masterwork short sword, crit 19-20), or +3 ranged (1d6, masterwork composite shortbow, crit x3, range 70 ft.); SQ racial characteristics, sneak attack (+1d6); AL N; SV Fort +1, Ref +4, Will +0; Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Skills: Appraise +6, Disable Device +6, Hide +6, Listen +4, Move Silently +6, Open Lock +6, Search +6, Spot +4, Tumble +6, Use Magic Device +3. *Feats:* Improved Initiative.

Possessions: leather armor, masterwork short sword, masterwork composite shortbow, 20 arrows.

Merchant and Patrol Guards, Male and Female War1: CR1; SZ S or M; HD 1d8+2; hp 10; Init +1; Spd base by race; AC 15; Atk +4 melee (1d8+2, longsword, crit 19-20), or +2 ranged (1d6, composite shortbow, crit x3, range 70 ft.); SQ by race; AL NG; SV Fort +4, Ref +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Skills: Climb +5, Ride +4. *Feats:* Weapon Focus (longsword).

Possessions: leather armor, longsword, buckler, composite shortbow, 20 arrows.

Merchant and Patrol Sergeants, Male and Female Ftr2: CR 2; SZ S or M; HD 2d10+2; hp 13; Init +0; Spd 30 ft.; AC 15; Atk +6 melee (1d8+3, masterwork longsword, crit 19-20), or +2 ranged (1d6, composite shortbow, crit x3, range 70); SQ by race; AL N; SV Fort +6, Ref +0, Will +1; Str 16, Dex 11, Con 13, Int 15, Wis 12, Cha 8.

Skills: Climb +8; Handle Animal +4, Profession (guard)

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+6, Ride +5. *Feats:* Great Fortitude, Quick Draw, Weapon Focus (longsword).

Possessions: masterwork longsword, chainmail, composite shortbow, 20 arrows, pouch with 20 gp and 45 sp.

Patrol Captain, Male and Female Ftr4: CR4; SZ S or M; HD 4d10+8; hp 30; Init +2; Spd 20 ft. (with armor, base 30 ft.); AC 19; Atk +9 melee (1d10+6, +1 *bastard sword*, crit 19-20), or +5 ranged (1d6, composite shortbow, crit x3, range 70 ft.); SQ by race; AL NG; SV Fort +6, Ref +2, Will +2; Str 16, Dex 13, Con 15, Int 11, Wis 12, Cha 8.

Skills: Handle Animal +6, Ride +8. *Feats:* Exotic Weapon Proficiency (*bastard sword*), Point Blank Shot, Precise Shot, Weapon Focus (*bastard sword*), Weapon Specialization (*bastard sword*).

Possessions: Full plate, +1 *bastard sword*, composite shortbow, 20 arrows, and a belt pouch containing 25 gp, 35 sp, and 75 cp.

Merchant, Male and Female Ari2: CR1: SZ S or M; HD 2d8+4; hp 13; Init +0; Spd 30 ft.; AC 10; Atk +3 melee (1d6+1, masterwork short sword, crit 19-20) or +1 ranged (1d6, composite shortbow, crit x3, range 70 ft.); SQ by race; AL N; SV Fort +2, Ref +2, Will +3; Str 13, Dex 10, Con 14, Int 15, Wis 10, Cha 12.

Skills: Appraise +7, Bluff +6, Diplomacy +6, Gather Information +6, Profession (merchant) +5; Ride +5. *Feats:* Lightning Reflexes.

Possessions: Masterwork short sword, composite shortbow, 20 arrows, and a belt pouch containing 100 gp, 80 sp, and 100 cp.



Monster Appendix

New Monsters

Chrystone

Medium-Size Construct

Hit Dice:	5d10 (27 hp)
Initiative:	-1 (Dex)
Speed:	20 ft.
AC:	15 (-1 Dex, +6 natural)
Attacks:	Longsword +5 melee
Damage:	Longsword 1d8+2
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Breath weapon, spell-like abilities, death shatter
Special Qualities:	Construct, shatter weapons, damage reduction 10/+1, magic immunity
Saves:	Fort +1, Ref +0, Will +1
Abilities:	Str 15, Dex 9, Con —, Int 8, Wis 11, Cha 1
Climate/Terrain:	Any underground
Organization:	Solitary, company (2-6), or squad (7-20)
Challenge Rating:	4
Treasure:	Standard (gems only)
Alignment:	Usually neutral
Advancement:	6-9 HD (Medium-size); 10-15 HD (Large)

Chrystone are creatures made of rock and crystal that normally stand just over 5 feet tall. Their coloration varies by the types of crystal and rock they absorb giving each chrystone a unique pattern of striations and coloration that makes them easy to tell apart. Chrystone are generally humanoid in shape with a few small differences. They have almost no neck, their heads seem attached firmly to their shoulders but are still able to turn freely, and each of their hands has two fingers and two opposable thumbs making their grip quite strong. Originally imbued with life by Londar Brighttrain in a ritual involving the blood of several dragons and a demon, chrystone grow new offspring through budding. To form a new bud a chrystone must consume several times its weight in crystals and consume at least 300 gp worth of gems. The bud continues to grow from the chrystone's back until it is large enough to separate. Each chrystone offspring retains the memories and knowledge of its entire parental line.

Chrystone were originally created to be part of an army but those plans were cut short by their creator's death. As they developed and spread they became more free-willed and independent and wish to make certain they are never enslaved again. They retain all of the abilities that would have made them a powerful army and their racial knowledge helps them put these abilities to the best possible use. Chrystone, while usually neutral, have a racial memory of being slaves to the whim of their creator. This memory makes them somewhat paranoid when dealing with other

races making them more likely to attack other races than talk with them.

Combat

Chrystone open with their breath weapon attack and close for melee combat if targets are close enough, otherwise they stand back and fight with their longswords. If a battle is going poorly the chrystone attempts to retreat and ambush its opponents when it has repaired itself.

Breath Weapon (Su): Chrystone breathe a cone of rainbow colors 25 feet long that is equivalent to a *color spray* spell (Will save DC13 negates); creatures 2 HD or less, unconscious for 2d4 rounds and blind an additional 1d4 rounds and stunned for 1 round, 3-4 HD, blind for 1d4 rounds and stunned for 1 round, 5 HD or more, stunned 1 round.

Death Shatter (Ex): As a chrystone dies it shatters doing 2d6 damage to everything within a 5 ft. radius (Reflex DC 13 for half). A chrystone can prevent itself from shattering as it dies with a successful Will check (DC8) but this requires a special effort that most chrystone simply won't make.

Spell-Like Abilities: Chrystone can use *stone tell* 3 times per day and can *stone shape* small items at will (limit of 5 pounds per use). Chrystone can use their *stone shape* ability to create new spears from their bodies or surrounding stone as a free action. They can also use their *stone shape* ability to heal 1d6 points of damage but this requires a full action and opens them up to attacks of opportunity.

Magic Immunity (Ex): A chrystone is immune to all spells, spell-like abilities, and supernatural effects, except as follows. A *transmute rock to mud* spell slows it (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points. A *stone to flesh* spell does not actually change the chrystone's structure but makes it vulnerable to any normal attack for the following round (this does not include spells, except those that deal damage).

Wood Golem

Medium-Size Construct

Hit Dice:	9d10 (49 hp)
Initiative:	-1 (Dex)
Speed:	30 ft. (can't run)
AC:	17 (-1 Dex, +8 natural)
Attacks:	2 slams +11 melee
Damage:	Slam 2d6+5
Face/Reach:	5 ft. x 5 ft./5 ft.
Saves:	Fort +3, Ref +2, Will +3
Special Qualities:	Alarm, blindsight 60 ft, damage reduction 5/+1, immune to electricity and cold, construct, fire vulnerability
Abilities:	Str 20, Dex 9, Con —, Int —, Wis 11, Cha 1
Climate/Terrain:	Any land and underground

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Organization: Solitary or gang (2- 5)
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: 10-12 HD (Medium-Size); 13- 27 HD (Large)

Londar used several ancient texts to arrive at a process to create inexpensive, yet still quite powerful golems. He had master craftsmen create wood statues with articulating limbs and then performed the proper spells to animate and control them. The statues vary in shape and form and usually have weapons of some sort held in each hand. The wood golems created by Londar were designed to act both as an alarm and a protection against intruders. While the golems in different rooms may differ in appearance, the creatures have the same statistics.

Combat

Golems in different rooms might have different programming but in general they are programmed to emit an *alarm* when anyone other than Londar enters the room they are guarding. If intruders don't immediately retreat the golems close for melee combat. The golems are usually programmed to close doors and avoid ranged weapons and spells but do not break off melee combat to avoid missile fire from other sources.

Alarm (Sp): The golem lets out a piercing howl when anyone other than its creator enters the room it is guarding.

Construct: All constructs are immune to poison, disease, critical hits, subdual damage, ability damage, energy drain, death from massive damage, and mind-influencing magic.

Fire Vulnerability (Ex): A wood golem takes double damage from fire attacks unless the attack allows a save, in which case it takes double damage on a failure and no damage on a success.

Lead Skeleton

Medium-Size Construct

Hit Dice: 10d10 (55 hp)
Initiative: +4 (Dex)
Speed: 30 ft.
AC: 22 (+4 Dex, +8 natural)
Attacks: 2 slams +13 melee
Damage: Slam 2d6+6
Face/Reach: 5 ft. x 5 ft./5 ft.
Saves: Fort +3, Ref +7, Will +3
Special Qualities: Damage reduction 15/+1, SR 18, immunities, blindsight 90 ft., construct
Abilities: Str 22, Dex 18, Con -, Int -, Wis 10, Cha 1
Climate/Terrain: Any land and underground
Organization: Solitary or group (2-6)
Challenge Rating: 7
Treasure: no coins; double goods (gems only); no items
Alignment: Always neutral

Advancement: 11-15 HD (Large); 16-30 HD (Huge)

Lead skeletons appear to simply be skeletons coated with metal. Despite their outward appearance, they are actually golem-like constructs. Bones from a full skeleton are carefully sheathed in an alloy of lead and iron and rejoined with strange metallic hinges. Then an elemental spirit is summoned and bound to the body. Creating a lead skeleton is such an expensive proposition that most are decorated with gold and silver inlays and many have expensive gemstones placed in their eye sockets or used for teeth. Powerful, lengthy rituals are required to make such a strange and frightening beast. Four months are needed to complete the complex process, and requires numerous people with a variety of skills. Lead skeletons are incredibly rare because golems are easier and less expensive to create. Those who choose to create such creatures prefer the added fear and awe the skeletons tend to receive, and have a great deal of additional wealth and time.

Combat

Lead skeletons can be programmed to attack only certain creatures, or be programmed to accept certain passwords or types of clothing. More complex programming tends to fail. While lead skeletons might not have the same powers as some golems, their immunities and speed make them extraordinarily dangerous. They use their fists to inflict powerful slam attacks, and attack a single target at a time until it is dead.

Blindsight (Ex): Lead skeletons have no eyes. They "see" their opponents by emitting high-frequency sounds, inaudible to all other creatures, that allows it to ascertain objects and creatures within 90 feet. A *silence* spell negates this and effectively blinds the lead skeleton.

Immunities (Ex): Lead skeletons are immune to fire, cold, electric, and acid attacks and take half-damage from piercing and slashing attacks. Sonic based spells that get past their spell resistance do normal damage to lead skeletons, and temporarily slow them (1d4 rounds) by damaging the bones beneath their metal sheaths.

Construct: All constructs are immune to poison, disease, critical hits, subdual damage, ability damage, energy drain, death from massive damage, and mind-influencing magic.

New Monster Template

Dark Warden

Only Horgrim's most faithful followers survive the complex ritual required to become a dark warden. Each dark warden willing gives up their soul, using the energy derived from its consumption and destruction to obtain a number of special, frightening characteristics. The requirements are stringent, and few survive the complex ritual, which burns off all body hair the person might have possessed, and turns their skin deep green or black. Although usually used as guards for temples and treasuries, it is interesting to note that dark wardens, unlike most undead, do not suffer any damage or loss of ability in sunlight. Although



among the most powerful undead, the ritual used to create them burns away the personality and desires of the base creature leaving behind only the raw intelligence, wisdom, and skills they possessed before the ritual. Dark wardens gain a tireless devotion to their duties at the same time as they lose all desire for personal gain, glory, or further knowledge. This makes them unparalleled, tireless guardians, but also makes the process unattractive to those that seek to 'live' beyond their time. Most dark wardens were once monks, warriors, or assassins dedicated to Horgrim's service but many other faithful followers sacrificed their souls to serve Horgrim for eternity.

Creating a Dark Warden

The "dark warden" template can be used on any small, medium or large humanoid creature (base creature) that meets the following requirements; BAB +4 or higher, Dex 13 or higher, Int 13 or higher, Lawful Evil, and faithful to Horgrim. The base creature retains all of its statistics and special abilities with the exception of changing to creature type "undead," and the changes listed below.

Hit Dice: Increase to d12.

Speed: Base creature +10.

AC: The base creature's natural armor improves by +6.

Attacks: The base creature retains all of its attacks when it becomes a dark warden and gains a slam attack if it does not already have one.

Damage: If the base creature does not have a natural slam attack or do unarmed damage use the following table to determine damage for their slam attack.

Size	Damage
Small	1d4
Medium	1d6
Large	1d8

Special Attacks: Dark wardens retain all of the special attacks of the base creature but also gain those listed below.

Scream (Su): Dark wardens can utter a stunning scream that not only alerts others that it is being attacked but also stuns anyone within a 20 ft. radius for one round unless they make a Fortitude save (DC = 10 + half the dark warden's Hit Dice + dark warden's Charisma modifier).

Special Qualities: Dark wardens retain all of the special qualities of the base creature but also gain the undead type and the abilities listed below.

Damage Reduction (Su): A dark warden's body is exceptionally dense and tough giving the creature damage reduction 15/+2.

Turn Resistance (Ex): The ritual used to create a dark warden gives it +6 turn resistance.

Resistance (Ex): Fire, cold, sonic, and electric resistance 20.

Fast Healing (Ex): A dark warden heals 5 points of damage each round as long as it has 1 hit point. If reduced to 0 hit points the creature is destroyed.

Spell-like Abilities (Su): A dark warden gains the ability to use the following spells as a free action once per round, at will; *bull's strength*, *cat's grace*, *haste*, and *protection from*

good. It can also use the following spells once each day; *stoneskin* and *unholy blight*. All spells are cast as if by a 12th-level sorcerer.

Saves: Same as base creature.

Abilities: Increase from the base creature as follows: Str +8, Dex +6, Cha +6. As undead creatures dark wardens have no Constitution score.

Skills: Dark wardens gain a +8 racial bonus to Climb, Jump, Listen, Search, and Spot skills as well as retaining all of the skills of the base creature.

Feats: Dark wardens gain Alertness, Ambidexterity, Cleave, Combat Reflexes, Dodge, Great Cleave, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack, and Two Weapon Fighting feats as long as the base creature meets the requirements and does not already possess them.

Climate/Terrain: Any land and underground

Organization: Solitary, pair, or squad (3-8)

Challenge Rating: Same as base creature +2

Treasure: Double standard

Alignment: Always Lawful Evil

Advancement: By character class

Randomly Encounter Monsters

Bugbear: CR 2; SZ M; HD 3d8+3, hp 16; Init +1; Spd 30 ft.; AC 17; Atk +4 melee (1d8+2, morningstar), or +3 ranged (1d6+2, javelin); SQ darkvision (60 ft.); AL CE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills: Climb +3, Hide +2; Listen +3; Move Silently +6, Spot +3. **Feats:** Alertness.

Ettercap: CR 4; SZ M Aberration; HD 5d8+5; hp 27; Init +3; Spd 30 ft. climb 30 ft.; AC 14; Atk +3 melee (1d8+poison, bite), +1 melee (1d3 [x2], claws); SA web (8/day), poison (initial and secondary 1d6 points of temporary Dex, Fort DC13); SQ low-light vision; SV Fort +2, Ref +4, Will +6; Str 10, Dex 17, Con 13, Int 6, Wis 15, Cha 8.

Skills: Climb +8, Craft (any) +2, Hide* +3, Listen +10, Spot* +10. **Feats:** Multiattack. In shadows ettercaps gain a +4 racial bonus to Hide and Spot checks.

Gray Render: CR 8; SZ L Beast; HD 10d10+70; hp 125; Init +0; Spd 30 ft.; AC19; Atk +12 melee (2d6+6, bite), +7 melee (1d6+3 [x2] claws); Reach 10 ft.; SA improved grab, rend (3d6+9); SQ scent; Fort +14, Ref +7, Will +4; Str 23, Dex 10, Con 24, Int 3, Wis 12, Cha 8.

Skills: Hide +7, Spot +8.

Griffon: CR 4; SZ L Beast; HD 7d10+21, hp 59, Init +2, Spd 30 ft., fly 80 ft. (average); AC17; Atk +8 melee (2d6+4, bite), +3 melee (1d4+2 [x2], claws); Face 5 ft.x10 ft.; SA pounce, rake (+8 melee, 1d6+2 [x2]); SQ scent; AL N; SV Fort +8, Ref +7, Will +3; Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8.

Skills: Jump +8, Listen +6, Spot +11*. Griffons receive a +4 racial bonus to Jump checks and a +4 bonus to Spot checks in daylight.

Hieracosphinx: CR 5; SZ L Magical Beast; HD 9d10+18; hp 67; Init +2; Spd 30 ft., fly 90 ft. (poor); AC 19; Atk

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+13 melee (1d10+5, bite), +8 melee (1d6+2 [x2], claws); Face 5 ft. x 10 ft.; SA pounce, rake (+13 melee, 1d6+2); AL CE; SV Fort +8, Ref +8, Will +5; Str 21, Dex 14, Con 15, Int 6, Wis 15, Cha 10.

Skills: Listen +13, Spot +14*. *Feats:* Alertness, Flyby Attack. *Skills: hieracosphinx receive a +4 bonus to Spot checks during daylight.

Hill Giant: CR 7; SZ L Giant; HD 12d8+48; hp 102; Init -1; Spd 40 ft.; AC 20; Atk +16/+11 melee (2d6+10, huge greatclub) or +8/+3 ranged (2d6+7, rock, range 120 ft.); Reach 10 ft.; SA rock throwing; SQ rock catching; AL CE; SV Fort +12, Ref +3, Will +4; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 17.

Skills: Climb +9, Jump +9, Spot +4. *Feats:* Cleave, Power Attack, Weapon Focus (greatclub).

Juvenile Green Dragon: CR 7; SZ L Dragon; HD 14d12+42; hp 133; Init +0; Spd 40 ft., fly 150 ft. (poor), swim 40 ft.; AC 22; Atk +17 melee (2d6+4, bite), +12 melee (1d8+2 [x2], claws), +12 melee (1d6+2 [x2], wings), +12 melee (1d8+6, tail slap); Face 5 ft. x 10 ft.; SA breath weapon (40 ft. cone of corrosive gas, 8d6 damage, Reflex (DC 20) for half), spells (as a 1st-level sorcerer); SQ blindsight 120 ft., keen senses; AL LE; SV Fort +12, Ref +9, Will +11; Str 19, Dex 10, Con 17, Int 14, Wis 15, Cha 14.

Skills: Concentration +17, Diplomacy +16, Knowledge (arcana) +16, Knowledge (religion) +16, Listen +18, Scry +16, Search +16, Spot +18. *Feats:* Alertness, Flyby Attack, Improved Initiative, Power Attack.

Kobold: CR 1/6; SZ S; HD $\frac{1}{2}$ d8; hp 2; Init +1; Spd 30 ft.; AC 15; Atk -1 melee (1d6-2, halfspear), or +2 ranged (1d8, light crossbow); AL LE; SQ darkvision 60 ft., light sensitivity; SV Fort +0, Ref +1, Will +2; Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10.

Skills: Craft (trapmaking) +2; Hide +8, Listen +2, Move Silently +4, Search +2, Spot +2. *Feats:* Alertness.

Kuo-Toa: CR 2; SZ M Monstrous Humanoid; HD 2d8+2; hp 11; Init +0; Spd 20 ft., swim 50 ft.; AC 18; Atk +3 melee (1d8+1, spear, crit x3), -2 melee (1d4, bite), or +2 ranged (1d8+1, spear, crit x3, range 20 ft.); AL NE; SQ keen sight, slippery, adhesive, immune to poison and paralysis, electricity resistance 30, light blindness, amphibious; SV Fort +3, Ref +3, Will +5; Str 13, Dex 10, Con 13, Int 13, Wis 14, Cha 8.

Skills: Escape Artist +18, Knowledge(any) +6, Listen +9, Move Silently +3, Search +10, Spot +11. *Feats:* Alertness, Great Fortitude.

Otyugh: CR 4; Large Aberration; HD 6d8+6; hp 33; Init +0; Spd 20 ft.; AC 17 (-1 size, +8 natural); Atk +3/+3 melee (1d6 [x2], tentacles), and -2 melee (1d4, bite); Reach 10 ft. (15 ft. with tentacle); SA improved grab, constrict (1d6), disease (Fort DC12 or filth fever, 1d3 points of temporary Dex and Con damage); SQ scent; SV Fort +3, Ref +2, Will +6; Str 11, Dex 10, Con 13, Int 5, Wis 12, Cha 6.

Skills: Hide +5*, Listen +6, Spot +9. *Feats:* Alertness. +8 bonus to Hide when in its own lair.

Phantom Fungus: CR 3; SZ M Plant; HD 2d8+6; Init +0; Spd 20 ft.; AC 14; Atk +3 melee (1d6+3, bite); SQ

plant, improved invisibility; AL N; SV Fort +6, Ref +0, Will +0; Str 14, Dex 10, Con 16, Int 2, Wis 11, Cha 9.

Skills: Move Silently +5 (From +5 racial bonus).

Phase Spider: CR 5; SZ L Magical Beast; HD 5d10+15; hp 42; Init +7; Spd 40 ft., climb 20 ft.; AC 15; Atk +7 melee (1d6+4 plus poison, bite); Face 10 ft. x 10 ft.; SA ethereal jaunt, poison (Fortitude save DC15 or 2d6 points of Con damage); SV Fort +7, Ref +7, Will +2; Str 17, Dex 17, Con 16, Int 7, Wis 13, Cha 10.

Skills: Climb +12, Move Silently +11, Spot +9. *Feats:* Improved Initiative.

Pyrohydra, Five-Headed: CR 6; SZ H Beast; HD 5d10+25; hp 52; Init +1; Spd 20 ft., swim 10 ft.; AC 15; Atk +4 melee (1d10+3 [x5], bite); Face 20 ft. x 20 ft.; Reach 10 ft.; SA breath weapon (All five heads breathe once every 1d4 rounds creating jets of fire 10 ft. by 10 ft. by 20 ft. long doing 3d6 points of fire damage, Reflex save DC17 for half); SQ fire subtype, scent; AL NE; SV Fort +9, Ref +5, Will +1; Str 17, Dex 12, Con 20, Int 3, Wis 10, Cha 9.

Skills: Listen +5, Spot +6. *Feats:* Combat Reflexes

Roc: CR 9; SZ G Beast; HD 18d10+126; hp 225; Init +2; Spd 20 ft., fly 80 ft. (average); AC 14; Atk +21 melee (2d6+12 [x2], claws), +16 melee (2d8+6, bite); Face 20 ft. x 40 ft.; Reach 10 ft.; SA snatch (can attempt to grapple and fly away with a size small to huge creature on a successful claw attack); AL N; SV Fort +18, Ref +13, Will +7; Str 34, Dex 15, Con 24, Int 2, Wis 13, Cha 11.

Skills: Listen +4, Spot +4*. Rocs receive a +4 racial bonus to Spot checks during daylight.

Tiger: CR 4; SZ L Animal; HD 6d8+18; hp 45; Init +2; Spd 40 ft.; AC 14; Atk +9 melee (1d8+6 [x2], claws), +4 melee (2d6+3, bite); Face 5 ft. x 10 ft.; AL N; SA pounce, improved grab, rake (+9 melee, 1d8+3 [x2]); SV Fort +8, Ref +7, Will +3; Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6.

Skills: Balance +6, Hide +5*, Jump +5, Listen +5, Move Silently +5*, Spot +3, Swim +11. *Feats:* Weapon Finesse (bite, claw). Tigers receive a +4 racial bonus to Hide and Move Silently checks. The Hide bonus improves to +8 in tall grass or heavy undergrowth.

Troll: CR 5; SZ L Giant; HD 6d8+36; hp 63; Init +2; Spd 30 ft.; AC 18; Atk +9 melee (1d6+6 [x2], claws) and +4 melee (1d6+3, bite); Reach 10 ft.; AL CE; SA rend (2d6+9); SQ regeneration 5 (fire and acid do normal damage), scent, darkvision (90 ft.); SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills: Listen +5, Spot +5. *Feats:* Alertness, Iron Will.

Young black dragon: CR 4; SZ M Dragon; HD 10d12+20; hp 85; Init +0; Spd 60 ft., fly 150 ft (poor), swim 60 ft; AC 19; Atk +12 melee (1d8+2, bite), +7 melee (1d6+1 [x2], claws), +7 melee (1d4+1 [x2], wings); SA breath weapon (60 ft. line of acid, 6d4, Reflex save DC17 for half); SQ blindsight, immunities, keen senses; AL CE; SV Fort +9, Ref +7, Will +7; Str 15, Dex 10, Con 15, Int 10, Wis 11, Cha 10.

Skills: Bluff +10, Concentration +12, Knowledge (nature) +10, Listen +10, Search +10, Spot +10. *Feats:* Alertness, Weapon Focus (claw, bite).

Item Appendix

New Magic Items

Amulet of the Dark Sun

A symbol of those devoted to Horgrim, an ancient evil god of war and magic, these powerful amulets were used as a means to identify the true faithful and often saw use as keys for some temples. Although the process used to create these relics is now lost, they possess enough power that evil wizards and clerics are willing to pay a high price for any functioning amulets due to the bonuses they give mindless undead. The amulets are made of a mysterious dark metal and engraved with symbols representing Horgrim. Raised markings and designs in gold highlight the engraved symbols, and focus attention on them. Made in large batches when Horgrim's worshippers were powerful, most of them were lost and destroyed over the past few thousand years. Designed to weed out traitors and enforce loyalty, the evil power contained by one of these amulets varies depending upon who is wearing one. The evil aura is powerful enough to inflict 2d6 points of damage per round to any good-aligned character wearing one and 1d4 points of damage per round to any neutral-aligned character. Evil-aligned creatures wearing an amulet suffer no penalties or damage, nor do they obtain any bonuses unless they swear fealty to Horgrim while wearing the amulet. Living evil characters that swear allegiance to Horgrim have permanent *darkvision* while wearing the amulet and can cast *darkness* once per day. Mindless or free-willed undead that swear fealty to Horgrim receive turn resistance +3 when wearing an amulet and evil outsiders that pledge themselves to Horgrim obtain a +8 circumstance bonus on saving throws against any form of *dismissal* or *banishment* spell.

Laws in some elven cities still carry a death sentence simply for possessing one of these amulets. The reasons behind those laws are forgotten to all but historians but the risk of openly displaying such an amulet remains.

Caster Level: 20th. *Market Price:* 2,000 gp to a practicing necromancer, almost priceless to a worshipper of Horgrim.

Arcanari

These twin books are always found together, and are usually bound with heavy gold or silver covers. While not overtly magical, the detailed knowledge within them helps spell casters of all types. Intensive study of both books, which takes at least one week of focused study per book, gives added insight into arcane magic and the art of casting spells. Individuals that take the time to perform such intensive study are rewarded with a +1 bonus to their Knowledge (arcana) and Spellcraft skill checks. Once this knowledge is obtained, further study can not provide added benefits.

Market Price: 8,000 gp.

Iliachoam's Beasts and Saddles

Thick parchment pages are bound in a sturdy steel cover for preservation. This lengthy discussion of riding beasts

and saddles provides many different hints and techniques for controlling animals while riding them. Unfortunately, the information doesn't mean much to anyone that doesn't already have some riding skill. Anyone with 4 ranks in Ride that spends a week studying the information presented here receives a +2 circumstance bonus to Ride skill checks. Further study of this book, or similar books, can not provide any added benefits.

Market Price: 6,000 gp.

Iliachoam's Trainer's Guide

Bound in dragon hide and magically preserved, this thick text gives detailed descriptions of various training methods for a wide variety of beasts. Descriptions of the various training techniques presumes a great deal of background knowledge, it is unlikely anyone other than a skilled animal trainer could garner much from this text. A reader with 8 ranks in Handle Animal that spends several weeks reading and practicing the various techniques can add a +2 circumstance bonus to Handle Animal skill checks. These techniques are complicated and require constant referral and reminder. Anyone giving away or selling the book slowly loses the bonus over a period of several months as memory of the intricate details begins to fade.

Market Price: 10,000 gp.

Instruments of the Vearlik

This heavily detailed description of flutes and whistles made by a strange tribe of mountain orcs is interesting to only the most dedicated bard. The book describes the creation of various flutes and how each design creates a different timbre or pitch. A bard studying the manual carefully is able to learn enough about flutes to add a +1 circumstance bonus to all Performance (flute) checks. If a masterwork or magical flute is used this bonus increases to +2.

Market Price: 7,000 gp.

Jaerel's Jungle Guide

This odd book is bound with, and written on, jungle leaves that have been magically preserved and protected. The detailed descriptions of jungle plants and creatures within might be somewhat outdated, but the information is presented in a straightforward, albeit dry, manner. Anyone with 4 ranks in Wilderness Lore that spends a week studying the text can add a +4 circumstance bonus to all Wilderness Lore skill checks in a jungle.

Market Price: 7,000 gp.

Rainbow Bracers

Swirls of color move slowly across the surface of these strange silver bracers. The bracers are imbued with enough magic that they glow faintly in the darkness. In addition to functioning as normal +2 *bracers of armor*, the wearer can cast *mage armor* once per day with a duration of 10 hours. Unlike the standard spell, the *mage armor* called forth is

visible as a faint, translucent swirl of color surrounding the wearer's body.

Caster Level: 7th. *Prerequisites:* Craft Wondrous Item, *mage armor.* *Market Price:* 8,000 gp.

Rainbow Crossbow

The wood stock of this light crossbow has been painted with boldly colored stripes that somehow extend to the steel portions of the crossbow. This crossbow functions as a +2 *light crossbow* that fires bolts cloaked in colored light. Regardless of color, the bolts do an additional 1d6 points of damage to all forms of undead. Colored bolts do no additional damage to normal living creatures.

Caster Level: 9th. *Prerequisites:* Craft Magic Arms and Armor, *heal.* *Market Price:* 18,000 gp.

Rainbow Ring

This special ring is one of Londar Brightrain's special creations. At first glance the twisted silver ring appears to be tarnished, but a close inspection reveals the strange rainbow hues are part of its natural color. Anyone wearing the ring instinctively realizes they can call into existence a *rainbow staff* as per the spell created by Londar. Summoning forth the staff requires only the will of the caster and is a free action but this can only be accomplished three times each day. Once conjured, the staff lasts for 10 minutes before disappearing. Although the wielder must be proficient with a staff, each attack with the staff is made as a touch attack and does 1d6 points of bludgeoning damage (no Strength bonus) along with damage based on the accompanying table.

Caster Level: 9th. *Prerequisites:* Forge Ring, *rainbow staff.* *Market Price:* 12,000 gp.

Rainbow Ring Table

Roll 1d8 to determine the results:

1-2	Red	3d4 points of fire damage
3	Orange	2d8 points of acid damage
4	Yellow	slowed as per the <i>slow</i> spell for 2 rounds (Will save negates)
5	Green	poisoned, primary and secondary damage 1d4 temporary Con (Fortitude save negates)
6	Blue	3d6 points of electricity damage
7	Indigo	stunned for 1d4 rounds (Will save negates)
8	Violet	2d8 points of sonic damage

Note that the wielder cannot determine what type of energy is expended on a particular blow so creatures with immunities may be unaffected or even healed by some attacks.

Special Items and Relics

The following items are hidden in Londar's Library or the Treasure Chamber of Horgrim's Temple. Horgrim's Pyramid and The White Eye are evil items that need to be hidden or destroyed before they can be abused by evil creatures.

Decaying Book

The ancient book is bound with worn leather and is so old that the markings on the spine and covers have been almost completely worn off. It is written in an arcane language so ancient only an avid historian would have a chance of deciphering it (Knowledge [history] check DC 34). Pictures in the book show clear representations of Horgrim's Pyramid, Korik's ruby, and "The White Eye" described below. If interpreted, the book describes how to activate the pyramid using the White Eye and Korik's ruby to create an area of darkness with a one-mile radius that quenches all normal and magical daylight. Pages describing the pyramid's origins and the process used to create it are worn and torn to the point of being incomprehensible.

Horgrim's Pyramid

This strange gold and silver pyramid has several interlocking layers that can be turned around a central axis. Runes along the sides hint of great power, and the pyramid glows with a variety of different magics when studied with *detect magic*, but there is no hint as to what the pyramid actually does. Knowledge gathered from the book above allows one to open the pyramid by placing the White Eye in a depression at its base. Once opened, a large, multi-faceted ruby must be placed in a precise location inside the pyramid. Once these actions are complete, the pyramid reveals its powers to the person holding it, if they are evil, or gives them a powerful shock if they are not.

Once activated the pyramid gives any evil creature holding it the power to create a magical darkness with a radius of 2 miles. Within this area all light spells and light sources are half as effective, and all sunlight and daylight damage effects against undead are nullified. It also gives the possessor the power to use *control undead* on up to 100 HD worth of undead within a 1000 ft. radius. In addition to these powers, the wielder can use the following spells 1/day as a 20th-level cleric; *animate dead*, *circle of doom*, *create greater undead*, *create undead*, and *disintegrate*. Holding or using the *White Eye* at the same time as the pyramid doubles the range and power of these effects. Use of the pyramid does exact a price. The first day of use results in a loss of body hair and makes the subject sensitive to sunlight (-2 to hitpoints, saving throws, attack and damage rolls in direct sunlight). Continued use ages the subject one day for every hour of use. There is no saving throw against these effects and there is no way to reverse the aging.

Good characters that attempt to activate the pyramid must succeed at a Fortitude saving throw (DC 20) as they are assaulted with negative energy. A successful save results in 8d6 points of damage, failure results in two negative levels. A Fortitude save (DC 20) is allowed to remove the negative levels. Neutral characters that try to activate the pyramid suffer 8d6 points of damage with a Fortitude save (DC 20) for half.

Korik's Ruby

This large ruby has hundreds of carefully cut facets that focus light shined through the gem into a tight dot several feet away. The ruby is not magical, but happens to be the original ruby created for use in *Horgrim's Pyramid*



(above). It was stolen from a popular merchant house in Bard's Gate.

The White Eye

A powerful and deadly relic on its own, *The White Eye* is required to open and activate *Horgrim's Pyramid* (above). Stored in a hidden temple for thousands of years, there is no exact record of all of the powers this item possesses. Made of a strange white metal, it is oblong and the shape and size of a human eye. Glowing runes and strange symbols cover its surface as a mere hint of its evil power. Any good or neutral being within 5 ft. of the stone can sense its evil emanations without the aid of any magic. Those using spells to *detect evil* are overwhelmed by its potent aura.

The intelligent item (Cha 19, Int 18, Wis 7, Ego 22; Communication, telepathy; ALLE) treats anything that is not evil with disdain, spite, and hatred. Its sole purpose is to destroy good and spread evil and considers the creatures that "wield" it simply to be tools of its own. Any nonevil

creature touching the eye suffers 8d6 points of damage with no saving throw allowed.

The eye can only be used by an evil humanoid and has two levels of use. The first level of use is where it is simply held in one's hand. At this level of use the eye grants the user the ability to cast *animate dead*, *darkvision*, *detect good*, and *desecrate* at will. When used at this level the eye attempts to influence the user (Will save DC 15 to ignore) and convince them to tear out their own eye and use it as a replacement. Anyone bold, or foolish, enough to do so unlocks all of the eye's powers receiving the following additional benefits: permanent *darkvision* and *detect good*, ability to cast the following spells, at will; *find traps*, *detect secret doors*, *true seeing*, 2/day; *stoneskin*, 1/day; *haste*, *globe of invulnerability*, and free use of the following feats; Combat Reflexes, and Improved Initiative. Using the eye in this manner results in a constant battle for control (Will save DC 22 each day) with the eye assuming complete control of the creature's body when it finally wins.

Appendix:

New Spells and Feats

New Spells

Etch Stone

Transmutation
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Stone or stone object
Duration: One hour
Saving Throw: none
Spell Resistance: No

A sorcerer or wizard can magically inscribe messages or text in stone using an ordinary quill for one hour after casting this spell. Any type of message, design, or rune created with the quill is permanently inscribed in the stone for anyone to see. Combining additional spells with an *etch stone* spell allows the caster to inscribe hidden or magical messages on simple stone walls. Scrolls or spellbooks can be created in stone if someone were willing to take all of the extra time and expense.

Rainbow Spear

Conjuration (creation)
Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: See text
Saving Throw: See Text
Spell Resistance: Yes

You focus energy to create a shortspear of a specific color and effect that is thrown as a ranged touch attack. The caster must choose what color to make the spear with each color having a different special effect. The caster can create one spear for every 5 levels but can only throw one spear per round. Spears must be used within 10 rounds of their creation and can only be touched by the caster. These spears are very useful against targets that have specific weaknesses known by the caster. A successful hit inflicts 1d6 points of piercing damage plus the following special effects:

Red	1d4 + 1/caster level (max 20) points of fire damage (Reflex save for half)
Orange	1d8 + 1/2 caster levels (max 10) points of acid damage
Yellow	slowed as per the <i>slow</i> spell (Will save negates)

Green	poisoned, initial and secondary damage 1d6 con (Fortitude save negates)
Blue	1d4 + 1/caster level (max 20) points of electricity damage (Reflex save for half)
Indigo	stunned for 1d4 rounds (Will save negates)
Violet	1d8 + 1/2 caster level (max 10) points of sonic damage

Rainbow Staff

Conjuration (creation)
Level: Sor/Wiz 5
Components: V, S
Casting Time: 1 action
Range: Personal
Target: Self
Duration: 3d4 minutes
Saving Throw: See Text
Spell Resistance: Yes

You conjure a shimmering rainbow colored staff of energy. While the staff does not last long, it is an excellent melee weapon for the wizard unlucky enough to find themselves toe to toe with their foes. Although the caster must be proficient with a staff, each attack with the staff is made as a touch attack and does 1d6 points of bludgeoning damage (no Strength bonus) along with damage based on the following table;

Roll a d8

1-2 Red	3d4 points of fire damage
3 Orange	2d8 points of acid damage
4 Yellow	slowed as per the <i>slow</i> spell for 2 rounds (Will save negates)
5 Green	poisoned, primary and secondary damage 1d4 con (Fortitude save negates)
6 Blue	3d6 points of electricity damage
7 Indigo	stunned for 1d4 rounds (Will save negates)
8 Violet	2d8 points of sonic damage

Note that the caster can not determine what type of energy is expended on a particular blow so creatures with immunities may be unaffected or even healed by some attacks.

Teleport Other

Transmutation [Teleportation]
Level: Sor/Wiz 9
Components: V, S
Casting Time: 1 action
Range: Close (30 ft.)

Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

You direct magical energies at any target size large or smaller within 30 ft. in an effort to teleport the target to a specific location. The caster must be very familiar with the teleport destination. Any attempt to teleport a target into a solid object, under water, or a location not firmly known to the caster results in automatic failure. While this spell can't be used to directly injure a target it can certainly remove a specific victim from a battle. This spell was created by Londar Brightwater to trap a wide variety of creatures for experiments performed in the caverns beneath his mansion.

New Feats

Colorize Spell [metamagic]

You can add color to, or change the colors of any visible spell effect.

Prerequisites: Int 13+, ability to cast at least one illusion spell.

Benefit: The spell caster can change the color of any visible spell effect. For example, fireballs can be made green, purple, or red. Changing the color of a spell effect does not make it do more damage or alter its effect but it does make even simple spells appear to be something far more impressive and dangerous adding to the impression of the casters power. Casters using Colorized spells receive a +2 circumstance bonus to all Leadership, Intimidate, and Bluff skill checks for a period of 10 rounds after the spell is cast, or, for spells with a duration, after the spell ends. A Maximized, Colorized spell adds a +4 circumstance bonus to Leadership, Intimidate, and Bluff skill checks.

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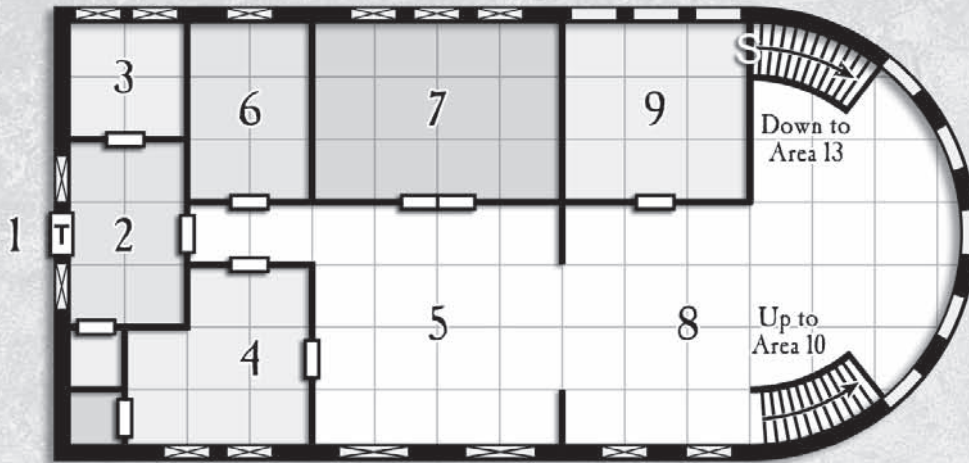
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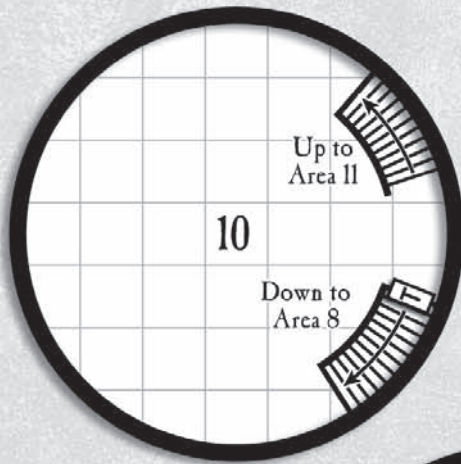
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Map 1: Hall of the Rainbow Mage

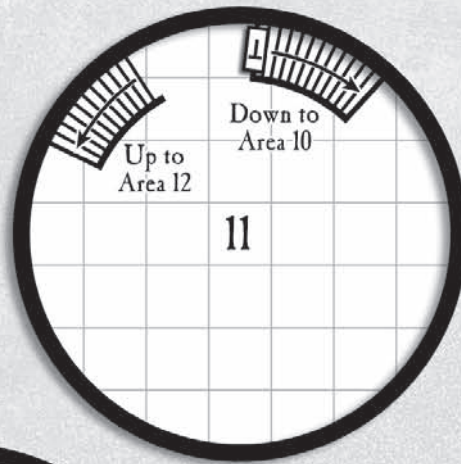
1 Square = 5 ft.



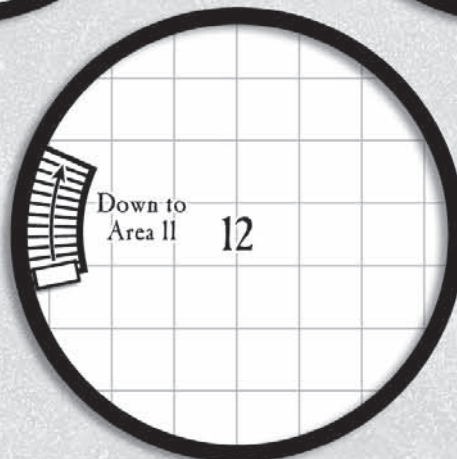
1st Level



2nd Level



3rd Level



4th Level

- Broken Window
- Unbroken Window
- Trapped Door
- Door



Map 2: Hall of the Rainbow Mage

1 Square = 10 ft.

- Trapped Door
- Door
- T Trap
- Force Field
- x Handprint Dial
- Teleport Circle



Up to Area 9

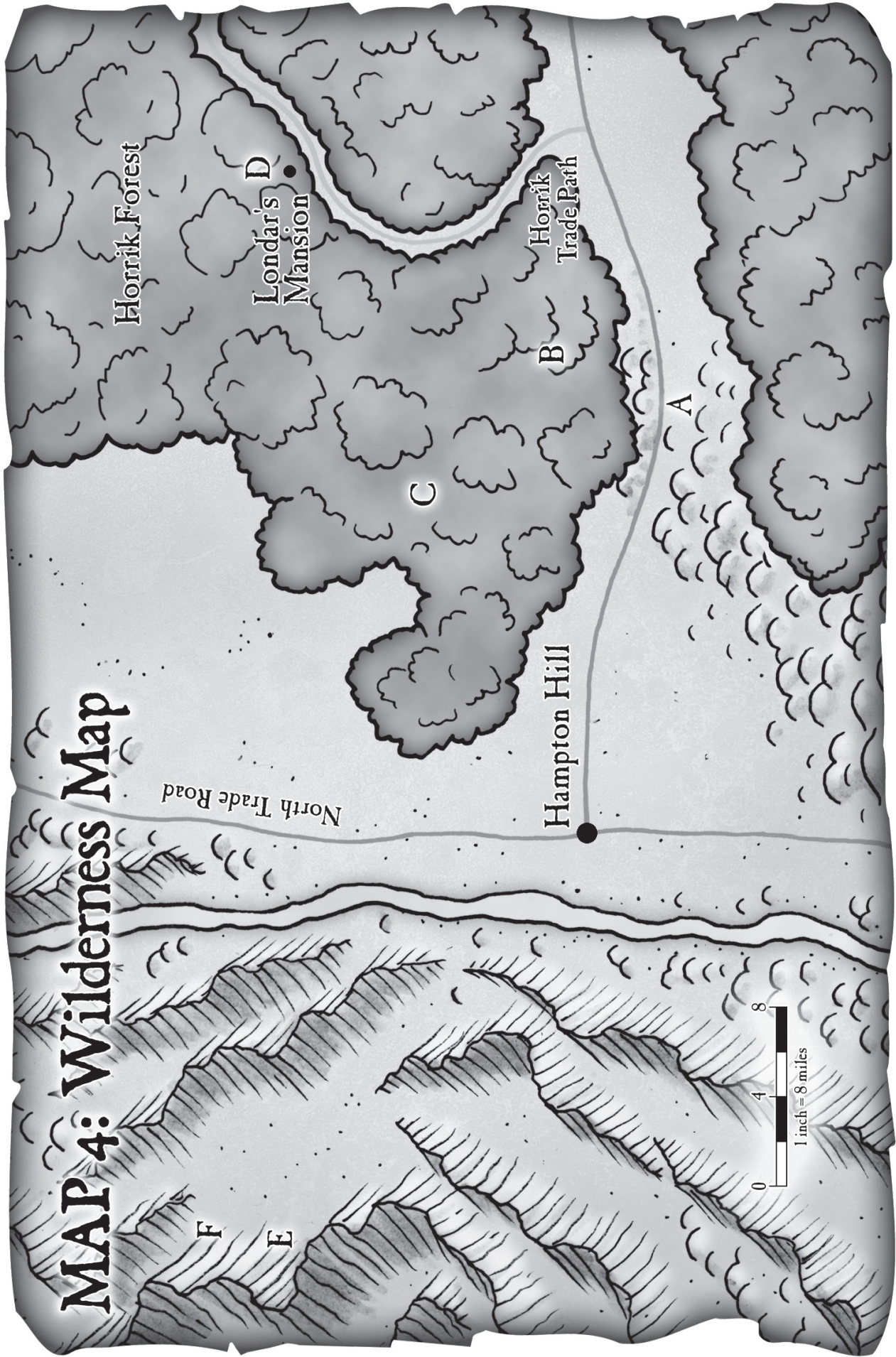




Map 3: Hampton Hill

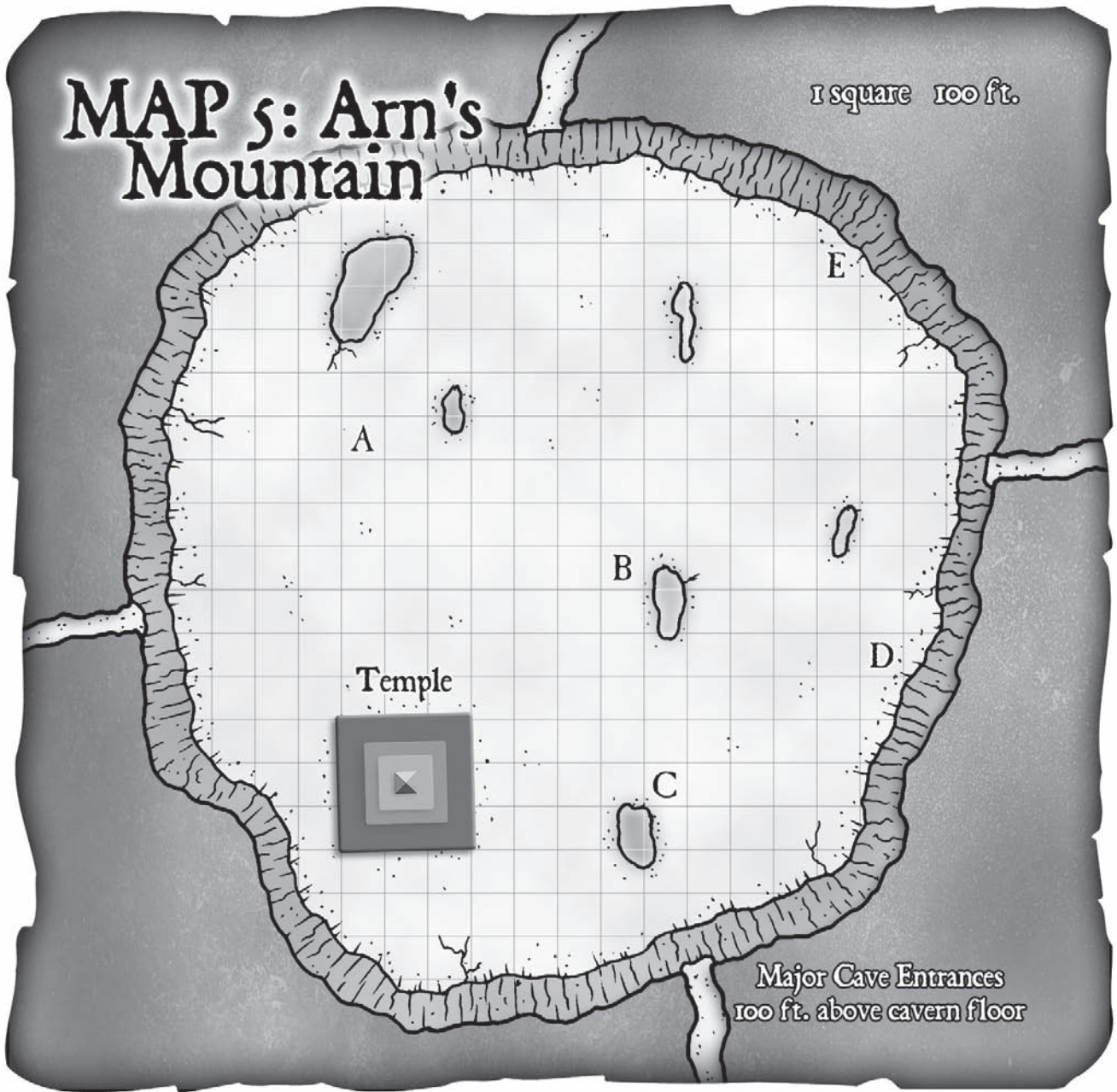
0 40 80
1 inch = 80 ft.

MAP 4: Wilderness Map



MAP 5: Arn's Mountain

1 square 100 ft.



Temple

A

B

C

D

E

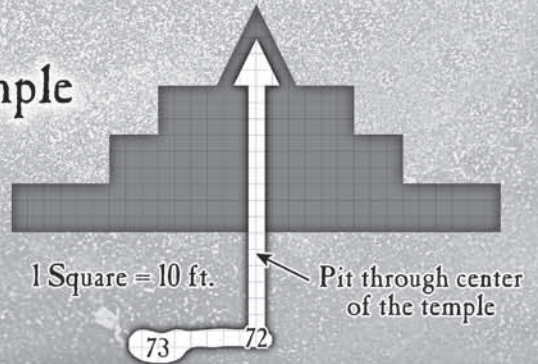
Major Cave Entrances
100 ft. above cavern floor

Map 6: Horgrim's Temple—Level 1

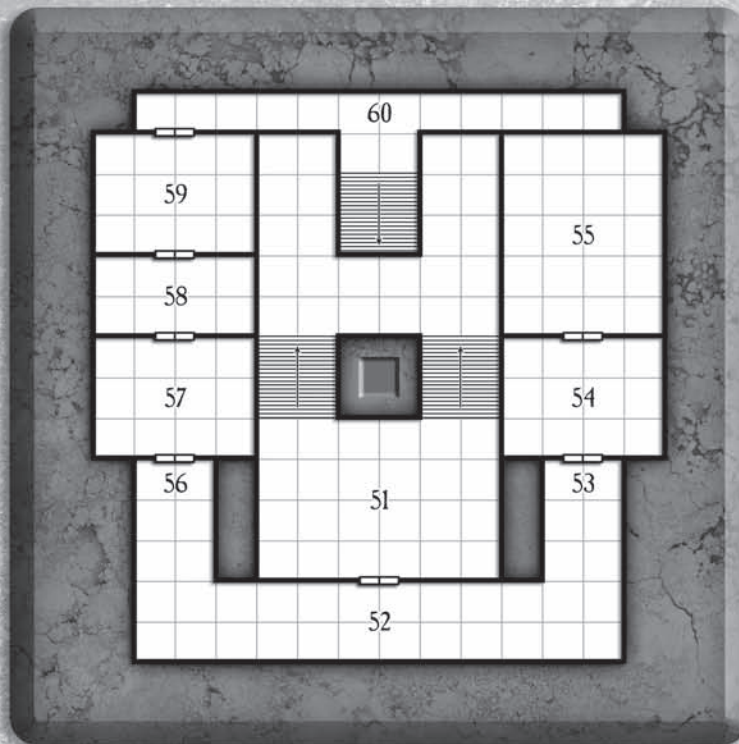
1 Square = 10 ft.



Horgrim's Temple Cutaway

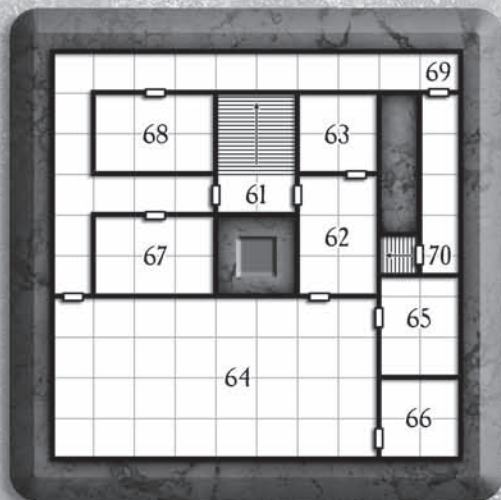


Map 7: Horgrim's Temple—Level 2



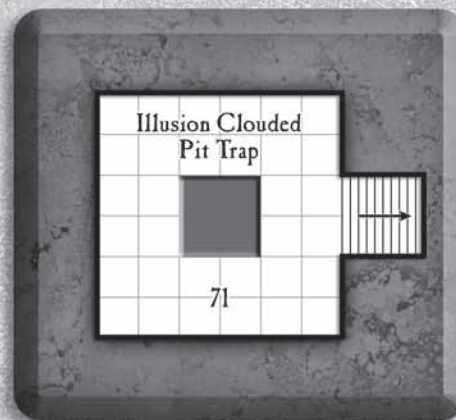
1 Square = 10 ft.

Map 8: Horgrim's Temple Level 3



1 Square = 10 ft.

Map 9: Horgrim's Temple Level 4



1 Square = 5 ft.

THE HALL OF THE RAINBOW MAGE

The Rainbow Mage is Missing!

While investigating the disappearance of Londar Brightrain, known as the Rainbow Mage, the party comes across dark, twisted plans and deadly secrets. Do your players dare travel to his looted home and risk entering his tower? Can they find the Rainbow Mage, or his hidden treasures and powerful spells? Will they discover the secret behind Horgrim's Pyramid and locate the forgotten temple that may hold the key to a terrible mystery?

Secrets, Spells, and Relics

Designed for 4 to 6 characters for the 7th to 9th level and published under the d20 system, the Hall of the Rainbow Mage challenges adventurers to solve a mystery that combines deadly dungeons with political intrigue, leading them from the village of Hampton Hill to a wizard's tower with hidden laboratories, and eventually to an ancient temple. Includes numerous town, wilderness, and dungeon maps as well as new monsters, spells, magic items, and metamagic feats!

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Fantasy-Swords and Sorcery
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Core D20 System

