



# Iggwilv's Legacy: The Lost Caverns of Tsojcanth

by Ari Marmell and Edward Albert  
art by Howard Lyon and Francis Tsai  
cartography by Rob Lazzaretti

## Introduction

To the inhabitants of the war-torn world of Oerth, the spellcaster Iggwilv is a footnote to history, an advisor and facilitator to greater evils. They forget that Iggwilv—master of demons, mistress of Graz'zt, and mother of Iuz—is a mighty witch, was once greater still, and that she conquered an entire region with her potent spells and demonic minions. Even today, when so many have studied her writings, and all have heard of the so-called lost caverns where she hid her greatest of treasures, Iggwilv keeps a secret or two regarding her rise to power.

For centuries, the mountain called Iggwilv's Horn has been little more than a landmark, the guide by which explorers have sought out the nearby caverns of Tsojcanth. Its twisted and craggy peak has featured in numerous tales of mystery and horror, but always for what it represents and not for what it truly is. The time has come, at last, for the truth to be revealed. Iggwilv's Horn is no mere landmark, but a wellspring of evil that taints the surrounding lands. The Lost Caverns of Tsojcanth was only one of Iggwilv's homes, yet it was here that the conjurer learned her greatest powers, scribed her greatest works, and congressed with demons. And it is here that brave heroes must eventually come, if they are to forestall the rise of an even greater evil, for Iggwilv's Horn stabs not only into the heart of Oerth, but into the depths of the Abyss. . . .

## WHAT IS IGGWILV'S LEGACY?

Iggwilv's Legacy is a web-based adventure expanding the former lair and home of the dread archmage. The first part, "Iggwilv's Horn," details the history of the archmage's mountain, its outer slopes and caves, and the lands surrounding it. The second part revisits the classic adventure "The Lost Caverns of Tsojcanth," updated to use 3.5 DUNGEONS & DRAGONS rules. The third part, "The Hollow of the Horn," explores yet more of the chambers within the mountain's deadly interior.

"Iggwilv's Legacy" is designed for a party of four 11th-level characters, but any combination of 10th- to 12th-level characters should suffice. The group members should possess at least one magic weapon (if not more) and have a spellcaster among them. Given the story's focus on horror, play runs best with a party of

primarily good-aligned characters, but this is by no means a hard and fast requirement. Indeed, a party of all neutral (or even evil) characters might benefit just as much from exploring the halls and twisting passages of Iggwilv's Horn and its Lost Caverns.

## WHAT YOU NEED TO PLAY

This material makes use of information from various supplements, including *Heroes of Horror*, *Fiendish Codex I: Hordes of the Abyss*, *Dungeonscape*, and various *Monster Manuals* beyond the first. Essential details and simplified rules are presented here where appropriate; thus, although these supplements can add detail to the adventures, they are not required.

As written, the Caverns of Tsojcanth and Iggwilv's Horn exist in the World of Greyhawk, but they can easily be adapted to Eberron, the Forgotten Realms, or any other setting. A Dungeon Master (DM) need only find a location for the mountain in an appropriate borderland region, and room in the world's history for a demon-conjuring archmage.

## BACKGROUND

Some of the following originally introduced the 1st edition module *S4: The Lost Caverns of Tsojcanth*, concluding the famed S-series that included *Tomb of Horrors*, *White Plume Mountain*, and *Expedition to the Barrier Peaks*:

## REFERENCES

*Iggwilv's Legacy* makes substantial use of characters from the long history of the DUNGEONS & DRAGONS game. Although a comprehensive list of the sources that feature these characters would be prohibitively large, the following serves as a summary.

**Fraz-Urb'luu:** *Book of Vile Darkness*, *Fiendish Codex I: Hordes of the Abyss*, *Dragon* #333, *S4: The Lost Caverns of Tsojcanth*, *Monster Manual II* (1st Edition)

**Graz'zt:** *Book of Vile Darkness*, *Fiendish Codex I: Hordes of the Abyss*, *S4: The Lost Caverns of Tsojcanth*, *Monster Manual II* (1st Edition)

**Iggwilv:** *Dragon* #336, *S4: The Lost Caverns of Tsojcanth*


**Iuz:** *Complete Divine*, *Living Greyhawk Gazetteer*

**Tharizdun:** *Complete Divine*, *Lords of Madness*, *WG4: The Forgotten Temple of Tharizdun*

**Tsojcanth:** *S4: The Lost Caverns of Tsojcanth*

**Zagig Yragerne:** *Dragon* #336, *S4: The Lost Caverns of Tsojcanth*





Nearly a century ago, the archmage Iggwilv sent her evil minions to conquer the lands around her abode. So successful was she that the Marches of Perrenland were subjugated for a decade, and great indeed was the loot brought to answer her insatiable demand for treasure. Legend states that the archmage gained much of her prowess from discovering the Lost Caverns of Tsojcanth, wherein was hidden magic of unsurpassed might. It is certain that Iggwilv ruled her domain from these caverns. There she also conducted arcane experiments and rituals, trying to further increase her powers.

These experiments were her downfall, for she accidentally freed the demon Graz'zt, whom she had imprisoned and forced into servitude. A terrible battle followed, and although the demon was forced to flee to the Abyss, Iggwilv was so battered from the contest that her powers and strength were forever lost. With her diminished might, Iggwilv's realm was sundered. Her former henchmen and slaves stole her treasure and scattered to the four winds in the face of enemy armies.

The archmage, however, used the last of her power to prepare a hiding place in the caverns for her remaining wealth. Legends say that this treasure included several tomes of great power and the fabled lamp called *Daoud's Wondrous Lanthorn*. No one knows what else might be hidden, for no one has yet discovered Iggwilv's hoard.

None know whether Iggwilv still lives. Until recently, though, the stories of her secret cache of treasure in the Lost Caverns of Tsojcanth were regarded as another grandfathers' tale to amuse younglings. Tapestries, rugs, statues, and rare art have been recovered over the years, as well as chests of precious metals, sacks of coin, and coffered filled with gems and jewelry. It was believed that all her treasure had been looted and that no magic or wealth remained. However, recent investigations have indicated that the magic lanthorn did exist and that Iggwilv possessed it. Iggwilv's lair was definitely located somewhere along the gorge of the Velverdyva River in the mountains between Schwartzenbruin and Highfolk. The realms of Iuz, Perrenland, and Ket have sent expeditions into the Yatil Mountains seeking the location of the caverns; the few survivors have all failed.

## THE RUMORS OF THE HORN

Most who know of the lost caverns and their surroundings hold Iggwilv responsible for the evil that has occurred here. And why should they not? The vile archmage dwelt here for centuries, conjuring ever-

greater demons and experimenting with ever more foul horrors. The truth, however, is that the mountain was a font of power long before the archmage ever made her presence felt.

No one alive today can say with certainty why monsters have long been drawn to this mountainous region, why those who spend too long here grow diseased in body and mind, why the air weighs heavy with the presence of evil. A few scholars have suggested that, eons before recorded history, demonic creatures might have used the mountain as a prison. They refer to legends that claim the great demon lord Graz'zt once confined a hated foe here for millennia before finally tiring of the enemy and utterly destroying him. The presence of this great demon, and his struggles to escape, might indeed be the source of the taint that clings to the region like a ravenous leech, or this tale might just be another among the layers of misunderstanding and deception that cloak the Caverns and Horn.

## THE RISE OF TSOJCANTH

Years ago, but not beyond the reach of a historian's quill, an Oeridian archmage named Tsojcanth rose to power. The predecessor of more famous wizards, such as Mordenkainen and Otiluke, Tsojcanth was a student of great magic and a protector of the mortal realm. For many lifetimes, Tsojcanth defended Oerth from incursion and assault. He battled the minions of the demon princes, Orcus and Graz'zt, slew a wielder of the horrific *Hand of Vecna*, and even stood against the forces of the mad god Tharizdun. Yet these battles exhausted him, and the time soon came when even the great Tsojcanth knew he must pass on. Legend says that he made his crypt deep in the caverns beneath the mountains, where he, in his final rest, might serve to dampen the area's evil energy.

In truth, everything known of Tsojcanth—even his name—is myth and misdirection. The being who called himself Tsojcanth was no human wizard, however powerful, but the half-breed child of an Abyssal prince. A master of sorcery and deception, Tsojcanth learned many secrets from the orders of good. He steered them away from his own machinations, and aided them in fighting both his own rivals and those of his demonic sire. After Tharizdun's defeat, Tsojcanth determined that he had spent long enough masquerading as a mortal and allowed that identity to fade as he moved on to other diversions.

## THE COMING OF IGGWILV

For centuries, the region waited. Communities and nations sprang up around the mountain, but nobody claimed it for long. The taint of the Abyss was subtle yet omnipresent. This stretch of mountainous land became a magnet for conflict. Border skirmishes, far out of proportion to the land's worth, raged in its valleys. Monsters, from goblins to giants to dragons, made it their home, though the land had little to offer.

And then a young, depraved witch named Iggwilv found her way here.

Until this time, Iggwilv had dwelt in the city of Greyhawk, apprenticed to the mad wizard Zagig Yragerne. She learned much at his side, including the secrets of demon lore. Together, using their mightiest spells, they bound the demon prince Fraz-Urb'luu. Hungry for greater power and determined to repeat such a feat on her own, Iggwilv questioned the imprisoned archfiend outside the presence of her master, and she learned much, including the true nature and true name of Tsojcanth, Fraz-Urb'luu's own misbegotten son.

Absconding with many of Zagig's artifacts and writings—including the *Tome of Zyx*, which would one day form the foundation of the dread *Demonomicon*—Iggwilv traveled to what was thought to be the last resting place of Tsojcanth, the peak that would one day bear her name. Accompanied by an array of humanoid and fiendish minions, she made her way to the center of the inner complex, hungry for the knowledge she believed it would contain.

To her dismay, she found no books of spells and no ancient artifacts. She did, however, sense the Abyssal energy that flowed through the mountain like an unseen current, and the potential was not lost on her. She believed that with this energy and her knowledge of his true name, she might not only summon the fiend of whom she had recently learned, but bind him as well.

The battle of wills was fierce indeed. Planar boundaries ruptured like pustules, and the flow of the Abyss into the mortal realm increased from a trickle to a torrent. Yet in the end, Iggwilv's will prevailed. In this, her first summoning since emerging from the shadow of Zagig, she proved successful beyond her wildest dreams.

For generations, Tsojcanth was the greatest of Iggwilv's slaves. He became her advisor, her enforcer, her font of lore and demonic secrets. Although he hated her with intensity surprising even among demons, Tsojcanth had no power to escape the mystic shackles under which he labored.

As the decades passed, the witch's interaction with Tsojcanth became a twisted game. She could command his general obedience, but not acquiescence to her every demand. She baited him and challenged him with questions, and he tested the limits of her control.

One day, however, the witch's interest in her Abyssal slave suddenly waned, for she had unearthed a greater prize. Somehow, Iggwilv had learned the true name of the demon prince Graz'zt, and she summoned him forth.

If the archmage's struggle for dominance over Tsojcanth had been mighty, her war of wills with Graz'zt was titanic. Many of Iggwilv's minions were slain, much of her magic hoard and mystic writings destroyed. In the end, however, her depth of demonological knowledge and her arcane power were sufficient to defeat even so mighty a being as Graz'zt. The archfiend was humbled before her, a demon prince laid so low as to be slave to a mere mortal.

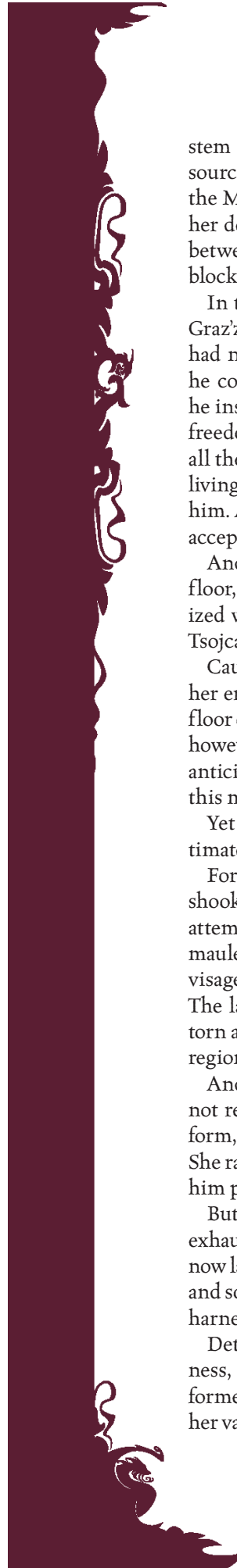
This, then, was the height of Iggwilv's reign, for she commanded a growing army of demons. She became undisputed master of the region surrounding what was now known as Iggwilv's Horn. Neighboring lands, such as Ket and Perrenland, sent forces against her, and she obliterated them. Iggwilv and Graz'zt became lovers, and the witch gave birth to a half-blooded son she dubbed Iuz.

To her slave Tsojcanth, Iggwilv assigned a less pleasant fate. Unwilling to risk dividing her attention between the two great demons, she confined Tsojcanth to the nearby caverns. There he was tasked with overseeing her lesser minions and forgotten experiments, allowed out only when she required him to perform a specific task.

Had circumstances remained thus, Iggwilv and her demons might well have conquered the entire region, perhaps even major portions of Oerth. Eventually, however, the witch and her demonic consort realized that the flow of Abyssal energy from the depths of the mountain was increasing, and formerly healthy areas had grown severely tainted. The darkness Iggwilv had released in her various summonings and experimentations had grown strong, and threatened to tear a rift between Oerth and the Abyss. Already, several uncontrolled demons had slipped through, riding the waves of chaotic magic.

Iggwilv knew she must plug the leak. She hardly cared for the well-being of the world around her, but the notion of an influx of demons over which she had no control disturbed her. None of her magic proved able to seal the gap, however. Finally, after discussion with Graz'zt, Iggwilv determined that the only way to





stem the Abyssal flow into Oerth was to trap a great source of power and magic in the rift, anchored to the Material Plane. She would have to sacrifice one of her demons, imprisoning him permanently as a plug between worlds, using his own magic and energy to block those coming from the other side.

In this, the great mistress of demons was deceived. Graz'zt, despite his carnal relations with his mistress, had never accepted his lot as a mortal's slave. Where he could have elucidated other ways to seal the rift, he instead fed to Igggwilv the one that might win him freedom. Graz'zt knew that only he and Tsojcanth, of all the archmage's demons, had the power to serve as a living barrier. He knew that Igggwilv would not sacrifice him. And he knew that Tsojcanth would never quietly accept such a fate.

And indeed, when Tsojcanth saw the symbols on the floor, around the growing rift to the Abyss, he realized what was to come. For the first time in decades, Tsojcanth battled his mistress.

Caught by surprise, Igggwilv was still able to defeat her errant slave, leaving Tsojcanth barely alive on the floor of the chamber. The battle left the witch drained, however, bereft of her mightiest spells. Graz'zt had anticipated this weakness, and he chose to strike in this moment.

Yet even the mighty Graz'zt, in his hubris, underestimated the sheer power the archmage had achieved.

For hours the lovers battled, and the mountain shook with magic beyond the ken of most mortals. Iuz attempted to interfere, but instead the chaotic energy mauled and deformed him, warping his handsome visage into the repulsive guise he must wear today. The last barriers between Oerth and the Abyss were torn asunder, and the taint of chaos and evil swept the region like a flood.

And still, Igggwilv emerged triumphant. She could not rebind Graz'zt, but she slew the prince's physical form, banishing him to the Abyss for a hundred years. She raised the still-living form of Tsojcanth and bound him permanently into the planar fabric.

But Igggwilv's victory cost her dearly. The battle had exhausted all she had and all she was. Her great artifacts now lacked power, burned out in the conflict. Her body and soul were broken and twisted, no longer capable of harnessing the mighty magic she once wielded.

Determined not to let her minions detect her weakness, Igggwilv moved all her treasure into Tsojcanth's former caverns, placing traps and monsters to defend her valued possessions. She left many guardians in the

caverns, but one in particular, her daughter Drelnza, she trusted above all others to keep her treasure safe. Then, when all was complete, Igggwilv departed the caverns and disappeared. Historians suggest Graz'zt's minions spirited her away to the Abyss for further tortures (and, some scholars maintain, an eventual if unlikely rekindling of their romance); others claim that she traveled Oerth and the planes, seeking a way to recover her power. Most presumed she had simply died. Her minions slowly departed the caverns and the Horn, and the world turned its attention to other evils.

## RECENT HISTORY

Specific knowledge of Igggwilv's reign slowly faded into the mists of time and legend. The precise location of Tsojcanth's caverns was forgotten. Igggwilv's Horn became a mere landmark, a symbol of a horror that once was. Civilization sputtered in its effort to claim the region. A gnome community appeared at the northern base of the mountain. The people of Ket and Perrenland discovered great quantities of ore in these mountains, and they established a mining camp on the western slopes of the Horn itself. Many humanoid tribes, some descended from Igggwilv's minions, took up residence in the surrounding hills and mountains.

But even with the Abyssal portal sealed, the leaked energy never totally dissipated. Several fiendish entities yet dwell in the vicinity of Igggwilv's Horn, and sporadic taint still infects the land. Worse still, in the past several years, monstrous activity has risen once more, echoing the days of Igggwilv's reign. Evil once more festers in and around Igggwilv's Horn, emerging from the depths of the Lost Caverns of Tsojcanth.

## CHOOSING AN ADVENTURE HOOK

Although the simple notion of exploring the infamous lost caverns, or of delving into Igggwilv's lore, might be enough for many adventurers, others could require additional motivation.

**Imprisoned Maiden:** Travelers passing by the horn Igggwilv's Horn, or those humans and gnomes living on the horn, tell of a common dream in which they see a beautiful maiden laid out on a stone bier, caught in everlasting sleep. The woman is in fact Drelnza, Igggwilv's vampire daughter.

**Mapping the Way:** A treasure hoard the party obtained in a prior adventure includes a rough map of

the region, including scribbles identifying the general locations of Igglwilv's Horn and the Lost Caverns of Tsojcanth.

**Arcane Temptation:** An arcane-oriented patron—preferably one for whom the characters have worked before—seeks access to the *Demonomicon* (see “The Hollow of the Horn”), offering the party a substantial reward for retrieving it.

**Lost Loved Ones:** Relatives of either the gnomes of the Vale of Sorrows, or the miners of Steddeggar's Hole, have lost contact with their kin in the region. They have spread word that they are seeking someone, anyone, who can reestablish contact and find out what's going on in the area.

**The Lanthorn:** Divinations have revealed that a great artifact, *Daoud's Wondrous Lanthorn*, remains behind in either the Lost Caverns or Igglwilv's Horn, though it cannot be pinpointed more precisely. The player characters (PCs) might seek it for themselves, or on behalf of a patron.

## TAINT

These articles draw on the rules for taint, first introduced in *Unearthed Arcana* and greatly expanded in *Heroes of Horror*. The use of these rules substantially enhances any horror-oriented D&D campaign or adventure. For those without access to *Heroes of Horror*, the rules for taint are presented below in greatly abbreviated form.

“Taint” refers to evil so vile and pervasive that it corrupts any creature it touches. Objects, locations, and creatures bestow taint on those who come near them. Taint can manifest physically, as corruption, or mentally, as depravity. In most cases, a character can avoid taint through a successful save: Fortitude for corruption, Will for depravity.

When a character acquires more points of corruption at one time than her current Constitution modifier, she must attempt an additional Fortitude save (DC 15 + points of corruption acquired). Success indicates that she is sickened for 1d4 rounds, while failure means she is nauseated for 1d4 rounds. Similarly, gaining more points of depravity at one time than her Wisdom modifier requires a Will save (DC 15 + points of depravity acquired). Success indicates she is dazed for 1d4 rounds, while failure indicates she is stunned for 1d4 rounds.

To determine the severity of a character's taint, use the following table to compare her total corruption to her current Constitution, or her total depravity to her current Wisdom.

### TAINT THRESHOLDS

| Con<br>or Wis | No<br>Taint | Mild<br>Taint | Moderate<br>Taint | Severe<br>Taint | Dead/<br>Insane |
|---------------|-------------|---------------|-------------------|-----------------|-----------------|
| 1–4           | 0           | 1             | 2–5               | 6–13            | 14+             |
| 5–8           | 0           | 1–3           | 4–11              | 12–27           | 28+             |
| 9–12          | 0           | 1–5           | 6–17              | 18–41           | 42+             |
| 13–16         | 0           | 1–7           | 8–23              | 24–55           | 56+             |
| 17–20         | 0           | 1–9           | 10–29             | 30–69           | 70+             |
| 21–24         | 0           | 1–11          | 12–35             | 36–83           | 84+             |
| 25–28         | 0           | 1–13          | 14–41             | 42–92           | 93+             |
| 29–32         | 0           | 1–15          | 16–47             | 48–111          | 112+            |
| 33–36         | 0           | 1–17          | 18–53             | 54–125          | 126+            |

Gaining taint causes damage to the body and mind, with one symptom per category for both corruption and depravity.

**Mild:** Mild corruption causes physical deformities, such as scabs over the ears (–2 on Listen checks), curled feet (speed reduced by 10 feet), palsy (–2 to ranged attack rolls), and similar effects. Mild depravity causes aggressiveness (–1 to AC), inability to deal with surprise (equal chance of charging or fleeing if surprised at the start of combat), neglectfulness (–2 on Charisma-based checks due to disregard of hygiene and cultural norms), or the like.

**Moderate:** Moderate corruption causes thickened bones (+2 Strength and –4 Dexterity), chronic illness (–3 on Fortitude saves), seizures (–4 to initiative), and the like. Moderate depravity can cause delusions (–2 on Wisdom-based checks), jitteriness (become panicked if struck while flat-footed), treacherousness (must make a DC 20 Will save or take attack of opportunity any time you can, even against allies), and similar symptoms.

**Severe:** Severe corruption causes internal rotting (–2 Constitution), shriveled flesh (–1 hit point per Hit Die, retroactive and in the future), deformed skull (–2 Intelligence and Wisdom, –3 on Will saves), and similar effects. Severe depravity causes apathy (–2 Wisdom and –2 Charisma), hubris (you see yourself as above the gods, and divine healing has no effect on you), murderousness (you must take the opportunity to administer a coup de grace if it is available, even against an ally), and the like.

**Dead/Insane:** If a character's corruption exceeds this level, he dies and returns in 1d6 hours as a tainted minion, an undead creature described in *Heroes of Horror*. He becomes a nonplayer character (NPC) under the control of the DM. If a character's depravity exceeds this level, he goes utterly mad, gaining the tainted raver template described in *Heroes of Horror*, and becoming an NPC under the control of the DM.



## REMOVING TAINT

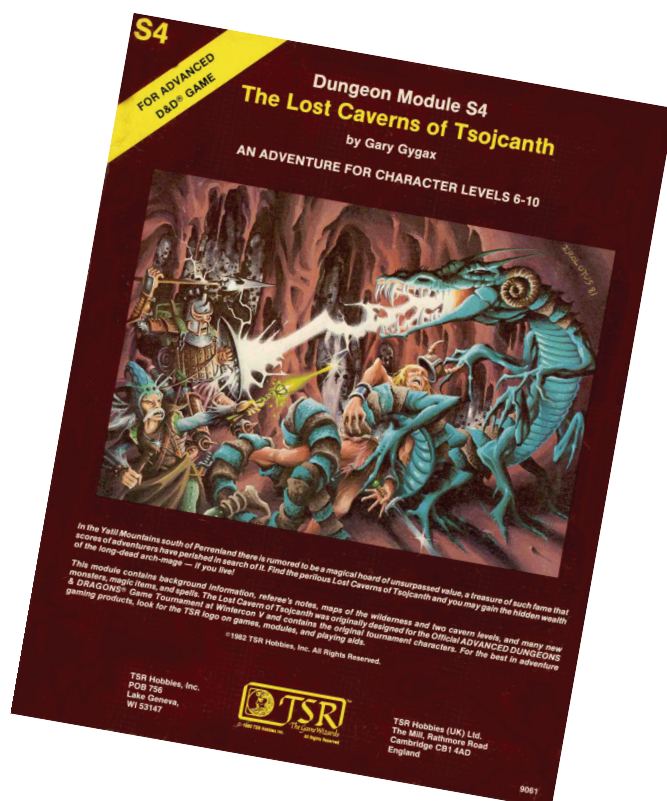
*Heal* removes 1 point of corruption and depravity per three caster levels. *Remove curse* reduces depravity by 1, while *remove disease* reduces corruption by 1. *Restoration* reduces corruption and depravity by 1 per four caster levels, while *greater restoration* reduces corruption and depravity by a number of points equal to the caster level. Note, however, that if a character's corruption or depravity rises to a new category—from mild to moderate, for instance—it can be reduced back to its previous category only if the appropriate spells are cast within 24 hours. Once that time has elapsed, these spells cannot reduce taint below the minimum level for its current category. *Wish* and *miracle*, however, can remove enough taint to place the target at the highest number of the next lower category, regardless of how much time has elapsed.

## TAINTED CAVERNS, TAINTED HOLLOW

The Abyssal rift that lies at the core of the mountain—the mystical prison of Tsojcanth—is like a swollen pustule of evil, oozing taint into every crack and corner of Igglwyl's Horn. The Lost Caverns of Tsojcanth, more distant from Tsojcanth himself, have a lesser level of taint, but they are not free from its touch. A save to avoid acquiring a point of corruption or depravity should be made every 24 hours, DC 15. From the moment the PCs step within the Hollow of the Horn, the omnipresent taint assaults them. The closer they get to Tsojcanth and the heart of the mountain, the more intense the onslaught becomes. Once inside the Hollow of the Horn, the PCs must instead attempt saves once every hour, and the save DC to resist acquiring taint rises to 20.

## NOTHING LIKE THE REAL THING

A true classic, *Lost Caverns* (then, “of Tsojcanth”) debuted at WinterCon V in 1976, later republished by TSR in 1982 as *S4: Lost Caverns of Tsojcanth*—and now in 2007 for 3rd Edition. While the adventure featured extensive dungeon crawling through the namesake caverns, it also offered wilderness exploration in search of the mountain housing them, Igglwyl's Horn, as well as an entire booklet of monsters new to the game; these included the demilich, multiple demon lords, and the fomorian giants. Erol Otus's cover showcased yet another of these new monsters, the behir—able to constrict prey within its coils, breathe lightning upon them, and finally swallow them whole!



# Chapter 1: Iggwilv's Horn

Iggwilv's Horn is a towering mountain, both wide and tall. A player character can make a DC 15 Knowledge (geography) check to learn the information about the mountain contained in the following paragraph.

Iggwilv's Horn stands roughly 11,700 feet in height, and is over 20 miles in diameter at the base. Some parties might attempt to scale the upper heights of the peak (see page 90 of the *Dungeon Master's Guide* for high altitude rules). The highest point of the peak, which leans 15 degrees to the east over sheer cliffs, hosts snow much of the year. The Horn stands in unclaimed mountainous territory between Ket and Perrenland. The peak sits on the bank of the Volverdyva River, along the trade road between Schwartzenbruin and Highfolk.

When the characters reach the mountain itself, they discover that the terrain is rocky, treacherous, and difficult to travel. Except for the main road running along the Volverdyva and the section of road descending down from Steddegar's Hole (area D), most paths are merely game trails, overgrown by roots and lichen. Characters must move carefully, walking their mounts through all but the widest sections of road.

All roads and paths on Iggwilv's Horn are considered mountainous terrain, allowing for only 3/4 normal overland speed. Move Silently and Tumble check DCs increase by 2 due to small plants, loose rock, and shifting earth. For the purpose of battle, all terrain on the mountainsides should be considered difficult (for more information, see Mountain Terrain, page 89 of the *Dungeon Master's Guide*).

For the most part, the weather in the region is uncomfortable but not dangerous. It is abnormally warm and humid for this part of the continent, averaging 85°F during the day and dropping to 75°F at night. Slow, soaking rains are common, leaving the air wet and sticky. The area's taint and Abyssal energy has an effect on the weather, which can change in unpredictable ways with surprising swiftness. The DM should roll 1d20 each hour (see Weather, page 93 of the *Dungeon Master's Guide*).

## IGGWILV'S HORN WEATHER

| Roll  | Result   |
|-------|--|
| 1–10  | No change.   |
| 11–12 | Temperature spikes upward 10 degrees in the span of an hour.   |
| 13–14 | Temperature spikes downward 10 degrees in the span of an hour. |
| 15    | A storm blows in out of nowhere, lasting for 1 hour.           |

- |    |  |
|----|--|
| 16 | Winds abruptly increase by one category.   |
| 17 | Winds abruptly decrease by one category.   |
| 18 | A thick fog rolls in out of nowhere, lasting for 1 hour.                         |
| 19 | The sky clouds up so severely, it might as well be night; this lasts for 1 hour. |
| 20 | Roll twice, ignoring any further results of 20 or any contradictory results.     |

The weather is not the only unpredictable feature of the region. The strange creatures, Abyssal energy, and spreading taint conspire to cause all manner of bizarre effects. The DM should roll 1d20 every 2 hours and consult the following table.

## IGGWILV'S HORN UNUSUAL EFFECTS

| Roll | Result  |
|------|---|
| 1–9  | Nothing abnormal occurs.  |
| 10   | The PCs have stumbled across a tainted area. The area might be tainted with corruption (75% chance) or depravity (25% chance). Characters must succeed on a DC 15 save, as appropriate, or gain 1 point of taint.                         |
| 11   | Thunder sounds in the distance; it is abnormally loud, and a Listen check (DC 12) detects screaming voices amid the thunder.  |
| 12   | The PCs hear the sound of an avalanche from above them on the nearest mountain or hill, and they even see a dust cloud, but no rocks fall.  |
| 13   | A child appears in the characters' path, beckoning them to follow and then fleeing around a bend or behind a rise. The PCs find no trace of her if they follow, and the child leaves no tracks.   |
| 14   | A PC finds one of his possessions, perhaps by the side of the trail or on the body of a fallen foe. The item was in the PC's pack or pouch last he saw it.  |
| 15   | Voices whisper to one of the PCs, begging for help and whimpering in pain and fear. No source of the whispers is apparent.  |
| 16   | Voices whisper to one of the PCs, taunting her and recounting fears and past failures. No source of the whispers is apparent.   |
| 17   | One of the PCs believes he sees his companions abruptly turn into hideous monsters. The effect ends almost immediately, before the character can complete any action he might begin.  |
| 18   | A flute can be faintly heard with a DC 10 Listen check, playing a slow, melancholy tune somewhere in the distance. The PCs find no trace of a piper.  |
| 19   | Gleaming eyes peer at the PCs from a nearby cave or ledge, but nothing is there if the party investigates.  |
| 20   | The characters see a figure—perhaps a traveler, perhaps a wandering child, perhaps an old enemy—approaching them from far in the distance. Although it keeps coming, the figure never arrives and slowly vanishes if the PCs approach it. |





To Schwarzenbrunn

To Highfolk



0 5 20  
miles

# Iggwilv's Horn



Finally, the region is home to hazards and horrific creatures. The ambient taint drew some, while others came by chance, and still others have dwelt here since before Iggwilv came to the mountain. For locations marked with an X, the DM should immediately roll on the random encounter table. In addition, the DM rolls 1d6 every 4 hours; on a result of 1, an encounter occurs. Roll d% and consult the following table, though common sense should overrule the dice. For instance, it's unlikely the party encounters a gnoll band at the top of the mountain.

#### IGGWILV'S HORN RANDOM ENCOUNTERS

| Roll   | Monster(s)                       | EL       | Source                    |
|--------|----------------------------------|----------|---------------------------|
| 1–2    | Arrow demons <sup>1</sup> (2)    | 9        | MM3 34                    |
| 3–6    | Avalanche                        | 7        | DMG 90                    |
| 7–16   | Bears, brown (2)                 | 6        | MM 269                    |
| 17–18  | Blue dragon (adult) <sup>1</sup> | 14       | MM 72                     |
| 19–21  | Bulettes (1d2)                   | 7 or 9   | MM 30                     |
| 22–23  | Cauchimera <sup>1</sup>          | 13       | See Additional Encounters |
| 24–33  | Cave trolls (1d2)                | 8 or 10  | MM3 177                   |
| 34–35  | Dao <sup>1</sup> (1d4)           | 7 to 11  | MP 173                    |
| 36–41  | Dire wolves (1d4+4)              | 8 or 9   | MM 65                     |
| 42–45  | Dwarves <sup>1, 2</sup> (5)      | 9        | DMG 109                   |
| 46–48  | Eagles, giant (2)                | 5        | MM 93                     |
| 49–58  | Gnolls (12)                      | 8        | MM 130                    |
| 59–60  | Gnomes <sup>1, 3</sup> (2d2)     | 10 to 12 | See area E                |
| 61–65  | Goblins (1d4+8)                  | 3 or 4   | MM 133                    |
| 66–73  | Hell hounds (1d6+6)              | 9 or 10  | MM 152                    |
| 74–76  | Hell hound, Nessian warhound     | 9        | MM 152                    |
| 77–80  | Hippogriffs (2d4)                | 4 to 8   | MM 152                    |
| 81–82  | Hill giants (1d4+1)              | 9 to 12  | MM 123                    |
| 83–85  | Hobgoblins (1d4+8)               | 5 or 6   | MM 153                    |
| 86–89  | Humans <sup>4</sup> (1d4+4)      | 7 or 8   | DMG 117                   |
| 90–91  | Constrictor snake, giant         | 5        | MM 280                    |
| 92–93  | Stone giant, elder <sup>1</sup>  | 9        | MM 124                    |
| 94–95  | Vrock demons (1d2)               | 9 or 11  | MM 48                     |
| 96–100 | Wyverns (1d6)                    | 6 to 11  | MM 259                    |

1 Only one of these creatures (or one wandering group thereof) exists in the region. If the creature is slain and this result is rolled again, treat as no encounter.

2 These dwarves are all 4th-level fighters. They are not hostile, though they are suspicious. If the PCs convince the dwarves that they are not evil, the dwarves explain that they are attempting to discern why the presence of monsters in the area has increased recently. This worries them, because their home is not far from here. The dwarves warn the PCs that the gnomes of the nearby community (area E) have been behaving oddly and are not to be trusted.

3 These gnomes are from Thumbvale (area E) and are mad.

4 These patrols hail either from Perrenland (to the north) or Ket (to the south). Each consists of 2nd-level warriors, led by a 4th-level fighter. The patrols are initially indifferent, as they are suspicious of the increase in the region's monstrous population.

Abbreviations: MM = *Monster Manual*; DMG = *Dungeon Master's Guide*; MM3 = *Monster Manual III*; MP = *Manual of the Planes*

## SET ENCOUNTER AREAS

Rubble and mud has buried the road running between the east face of Iggwilv's Horn and the Volverdyva River, forcing travelers and merchants alike to take the long and dangerous road around the mountain. In addition to the random encounters, several encounters occur on the mountain itself, even before adventurers can begin their search for the inner caverns. These areas appear on the Iggwilv's Horn Map. One square on the map corresponds to 1 mile.

### A. COLLAPSED CLIFFSIDE

A landslide has blocked the road in this area. The sheer cliffs to the southwest have recently collapsed, cutting off all passage along the main road. The cascade of stones cannot be negotiated. The Volverdyva River's cold waters block passage on one side, and the sheer cliffs of Iggwilv's Horn on the other.

### B. THE VALE OF SORROWS

Once, this gnome community was a far more cheerful, friendly place. The gnomes who dwelt here kept largely to themselves, but were always willing to offer their hospitality to travelers and adventurers passing through.

No longer. An insidious evil crept through the village years ago, driving community members mad and turning them against their brothers and sisters. Although these evildoers were successfully driven from the vale, the community has never recovered.

Today, the various buildings that stand in this vale are abandoned and dilapidated. The surviving gnomes dwell in a complex of caves inside the mountain, and they offer precious little aid or comfort to those passing through.

That said, if the PCs can improve the attitude of the two unfriendly gnome sentries (fighter 6), they might gain valuable information or even a bit of assistance. The following benefits are cumulative.





**Indifferent:** The gnomes mention the colony at Thumbvale (area E) and make it clear that their fellow gnomes cannot be trusted and are no friends to the inhabitants of the Vale of Sorrows.

**Friendly:** The sentries explain that an ancient relic of Tharizdun corrupted the gnomes of Thumbvale. They also warn the PCs of the cauchimera—"a creature of multiple nightmares bred into one"—and tell the PCs on which peak to search for its lair (see Additional Encounters for more information). They add that the cauchimera sometimes flies with another beast, the dracolisk, although they do not know of its lair (the dracolisk resides in area 16 of the Greater Caverns).

**Helpful:** The gnomes allow the party into their home to rest and recuperate. Deep within, they host a shrine to Garl Glittergold. The characters can purchase one scroll each of *lesser restoration*, *restoration*, and *heal* from these

clerics for the standard cost. The PCs are automatically received in this way if they have slain the cauchimera, or if they pledge to hunt it down for the gnomes.

The gnomes also mention to anyone who has gained their trust that their legends suggest an ancient archmage once operated out of a hidden laboratory, deep within the mountain.

## C. LAIR OF THE CAUCHIMERA (EL 13)

This enormous, jagged opening angles sharply inward and downward. After roughly 30 feet (DC 15 Climb check), it opens into a circular cavern approximately 120 feet in diameter. The cavern has a peaked ceiling, ranging from 25 feet in height at the edges to 80 in the center.

This is the lair of the cauchimera, a nightmarish creature from the depths of the Lower Planes. Unless the PCs have already encountered and destroyed the cauchimera, they have a 50% chance of finding it within the lair. If it is absent, the DM should roll again every 10 rounds (1 minute) of game time until it appears or the PCs depart. If the PCs steal its treasure before they leave, the cauchimera relentlessly seeks them out so long as they remain anywhere in the area of the Iggwilv's Horn map.

The cauchimera regularly hunts the mountain's gnomes (areas D and E), and they greatly welcome its defeat. Additionally, the cauchimera maintains an uneasy alliance with the dracolisk (area 16 of the Greater Caverns), and 10% of the time, one arrives to aid the other. More likely, though, one will come to investigate the other's treasure trove if its counterpart is defeated.

### Cauchimera

*This beast could have come only from the depths of a fever dream. It has three heads, each possessed of unholy, gleaming eyes. The head on the right is that of a sharp-horned goat, on the left, a dragon with scales of shadow, and in the center, snorting bursts of dark smoke, a black horse with a mane of fire that trails down the creature's back. Its forequarters belong to the horse, with hooves of flame, while its hindquarters are those of a goat. It possesses draconic wings and a matching tail.*

#### CAUCHIMERA

NE Huge outsider (evil, extraplanar)  
Init +6; Senses darkvision 60 ft., scent; Listen +23, Spot +23  
Languages Abyssal, Common, Draconic, Infernal

#### CR 13

AC 32, touch 10, flat-footed 30; smoke  
hp 217 (15 HD)

**Immune** negative energy

**Fort** +18, **Ref** +11, **Will** +10

---

**Speed** 40 ft. (8 squares), fly 90 ft. (good); **Run**

**Melee** 2 hooves +25 each (2d6+12 plus 1d4 fire) and  
2 bites +23 each (2d6+6) and  
gore +23 (1d8+6)

**Space** 15 ft.; **Reach** 10 ft.

**Base Atk** +15; **Gp** +35

**Atk Options** Cleave, Power Attack; flaming hooves

**Special Actions** astral projection, etherealness, negative  
energy breath weapon, smoke

---

**Abilities** Str 35, Dex 15, Con 28, Int 18, Wis 12, Cha 12

**Feats** Alertness, Cleave, Improved Initiative, Multiat-  
tack<sup>B</sup>, Power Attack, Run, Track

**Skills** Bluff +19, Concentration +27, Diplomacy +5,  
Disguise +1 (+3 acting), Hide +12, Intimidate +21,  
Jump +16, Knowledge (arcana) +22, Knowledge (the  
planes) +22, Listen +23, Move Silently +20, Search  
+22, Sense Motive +19, Spot +23, Survival +19 (+21  
on other planes, +21 following tracks)

**Astral Projection and Etherealness (Su)** These abilities  
function just like the spells of the same names (cast-  
er level 20th); a cauchimera can use either at will.

**Breath Weapon (Su)** 20-foot cone, once every 1d4  
rounds, bestows 1 negative level (Reflex DC 26 ne-  
gates, Fortitude DC 26 to remove). The save DC is  
Constitution-based. This weapon comes from the  
cauchimera's shadow dragon head.

**Flaming Hooves (Su)** A blow from a cauchimera's hooves  
sets combustible materials alight.

**Smoke (Su)** During the excitement of battle, a cauchi-  
mera's nightmare head snorts and neighs with rage.  
This snorting fills a 15-foot cone with a hot, sulfurous  
smoke that chokes and blinds opponents. Anyone in  
the cone must succeed on a DC 26 Fortitude save  
or take a -2 penalty on attack rolls and damage rolls  
until 1d6 minutes after leaving the cone. The cone  
lasts for 1 round, and the cauchimera uses it once as  
a free action during its turn each round. The save DC  
is Constitution-based.

Because of the smoke the nightmare head gives  
off, a cauchimera has concealment against creatures  
5 feet away and total concealment against creatures  
10 feet or farther away. The smoke does not obscure  
the cauchimera's vision at all.

Native to the depths of the Lower Planes, the cau-  
chimera is a horrific mutation, a terrible nightmare.  
The creature is as haughty and cruel as a nightmare,  
as vicious as a chimera, and as avaricious as a shadow  
dragon (see *Draconomicon*).

The cauchimera is a solitary beast that stakes out a  
territory and viciously torments or slaughters weaker

beings who dwell there. Its first instinct is to attack  
anything it encounters, but it is more than intelligent  
enough to parlay, retreat, deceive, or even (on occasion)  
cooperate with others. It likes nothing better than to  
taste the flesh of sentient creatures, the more innocent  
the better. Although the cauchimera has wings, it does  
not require them for flight, possessing supernatural  
flight as nightmares do. It can use its wings to fly in  
areas of antimagic, but its speed drops to 50 feet and its  
maneuverability to poor.

Cauchimeras average 15 feet in length, stand roughly  
10 feet tall at the shoulder, and weigh approximately  
19,000 pounds.

**Tactics:** The cauchimera prefers to begin combat  
from the air, using its speed and maneuverability to  
confound opponents, and then land near enough to tear  
into its foes with all its natural weapons. Cauchimeras  
loathe defeat; they are smart enough to retreat if the  
battle turns against them, but they invariably hold  
grudges against anyone who humiliates them.

**Treasure:** A DC 22 Search check reveals a small  
opening on the northwest side of the cave, cleverly  
hidden behind a boulder. Inside is the cauchimera's  
treasure: 2,680 gp, 250 pp, 3 moonstones each worth 50  
gp, 2 red garnets each worth 100 gp, a large jade rock,  
incompletely carved into the image of a sailing ship,  
worth 200 gp; a crude but accurate map that shows an  
entrance (area G) to area 1 of the Lesser Caverns, a *glove*  
of storing, and a *pearl of power* (3rd) inside the glove. In  
addition, they might also find here (unless the DM  
places it in area K) a thin sheet of jacinth inside a moldy  
leather pouch. This is actually one of the missing lenses  
of *Daoud's Wondrous Lanthorn*.

## D. STEDDEGAR'S HOLE (EL 13 AND EL 8)

Roughly 2,000 feet up the west face of Igglwilv's Horn  
stands a small mining community. A miner named  
Steddegar, who was attracted by the rich veins of iron  
and other utilitarian metals, founded the town a few  
decades ago. Steddegar and those like him who were  
willing to ignore the legends and whispers of Igglwilv's  
lingering evil, turned Steddegar's Hole into a small but  
active community. Steddegar founded his community  
at so high an elevation because he found a cave already  
open and ready for working. The community includes  
a central structure that serves as a tavern, a nearby  
general store, and a dozen or so scattered shacks. The  
population consists of 25 miners and 15 others who



make their living serving the community's needs. Other than the specific NPCs described below, everyone present is a 2nd-level expert in his or her chosen field. The community's most important members are:

- **Brandis Corrich** (male human expert 4), the community's lead miner.
- **Erwin Weaver** (male human expert 3), the unofficial mayor, though he defers to Corrich on most issues; he handles record-keeping and the weighing of metals.
- **Lilas Redleaf** (female half-elf expert 3), a companion for hire, making her living off the lonely miners.
- **"Teeny" Tina Rills** (female human commoner 4), the owner of the community's tavern, where most of the miners spend at least an hour or two an evening.
- **Devlan Redleaf**; see below.

As a half-elf, Lilas Redleaf is longer-lived than most of the community's inhabitants, and has seen many miners come and go. It was one of her customers who, twenty-odd years ago, laid the foundation for the community's current troubles. For a few extra coins, he consummated his "transaction" with Lilas up on the slope of the mountain. Lilas conceived a child that night—a child corrupted by the mountain's innate taint—creating something called an unholy scion (described fully in *Heroes of Horror*, page 155).

Since before his birth, Devlan Redleaf has controlled his mother's every move. Now he has not only her, but also the town leaders, under his dominance. Those who would resist him must deal with his sorcerous powers and undead minions. Devlan forces the miners to dig for his own purpose. Devlan has recently become connected to one of the mountain's other unholy inhabitants, Iggwilv's daughter, the vampire maiden Drelnza. In his sleep, Devlan has received visions of glory and riches, visions which Drelnza has employed to bend Devlan to her purpose. He intends to accumulate a vast supply of ore, enough to craft a quantity of weapons and armor to equip his undead and go into the mines to free his mistress of her endless slumber. Depending on how much a DM wants the PCs to know of Drelnza, he might reveal her as the mastermind behind Devlan, an innocent maiden who Iggwilv entrapped, or he might simply not mention her at all.

The DM might choose to run this encounter in a variety of ways. He might play it up as a mystery, with miners acting either hostile or hopeful, depending on whether or not they have been *dominated*. Some might seek the aid of the PCs, but they must do so covertly, for

they and their friends are at risk if Devlan learns of the betrayal. A DC 10 Sense Motive check is sufficient for a PC to realize that these miners are behaving strangely, and a DC 20 Sense Motive check reveals that they are scared of something in their midst and unwilling to discuss it.

Alternatively, the DM could orchestrate a straightforward fight with Devlan, his zombies, and his unwilling miner servants attacking the party. Because the community is spread out, and most of the miners are reluctant to serve their fiendish tormentor, only two or three miners participate in the battle at any one time, though new ones might enter as the previous ones are defeated. The miners are not wicked people, but simple folk coerced by magic or force. Good-aligned PCs might elect to use nonlethal force against the men and women. (This challenge elevates the difficulty of the encounter to 13; if the PCs are evil, or otherwise willing to kill the innocents, the EL is reduced to 12.)

For more on the unholy scion template, see *Heroes of Horror*. The information presented here is sufficient to run this encounter.

#### DEVLAN REDLEAF

CR 11

Male unholy scion (half-elf) sorcerer 9  
CE Medium outsider (augmented humanoid, evil, native)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Listen +3, Spot +3

**Languages** Abyssal, Common, Gnome, Infernal

**AC** 20, touch 17, flat-footed 17; **Dodge** hp 33 (9 HD); fast healing 4; **DR** 5/good or magic  
**Immune** mind-influencing effects, poison, *sleep*  
**Resist** acid 5, cold 5, electricity 5, fire 5; **SR** 19  
**Fort** +4, **Ref** +6, **Will** +8 (+2 against enchantments)

**Speed** 30 ft. (6 squares)

**Melee** mwk rapier +5 (1d6/18–20 plus unholy strike) or

**Melee** 2 claws +4 each (1d4 plus unholy strike)

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

**Base Atk** +4; **Grp** +4

**Atk Options** unholy strike

**Sorcerer Spells Known** (CL 9th):

4th (5/day)—*animate dead*, *dimension door*

3rd (7/day)—*fly*, *gaseous form*, *lightning bolt* (DC 17)

2nd (7/day)—*detect thoughts* (DC 16), *invisibility*, *knock*, *web* (DC 16)

1st (7/day)—*alarm*, *feather fall*, *magic missile*, *ray of enfeeblement* (+7 ranged touch), *Tenser's floating disk*

0 (6/day)—*dancing lights*, *detect magic*, *flare* (DC 14), *ghost sound*, *open/close*, *prestidigitation*, *resistance*, *touch of fatigue* (+4 melee touch, DC 14)

**Spell-Like Abilities** (CL 9th):

3/day—*charm person* (DC 15), *major image* (DC 17),

*poison* (DC 17), *protection from good* 1/day—*baleful polymorph* (DC 19), *desecrate*, *dominate person* (DC 19), *enervation* (+7 ranged touch)

**Abilities** Str 10, Dex 16, Con 13, Int 14, Wis 14, Cha 19  
**SQ** familial charm

**Feats** Combat Casting, Dodge, Silent Spell, Still Spell

**Skills** Bluff +16, Concentration +13 (+17 casting defensively), Diplomacy +8, Disguise +4 (+6 acting), Gather Information +6, Intimidate +6, Knowledge (arcana) +14, Listen +3, Search +3, Spellcraft +16, Spot +3

**Possessions** combat gear plus mwk rapier, *bracers of armor* +3, *metamagic rod of enlarge (lesser)*, spell component pouch

**Familial Charm (Su)** Devlan's mother is under a constant *charm person* effect, generated by the scion. The mother might be aware that her actions are inappropriate, even that her child is evil, but she cannot shake her emotional devotion to it. Further, the scion can switch between its own senses and its mother's at will as a free action. Finally, the scion can use any of its spell-like abilities with its mother as the "source," much as wizards can deliver touch attacks through their familiars.

**Unholy Strike (Su)** The unholy scion's natural attacks, and any melee weapon it wields, are considered *evil-aligned weapons for the purpose of overcoming damage reduction*. All such attacks also deal an extra 2d6 points of damage against good-aligned opponents.

**Zombies (12):** hp 23, 22, 20, 20, 18, 16, 16, 15, 13, 12, 11, 9; MM 266.

One hundred feet up the mountain's slope from Steddegar's Hole, the mine gapes open. The mine is a natural hollow that human hands and strong winds have expanded deep into the mountainside. The constant passage of wagon wheels has cut deep furrows into the floor, and wooden beams brace the ceiling at regular intervals.

A successful DC 24 Knowledge (architecture and engineering) check, DC 15 Profession (miner) check, or DC 15 Intelligence check made by a dwarf reveals that the original mine was enlarged by more than human hands. Barely visible on the stone are marks of older, smaller tools. These represent efforts made by a group of earth mephits long ago (for more information, see area 6 of the Lesser Caverns, "The Lost Caverns of Tsojcanth," and area 5, "The Hollow of the Horn").

The mine has a number of branching pathways, but all terminate in small chambers where the miners worked. In the deepest chamber of the mine, a DC 26 Search check reveals a weak wall, where the miners have all

but broken through to another chamber. It requires 2 points of damage (after accounting for hardness 8), or a DC 15 Strength check, to bring down the wall.

On the other side is a small natural hollow with no exits. However, a hellwasp swarm has made a home here and emerges from the depths of the hollow to attack anything in sight.

#### HELLWASP SWARM

CR 8

LE Diminutive magical beast (extraplanar, evil, swarm)  
**Init** +10; **Senses** darkvision 60 ft., low-light vision; Listen +10, Spot +10

**Languages** —; hive mind

**AC** 20, touch 20, flat-footed 14

**hp** 93 (12 HD); **DR** 10/magic

**Immune** weapon damage

**Resist** fire 10

**Fort** +10, **Ref** +14, **Will** +7

**Speed** 5 ft. (1 square), fly 40 ft. (good)

**Melee** swarm (3d6 plus poison)

**Space** 10 ft.; **Reach** 0 ft.

**Base Atk** +12; **Grp** —

**Special Actions** inhabit

**Abilities** Str 1, Dex 22, Con 14, Int 6, Wis 13, Cha 9

**SQ** swarm traits

**Feats** Ability Focus (poison), Alertness, Improved Initiative, Iron Will, Toughness

**Skills** Hide +19, Listen +10, Spot +10

**Distraction (Ex)** Any living creature that begins its turn with a hellwasp swarm in its space must succeed on a DC 18 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

**Hive Mind (Ex)** Any hellwasp swarm with at least 1 hit point per Hit Die (or 12 hit points, for a standard hellwasp swarm) forms a hive mind, giving it an Intelligence of 6. When a hellwasp swarm is reduced below this hit point threshold, it becomes mindless.

**Inhabit (Ex)** A hellwasp swarm can enter the body of a helpless or dead creature by crawling into its mouth and other orifices. Inhabiting requires 1 minute, and the victim must be Small, Medium, or Large (although four swarms working together can inhabit a Huge creature). The swarm can abandon the body at any time, although doing this takes 1 full round. Any attack against the host deals half damage to the hellwasp swarm as well, although the swarm's resistances and immunities may negate some or all of this damage.

A *remove disease* or *heal* spell cast on an inhabited victim forces the hellwasp swarm to abandon its host.

**Poison (Ex)** Injury, Fortitude DC 18, 1d6 Dex/1d6 Dex. The save DC is Constitution-based.



## E. THUMBVALE (SEVERAL ENCOUNTERS, EL 10 TO 13)

Ensconced within a small plateau, 4000 feet up mountain's southeastern face, is a tiny gnome community. It carries the name of Thumbvale, presumably a reference to the shape of the hollow in which it stands.

The village initially appears peaceful enough. Numerous buildings of a perfect scale for human children are scattered across the fields. Crops grow beside gnome farms, smoke rises from the chimneys of various workshops, and if the PCs watch long enough, they see a tiny man or woman scurry across the village.

Closer inspection, however, reveals that all is not as it seems. The gnomes behave oddly: looking around as if in response to sounds the PCs cannot hear, shouting obscenities or meaningless sentences, arguing even to fisticuffs over trivial matters. The crops lie unharvested, and the barnyard animals are mistreated and malnourished.

In fact, Thumbvale is relatively young, having been built within the past few decades. Prior to this time, these gnomes dwelt in a larger community with many of their cousins, located on the north face of the mountain (area B). For many years, the gnomes dwelt there peacefully, battling back the occasional monster or goblinoid attack and offering aid and comfort to passing travelers. Some thirty years ago, however, a group of adventurers returned to their gnome allies bearing treasures from a long-forgotten temple to Tharizdun. One of the treasures they brought with them was a strange horn with metal handles on either side of the mouthpiece. Had the adventurers examined the horn with more potent magic, they would have seen invisible runes, sacred to the mad god, along the instrument's length, but they did not. When the adventurers departed, they left the horn with the gnomes as a symbol of their victory over evil.

Over the years, the taint inherent to the instrument filtered through the community, warping the minds of a sizable portion of the gnomes there. These souls, maddened and driven to an instinctive worship of Tharizdun, rose up against the lawful government. They slew many—including the community's ruler, Lord Gwaylar of Granite Hall—before superior numbers beat them back. The survivors were banished from their homes and made their way to the southeast. Here they have constructed a new village, greatly resembling their old home. They constructed a church that on the outside appears to revere Garl Glittergold, but is clearly a shrine to Tharizdun within.

The entire village is slightly tainted. Anyone who spends more than 24 hours within must make a DC 18 Will save or gain 1 point of depravity. They must repeat this save every 24 hours.

All of the gnomes here are mad, though that madness manifests in odd ways. The gnomes have divided themselves into five groups of 2 to 4 individuals. These groups have little to do with one another; they occasionally share prayers and rites to Tharizdun or squabble over possessions, but they never cause any real harm to one another. Each time the party encounters a group of gnomes, the DM should take careful note of which PC is the first to act. As soon as a PC takes any action, have that player (and no other) roll a Diplomacy check. Use the following table, in lieu of the one presented

### WAILER OF THARIZDUN

**Price:** Minor artifact

**Body Slot:** — (held)

**Caster Level:** 20th

**Aura:** Overwhelming; (DC 25) conjuration and transmutation

**Activation:** Standard (manipulation)

**Weight:** 8 lb.

*This abnormally large horn is crafted of iron. It is capped with a darker metal that feels uncomfortably cold to the touch.*

The horn is a minor artifact, created during an age of potent magic by casters loyal to the lord of entropy and madness. It no longer serves its main purpose (see Lore). When wielded by a chaotic individual, however, it functions as a *brass horn of Valhalla*. When wielded by an evil individual, it functions as a *horn of evil*. If the wielder is both chaotic and evil, it functions as a *silver horn of Valhalla*, and its *horn of evil* effect is usable three times per day, rather than once.

The *wailer* also has innate taint that cannot be cleansed. Anyone in contact with it gains 1d2 points of depravity every 24 hours, unless they succeed on a DC 21 Will save.

**Lore:** This great horn, called the *wailer of Tharizdun*, was once housed in a great forgotten temple to the mad god. Its primary purpose was to activate the magic chambers found in the lowest level of that shrine (DC 20 Knowledge (religion) or Knowledge (history) check). The *wailer of Tharizdun* can be destroyed only by a good-aligned weapon, and only after being soaked in the blood of a slain demon for 1 hour. The individual who delivers the shattering blow is instantly cleansed of all taint.

**Prerequisites:** Minor artifact.

**Cost to Create:** Minor artifact.

in the *Player's Handbook*, to determine the behavior of that particular group of gnomes.

#### GNOME REACTIONS

| Roll         | Result   |
|--------------|--|
| 5 or lower   | The gnomes immediately attack the party with intent to kill.   |
| 6–10         | The gnomes feign friendship and offer to assist the party's endeavors. They immediately attack if their offer is rebuffed; if the party accepts them, they attack from behind the instant some other hazard threatens the PCs.   |
| 11–20        | The gnomes feign friendship, offering their hospitality. They expound the virtues of their god and their faith, though they lie and claim to worship Garl Glittergold. They attempt to lure the PCs into the church, where they hope the power of the relic will taint them. |
| 21 or higher | The gnomes attack to subdue, hoping to drag the PCs into the church and leave them there for as long as possible to be tainted.  |

The DM should roll again if the party ever leaves the gnomes' sight for more than 10 minutes and then rejoins them. If multiple groups of gnomes react to the PCs in different ways (as is likely), the party might find itself in a perplexing situation. Remember, however, that the gnomes do not fight each other (beyond minor squabbling), so a second group waits until the first has left the PCs alone before taking its own action.

The gnomes here were all experts before becoming worshipers of Tharizdun. They are now multiclass experts/favored souls, having gained the ability to cast divine spells spontaneously.

Medium characters must hunch over inside any gnome buildings, taking a –1 on attack rolls, Armor Class, and physical ability and skill checks.

The DM should roll 1d6 for every 10 minutes the PCs spend in the vale while outside any of the buildings. On a roll of 1, a group of gnomes (determine randomly) spots the PCs and approaches.

Most buildings here are private domiciles or farms. These are gnome-sized farms, and the PCs have a 25% chance of encountering a group of gnomes here. The buildings appear to have seen light use in recent years. Attached stables used to be the dwelling places for the

gnomes' ponies. Most are long dead, their bones littering the old, rotten hay.

In addition, the following buildings can be found within Thumbvale:

#### Workshops

Several buildings here are workshops, such as a smithy or a leatherworker's shop. A 25% chance exists that the PCs encounter a group of gnomes here.

#### Town Hall

This would have been the seat of government for the community, if the gnomes were sane enough to have one. They avoid the building now, associating it with

### TAINTED FEATS

The following feats appear in *Heroes of Horror*.

#### DEBILITATING SPELL [TAINTED]

By calling upon your taint, you add a malign power to your offensive spells.

**Prerequisite:** Surge of Malevolence, moderate taint.

**Benefit:** A spell affected by this feat adds the evil descriptor to its effect. Furthermore, if the spell deals any physical damage to a subject, the target also takes either 2 points of Constitution damage (if your corruption is higher than your depravity) or 4 points of Wisdom damage (if your depravity is higher than your corruption). If you have an equal level of corruption and depravity, choose which sort of damage you wish to deal. The spell deals this ability damage to a single target, even if the spell affects an area or more than one subject (in which case, you choose the target affected by your taint).

You can use this ability twice per day if you have moderate taint and four times per day if you have severe taint.

**Special:** You must declare whether you are using this feat before casting the spell. If you use this feat on a creature immune to the ability damage, that daily use of the feat is still expended.

#### SURGE OF MALEVOLENCE [TAINTED]

You empower yourself by drawing on the taint within you.

**Prerequisite:** Mild corruption.

**Benefit:** Once per day, you can add a bonus on any single attack roll, saving throw, or check. You must make the decision to add the bonus before you roll the die. The amount that you add varies, based on your corruption. If you have mild corruption, then the bonus is +3. If you have moderate corruption, then the bonus is +6. If you have severe corruption, then the bonus is +9.



memories of their former lives. Because some were still partly sane when they arrived here, they kept written records. A DC 20 Search check reveals, among the many rooms covered in scattered parchments, a written account of their discovery of “the essence of the great Tharizdun” in the horn, the insurrection, and their subsequent retreat to this new vale. It is, of course, written to cast them in a positive light, implying that they left the other gnomes behind of their own volition because the others were “unworthy.” It also recounts occasional attacks on livestock by a “fire-spitting, multiheaded thing,” (the cauchimera; see Additional Encounters), and a “beautiful creature of spirit and flesh, fire and bone” (Zousha; see area 5 of “The Hollow of the Horn”).

## The Church

Although this long structure is decorated with symbols of Garl Glittergold on the outside, the inside is clearly devoted to Tharizdun. A four-faced idol stands in the center of the building; it holds in its arms the iron-banded horn, which the fugitive gnomes stole before departing their former home. The church and the horn are more strongly tainted than the rest of the village. Anyone entering must immediately make a DC 21 Will save or gain 1d2 points of depravity; they must repeat this save every 24 hours they remain in the church or gain an additional point of depravity. The same is true of anyone touching or possessing the horn.

At any given time, the PCs have a 75% chance of encountering a group of gnomes in the church.

## The Gnomes of the Vale

The favored soul class appears in *Complete Divine*, and the tainted raver template appears in *Heroes of Horror*. Sufficient information is provided here for those without access to these books.

### THUMBVALE GNOMES

CR 8

Male or female gnome tainted raver expert 5/favored soul 4

CE Small humanoid

**Init** +4; **Senses** low-light vision; Listen –2, Spot –2

**Languages** Common, Gnome

**AC** 14, touch 11, flat-footed 14

**hp** 65 (9 HD); fast healing 3

**Immune** confusion, insanity

**Fort** +8, **Ref** +5, **Will** +12 (+2 against illusions)

**Speed** 20 ft. (4 squares)

**Melee** +1 dagger +11 (1d3+3/19–20)

**Base Atk** +6; **Grp** +4

**Atk Options** Surge of Malevolence, perpetual rage, +1

on attack rolls against goblinoids and kobolds

**Special Actions** Surge of Malevolence

**Combat Gear** 4 *potions of cure moderate wounds*, scroll (with two of each spell the gnome can cast)

**Favored Soul Spells Known** (CL 4th):

2nd (4/day)—*cure moderate wounds*, *inflict moderate wounds* (+9 melee touch, DC 17), *sound burst* (DC 17)

1st (8/day)—*bane* (DC 16), *cause fear* (DC 16), *doom* (DC 16), *protection from good*

0 (6/day)—*cure minor wounds*, *detect magic*, *detect poison*, *inflict minor wounds* (DC 15), *resistance*, *virtue*

**Spell-Like Abilities** (CL 1st):

1/day—*dancing lights*, *ghost sound* (DC 16), *prestidigitiation*, *speak with animals* (burrowing only)

**Abilities** Str 14, Dex 10, Con 16, Int 13, Wis 6, Cha 21

**SQ** madness, depravity 11 (moderate), corruption 11 (moderate)

**Feats** Brew Potion or Craft Magic Arms and Armor or Scribe Scroll, Debilitating Spell<sup>B</sup>, Improved Initiative, Surge of Malevolence<sup>B</sup>, Weapon Focus (dagger)

**Skills** Appraise +1 (+3 Craft), Bluff +13, Concentration +15, Diplomacy +17, Disguise +5 (+7 acting), Intimidate +7, Search +1 (+3 secret doors), Sense Motive +6, Spellcraft +9; plus three additional Craft, Knowledge, or Profession skills with 9 ranks each, as appropriate to the gnome's original calling.

**Possessions** combat gear plus +1 dagger, +2 chain shirt, 3d20 gp worth of various coins

**Madness (Ex)** Tainted ravers are irrevocably mad. They use their Charisma modifier on Will saves and are immune to *confusion* and *insanity* effects. Anyone who targets a tainted raver with thought detection, mind control, or a telepathic ability gains 1d3 points of depravity.

**Perpetual Rage (Ex)** Tainted ravers are in a constant stage of rage, similar to that of a barbarian. This is already accounted for in the above statistics. Unlike a barbarian in rage, tainted ravers can still cast spells and utilize complex skills.

**Taint Symptoms (Ex)** Palsy (–2 on all ranged attacks), Aggressive (–1 to AC), Impaired Judgment (–2 Wisdom, already factored into stats above), Weak Will (–3 on Will saves, already factored into stats above).

## F. DEMON AND WEBS (EL 11)

Roughly 3,000 feet up the west slope is a cavern. Nothing marks it as different from the mountain's other caves, but anyone who spends more than 1 round looking inside feels a sudden chill.

The cavern is large, over 100 feet on a side, and many ledges and columns protrude from the walls. The cave is tainted, and anyone entering must succeed on a DC 22 Fortitude save or gain 1d2 points of corruption. The entire area radiates a sense of palpable unease, and sounds do not echo as they should. Any character who

looks up should attempt a DC 15 Spot check. Success indicates that the character sees a haze of something roughly 20 feet up, blocking view of the ceiling. If the party has a light source, its members might distinguish a mass of webbing that occupies the entire upper portion of the cave.

The bebilith has been bound to this cavern since the days of Iggwilv's dominance. It lurks on the ledges and in the webbing above, granting it cover until it decides to approach for melee. Although it is technically immune to taint, the inherent corruption and energy reminiscent of its Abyssal home have driven it partly mad. It fights to the death, and should be considered to have the Diehard feat.

If the PCs can battle past the demonic guardian, a search of the webbing above reveals nearly a dozen bodies, all in advanced stages of decay. Among the bodies (Search DC 15) is 1,000 gp, 50 pp, a pair of bracers studded with various semiprecious gems worth 300 gp, an *elixir of sneaking*, and a *robe of useful items*.

In addition, they might also find here (if the DM chooses not to place it with the cauchimera in the Additional Encounters section) a thin sheet of jacinth inside a moldy leather pouch. This is actually one of the missing lenses of Daoud's Wondrous Lanthorn.

#### BEBILITH

CR 10

CE Huge outsider (chaotic, extraplanar, evil)

**Init** +5; **Senses** darkvision 60 ft., scent; **Listen** +16, **Spot** +16

**Languages** Abyssal (understands only); telepathy 100 ft.

**AC** 22, touch 9, flat-footed 21

**hp** 150 (12 HD); **DR** 10/good

**Fort** +16, **Ref** +9, **Will** +9

**Speed** 40 ft. (8 squares), climb 20 ft.

**Melee** bite +19 (2d6+9 plus poison) and  
2 claws +14 each (2d4+4)

**Ranged** web +11 touch (entangle)

**Space** 15 ft.; **Reach** 10 ft.

**Base Atk** +12; **Grp** +29

**Atk Options** Cleave, Improved Grapple, Power Attack, rend armor

**Special Actions** web, plane shift

**Abilities** Str 28, Dex 12, Con 26, Int 11, Wis 13, Cha 13

**Feats** Cleave, Improved Initiative, Improved Grapple, Power Attack, Track

**Skills** Climb +24, Diplomacy +3, Hide +16, Jump +28, Listen +16, Move Silently +16, Search +15, Sense Motive +16, Spot +16, Survival +1

**Plane Shift (Su)** This ability affects only the bebilith. It is otherwise similar to the spell (caster level 12th).

**Poison (Ex)** Injury, Fortitude DC 24, 1d6 Con/2d6 Con.



Bebilith venom is difficult to collect because it becomes inert almost as soon as it comes into contact with air.

**Rend Armor (Ex)** If a bebilith hits with both claw attacks, it pulls apart any armor worn by its foe. This attack deals 4d6+18 points of damage to the opponent's armor. Creatures not wearing armor are unaffected by this special attack. Armor reduced to 0 hit points is destroyed.

**Web (Ex)** A bebilith can throw a web up to four times per day. This is similar to an attack with a net but has a maximum range of 30 feet, with a range increment of 10 feet. This attack is effective against targets of up to Gargantuan size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 24 Escape Artist check or burst the web with a DC 24 Strength check. The check DCs are Constitution-based. The web has 14 hit points and hardness 0.



There is a 75% chance that the webbing does not burn if any sort of fire is applied to it (check each round).

## G. THE LOST CAVERNS

Hidden here, almost 8,000 feet up the eastern slope, in the shadow of Iggwilv's Horn, is the entrance (area 1) to the Lesser Caverns of the infamous *Lost Caverns of Tsojcanth*. A flat yet rocky outcropping (considered difficult terrain) extends outward in a 20-foot radius around the caverns' entrance. Roughly 20 feet above the cavern, a deadborn vulture has made its nest in the rocks. It attacks any creature that enters the outcropping.

### DEADBORN VULTURE CR 8

*Monster Manual* V 18

NE Large magical beast

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Listen +11, Spot +15

**Languages** understands Common; cannot speak

**AC** 18, touch 12, flat-footed 15

**hp** 67 (9 HD); deadborn

**Fort** +8, **Ref** +11, **Will** +4

**Speed** 10 ft. (2 squares), fly 70 ft. (poor); Flyby Attack

**Melee** 2 claws +14 each (1d6+6 plus disease) and bite +12 (1d8+3)

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

**Base Atk** +9; **Grp** +19

**Special Actions** foul breath

**Abilities** Str 22, Dex 17, Con 14, Int 10, Wis 12, Cha 10

**Feats** Alertness, Flyby Attack, Lightning Reflexes, Multiattack

**Skills** Intimidate +8, Listen +11, Spot +15

**Deadborn (Su)** When a deadborn vulture is reduced to 0 hit points, it immediately dies and becomes a deadborn vulture zombie that retains the vulture's disease ability. This transformation does not cause a flying deadborn vulture to fall.

**Disease (Ex)** Anyone hit by a deadborn vulture's claw must succeed on a DC 16 Fortitude save or contract a terrible wasting disease. Incubation one day, 1d4 points of Str damage. The save DC is Constitution-based.

**Foul Breath (Ex)** 1/day, 30-foot cone, nauseated 1d6 rounds (Fortitude DC 16 negates). The save DC is Constitution-based.

### DEADBORN VULTURE ZOMBIE CR —

NE Large undead

**Init** +2, single actions only; **Senses** darkvision 60 ft.; Listen +0, Spot +0

**Languages** —

**AC** 20, touch 11, flat-footed 18

**hp** 120 (18 HD); **DR** 5/slashing

**Immune** undead immunities

**Fort** +6, **Ref** +8, **Will** +11

**Speed** 10 ft. (2 squares), fly 70 ft. (clumsy)

**Melee** claw +15 (1d6+7 plus disease) or

bite +15 (1d8+7) or

slam +15 (1d8+7)

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

**Base Atk** +9; **Grp** +20

**Abilities** Str 24, Dex 15, Con —, Int —, Wis 10, Cha 1

**SQ** undead traits

**Skills** Listen +0, Spot +0

**Feats** Toughness

**Single Actions Only (Ex)** A deadborn vulture zombie can perform only a single move action or standard action each round. It can still charge.

**Disease (Ex)** Anyone hit by a deadborn vulture zombie's claw must succeed on a DC 19 Fortitude save or contract a terrible wasting disease. Incubation one day, 1d4 points of Str damage. The save DC is Constitution-based.

**Tactics:** The vulture uses airborne attacks against multiple PCs. Once it is killed and becomes a zombie, it concentrates its attacks on the PC who killed it.

**Treasure:** A successful DC 20 Climb check allows a PC to scale the edge of the cave and reach the above nest. Amid the litter of the nest is a silver tube containing a scroll of arcane spells (*slow*, *stone to flesh*, and *passwall*, all at caster level 17th), a large green emerald (value 2,000 gp), and a *lens of detection*.

## ADDITIONAL ENCOUNTERS ON IGGWILV'S HORN

The following encounters can occur at the base, or on the slope, of Iggwilv's Horn. The rolls for random events, weather, and encounters still apply.

### ROAD OF FIENDISH BETRAYAL (EL VARIES)

Here, where the road runs close to the dark heart of Iggwilv's Horn, a strange vile energy has accumulated. It is not taint, but rather an emanation from the chaotic, violent levels of the Abyss. These mystical forces have little effect on sentient beings, but wreak great changes in animals. Any normal animals traveling with the party, such as standard mounts or pack mules, are immediately infused with the essence of the Abyss. They acquire the fiendish template (see page 107 of the *Monster Manual*) and instantly turn on the PCs, fighting to the death. Animals empathically linked to

sentient beings, such as familiars or paladins' mounts, are unaffected. Additionally, animal companions, such as those of druids and rangers, are unaffected. A DM seeking to slow the PCs or provide more adversity on their ascent might consider employing this encounter early to eliminate the PCs' mounts.

## OLD HUT (EL 0 OR 8)

This old hut, now overgrown and beginning to fall apart due to neglect, was once the home of a strange hermit who dwelt in the region. The taint seeping into the region finally drove the hermit mad. The hut is still solid enough to provide shelter against the elements, if the party chooses to sleep here. However, the party has a 25% chance of encountering a patrol of gnolls that has already claimed the hut for the same purpose.

A search of the hut (DC 22) reveals a scrap of paper, worn and beginning to rot, beneath a straw mattress. This paper appears to be the surviving page of a journal once kept by an adventurer who dared to brave the Lost Caverns. Much of the text is damaged, either by water or bloodstains.

*"The small cave was the secret, for in back, hidden by [blurred] . . . and we descended. There was no certain path, so we [smudge] . . . and this is told of above, for it is where Yaim*

*and Brelid met their end. Our persistence paid. The right way was beyond and narrow, so [stain] . . . eam lies straight pas [more stains] . . . pe the span swiftly to plunge to doom where the wat [smudges and stains obliterate several lines] . . . They were right. It is more dismal here than above. Only the two of us su [blotch] . . . We pray that the lucky [smudge] is true, for we are now going to attempt entry fo [large rusty smears have wiped out the next words] . . . of no help. I managed to escape. Why did we [here the remaining few words are smeared and unreadable except for the last word] . . . beautiful."*

**Gnolls (12):** hp 18, 17, 15, 15, 13, 12, 11, 11, 11, 10, 9, 9; MM 130.

*Ari Marmell has been shirking homework in favor of playing D&D since he was nine years old. Thankfully, he now works in the industry, since shirking work for gaming tends to wreak havoc with the bills. He has written for quite a few of the industry's major companies, including White Wolf and, of course, Wizards of the Coast. "Iggwilv's Legacy" is his first opportunity to revisit one of the old classics (a few references he squeezed into Frostfell Rift notwithstanding), but he hopes it won't be his last.*

Based on the original DUNGEONS & DRAGONS® game by E. Gary Gygax and Dave Arneson and on the new edition of the DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

D&D, DUNGEONS & DRAGONS, and GREYHAWK are registered trademarks owned by Wizards of the Coast, Inc. All Wizards characters, character names, and the distinctive likenesses hereof are trademarks owned by Wizards of the Coast, Inc. This material is protected under the laws of the United States of America. Any reproduction of or unauthorized use of the material or artwork contained herein is prohibited without the

express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. This Wizards of the Coast game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 System License, please visit [www.wizards.com/d20](http://www.wizards.com/d20).

©2001–2007 Wizards of the Coast, Inc. All rights reserved. Made in the U.S.A.

Visit our website at [www.dndinsider.com](http://www.dndinsider.com)



## Chapter 2: The Lost Caverns of Tsojcanth

The track into this area (from area D of Iggwilv's Horn) leads to a cavern with an entrance that appears like a fanged maw. The top is jagged, and cones of stone rise below. The cavern is 40 feet wide, 70 feet long, and over 20 feet high. Soot blackens the walls and ceiling, and bits of broken furniture and discarded gear lie scattered about. At the back is a smaller cave that is 20 feet wide, 30 feet long, and 15 feet high. At the northernmost end of the cave is a 10-foot-wide passage slanting steeply downward. Roughly hewn steps, carved into the floor, allow for easier passage. The tunnel leads down into the heart of the mountain. It is about 130 feet long and has about sixty broad stairs, each with a drop of 1 foot. At the end of the passage is the entrance to the lost caverns.

### THE CAVES

All of the passageways and chambers in both the Lesser Caverns (first level) and Greater Caverns (second level) are natural, with few signs of mining. The floor is mostly smooth and worn, although rugged places with fallen stone or stalagmites still exist. Ceiling height varies according to the following table:

| Width      | Height                                     |
|------------|--|
| 0–0 feet   | 10–15 feet                                 |
| 11–20 feet | 16–30 feet                                 |
| 30+ feet   | Domed ceiling with apex equal to 2/3 width |

The rock formations in these caverns are colorful. Stalactites descend from the ceilings. Drab grays and gray-browns dominate the walls and floor at the entryway, but farther along the stone is red, yellow, green, and blue. Some areas have sparkling mica, quartz, or low-value onyx deposits, or else contain minerals that reflect a prism of color under the torch or lantern light.

Within the caves are frequent shelves and ledges, and along these grow strange lichens and fungi. A few of these organisms give off a faint, pale gray luminescence. This glow is insufficient for sight except for characters who have low-light vision, who can spot movement within 10 feet of the radiance. Some areas also contain sand and compost, allowing for the growth of huge fungi of all types, some bearing a resemblance to shriekers and violet fungi. These areas of growth occur where plentiful water leaks in from the walls and ceiling.

Floors are slick, and characters running or charging must make a DC 15 Reflex save or fall prone in the square where their movement began. Small rivulets and pools of water have formed every 100 feet or so. The pools support small, pale life forms—crayfish and fish, as well as crickets, beetles, and other insects. Characters who listen closely hear small sounds, mostly those associated with the insects and other small organisms that inhabit the caverns.

A river flows through the caverns, though it appears motionless. The river can be used to negotiate the caverns, but entry or exit by the river is impossible. The entry point of the river is a narrow rivulet, about 6 inches wide, that wends its way through the mountain, feeding the river with a small but steady stream of rain and glacial water. The river flows deeper into the mountain, but its course takes the water through miniscule cracks that allows only a trickle and no visible flow.

### WANDERING MONSTERS

*The Lost Caverns of Tsojcanth* contain no true random encounters. A DM can conduct periodic checks, as if the possibility of random encounters existed. Bats, large- and regular-sized rats, nightcrawlers, slugs, and grubs are constantly present in the cavern, suggesting the presence of larger, predatory creatures.

## THE LESSER CAVERNS

### 1. ENTRY CAVERN

*Beyond the long flight of steps, the mouth of the passageway opens into a large natural chamber. To the left, a small fissure cuts through the rock, maybe 5 feet wide. Carved into the walls of the large chamber are weird faces sculpted in bas-relief. Seven such visages are hewn into the rock. Six faces are beside tunnels leading off into the unknown, and the seventh face is beside the entrance to the cavern.*

**Tactical Encounter:** L1: Entry Cavern (page 29).

### 2. STREAKED CAVE (EL 8)

*The passage is narrow, barely 5 feet across at its widest point. Beyond the confines of the corridor is a small cave. Its walls and floor are covered with streaks and blotches. There is no exit.*

This cave is the lair of twenty stirges. These monsters lurk in the nooks and crannies of the cave and take flight once a PC reaches the center of the room.



# Lesser Caverns



One Square  $\approx$  10 feet

From  
Area G<sup>2</sup>



## 20 STIRGES

CR 1/2

N Tiny magical beast

**Init** +4; **Senses** darkvision 60 ft., low-light vision; **Listen** +4, **Spot** +4

**Languages** —

**AC** 16, **touch** 16, **flat-footed** 12

**hp** 5 (1 HD)

**Fort** +2, **Ref** +6, **Will** +1

**Speed** 10 ft. (2 squares), fly 40 ft. (average)

**Melee** touch +7 (attach)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Base Atk** +1; **Grp** -11 (+1 when attached)

**Atk Options** blood drain

**Abilities** Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6

**Feats** Alertness, Weapon Finesse<sup>B</sup>

**Skills** Hide +14, Listen +4, Spot +4

**Attach (Ex)** If a stirge hits with a touch attack, it uses its pincers to latch onto the opponent's body. An attached stirge is effectively grappling its prey. The stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity. Stirges have a +12 racial bonus on grapple checks.

An attached stirge can be struck with a weapon or grappled itself. To remove an attached stirge through grappling, the opponent must achieve a pin against the stirge.

**Blood Drain (Ex)** A stirge drains blood, dealing 1d4 points of Constitution damage in any round when it begins its turn attached to a victim. Once it has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, the stirge detaches and seeks a new target.

## 3. SLATE CHAMBERS (EL 10)

*This cave is in an area of slate and shale. The flat gray and blue-gray stones absorb the light. Several weapons lie scattered around the place: a spear, a battleaxe, a bastard sword, a short sword, and a pair of daggers.*

**Tactical Encounter:** L3: Slate Chambers (page 30).

## 4. GUANO-COVERED CAVE (EL 10)

*This large, high-domed cave is covered with bat guano. The desiccated, half-eaten forms of dozens of bats litter the floor. Dark onyx waters rise up to a bank at the north end of the chamber.*

**Tactical Encounter:** L4: Guano-Covered Cave (page 31).

## 5. LITTERED CAVE (EL 8)

*This small cave has bones scattered throughout. A low mound of dung sits in the middle, and what appears to be a crushed*



*minotaur skeleton lies at the south end of the cave. Beside the skeleton are two leather sacks.*

**Tactical Encounter:** L5: Littered Cave (page 32).

## 6. GROTTO (EL 7)

*The walls of this place are carved and chiseled into a running series of forms and figures that extend from the floor to the arched ceiling. The forms are unrecognizable except for the shapes of fungi, blindfish, and various insects common to the underground world. The work is bas-relief of a caliber superior to that of the stone faces. Stone chips litter the floor. A narrow shaft, 5 feet wide, runs northwest from the grotto's north end.*

*If the PCs linger in the grotto for 3 or more rounds, they hear the scrape of rock from the shaft to the northwest.*

If they shine light down the small tunnel, they alert and arouse four pechs. Upon the pechs arrival, read the following description of them.

These curious humanoids are about the size and build of a gnome, but with dusky grey skin and pale eyes. Their eyes are without pupils and reflect light like those of an owl. They are hairless and unadorned, but for ratty, dust-covered tunics and a mane of thick hair the color of wet brick. Its gangly arms seem weak at first glance, but they end in broad, powerful hands that clutch a massive pick with ease.

#### 4 PECHS

CR 3

hp 18 each (4 HD)

N Small fey (earth)

Init +1; **Senses** darkvision 60 ft.; Listen +8, Spot +8

**Languages** Pech, Undercommon

AC 17, touch 12, flat-footed 15; Dodge

**Immune** petrification

SR 15

Fort +2, Ref +5, Will +5

**Speed** 20 ft. (4 squares)

**Melee** heavy pick +7 melee (1d4+6)

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

**Base Atk** +2; **Grp** +2

**Atk Options** Power Attack; flesh to stone

**Spell-Like Abilities** (CL 11th):

3/day—*stone shape*, *stone tell*

1/day—*flesh to stone* (requires 8 pechs) (DC 17),

*stone to flesh* (requires 8 pechs), *wall of stone* (requires 4 pechs)

**Abilities** Str 19, Dex 13, Con 13, Int 12, Wis 13, Cha 12

**SQ** earth mastery, light blindness

**Feats** Dodge, Power Attack

**Skills** Climb +11, Craft (stonemasonry) +12, Hide +8, Listen +8, Move Silently +8, Profession (miner) +12, Spot +8

**Earth Mastery (Ex)** A pech gains a +1 to attack rolls and damage rolls if both it and its opponent touch the ground. If an opponent is airborne or waterborne, the pech suffers a –4 penalty to attack rolls and damage rolls.

**Light Blindness (Ex)** Abrupt exposure to bright light, such as sunlight or a daylight spell, blinds a pech for 1 round. In addition, it suffers a –1 circumstance penalty to all attack rolls, saves and checks while operating in bright light.

**Skills** Pech receive a +4 racial bonus on all Craft (stonemasonry) and Profession (miner) checks.

Often believed to be natives of the Elemental Plane of Earth, pechs are actually fey. These strange humanoids

have an aptitude for stonework matched only by their desire to pursue their chosen craft. Although insular, pechs are rarely as territorial as other denizens of their subterranean homes. As such, pechs are as likely to ally with dwarves as they are with duergar or drow. Pechs have enmity toward only two races, the thoqqua and illithid, whom they enjoy turning to stone. Rumors tell of pech shrines where petrified illithid stand forever on display.

### Development

The pechs come to investigate the light, acting politely if the party takes no aggressive action. Consider their attitude indifferent. They ask that the PCs extinguish the “bright light,” regardless of the light’s intensity. If the PCs refuse, the pechs’ attitude shifts to unfriendly and the pechs ask them to leave. If the PCs refuse, the pechs’ attitude shifts to hostile and they attack. For every 2 gems worth a total of 250 gp or 1 piece of jewelry worth 200 gp, their attitude shifts upward a step. (See page 72 of the *Player’s Handbook* for more information). If the pechs reach an attitude of friendly, they inform the PCs about the clay golem in area 3. At an attitude of helpful, the pechs even offer their aid. The pechs have no treasure.

These pechs are related to the group in the area 5 of the “Hollow of the Horn.” Zousha, a fearsome undead, has recruited both groups to search for the *Demonomicon*. These pechs might ask if the PCs have met their brethren who dwell in the Hollow of the Horn. They inquire as to the progress of the other pechs, though they do not readily admit to searching for the *Demonomicon*.

### Tactics

Pechs are as straightforward about combat as they are about their work. When gathered in groups larger than pairs, they surround outnumbered opponents so as to gain flanking advantage, prevent escape, and demoralize. Should their enemy prove clearly superior, most pechs fall into an organized retreat, sealing their escape with a well-placed *wall of stone*.

## 7. FUNGI CAVERN (EL 6)

*From floor to walls, this cavern is filled with all sorts of small and medium-sized fungi. Several large, white forms can be seen among the fungi. It appears that several passageways lead from this cavern.*

**Tactical Encounter:** L7–8: Fungi Cavern (page 33).



## 8. STINKING CAVE (EL 7)

Rotting leaves, fragments of bones, pieces of chitinous material, dung, and the foul remains of vermin fill this cave. The smell of the mess is revolting. Several skeletons and skulls indicate that humans and elves have met their ends here. At least three larger heaps of rotting vegetation and sticks, possibly nests, sit among the refuse.

**Tactical Encounter:** L7–8: Fungi Cavern (page 33).

## 9. SECOND FUNGI CAVERN (EL 10)

This cavern is full of fungi, much like the chamber to the south. An alcove at the north of the cavern is noticeably clear of fungi. A mummified body appears to be wedged in the back of the alcove.

**Tactical Encounter:** L9: Second Fungi Cavern (page 34).

## 10. FUNGI-FILLED CORRIDOR (EL VARIES)

Several small fungi cover the sandy floor and walls of this passageway. The odd colored growths match the varicolored minerals of the walls. Bat guano covers some areas of the floor, but it's clearly old.

Thousands of bats used to roost on the ceiling of the passageway. A massive spell killed them abruptly, and they have since become ephemeral swarms. The swarms are located in the southeastern corner of the passage where the tunnel bends north. When the PCs move through this area, have each make a DC 15 Move Silently check. For each PC who fails, an ephemeral swarm attacks the party.

### EPHEMERAL SWARM

*Monster Manual III* 50

CE Tiny undead (incorporeal, swarm)

**Init** +4; **Senses** darkvision 60 ft.; Listen +9, Spot +10

**Languages** —

---

**AC** 20, touch 20, flat-footed 16

**Miss Chance** 50% (incorporeal)

**hp** 90 (12 HD)

**Immune** incorporeal immunities, swarm immunities, undead immunities

**Resist** half damage from piercing and slashing

**Fort** +4, **Ref** +8, **Will** +8

---

**Speed** fly 30 ft. (good) (6 squares)

**Melee** swarm (1d6 Str)

**CR** 5

**Space** 10 ft.; **Reach** 0 ft.

**Base Atk** +6; **Grp** —

**Atk Options** distraction

---

**Abilities** Str —, Dex 18, Con —, Int 2, Wis 11, Cha 18

**SQ** incorporeal traits, swarm traits, undead traits

**Feats** Alertness, Toughness (4)

**Skills** Listen +9, Spot +10

---

**Distraction (Ex)** Any living creature vulnerable to an ephemeral swarm's damage that begins its turn with a swarm in its square must make a DC 20 Fortitude save or be nauseated for 1 round. Even if the save is successful, spellcasting or concentrating on spells requires a Concentration check (DC 20 + spell level). Skills that require concentration or patience require a DC 20 Concentration check. The save DC is Constitution-based.

## 11. LONG GALLERY (EL 11)

The cavern widens into a long gallery with a height of well over 40 feet. Long stalactites extend like daggers from the ceiling, sending small droplets of water falling onto stalagmites below. Molds, mushrooms, and lichens grow around the base of the stalagmites, filling the corridor with an earthy smell. The tall walls on either side of the cavern host cracks and the occasional large alcove.

**Tactical Encounter:** L11: Long Gallery (page 35).

## 12. LARGE CAVE (EL 8)

This cave smells like a place where dirty monsters would live. The cave is irregularly shaped and has no apparent entrance other than the passage to the south. Bones and skulls lie strewn around. A flat rock, which appears to have been used as a table, still has the remains of a creature upon it, as if it were being carved for dinner. A great knife is stuck into the carcass. At the far end of the cave is a place where fires could be lit and cooking done. Piles of old hides and skins litter the chamber floor.

**Tactical Encounter:** L12: Large Cave (page 36).

## 13. LEDGE ON THE LAKE

A wooden boat, 15 feet long and about 5 feet wide, rests here on a shelf of stone. The craft has three oars inside. The boat appears unusual because it tapers to a point at either end. The side of the boat looks once to have had embossed letters running across it, but the cavern's dampness seems to have faded them beyond recognition. The lake fills the cavern like a sheet of black glass, reflecting the darkness above. The river, if it can be called that, carries the water slowly south through a 20-foot opening.

The water here is 40 feet deep.

### Magic Boat

This craft can be rowed normally, with the third oar used to scull and steer, if desired. Movement upstream is at 5 feet per round; the downstream speed is 5 feet drifting or 15 feet rowing. A DC 12 Search check reveals a small mast and rune-embroidered sail under the planks of the deck. If the mast is raised and the sails spread, the boat still moves normally until the command word “Go,” is spoken in Common. The boat then moves at 30 feet per round, with or against the current. Speaking the word “Stop” in Common causes the boat to stand motionless in even the swiftest of current. The boat is made from wood, exceptionally seasoned and crafted so as to be as hard as bronze. If *detect magic* is cast upon the boat, it reveals that the boat is affected by the school of alteration. With the proper command word, the boat shrinks to 10% of its size. (For details, see area 19 of the Greater Caverns.)

## 14. UNDERGROUND LAKE (EL 8)

*The river flows into this high-vaulted cavern at a sluggish pace. The magnitude of the cavern has created a miniature, ebon-hued lake, disturbed only by the occasional drop of water from above. The sound of water droplets and the wide ripples form a delicate symphony of sight and sound in the cavern's gloom.*

**Tactical Encounter:** L14: Underground Lake (page 37).

## 15. CUL-DE-SAC (EL 8)

*This area appears to be a cul-de-sac or small cave where a creature dwells. A litter of twigs and odd bits of cloth lies at the back of the place.*

### 3 ADVANCED COCKATRICES

CR 5

hp 91 each (14 HD)

N Medium magical beast

**Init** + **Senses** darkvision 60 ft., low-light vision, Listen +11, Spot +12

**Languages** —

**AC** 12, touch 12, flat-footed 10; Dodge

**Immune** petrification from other cockatrices

**Fort** +10, **Ref** +11, **Will** +4

**Speed** 30 ft. (6 squares), fly 60 ft. (poor)





**Melee** bite +17/+12/+7 (1d8 plus petrification)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +14; **Grp** +14

---

**Abilities** Str 10, Dex 15, Con 13, Int 2, Wis 13, Cha 9  
**Feats** Ability Focus (petrification), Alertness, Dodge, Improved Natural Attack, Weapon Finesse, Weapon Focus (bite)  
**Skills** Listen +11, Spot +12

---

**Petrification (Su)** Creatures hit by a cockatrice's bite attack must succeed on a DC 20 Fortitude save or instantly turn to stone. The save DC is Constitution-based.

## 16. RAINBOW CAVERN (EL 9)

This high-domed cavern displays a rainbow of colors on its walls and floor. Even the many stalactites above hang like colored icicles. Various mineral deposits in the rock have seeped into a spiked curtains. The floor has numbers of humps and stalagmites of varied hue and form. In the center of the chamber is a heap of coins and metal bars.

**Tactical Encounter:** L16: Rainbow Cavern (page 39).

## 17. BOULDER HEAP

The boulders here look as if some giant had stacked them for use in a time of need. They are all about the right size for a fire giant to hurl.

The rocks look suspicious. Chossos has piled them here to block entry to the lower level so that anyone attacking from that direction does not take him by surprise. The rocks can be tumbled and rolled aside without difficulty. If this is done, the party sees stairs going down to the west. These stairs are the only entrance to the Greater Caverns from the Lesser Caverns. In moving the boulders, the party might notice (Spot DC 15) that one has an odd blue green cast to it, and is definitely lighter than the rest. The odd boulder can be smashed open with a hammer, mace, or similar instrument. It is hollow inside and contains a tablet. The tablet is "The Graven Glyphs," a magical warning to those bold enough to enter the lower caverns. With the tablet is a ring of protection +2. The Graven Glyphs read:

*In the center lies the gate  
but opening it is sure to vex  
many are the guards who lie in wait  
as you go to the middle hex*

*Randomly sent to find a way  
back to a different iron door  
a seventh time and you may stay*

*and seek the glowing prize no more*

*You have won old Iggwilv's prize  
her hoarded cache of magic  
and freed the one with yearning eyes  
whose lot was hunger tragic*

The DM should read the verses slowly, with pauses between each quatrain, then tell the party that the glyphs have faded into nothingness.

## 18. FURNISHED CAVE (EL 9)

Within this cave, carpets lie on the floor, rugs hang from the walls, and beautiful furniture lies scattered about. Plump cushions sit piled on the floor, the air smells of orange blossoms, and the tinkling of bells and chimes can be heard. A pair of divans stands along the far wall, with a chest of rosewood between them. Gems glitter from within the chest. Gold dishes and silver bowls sit on stands, and malachite and lapis statuettes stand everywhere, resting upon stands inlaid with mother-of-pearl, ivory, and rare woods. Silken garments are scattered on stools and heaped in chests and wardrobes.

**Tactical Encounter:** L18: Furnished Cave (page 40).

## 19. SMALL LAKE

The water drifts forward, arriving in a cavern where tiny rivulets carry the liquid down into the world's dark places. The water has completely flooded the place except for an island in the center. Even from a distance, the shimmer and sparkle of the island's surface is visible.

This is the Isle of Rebuke. If a PC sets foot on the island, a spell is triggered. A peal of loud laughter echoes in the cavern. As the gales of derisive mirth end, a great voice yells out: "Fools! You have come to a dead end! Leave now or stay and die."

The surface of the island has 3,000 gems of 1 gp value scattered about.

## 20. BLACK WATER (EL 7)

The water surrounding the islet is particularly dark and contains particles that make the surface look inky.

**Tactical Encounter:** L20: Black Water (page 41).

## 21. CAVE OF CRYSTALS (EL 11)

This cavern is striated with veins of crystal, which reflect the light in a shower of multicolored rays. The cavern is oddly

shaped, and what at first appears to be an open area, upon closer inspection, is in fact a section of solid rock that appears whittled away. Where once might have stood a wall of stone and crystal is now only rubble and shattered detritus.

**Tactical Encounter:** L21: Cave of Crystals (page 42).

## 22. POOL CAVERN (EL 9)

This cavern is filled with water, and the only exit appears to be to the southeast. The water trickles out through a low cut in the west wall, and can be heard falling some distance below. The ceiling has beautiful stalactites extending from it, and the walls are streaked with multicolored rock formations.

A marid named Kasdu'ul sleeps in the center of the pool under 15 feet of water. A successful *dispel magic* (DC 28) awakens him. To come within 10 feet of Kasdu'ul, a character must overcome an *antipathy* spell (Will DC 26).

### MARID

CR 9

*Manual of the Planes* 173

CN Large outsider (chaotic, water, extraplanar)

**Init** +3; **Senses** darkvision 60 ft.; Listen +16, Spot +16

**Languages** Aquan, Common

---

**AC** 19, touch 12, flat-footed 16

**hp** 71 (11 HD)

**Fort** +9, **Ref** +10, **Will** +9

---

**Speed** 20 ft. (4 squares), swim 60 ft. (good)

**Melee** 2 slams +16 each (1d8+9)

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

**Base Atk** +10; **Grp** +20

**Atk Options** Cleave, Great Cleave, Power Attack, vortex

**Special Action** drench

**Spell-Like Abilities** (CL 11th):

At will—*create water*, *detect evil*, *detect good*, *detect magic*, *invisibility*, *polymorph*, *purify food and drink*, *see invisibility*

5/day—*control water*, *gaseous form*, *solid fog*, *water breathing*

1/year—*limited wish* (nongenies only)

---

**Abilities** Str 23, Dex 16, Con 14, Int 16, Wis 15, Cha 15

**SQ** water mastery

**Feats** Cleave, Great Cleave, Power Attack

**Skills** Craft (any two) +17, Escape Artist +12, Intimidate +16, Move Silently +17, Sense Motive +16, Spot +16, Spellcraft +17

---

**Drench (Ex)** A marid's touch puts out torches, campfires, exposed lanterns, and other open flames of a nonmagical origin. The marid can dispel magical fire it touches as if *dispel magic* had been cast by an 11th-level sorcerer.

**Vortex (Su)** The marid can transform itself into a whirlpool once every 10 minutes and remain in that form for up to 5 rounds. The vortex is 5 feet wide, 10 to 40 feet tall, and up to 30 feet wide at top. Medium or smaller creatures coming into contact with the vortex must succeed on a DC 19 Reflex save or take 2d6 points of damage and become trapped in the vortex. A creature trapped in the vortex takes another 2d6 points of damage at the beginning of its turn. A trapped creature can attempt to escape on its turn as a standard action, making another DC 19 Reflex save.

**Water Mastery (Ex)** A marid gains a +1 bonus on attack rolls and damage rolls if both it and its opponent touch water. (These modifiers are not included in the statistics block.)

### Tactics

The marid does not attack anyone who frees him, so long as no one irritates him. If the dao (area 18) are mentioned, he assists the party with a *limited wish* spell if the PCs defeated the creatures. If offered a large bribe (10 or more gems worth 500 gp each, or a magic item worth 7,500 gp), Kasdu'ul gives five party members *water breathing* and escorts them to any location along the underground river. He will not otherwise serve the party.

### Development

If the party frees Kasdu'ul from his slumber and is not hostile toward him, award them experience as if they had completed a CR 7 encounter. If they gain the assistance of Kasdu'ul, award experience for a CR 9 encounter.



# L1: ENTRY CAVERN

## Encounter Level 10

When the characters look around the cavern sufficiently to gain detailed information about the faces and the rest of the environment, read:

*Although each face is slightly different from its fellows, all are strange and doleful-looking: One has doglike ears, another protruding tusks, a third drooping skin, the fourth deepset eyes, the fifth a piglike snout, and the sixth ramlike horns. The face at the entrance appears human. There seems to be no relationship between the size of a passageway and the stony visage beside it. Nothing else in the chamber seems remarkable. A few stalactites hang from the ceiling above, though many lie fallen amid the stalagmites.*

Each of these bas-relief carvings has a permanent *magic mouth* spell cast upon it. When any party member comes within 3 feet of a face, the carving's mouth moves and says in a bass, mournfully dire tone: "Turn back, this is not the way." This is repeated endlessly each time an individual comes within 3 feet.

A DC 20 Spot check reveals a gem glittering within the mouth of each visage. Inside each mouth is a different gem. Clockwise, the gems are: amber, amethyst, aquamarine, garnet, peridot, and tourmaline.

Regardless of which gem is taken first, it is worth 1,000 gp. The others, although just as large, are flawed and worth 100 gp each. Attempts to take a gem trigger a trap. Attempts to break a face (hardness 8; hp 80; break DC 25) result in the destruction of the trap with a 50% chance of destroying the gem.

**Biting Mouth Trap:** CR 5; mechanical; location trigger; automatic reset; Atk +16 melee (1d12+8/×3); single target; Search DC 25; Disable Device DC 18.

A *command* spell or a demand for the gem will not avail. However, if a PC insults a face, it sticks out its tongue, granting access to a gem. If characters attempt to speak with a visage, it repeat its previous warning. However, if the word "truth" is used at any point while the PCs are in the room, then each face lies and state majestically: "My way is right." Only the visage beside the stairway says anything different. That mouth says: "I watch the only way."



# L3: SLATE CHAMBERS

## Encounter Level 10

A clay golem lurks in the alcove in the northeast. It blends with the walls and is camouflaged until it steps out. It does so as soon as anyone enters its lair. When this occurs, read:

*From around the corner to the north, a large hulking shape emerges from the darkness. The form is vaguely humanoid, but its lengthy arms, which hang to its knees, and broad chest, give an inhuman impression. The dark form lumbers forward without a word, or even so much as a growl or groan.*

### CLAY GOLEM

CR 10

hp 90 (11 HD); DR 10/adamantine and bludgeoning

N Large construct

Init -1; Senses darkvision 60 ft., low-light vision; Listen +0, Spot +0

Languages —

AC 22, touch 8, flat-footed 22

Immune magic

Fort +3, Ref +2, Will +3

Speed 20 ft. (4 squares)

Melee 2 slams +14 each (2d10+7 plus cursed wound)

Space 10 ft.; Reach 10 ft.

Base Atk +8; Grp +19

Special Actions haste

Abilities Str 25, Dex 9, Con —, Int —, Wis 11, Cha 1

SQ berserk, construct traits

Feats —

Skills —

**Berserk (Ex)** In combat, there is a cumulative 1% chance each round that the clay golem goes berserk.

**Cursed Wound (Ex)** The damage a clay golem deals doesn't heal naturally and resists healing spells. A character attempting to cast a conjuration (healing) spell on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the spell has no effect on injuries inflicted by the golem.

**Haste (Su)** After it has engaged in at least 1 round of combat, a clay golem can haste itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

**Immunity to Magic (Ex)** A clay golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *move earth* spell drives the golem back 120 feet and deals 3d12 points of damage to it.

A *disintegrate* spell slows the golem (as the *slow* spell) for 1d6 rounds and deals 1d12 points of damage.

An *earthquake* spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of damage. The golem gets no saving throw against any of these effects.

Any magical attack against a clay golem that deals acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal.

## TACTICS

The golem is mindless in combat, attacking the closest enemy with all its power. Once it detects intruders in area 3, it attacks the nearest enemy and pursue its foes with mindless determination.

## TREASURE

The mundane weapons that litter the floor are rusted and damaged. Close examination (Search DC 15) reveals that the short sword appears untouched by the cavern's damp conditions. This is a +2 *keen short sword*.

## TACTICAL MAP DETAILS

The alcove in the north part of the cave is just large enough to contain the clay golem. The corridors leading up to area 3 are 10 feet wide, allowing the golem to move without penalty through them.





# L4: GUANO-COVERED CAVE

## Encounter Level 10

A sporebat has been feasting on the bats that live here. It lurks on the northern part of the ceiling, watching as its prey approaches. When a character comes within 10 feet of the creature, read:

*The wind stirs faintly from some unseen source. Then, without a noise, a dark form, like the shadow of a shadow, flies from the darkness, claws poised. The creature is nearly impossible to spot for more than a second, yet a bright orange eye in the center of its body is clearly visible, gazing hungrily for the briefest moment before disappearing again.*

### SPOREBAT

Fiend Folio 161

hp 97 (15 HD)

N Medium plant

Init +9; **Senses** darkvision 60 ft., low-light vision; Listen +2, Spot +20

**Languages** Sporebat

AC 15, touch 15, flat-footed 10

**Miss Chance** 50% (camouflage)

**Immune** fire, plant immunities

**Fort** +11, **Ref** +10, **Will** +5

**Speed** 5 ft. (1 square), fly 60 ft. (good); Flyby Attack, Hover

**Melee** 2 claws +13 each (1d4+2) and tail rake +8 (1d4+1)

**Ranged** ray +16 touch (enervation)

**Base Atk** +11; **Grp** +13

**Atk Options** Cleave, Power Attack

**Abilities** Str 14, Dex 21, Con 15, Int 8, Wis 11, Cha 4

**SQ** camouflage, plant traits, silent

**Feats** Alertness, Cleave, Flyby Attack, Hover, Improved Initiative, Power Attack

**Skills** Listen +2, Spot +20

**Camouflage (Ex)** During any condition of illumination other than daylight, a sporebat can disappear into the shadows, giving it total concealment (50% miss chance). Artificial illumination, or any light spell, negates this ability.

**Enervation Ray (Su)** A sporebat can fire a brown enervation ray every other round at any target within 150 feet. As the *enervation* spell, CL 12th (DC 10).

**Silent (Ex)** Sporebats move in absolute silence.

### CR 10

## TACTICS

The sporebat drops from the ceiling and silently swoops to attack foes using Flyby Attack while attempting to keep itself concealed. If necessary, the sporebat utilizes Hover in between rounds or to directly engage in combat.

## TREASURE

With a DC 28 Spot check, a character notices that on the north wall of the cave, 30 feet up, is a broad, projecting ledge. A character can reach the ledge with a DC 25 Climb check. On the ledge area is a scattering of 10 cp, 8 sp, 6 gp, 5 pp, 3 onyx gems worth 200 gp each, and 2 elaborate matching rings carved in interlocking dragons worth 500 gp each.

## TACTICAL MAP DETAILS

The north tunnel leads to the underground river. The surface of the water is about 40 feet below this opening. The water does not appear to be flowing. A ledge, 30 feet up, protrudes out a couple feet from the north wall.



# L5: LITTERED CAVE

## Encounter Level 8

Attached to the ceiling in the middle of the room are two fiendish cloakers. A DC 20 Spot check is required to notice gems in the “ceiling.” A fiendish cloaker attacks if anyone moves below it, or if its partner is engaged in combat. When this occurs, read:

*The ceiling seems to come alive as a cloak of darkness falls away from the stone. In the midst of this inky form, two red eyes gleam and a spinal tail whips about.*

### 2 FIENDISH CLOAKERS

CR 6

**hp** 45 each (6 HD); **DR** 5/magic  
**CE** Large aberration (extraplanar)  
**Init** +7; **Senses** darkvision 60 ft.; Listen +13, Spot +13  
**Languages** Undercommon

**AC** 19, touch 12, flat-footed 16; shadow shift  
**Resist** cold 5, fire 5; **SR** 11  
**Fort** +5, **Ref** +5, **Will** +7

**Speed** 10 ft. (2 squares), fly 40 ft. (average)  
**Melee** tail slap +8 (1d6+5) and bite +3 (1d4+2)

**Space** 10 ft.; **Reach** 10 ft. (5 ft. with bite)

**Base Atk** +4; **Grp** +13

**Atk Options** Combat Reflexes, smite good 1/day (damage +6), engulf, moan

**Special Actions** shadow shift

**Abilities** Str 21, Dex 16, Con 17, Int 14, Wis 15, Cha 15

**Feats** Alertness, Combat Reflexes, Improved Initiative

**Skills** Hide +8, Listen +13, Move Silently +12, Spot +13

**Engulf (Ex)** A fiendish cloaker can try to wrap up a Medium or smaller creature as a standard action. The fiendish cloaker attempts a grapple that does not provoke attacks of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can still use its tail to strike at other targets.

Attacks that hit an engulfing fiendish cloaker deal half the damage to the monster and half to the trapped victim.

**Moan (Ex)** A fiendish cloaker can emit a dangerous subsonic moan as a standard action. It can cause one of four sonic, mind-affecting effects. The fiendish cloaker is immune to these attacks. Unless otherwise noted, a creature that makes a successful save cannot be affected by the same moan effect from the same fiendish cloaker for 24 hours.

**Unnerve:** 60-foot spread, –2 penalty on attack rolls and damage rolls. Hearing the moan for more than 6 consecutive rounds requires a DC 15 Will save or creature enters a trance, unable to attack or defend itself until the moaning stops.

**Fear:** 30 feet, DC 15 Will save or become panicked for 2 rounds.

**Nausea:** 30-foot cone, DC 15 Fortitude save or fall prone and become nauseated for 1d4+1 rounds.

**Stupor:** Single creature within 30 feet, DC 15 Fortitude save or be affected as though by *hold monster* for 5 rounds. Even after successful save, creature must save again if the cloaker uses this effect again.

**Shadow Shift (Su)** This ability is effective in shadowy areas and has three possible effects.

**Obscure Vision:** The fiendish cloaker gains concealment (20% miss chance) for 1d4 rounds.

**Dancing Images:** This effect duplicates a *mirror image* spell (caster level 6th).

**Silent Image:** This effect duplicates a *silent image* spell (DC 15, caster level 6th).

## TACTICS

A cloaker uses shadow shift to gain concealment before dropping to engulf its prey.

## TREASURE

A sack at the south end of the cave holds 102 sp and 167 pp, and a second sack contains 281 gp. Five gems worth 250 gp can be found in the belly of each cloaker.

## TACTICAL MAP DETAILS

The cave is littered with bones, so each square is treated as difficult terrain, and the DC of Tumble and Move Silently checks is increased by 2.





# L7-8: FUNGI CAVERN

## Encounter Level 6

This cavern is the favorite feeding ground of two giant cockroaches. As soon as the PCs leave the corridors and enter the cavern, read:

*From the center of the chamber, amid small piles of fungi, two large forms rise. Antennae twitch attentively in the darkness, followed immediately by the sound of clicking feet.*

The sound of combat has a chance (Listen DC 15) of attracting the attention of the trolls in area 8.

## 2 ADVANCED GIANT COCKROACHES

CR 4

Underdark 87

hp 114 each (12 HD)

N Large vermin

Init +3; **Senses** darkvision 60 ft., scent, tremorsense; Listen +0, Spot +0

**Aura** stench 30 ft.

**Languages** —

**AC** 20, touch 13, flat-footed 17

**Immune** vermin immunities

**Fort** +13, **Ref** +7, **Will** +4

**Speed** 50 ft. (10 squares), climb 50 ft.

**Melee** bite +17 (1d8+13)

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

**Base Atk** +9; **Grp** +22

**Abilities** Str 29, Dex 16, Con 20, Int —, Wis 10, Cha 2

**Feats** —

**Skills** Climb +21, Hide +13, Jump +18, Listen +0, Move Silently +9, Spot +0

**Scent (Ex)** Every noncockroach within 30 feet of a giant cockroach must make a DC 17 Fortitude save or be nauseated for 1d4 rounds. Whether or not the save is successful, the creature cannot be affected again by any giant cockroach's stench for 1 hour. The save DC is Constitution-based.

**Skills** A giant cockroach has a +12 racial bonus on Climb checks. It can choose to take 10 on Climb checks even when rushed or threatened. A giant cockroach also has a +10 racial bonus on Hide checks and a +6 racial bonus on Move Silently checks.

## LOCATION 8

This cavern reeks with such intensity that a DC 13 Fortitude save is necessary to avoid being sickened.

This cave is the lair of two trolls. These two monsters maintain fungi to guarantee regular meals of giant cockroaches.

## 2 TROLLS

CR 5

hp 63 each (6 HD); regeneration 5

CE Large giant

Init +2; **Senses** darkvision 90 ft., low-light vision, scent; Listen +5, Spot +6

**Languages** Giant

**AC** 16, touch 11, flat-footed 14

**Fort** +11, **Ref** +4, **Will** +3

**Speed** 30 ft. (6 squares)

**Melee** 2 claws +9 each (1d6+6) and bite +4 (1d6+3)

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

**Base Atk** +4; **Grp** +14

**Atk Options** rend 2d6+9

**Abilities** Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6

**Feats** Alertness, Iron Will, Track

**Skills** Listen +5, Spot +6

**Regeneration (Ex)** Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

**Rend (Ex)** If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

## TREASURE

Amid the troll den's litter can be found 22 pp, 47 gp, 28 sp, 19 cp, 1d4 gems, 1 piece of jewelry, 2 *potions of cure serious wounds*, 1 *potion of aid*, and a quiver with 9 arrows (3 broken, 2 normal, 4 +1 arrows).

## TACTICAL MAP DETAILS

Both area 7 and area 8 are covered in lichen and fungi; they have no effect on movement.



# L9: SECOND FUNGI CAVERN

## Encounter Level 10

Hanging from the ceiling are four spawn of juiblex. They are hiding (Spot DC 21) and if the PCs do not see them, wait until a party member is fully in the room before appearing. When this happens, read:

*The ceiling along the walls to the north and south appears to liquefy and then swell into great swathes of green ooze. Gleaming dark-slitted eyes of crimson float amid the slime, glaring hatefully as the mass of slime oozes down and flows forward.*

### 4 LESSER SPAWN OF JUIBLEX

Monster Manual V 162

hp 68 each (8 HD); DR 5/—

CE Large elemental (extraplanar, water)

Init +1; Senses blindsense 60 ft., darkvision 60 ft.; Listen +7, Spot +6

Languages Aquan

AC 18, touch 10, flat-footed 17

Immune elemental immunities

Fort +10, Ref +3, Will +3

Speed 40 ft. (8 squares), climb 30 ft.; sludge form

Melee 2 slams +12 each (2d8+7 plus slimy infestation)

Space 10 ft.; Reach 10 ft.

Base Atk +6; Grp +17

Atk Options Cleave, Power Attack

Abilities Str 25, Dex 12, Con 19, Int 4, Wis 13, Cha 10

SA slimy infestation, sludge form

SQ elemental traits

Feats Cleave, Improved Natural Attack (slam), Power Attack

Skills Climb +15, Jump +11, Listen +7, Spot +6

**Sludge Form (Ex)** A spawn of Juiblex flows like thick, muddy water as it moves. Its movement never provokes attacks of opportunity. It ignores difficult terrain and can freely pass through other creatures' spaces, though it cannot end its movement in such a place.

If a lesser spawn of Juiblex enters a living creature's space, that creature must attempt a DC 18 Fortitude save. On a failed save, the creature takes 2d6 points of damage and is sickened for 1 round. On a successful save, the creature takes half damage and is not sickened.

This ability is effective against a given creature once per round. The save DC is Constitution-based.

**Slimy Infestation (Su)** When a spawn of Juiblex deals

damage to a creature with its slam attack, it covers the target with a thick coat of slime. At the start of the spawn's turn, it can animate the slime covering all foes within 100 feet as a free action. The slime sprouts tentacles and attacks any creature within 10 feet, including the target if no other creatures are in reach. The slime makes a slam attack with an attack bonus equal to the spawn's (normally +12), dealing 1d8+7.

A creature afflicted by slimy infestation can remove the slime as a full-round action. The slime is also destroyed if the creature it covers is dealt 10 points of cold or fire damage. If that creature has resistance to cold or fire, the slime could be destroyed without harm to the affected creature.

### CR 6

## TACTICS

Although unintelligent, the spawn are cunning and wait until a PC or party is fully in the room before emerging to attack. Once engaged, a spawn uses its slimy infestation ability to keep one target occupied while it moves to attack others.

## TREASURE

The elf is wearing *bracers of armor +4* and a gold necklace set with a gem, value 600 gp. On the floor, under bits of the rotting cloak, is a leather bag containing 13 gems worth 50 gp each.

## TACTICAL MAP DETAILS

The calcified remains in the alcove are those of an elf, who apparently expired in the niche in an upright position. Watery mineral deposits slowly turned him into a stalagmite. The grisly formation gives the impression of an undead monster.





# LII: LONG GALLERY

## Encounter Level 11

Within the alcoves lining the walls live ambush drakes. True to their name, the creatures ambush any prey who come within near. Once a PC has moved 30 feet beyond the first alcove, the ambush drakes spring into action. When that happens, read:

*The walls fill with the sound of claw on rock before reptilian forms suddenly explode out of the dark alcoves. They act with coordination, behaving as one. Teeth gnashing, spikes rippling along their sinewy bodies, the creatures move with predatory intent.*

The sound of combat has a chance (Listen DC 20) of attracting the attention of the ettins in area 12; they arrive in 6 rounds following a successful check.

### 7 AMBUSH DRAKES

CR 5

*Monster Manual III* 8

hp 73 each (7 HD)

NE Medium dragon

**Init** +6; **Senses** darkvision 60 ft., low-light vision, scent; Listen +12, Spot +12

**Languages** Common, Draconic; telepathic link 30 ft.

**AC** 18, touch 12, flat-footed 16

**Immune** magic sleep effects, paralysis

**SR** 16

**Fort** +9, **Ref** +7, **Will** + 5

**Speed** 40 ft. (8 squares), fly 30 ft. (poor)

**Melee** bite +10 (1d8+3 plus poison) and 2 claws +8 each (1d6+1)

**Base Atk** +7; **Grp** +10

**Atk Options** poison (DC 17, 1d6 Dex/1d6 Dex)

**Special Actions** *slow* breath weapon

**Abilities** Str 16, Dex 15, Con 18, Int 7, Wis 10, Cha 9

**Feats** Alertness, Improved Initiative, Multiattack

**Skills** Hide +16, Listen +12, Move Silently +12, Spot +12

**Breath Weapon (Su)** 30-foot cone, once every 1d4 rounds, *slow* 7 rounds (Will DC 17 negates). Ambush drakes are immune to the breath weapons of other ambush drakes. The save DC is Constitution-based.

**Telepathic Link (Ex)** Ambush drakes within 30 feet of each other are in constant contact. If one is aware of a particular danger, they all are. If one of the group is not flat-footed, none of them are. No ambush drake in the group is considered flanked unless they all are.

## TACTICS

The ambush drakes are adept at their craft, waiting until prey moves deep within their passageway before attacking. They coordinate their attack by using their telepathic link, relying on their breath weapon to initially slow their adversaries before teeth, claw, and poison bring the prey down. If the ambush drakes are unable to use their typical strategy, such as if a PC pokes around in one of the alcoves, the ambush drakes nonetheless launch a unified attack against the intruder.

## TACTICAL MAP DETAILS

Alcoves line the walls, three on the west side and four on the east.



# L12: LARGE CAVE

## Encounter Level 8

Two ettins inhabit this lair. Each of these two-headed giants carries two morningstars. If the ettins have not yet heard the party, when the PCs enter, read:

*Dark shadows wash across the room as two creatures step forward into the firelight. The huge form of each blankets the room with shadows of its bulky legs, broad torso, huge arms, and two heads. Each long, muscular arm has a sinewy knot of knuckles and fingers clenched tightly around a large morningstar. With an enraged scream, the creatures charge forward.*

### 2 ETTINS

hp 65 each (10 HD)

CE Large giant

Init +3; **Senses** low-light vision; Listen +10, Spot +10

**Languages** Orc, Goblin, Giant; pidgin only

AC 18, touch 8, flat-footed 18

Fort +9, Ref +2, Will +5

Speed 30 ft. (6 squares)

**Melee** 2 morningstars +12/+7 each (2d6+6)

**Ranged** 2 javelins +5 each (1d8+6)

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

**Base Atk** +7; **Grp** +17

**Atk Options** Power Attack

**Abilities** Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11

**SQ** superior two-weapon fighting

**Feats** Alertness, Improved Initiative, Iron Will, Power Attack

**Skills** Listen +10, Search +1, Spot +10

**Superior Two-Weapon Fighting (Ex)** An ettin fights with a morningstar or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

**Pidgin Speaker** Ettins have no language of their own but speak a pidgin of Orc, Goblin, and Giant. Creatures that can speak any of these languages must succeed on a DC 15 Intelligence check to communicate with an ettin. Check once for each bit of information: If the other creature speaks two of these languages, the DC is 10, and for someone who speaks all three, the DC is 5.

**Skills** An ettin's two heads give it a +2 racial bonus on Listen, Spot, and Search checks.

### CR 6

## TACTICS

Unless the PCs choose to try and approach the lair in silence, the ettins hear their approach and get their weapons from beside the fire. If the ettins succeeded on Listen check to hear the PCs' fight with the ambush drakes, then they are somewhere between area 11 and area 12, either waiting in ambush if the fight has concluded or hurrying to join the fray.

The ettins focus their attacks on the smaller, weak-looking opponents. If they gain the advantage, the ettins try to corner prey in the northeastern dead end. If the battle turns against them, such as if one dies and the other is badly injured, the survivor might attempt to flee into the northeastern area. The ettins often venture into the cavern in search of prey to add variety to their diet. The giants always pursue intruders, particularly tasty-looking ones.

## TREASURE

Under the ettins' piled bedding are two ivory tusks (value 600 gp each, weight 60 lb. each), a *cloak of poisonousness*, a pair of *boots of levitation*, and 1,357 gp. In the room is also a beaten copper bowl with lapis lazuli handles, worth 750 gp.

## TACTICAL MAP DETAILS

A flat stone sits in the center of the chamber with a carcass atop it. North of the makeshift table is a fire, beside which, to the north and east, is the giants' bedding.





# L14: UNDERGROUND LAKE

## Encounter Level 10

Four streams of water enter or exit the lake, and it appears that four dry passages connect as well. If the party moves out into the center of the underground the ceiling drop down and attack the PCs. If this occurs, read:

*From high above comes the whisper of movement, followed in short order by what appears at first glance to be living darkness. Spheres of inky blackness sweep through the chamber, descending down toward the lake's surface.*

Also, a dragon turtle sleeps at the bottom of the lake. It remains slumbering unless there is considerable noise directly above it (Listen DC 25), such as a fight between the PCs and darkmantles. If the dragon turtle is awakened, read:

*The surface of the lake gives a slight shimmer and then, from beneath its black depths, a huge scaled form emerges. Its hard shell breaches the surface of the water like a living island come to rend boats asunder. Also from the surface, however, rises a mighty reptilian head with a jagged, spiked beak.*

## 4 STONE HALF-GOLEM ADVANCED DARKMANTLES CR 4

hp 29 each (3 HD); DR 15/magic  
NE Small construct (augmented magical beast)  
**Init** +3; **Senses** blindsight 90 ft., darkvision 60 ft., low-light vision; Listen +5, Spot +5  
**Languages** —

**AC** 19, touch 10, flat-footed 20  
**Immune** construct immunities  
**Fort** +5, **Ref** +1, **Will** +0

**Speed** 20 ft. (4 squares), fly 30 ft. (poor)  
**Melee** slam +12 (1d4+12)  
**Base Atk** +3; **Grp** +8  
**Atk Options** constrict (1d4+12), improved grab  
**Special Actions** *slow*  
**Spell-Like Abilities** (CL 5th):  
1/day—*darkness*

**Abilities** Str 26, Dex 8, Con —, Int 1, Wis 10, Cha 4  
**SQ** construct traits  
**Feats** Improved Initiative, Toughness  
**Skills** Hide +10, Listen +5 (+1 if blindsight negated), Spot +5 (+1 if blindsight negated)

**Blindsight (Ex)** A stone half-golem darkmantle can “see” by emitting high-frequency sounds, inaudible to most other creatures, that allows it to ascertain objects and creatures within 90 feet. A *silence* spell negates this ability and effectively blinds a stone half-golem darkmantle.

**Constrict (Ex)** A stone half-golem darkmantle deals 1d4+12 points of damage with a successful grapple check.

**Improved Grab (Ex)** To use this ability, a stone half-golem darkmantle must hit a Large or smaller creature with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it attaches to the opponent's head and can constrict.

**Immunity to Magic (Ex)** A stone half-golem darkmantle is immune to any spell or spell-like ability that allows spell resistance and any effects requiring a Fortitude save (unless it is harmless or affects objects). A *transmute rock to mud* spell slows a stone half-golem darkmantle (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 negates its damage reduction and immunity to magic for 1 round.

**Slow (Su)** A stone half-golem darkmantle can use *slow* (Will DC 11 negates) as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds.

## DRAGON TURTLE

CR 9

hp 138 (12 HD)  
N Huge dragon (aquatic)  
**Init** +0; **Senses** darkvision 60 ft., low-light vision, scent; Listen +16, Spot +16  
**Languages** Aquan, Draconic, Common

**AC** 25, touch 8, flat-footed 25  
**Immune** fire, *sleep*, paralysis  
**Fort** +13, **Ref** +8, **Will** +9

**Speed** 20 ft. (4 squares), swim 30 ft.  
**Melee** bite +18 (4d6+8) and  
2 claws +13 each (2d8+4)  
**Space** 15 ft.; **Reach** 10 ft.  
**Base Atk** +12; **Grp** +28  
**Atk Options** Blind-Fight, Cleave, Improved Bull Rush, Power Attack

**Abilities** Str 27, Dex 10, Con 21, Int 12, Wis 13, Cha 12  
**Feats** Blind-Fight, Cleave, Improved Bull Rush, Power Attack, Snatch  
**Skills** Diplomacy +3, Hide +7\*, Intimidate +16, Listen

+16, Search +16, Sense Motive +16, Spot +16, Survival +16, Swim +21

**Breath Weapon (Su)** Cloud of superheated steam 20 feet high, 25 feet wide, and 50 feet long, once every 1d4 rounds, damage 12d6 fire, Reflex DC 21 half; effective both on the surface and underwater. The save DC is Constitution-based.

**Capsize (Ex)** A submerged dragon turtle that surfaces under a boat or ship less than 20 feet long capsizes the vessel 95% of the time.

**Skills** A dragon turtle has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. Dragon turtles also have a +8 racial bonus on Hide checks when submerged.

## TACTICS

If awakened, the dragon turtle swims slowly up to the surface to investigate the noise, hoping for a snack. A DC 5 Spot check allows characters to notice the creature approaching. Once on the surface, the creature attempts to kill and eat the PCs. The dragon turtle's

thrashes increase Swim checks within 15 feet of it to DC 15.

## TREASURE

In a small hollow at the base of the lake (Search DC 25), the dragon turtle keeps the treasures it has taken from prior victims. This includes 5,000 gp worth of various coins, a size Medium finely wrought silver statuette of a dolphin worth 3,000 gp, an *elixir of vision*, and a +2 *heavy steel shield* with a blue dragon blazon across the front.

## TACTICAL MAP DETAILS

The lake is 60 feet deep in its center. Beside the shore, the water is shallow for a few feet before dropping off abruptly. A boat is moored on a shelf that lies a couple feet below the water's surface. The water appears motionless and requires a DC 10 Swim check to negotiate.





# L16: RAINBOW CAVERN

## Encounter Level 9

This is the lair of the gorgimera, Chossos. This monster is likely to be mistaken for a chimera, which it strongly resembles. This monster has goat, blue dragon, and gorgon heads. When the PCs enter into the chamber, read:

*The furious roar of a dragon, mingled with the angry bleat of a goat and grunt of a bull, fills the chamber, echoing loudly. The form of a three headed monstrosity rises in the darkness, the twisted verisimilitude of once natural creatures.*

### GORGIMERA

hp 112 (9 HD)

LE Large magical beast

**Init** +4 **Senses** darkvision 60 ft., low-light vision, scent, Listen +9, Spot +8

**Languages** Common, Dwarven, Draconic, Giant

**AC** 20, touch 9, flat-footed 26

**Immune** electricity, petrification

**Fort** +13, **Ref** +6, **Will** +5

**Speed** 30 ft. (6 squares), fly 50 ft. (poor)

**Melee** bite +14 (2d6+7) and  
gore +14 (1d8+7) and  
gore +14 (1d8+7)

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

**Base Atk** +8; **Grp** +17

**Atk Options** trample 1d8+9 (DC 21)

**Special Actions** electricity breath weapon, petrification breath weapon

**Abilities** Str 25, Dex 11, Con 25, Int 8, Wis 12, Cha 9

**Feats** Alertness, Improved Initiative, Iron Will, Multiattack

**Skills** Listen +9, Spot +8, Hide +8

**Breath Weapon (electricity) (Su)** 40-foot line, once every 1d4 rounds, 3d8 points of electricity damage (Reflex DC 21 half).

**Breath Weapon (petrification) (Su)** 60-foot cone, once every 1d4 rounds (but no more than five times per day), turn to stone permanently (Fortitude DC 21 negates). The save DC is Constitution-based.

## TACTICS

Chossos is more intelligent than most gorgimerae and attempts to lure its prey into the range of its breath weapons. When it fights, Chossos uses its electricity breath

weapon first, damaging opponents as much as possible before employing its petrification breath weapon. It then enters melee, biting and goring. If Chossos takes considerable damage, it uses its petrification breath again, followed by a blast of its electricity breath.

## TREASURE

The gorgimera's heap of treasure includes 7,000 sp, 9,000 gp, 800 pp, 21 gems of various price, 2 pieces of jewelry, a *potion of displacement*, a scroll of *magic circle against elementals* (see below), a *bag of holding* (type III), and a *horn of fog*.

### CR 9

## TACTICAL MAP DETAILS

Mineral deposits layer the floor and ceiling, and stalactites hang from the ceiling, but this terrain does not affect movement or DCs.

## MAGIC CIRCLE AGAINST ELEMENTALS

Abjuration

**Level:** Cleric 3, paladin 3, sorcerer/wizard 3

This spell functions like *magic circle against evil*, except that it has an effect against elementals similar to what a *protection from evil* spell has against evil beings.



# L18: FURNISHED CAVE

## Encounter Level 9

This room is all part of an elaborate trap that a pair of daos have set up. When the PCs enter, read:

*From behind a curtain of beads to the west comes a giggle. On the other side of the room, from the shadows, emerges a halfling dressed in silk pantaloons, an embroidered vest, slippers with curled toes, and a large turban, set with a deep-hued purple gem. He waves a toy scimitar, bows, and declares, "Welcome to the Antechamber of the Garden of One Thousand Earthly Delights."*

*The halfling bows and waddles to the beaded curtain. He pushes it out of the way. In the room beyond are two comely girls accompanied by a fat man who might be a eunuch. He is trying to prevent the women from coming out in greeting. All three are dressed in a fashion similar to the halfling, who beckons the party to follow.*

The four are actually two daos (one the eunuch and one the halfling) using *alter self* and *persistent image* spells. In their centuries of service guarding the cave, they have grown cruel and sadistic.

## 2 DAOS

*Manual of the Planes* 173

**hp** 52 each (8 HD)

**NE** Large outsider (evil, extraplanar earth)

**Init** +0; **Senses** darkvision 60 ft.; Listen +2, Spot +13

**Languages** Terran, Aquan, Common; telepathy 100 ft.

**AC** 17, touch 9, flat-footed 18

**Fort** +8, **Ref** +6, **Will** +8

**Speed** 20 ft. (4 squares)

**Melee** 2 slams +13 each (2d4+6) or  
+1 *falchion* +14/+9 (1d8+9)

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

**Base Atk** +8; **Grp** +18

**Atk Options** Cleave, Improved Sunder, Power Attack; push

**Spell-Like Abilities** (CL 19th):

At will—*alter self*, *detect good*, *detect magic*, *gaseous form*, *invisibility*, *misdirection*, *passwall*, *persistent image* (DC 15), *wall of stone*

3/day—*move earth*, *transmute rock to mud*

1/day—*limited wish* (up to 3, nongenies only)

**Abilities** Str 22, Dex 11, Con 14, Int 11, Wis 15, Cha 15

**SQ** earth mastery, *plane shift*

**Feats** Cleave, Improved Sunder, Power Attack

**Skills** Appraise +11, Craft (gem cutting) +11, Sense Motive +13, Spellcraft +9, Spot +12

**Possessions** +1 *falchion*

**Earth Mastery (Ex)** +1 bonus on attack rolls and damage rolls if both it and its opponent touch the ground. If an opponent is airborne or waterborne, the dao takes a –4 penalty to attack rolls and damage rolls.

**Plane Shift (Sp)** A dao can enter any of the Elemental Planes, the Astral Plane, or the Material Plane.

**Push (Ex)** A dao can start a bull rush maneuver without provoking an attack of opportunity.

## TACTICS

When a PC enters the alcove, the eunuch uses *wall of stone* to seal off the area. If the party resists the halfling's call, the halfling uses *wall of stone* to seal off the whole chamber. If the fighting goes poorly, the daos cast *invisibility* and *plane shift* away.

## TREASURE

A dao forced to surrender might grant a *limited wish* to a PC, if only to try to twist the meaning and escape. The "treasure" in the place is of little value. The jewelry is brass and the gems glass, worth 1 gp each, although there are 2,168 of them. Amid the decor is a bottle with a captured djinni (MM 45), who cannot grant wishes but does tell how Iggywilv summoned him to her laboratory deep. When the djinni could not grant her a wish, she bound him in a bottle.

## TACTICAL MAP DETAILS

A curtain of beads blocks off the alcove to the west. Through the illusion, the area to the west appears much larger than it is. The main chamber is lined in furniture and decor.





# L20: BLACK WATER

## Encounter Level 9

Six lacedon ghosts dwell in a shallow cave under 20 feet of water at the northern edge of the cavern. The ghosts hear the magical voice (see area 19) speak if anyone sets foot on the islet, and they swim out and surround the isle in 3 rounds. Once this happens, read:

*From out of the dark waters, hands of rotting flesh reach up. A head and body, the skin bloated and decayed, then arise from the surface, filling the area with the fetid stench of death. The creatures' eyes gleam with cruelty, and their sharp teeth gnash together hungrily.*

### 6 LACEDON GHOSTS

hp 29 each (4 HD)

CE Medium undead (aquatic)

Init +3; Senses darkvision 60 ft.; Spot +8

Aura stench

Languages —

AC 17, touch 13, flat-footed 14

Resist +2 turn resistance

Fort +1, Ref +4, Will +6

Speed 30 ft. (6 squares), swim 30 ft.

Melee bite +5 (1d8+3 plus paralysis) and  
2 claws +3 each (1d4+1 plus paralysis)

Space 5 ft.; Reach 5 ft.

Base Atk +2; Grp +5

Abilities Str 17, Dex 17, Con —, Int 13, Wis 14, Cha 16

SQ undead traits

Feats Multiattack, Toughness

Skills Balance +7, Climb +9, Hide +8, Jump +9, Move  
Silently +8, Spot +8

**Ghoul Fever (Su)** On bite, disease, Fortitude DC 15, incubation 1 day, 1d3 Con/1d3 Dex.

An afflicted humanoid who dies of ghoulish fever rises as a ghoul at the next midnight. A humanoid of 4 Hit Dice or more rises as a ghoul, not a ghoul.

**Paralysis (Ex)** Those hit by a ghost's bite or claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds.

**Stench (Ex)** The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghost's stench for 24 hours. A *delay poison*

or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

## TACTICS

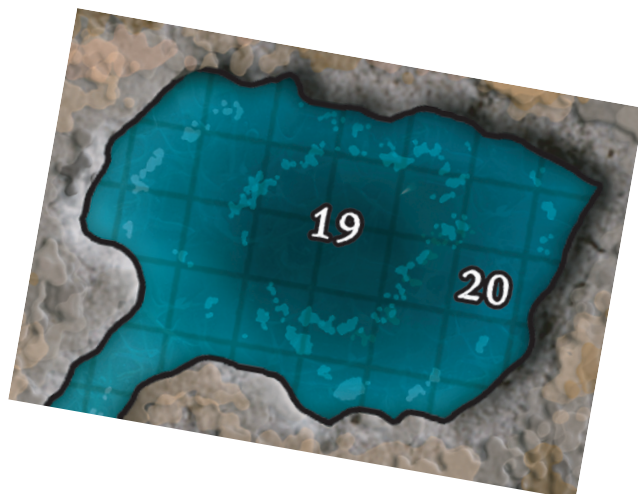
They then clamber up onto the rocks and attack, attempting to surprise their quarry and bring them down into the water, where they can employ their paralysis ability to drown their prey. If the PCs are in a boat, the ghosts climb into the boat and attempt to capsize it or else knock the PCs overboard.

## TREASURE

The lacedon ghosts' lair has 2,000 gp, 100 pp, 6 gems worth 100 gp each, 2 *potions of water breathing*, and a +2 *undead bane battleaxe*.

## TACTICAL MAP DETAILS

The water in this chamber is 30 feet deep and has no visibility. Due to the ghosts' stench effect permeating the water, any character whose face comes into contact with the water must make a saving throw as if he had been exposed to the ghosts' stench ability. PCs swimming down the corridor first notice the fetid quality of the water 20 feet south of area 20, and it is not until they arrive into the area depicted on the tactical map that a save is necessary. The small island is covered in gems (see area 19), but these do not affect movement or DCs.



# L21: CAVE OF CRYSTALS

## Encounter Level 11

Three elder xorns are in the cavern, doing a bit of gourmet dining. They detect the PCs approach with their tremorsense and patiently await their arrival. When the PCs enter the chamber, read:

*Three bizarre creatures skulk in the western alcove of the chamber, almost motionless except for strange protrusions from their bodies that appear to be eyes. Their forms look tough and stony, like a large glob of clay. Each of the creatures has three long, clawed talons and a powerful-looking mouth that gapes open. The eyes gaze warily at all around them.*

### 3 ELDER XORNS

CR 8

hp 130 each (15 HD); DR 5/bludgeoning  
N Large outsider (extraplanar, earth)  
Init +0; Senses all-around vision, darkvision 60 ft., tremorsense 60 ft.; Listen +18, Spot +22  
Languages Common, Terran  
AC 25, touch 9, flat-footed 25  
Immune cold, fire  
Resist electricity 10  
Fort +13, Ref +9, Will +9

Speed 20 ft. (4 squares), burrow 20 ft.

Melee bite +21 (4d8+7) and  
3 claws +19 each (1d6+3)

Space 10 ft.; Reach 10 ft.

Base Atk +15; Grp +26

Atk Options Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Power Attack

Abilities Str 25, Dex 10, Con 19, Int 10, Wis 11, Cha 10  
SQ earth glide

Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Multiattack, Power Attack, Toughness

Skills Hide +14, Intimidate +18, Knowledge (dungeoneering) +18, Listen +18, Move Silently +18, Search +22, Spot +22, Survival +18

**All-Around Vision (Ex)** A xorn's symmetrically placed eyes allow it to look in any direction, providing a +4 racial bonus on Spot and Search checks. A xorn can't be flanked.

**Earth Glide (Ex)** A xorn can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing a burrowing xorn flings the

xorn back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

## TACTICS

The xorns enjoy chewing on the crystals and demand some metals from the party, especially platinum or gold. Each settles for a combination of coins and metals with a total value of 100 gp. If nothing is offered, or an insufficient quantity is offered, the xorns attack to get the metal.

The xorns take advantage of their earth glide ability, moving through stone and dirt to gain a better position and surprise adversaries. They each makes full use of Power Attack.

If the xorns are offered a meal, they have information to offer that might interest the PCs. As one of the few creatures of Iggywilv's Horn able to move about without having to navigate the circuitous caverns, the xorns know that beneath the Lesser Caverns lie the Greater Caverns, and beneath those are wide chambers carved from the mountain. This is the Hollow of the Horn, though the xorns can only offer a mediocre description of the area. Lastly, they know of a terrible place even below that, deep in the mountain where the rock is dead and tasteless—it is a place they dare not go.

## TREASURE

If the xorns are killed or forced to flee, the party discovers that the monsters have stacked up a pile of 18 uncut gems, worth 500 gp each, along the north wall.

## TACTICAL MAP DETAILS

The xorns have chewed up much of the cavern, widening it from what was once a small chamber. Claw and tooth marks are visible along the floor and walls, but otherwise the chamber is featureless.





# Chapter 3: The Greater Caverns

## CLUES IN THE GREATER CAVERNS

When confronted with the teleportation corridors in area 19, players might become disheartened if they have not faced similar challenges. If the players cannot overcome the situation, a DM might consider placing clues with monsters that have other treasure. Each clue should include one of the following lines, written on a piece of parchment and found in a scroll case:

Going south takes you southwest  
Going north takes you southeast  
Travel southeast and you are south  
Northwest brings you north  
Travel southwest reverse that  
From northeast you go northwest

The PCs descend the stairs from area 17 of the Lesser Caverns. They traverse a long flight of 600 steps, each about 3 feet broad and 1 foot high. The Greater Caverns are no larger than the ones above, though the ceilings are higher.

## 1. TROGLODYTE TUNNELS (EL VARIES)

Water steadily drips from the stalactites of this low-domed chamber. Three large tunnels lead into and out of this cave, as well as several smaller passageways. The still air reeks with a mixture of odors: rotting refuse, pungent fungi, and some even more unpleasant stench. The thick fungi appear deliberately cultivated, for a compost of manure and other substances is spread over the floor.

**Tactical Encounter:** G1: Troglodyte Tunnels (page 53).

## 2. CAVERN OF CORPSES (EL 8)

One look around this gruesome cavern and it is clear that this place is either a crypt or some kind of trophy room. The walls of this vaulted chamber are lined with corpses. A whole circle of barely distinguishable forms creates a lower tier. A fresher ring of corpses seems to stand upon the heads and shoulders of those below. The bodies are evidently similar, and were once dwarves, gnomes, humans, halflings, and elves. Then they were slain by the bodak, rose as new bodaks, but were

slain again in their new form by the original denizen so it could avoid any competition in the caves (and so it could decorate its lair as it wished). The steady drip of water from the ceiling flows over the corpses and creates a pool of water in the northeastern portion of the cavern, where it flows out a small hole.

**Tactical Encounter:** G2: Cavern of Corpses (page 55).

## 3. GREAT GALLERY CAVERN (EL 8)

This cavern varies from about 20 to 50 feet in width, with a ceiling height of between 25 and 50 feet. Many shelves and ledges run along the walls, and the roof is iced with many stalactites. Many stalagmites rise beneath them. A large number of fungi grow here. Many bones lie scattered about.

A behir named Lludd lives in this cave. For its kind, Lludd is smart. It has lived for scores of years and has slowly gained knowledge and wisdom. Lludd can speak a smattering of several languages.

### BEHIR

CR 8

NE Huge magical beast

**Init** +1; **Senses** darkvision 60 ft., low-light vision, scent;

Listen +4, Spot +4

**Languages** Common

**AC** 20, touch 9, flat-footed 19; can't be tripped

**hp** 94 (9 HD)

**Immune** electricity

**Fort** +11, **Ref** +7, **Will** +5

**Speed** 40 ft. (8 squares), climb 15 ft.

**Melee** bite +15 (2d4+12)

**Space** 15 ft.; **Reach** 10 ft.

**Base Atk** +9; **Grp** +25

**Atk Options** Cleave, Power Attack, constrict 2d8+8, improved grab, rake 1d4+4, swallow whole

**Special Actions** breath weapon

**Abilities** Str 26, Dex 13, Con 21, Int 7, Wis 14, Cha 12

**Feats** Alertness, Cleave, Power Attack, Track

**Skills** Climb +16, Hide +5, Listen +4, Spot +4, Survival +2

**Breath Weapon (Su)** 20-foot line, once every 10 rounds, damage 7d6 electricity, Reflex DC 19 half. The save DC is Constitution-based.

**Constrict (Ex)** A behir deals 2d8+8 points of damage with a successful grapple check. It can make six rake attacks against a grappled foe as well.

**Improved Grab (Ex)** To use this ability, a behir must hit a creature of any size with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it establishes a hold and can attempt to constrict the opponent or swallow the opponent in the following round.

**Rake (Ex)** Six claws, attack bonus +15 melee, damage 1d4+4.

**Swallow Whole (Ex)** A behir can try to swallow a grabbed Medium or smaller opponent by making a successful grapple check.

A behir that swallows an opponent can use its Cleave feat to bite and grab another opponent.

A swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the behir's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A behir's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

### Tactics

The behir lies in wait on a ledge near the entrance to the chamber, about 15 feet up the south wall. He waits there for some morsel to enter before cutting off the exit. Lludd has no treasure hoard (although a *peripat of proof against poison* is caught in his teeth). The sly monster directs powerful characters to the "vast treasure" to the west (area 4) in order to save itself.

## 4. GALLERY CAVERN (EL 9)

A large gallery with many ledges and shelves stretches far to the east and west and about 60 feet north and south. The arched ceiling is roughly 30 feet high at either end with a domed middle that is double that height. Colorful rock formations decorate the area. The many forms of fungus growing here compete with mineral deposits for the eye's attention.. Not far away, something metallic glints on the floor.

Five gargoyles lurk along the walls, their stony bodies appearing to be part of the cavern itself.

### 5 GARGOYLES

CR 4

hp 37 each (4 HD); DR 10/magic  
CE Medium monstrous humanoid (earth)  
Init +2; Senses darkvision 60 ft.; Listen +4, Spot +4  
Languages Common, Terran

AC 16, touch 12, flat-footed 14  
Fort +5, Ref +6, Will +4

Speed 40 ft. (8 squares), fly 60 ft. (average)  
Melee 2 claws +6 each (1d4+2) and  
bite +4 (1d6+1) and  
gore +4 (1d6+1)

Space 5 ft.; Reach 5 ft.

Base Atk +4; Grp +6

Abilities Str 15, Dex 14, Con 18, Int 6, Wis 11, Cha 7

SQ freeze

Feats Multiattack, Toughness

Skills Hide +15, Listen +4, Spot +4

**Freeze (Ex)** A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

### Tactics

If the party fails to see the monsters—and the coins are likely to distract—the gargoyles attempt to surprise the adventurers.

### Treasure

On the floor of the lair are 107 cp, 89 sp, 284 gp, 59 pp, 10 gems of 10 gp value each, and 3 pieces of jewelry: a simple ivory bracelet worth 500 gp, a single gem-encrusted earring sized for a Large or Huge creature worth 1,000 gp, and a platinum and gold braided ring embedded with a rainbow of precious stones worth 4,000 gp. On a ledge 20 feet above the cavern's floor, in the bulge in the southwestern part of the chamber, is a set of wings of flying and a +1 frost light pick.

## 5. UNEVEN CAVERN

This large cavern is terraced, and the floors are moist and slick. The floor rises and drops in a manner that makes it impossible to move across the place without using great care. The walls are striated with bands of color, and a vast number of stalactites hang on the curved ceiling.

**Tactical Encounter:** G5: Uneven Cavern (page 56).

## 6. WARM CAVERN (EL 7)

An orange glow illuminates this cavern, and the area is filled with an unnatural heat. Piles of rock fill the alcoves to the north and south, and in the southern section of the room is an anvil and small forge. The large form of an orange reptile stands beside the forge.

One of Iggywilv's bound servants, a noble salamander, guards this room. Once the personal smith of Iggywilv, the salamander has remained bound here even centuries after Iggywilv's departure. The salamander has since grown insane.

### NOBLE SALAMANDER

hp 112 (15 HD); DR 15/magic

CR 10



CE Large outsider (extraplanar, fire)  
**Init** +1; Senses darkvision 60 ft.; Listen +13, Spot +13  
**Languages** Common, Ignan

**AC** 18, touch 10, flat-footed 17

**Immune** fire

**Fort** +12, **Ref** +10, **Will** +11

**Weakness** vulnerability to cold

**Speed** 20 ft. (4 squares)

**Melee** +3 *longspear* +23/+18/+13 (1d8+9/x3 plus 1d8 fire) and tail slap +18 (2d8+3 plus 1d8 fire)

**Space** 10 ft.; **Reach** 10 ft. (20 ft. with tail, 20 ft. with *longspear*)

**Base Atk** +15; **Gp** +25

**Atk Options** Cleave, Great Cleave, Power Attack, constrict 2d8+3 plus 1d8 fire, improved grab

**Spell-like Abilities** (CL 15th):

3/day—*burning hands* (DC 13), *fireball* (DC 15), *flaming sphere* (DC 14), *wall of fire* (DC 16)

1/day—*dispel magic*, *summon monster VII* (Huge fire elemental)

**Abilities** Str 22, Dex 13, Con 16, Int 16, Wis 15, Cha 15

**Feats** Alertness, Cleave, Great Cleave, Multiattack, Power Attack, Skill Focus (Profession [blacksmithing])

**Skills** Bluff +19, Diplomacy +4, Hide +15, Intimidate +4, Listen +13, Move Silently +17, Profession (blacksmithing) +25, Spot +13

**Possessions** +3 *longspear*

**Constrict (Ex)** A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check. A noble salamander can constrict multiple creatures simultaneously, provided they are all at least two sizes smaller than it.

**Heat (Ex)** A salamander generates so much heat that its mere touch deals extra fire damage. Salamanders' metallic weapons also conduct this heat.

**Improved Grab (Ex)** To use this ability, a salamander must hit a creature of up to one size larger than itself with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

## Tactics

The salamander takes advantage of the cavern's elongated shape, using his exceptional reach to skewer the PCs with his spear or seize them with his tail, while he remains out of their reach. Once he has drawn a PC closer, he uses a *wall of fire* to separate the party.

## 7. SMOOTH CAVERN (EL 9)

The notable feature of this room, other than the smooth walls and ceiling, is the large, round boulders scattered around. In

the center of the room is a drainlike slope to a sinkhole. It might be that at one time a flow of water filled this place but later drained away with the opening of the sinkhole. Light reveals that the 8-foot shaft goes down over 50 feet.

**Tactical Encounter:** G7: Smooth Cavern (page 57).

## 8. CAVERN OF STALAGMITES (EL 9)

This large chamber is over 60 feet high and has many shelves and irregularities along its walls. Many stalactites hang from the stony roof far above, and some are of great size and exceptional beauty. The floor is littered with occasional stalagmites, including several central formations of massive dimension, each well over 20 feet high.

**Tactical Encounter:** G8: Cavern of Stalagmites (page 59).

## 9. GLOWING GROTTO

The cavern glows faintly blue, as if under the light of a fey moon. The radiance appears to emanate from the fungi and lichen that coat the rock walls. Thin rivulets of water trickle down the side of the cavern, helping give form to large crys-



talline growths that protrude from the walls. These crystals, anywhere from a few inches to a few feet, refract the blue glow, providing light by which to see. In the center of the cavern stands a flawless column of white marble that extends 20 feet from floor to ceiling.

This cavern and its associated rooms are a remnant of one of Iggwilv's forgotten experiments. Upon entering the grotto, the PCs feel an odd tingle on their skin, as if from the mist of some unseen waterfall. Nothing happens in area 9 unless all members of the party enter. Once all the PCs are in the room, if any one of them touches the column, they are all be transported to another location. The transportation function does not work unless all members of the party are in area 9.

Each PC is transported to one of four locations. This teleportation is random, and it is possible to have members of the party in each of the four possible locations. Use a four-sided die to determine to which area a PC is sent. Upon the party's teleportation, read:

*Intense blue light suddenly bathes the room, growing in luminosity until it blocks vision. The radiance reaches a blinding climactic moment in which sight is impossible. When the light fades, the grotto is gone.*

The means of returning to the caverns is given in the descriptions of the areas. Characters who successfully return appear back in area 9, and to anyone watching, appear to coalesce out of the blue light, which brightens and intensifies at a person's arrival.

If a character dies in one of the rooms, his or her body remains where it fell, undisturbed. The body does not decay, nor is sleep, food, or drink necessary to survive within any of the area 9 chambers; the blue glow has a stasislike effect. The rooms can be revisited by touching the column after all party members, not including any of those slain, return to the grotto. Any slain creatures remains dead upon the PCs return to their chamber, and any of the room's contingent conditions for return, such as the killing of the room's creature, will remain satisfied.

### 9.1. Hall of the Minotaur (EL 10)

The walls of this room are white marble, though they glow blue under an unseen light source. The blue light illuminates the area uniformly such that there are no shadows. The area is more like a corridor than a room. It is 10 feet wide and 10 feet high, and down the length of the hall, the area ends and appears to turn left and right. The walls and floor are without

seams, as if the corridor had been carved of one enormous piece of marble.

**Tactical Encounter:** G9.1: Hall of the Minotaur (page 60).

### 9.2. Hall of the Centaur (EL 10)

This chamber is enormous, spanning 200 feet wide and long. White marble comprises the chamber's 200-foot walls, which are sheer and polished. The ground is flat and covered with thick grass of about ankle length. The open sky is visible overhead, and in it hangs an azure moon, which floods the area with blue light. In the middle of the chamber rise three levels of terraces, each about 5 feet high. At the top of these marble steps is a white marble column that rises up about 20 feet.

**Tactical Encounter:** G9.2: Hall of the Centaur (page 61).

### 9.3. Hall of the Sphinx (EL 10)

The initial chamber is 10 feet by 10 feet. A 5-foot-wide hallway of 5-foot-square tiles and seamless white marble walls leads 20 feet away and then bends to the right. Blue light uniformly floods the area from some unseen source.

**Tactical Encounter:** G9.3: Hall of the Sphinx (page 62).

### 9.4. Hall of the Medusa (EL 10)

This wide circular chamber is ringed in statues of various humanoids and monstrous humanoids. The walls and floor consist of seamless white marble, and the domed ceiling is unbroken except for a translucent azure orb, about 5 feet across, which fills the room with blue light. The chamber is about 60 feet in diameter, and the statues form a circle about 10 feet from the wall. In the chamber's center is a column of white marble, roughly 20 feet tall.

**Tactical Encounter:** G9.4: Hall of the Medusa (page 63).

## 10. JAGGED CAVERN

This small cavern is unremarkable except for the splintered bones and broken skulls scattered about. One complete skeleton still wears a cloak and appears to have its backpack on—evidently a slain adventurer.

**Tactical Encounter:** G10: Jagged Cavern (page 64).



## 11. CAVE OF THE SKULL

This small, nondescript area has an enormous stone box in its center. Atop the box is a skull—probably that of a human or elf.

**Tactical Encounter:** G11: Cave of the Skull (page 65).

## 12. PILLARED CAVERN

The stalactites and stalagmites here have grown together to form columns extending from floor to ceiling. The colors here are particularly bright.

**Tactical Encounter:** G12: Pillared Cavern (page 66).

## 13. CAVERN OF ROT

The dank stench of rotting fungi assails your nose. A few scattered mushrooms and molds actively grow here, but generally the whole chamber is strewn with parts and pieces of every sort of fungus imaginable.

**Tactical Encounter:** G13: Cavern of Rot (page 67).

## 14. IRREGULAR CAVERN

This place is obviously the lair of some monster, for bones and fecal waste from some creature litters the chamber, mixed with the rotting remains of past meals. A large black rock rests in the middle of the area.

**Tactical Encounter:** G14: Irregular Cavern (page 68).

## 15. FUNGI CAVE

This cave is filled with large mushrooms and other fungi. From the compost on the floor, it is likely that the fungi are deliberately cultivated.

Eight shriekers grow among the other fungi.

**Shriekers (8):** hp 11; MM 112 (noncombatant)

The hill giant in area 14 cultivates fungi, especially shriekers, which warn him of approaching danger. The giant and beetle arrive 6 rounds after the shriekers' initial warning noise (Listen DC 15).

## 16. GREAT CAVERN

This cavern has a high-domed ceiling of about 70 feet at its peak. Heaped along the western wall in an alcove is a mound of coins and other treasure.

**Tactical Encounter:** G16: Great Cavern (page 69).

## 17. CAVE CHAMBER

This smooth-sided passageway leads to a large cave. The low ceiling is pleasantly colored, as are the many-hued walls. The place emanates a sense of peace. A small trickle of water splashes into a basinlike pool about 2 feet off the floor. Somehow, this seems like a safe place.

This cavern is a special *antipathy* area created long ago by one of Iggrwyl's enemies. It served as a haven for those seeking to overcome her evil. It has an *antipathy* effect set for evil creatures, which affects any party member who is evil. The area also has a *sympathy* effect for those of good alignment. Monsters do not enter the area. Party members of good alignment are attracted to this place, and they can rest and recuperate here. No Will save is required to leave the area, as per the *sympathy* spell. The party might notice some unusual mushrooms (Spot DC 10) near the fountain pool. There are twelve reddish fungi that cure 1d4+1 points of damage each, seven purplish specimens that bestow darkvision with a range of 90 feet for 1d4+4 rounds, nine yellowish-gray mushrooms that grant immunity to poison for 1d6+6 rounds, and many brown ones that are as wholesome and satisfying as any food.

## 18. GROTTO OF THE IDOL

This crooked, curving room has one peculiar feature—a huge stone idol 10 feet tall in the northern alcove. It is roughly chiseled into the shape of a balor. Its eyes glitter a fiery color due to inset gems.

**Tactical Encounter:** G18: Grotto of the Idol (page 70).

## 19. BEFORE GREAT IRON DOORS

Ahead is a pair of riveted iron doors. From the look of the hinges set into the stone, each of these great doors must be at least 1 foot thick. On each door are many leering demon visages in bronze. Weird symbols form a crabbed tracery around the border of the great iron portal. In the center is a plaque with the following message in Common:

Iggwilv's treasure rests within  
Her curse on any who disturb it  
Seek no further to steal it, nor  
To free she who is imprisoned here  
For a fate worse than death is  
Sure to come to those fools who  
Violate this circumscribed place.

The metal gates open outward, but only if three or more characters pull and each makes a successful DC 20 Strength check. Characters may attempt to retry on a failed check.

### Beyond the Great Iron Doors

*Beyond the iron doors is a corridor with walls of red marble. A thick black carpet runs from the entry to an ebony door some 80 feet away. The arched ceiling consists of black marble shot through with bands of scarlet. An eerie red glow from the ceiling pervades the entire passageway.*

A painting on the wall shows a 15-foot wooden boat with a lovely, black-haired lady at the tiller. She smiles under a stormy night sky. This painting portrays the boat from area 13 of the Lesser Cavern. The boat in the painting has the name, "Shrimpinkin," on the prow, which is also the command word that shrinks the magic boat. (Note: The painting appears only in the first corridor of area 19 that the PCs enter.)

As the adventurers move down the corridor to the black wooden door, they feel the tingle of perceptible magic in the air. They also see the gleam from silver hinges, studs, and a door ring, which is visible on the door. The ebony portal's silver hinges are kept magically bright and oiled, so the slightest tug on the ring will swing it open. As this is done, the iron doors inexorably close. Upon opening the wooden doors, the party sees a brief flash of gold light, and then they are transported to the 30-foot square area with a letter corresponding to the door they opened. Each such area is lettered, and the door opened has a corresponding letter. Thus each time an ebony door is opened, the PCs, including all in the marble corridor, disappear from where they stand and appear elsewhere in the caverns, after which the black door closes. This teleportation cannot be avoided. To enter area 20, the PCs must open all six of the inner doors once and then return and open any one of the six doors; the doors need not be opened in sequence.

The nexus beyond the ebony doors prevents any magical scrying, or entry by spell such as *teleport*, *passwall*, or even *wish*. No sight or hearing can penetrate the area.

## 20. THE INNER SPHERE

The room beyond the door is brightly lit, and the door opens onto a ledge of green serpentine. A decorative screen stands at the end of the ledge. The other doors open onto similar ledges, and each has its own screen. The chamber is spherical, and the doors and ledges are symmetrically arranged along the room's perimeter. The upper hemisphere forms a dome of lapis lazuli, as dark as the night sky. The dark color lightens as it runs to the base of the upper hemisphere. The lower hemisphere is pale green at the top, darkening to a deep green at the bottom. The sides of the sphere are perfectly smooth.

**Tactical Encounter:** G20: The Inner Sphere (page 71).

### Encounter Aftermath

With the defeat of Drelnza, the party has achieved its goal and obtained the fabled trove of Iggwilv. The monetary treasures, magnificent as they are, are trivial in comparison to the mighty artifacts. These items—*Daoud's Wondrous Lanthorn*, the *Demonomicon*, and the *prison of Zagig*—are described below.

Iggwilv's trove contains the following nonmagical items: 6 folding screens worth 1,000 gp each; 2 carpets worth 750 gp each; 2 inlaid stands worth 2,000 gp each; 4 porcelain vessels worth 1,500 gp each; 1 table worth 800 gp; and 1 crystal bowl worth 3,250 gp.

The crystal bowl contains gems of the following quantity and value: 400 × 1 gp, 300 × 5 gp, 200 × 10 gp, 100 × 50 gp, 10 × 100 gp, 1 × 500 gp.

Above Drelnza's stone bed hangs the artifact known as *Daoud's Wondrous Lanthorn*. The gold chain on which it hangs is worth 1,000 gp. The chain is nonmagical and can be broken or separated by force or a *knock* spell.

The characters can remove the alabaster slab, but its weight is 3,000 pounds. Beneath it, the marble is hollowed out to form a cavity 2 feet wide, 4 feet long, and 2 feet deep. This space holds a small brass cage. Inside this cage are several pieces of platinum jewelry studded with diamonds and rubies: a tiara worth 8,500 gp, a necklace worth 5,000 gp, a bracelet worth 3,000 gp, earrings worth 4,500 gp, and a ring worth 2,000 gp. The cage is magical, and its bars cannot be bent. This item is the *prison of Zagig*; see page 51.

The *prison of Zagig* contains a 3-inch-tall creature with the vague form of a female human made of a dark claylike substance. Although its features are indistinct, a DC 20 Intelligence check will allow a character to realize the creature's resemblance to the woman in the painting in area 19.



# Greater Caverns



One Square ≈ 10 feet



This creature is the homunculus of Iggwilv, which Iggwilv vainly crafted in her own image. The homunculus paces in the cage, as if frustrated. With a DC 22 Knowledge (arcana) check, a character can identify the creature as a homunculus and know that a homunculus cannot speak, normally carries a telepathic link when within range (1500 feet) of its creator, does not die unless slain or unless its master is slain, and will always try to find its master unless physically unable to do so. Refer to page 154 of the *Monster Manual* for more information on the homunculus and see page 51 for details on the prison of Zagig.

Careful examination (Search DC 15) of the upper rim of the marble block reveals a hairline crack. A small lip runs around the inner edge of the cavity, and if grasped, a traylike portion of the marble block can be lifted out to reveal yet another cavity; the inner block weighs 1,000 pounds. Beneath it is the coffin of Drelnza, and there she is found (if escaping in *gaseous form*.) She is reforming her corporeal body and is effectively helpless. This cavity also contains the *Demonomicon* and one of the following six tomes (the DM should roll a 1d6 to determine which): a *manual of bodily health*, a *manual of gainful exercise*, a *manual of quickness of action*, a *tome of clear thought*, a *tome of leadership and influence*, and a *tome of understanding*.

The *Demonomicon* is bound and sealed, and no spell or force—short of placing it on the lectern located in area 14 of “The Hollow of the Horn”—causes the clasps to unlock or the book to open. Anyone attempting to force the issue physically (such as a rogue trying to make an Open Lock check) must succeed on a DC 22 Fortitude save or acquire 1d2 points of corruption. Anyone attempting to open the book mystically (such as through a *knock* spell) must succeed on a DC 22 Will save or acquire 1d2 points of depravity taint. A new save must be rolled each time a new attempt is made. Successful saves do not result in the book opening.

The bier resting atop the dais can be removed to reveal a stairway leading to the Hollow of the Horn. A DC 15 Search check uncovers scuff marks along the base of the dais where the bier has been moved. With a DC 20 Strength check, the bier slides just enough to allow passage down the narrow winding stairs, which descend almost 500 steps before arriving at area 1 of “The Hollow of the Horn.”

### Daoud's Wondrous Lanthorn

This artifact is wrought from the finest yellow gold. Its beautifully crafted framework is set with huge jewels

and crystal lenses. An unwavering pure flame burns within. The faces are normally fitted with crystal lenses. The lanthorn's magical powers change, depending upon which of the gem lenses is fitted to it. The lenses and their powers are described below.

The flame of *Daoud's Wondrous Lanthorn* cannot be extinguished except by exhausting its supply of fuel. Crushed gems, contained in a small compartment at the base of the lanthorn, fuel the lamp. The lanthorn can be refueled with the following amounts of gems:

1. Crushed diamonds, total worth 10,000 gp.
2. Crushed oriental topazes, rubies, and sapphires, total worth 4,000 gp for each gem type.
3. Miscellaneous crushed gems of seven different colors, total worth 15,000 gp. Each gem must be worth 500 gp or more.

The lanthorn is always burning and fully fueled when found. If fuel is placed in the extinguished lanthorn, it lights itself. If used as a normal lantern, it burns for 100 years. The use of its powers burns the fuel faster. If the flame goes out for any reason, the possessor of the lanthorn instantly dies.

The four faces of the lanthorn can be shuttered so that no light shines through. If all four openings are fitted with crystal lenses, anyone exposed to the lanthorn's glow for 4 consecutive hours does not need food, drink, or sleep for a further 12 hours. Exposure to the light for 24 consecutive hours heals 1d4+4 points of damage and temporarily halt the effects of disease or poison. Seven continuous days of exposure destroys all disease or poison ailing a creature.

*Note:* The lanthorn has seven gem lenses, as listed on the table below. When the lanthorn is found it has the following lenses with it: ruby, topaz, emerald, diamond, and the four crystal lenses. The three remaining lenses are located elsewhere. The jacinth lens is located in either areas C or F of Iggwilv's Horn. The amethyst lens can be found in area 12 of The Hollow of the Horn. The sapphire lens is to be placed wherever the DM wishes—either within the context of these adventures, or as the object of a future quest.

If a lens is broken, it can be replaced. This requires a single huge gemstone worth at least 10,000 gp of the same type as the lens that was broken. A DC 30 Profession (gemcutter) check is required to prepare the lens, including use of another existing lens as a guide. A spellcaster must then cast the spell that matches the original lens' power with the new lens as the target or in the spell's area of effect. This must be immediately followed by a *permanency* spell. Only lenses that dupli-



cate the existing specimens will function; no original lenses can be made.

The magical effects of the lanthorn have a range of 30 feet. The power of the artifact is such that, at ranges of 10 or lower, a creature receives no saving throw against the lanthorn's magic, and its effects automatically overcome spell resistance.

When three openings of the lanthorn are shuttered, and a lens is inserted in the remaining opening, a beam of colored light shines forth 30 feet. However, the magical power of the lens does not take effect until the possessor of the lanthorn commands it. The magical power of a single prism affects only a single target. Gem lenses can be combined to produce different effects. The gem lenses, their effects, and their fuel costs, are as follows:

| Type of Prism     | Effect                  | Fuel     | DC |
|-------------------|-------------------------|----------|----|
| Ruby              | <i>hold person</i>      | 5 years  | 15 |
| Ruby              | <i>hold monster</i>     | 5 years  | 17 |
| Oriental emerald  | <i>haste</i>            | 5 years  | 15 |
| Diamond           | <i>color spray</i>      | 5 years  | 13 |
| Sapphire          | <i>fear</i>             | 5 years  | 16 |
| Oriental amethyst | <i>rage</i>             | 5 years  | 15 |
| Jacinth           | <i>flame strike</i>     | 5 years  | 17 |
| Topaz             | <i>slow</i>             | 5 years  | 15 |
| Special           | <i>confusion</i>        | 10 years | 16 |
| Special           | <i>prismatic spray</i>  | 50 years | 19 |
| Special           | <i>prismatic sphere</i> | 50 years | 21 |

The effect of each single prism is equivalent to its namesake spell. The magical power of a single prism affects only one target per use. The listed fuel is burned each time the given spell effect is used. An effect cannot be used if insufficient fuel remains. The *confusion*, *prismatic spray*, and *prismatic sphere* effects require combinations of several prisms. For spells with a duration, the caster level is equivalent to the minimum level necessary to cast the spell.

If a gem lens is placed in each opening of the lanthorn, and the lanthorn is then spun, all within 30 feet of the lanthorn, except its possessor, are *confused*, as the spell. Victims within 10 of the lanthorn receive no saving throw. This effect operates at the command of the lanthorn's possessor, as do all other effects. Any combination of four gem lenses produces this effect.

If all seven prisms are possessed, and the owner of the lanthorn mounts all seven, one behind another regardless of order, a *prismatic spray* can be produced. Each use of the prismatic spray has a 10% chance of shattering 1d4 prisms.

If the seven prisms are arranged so as to have two lenses in three of the openings and the diamond lens in the fourth, a *prismatic sphere* is created. The proper sequence is: ruby and jacinth; topaz and emerald; sapphire and amethyst; diamond.

One round is needed to open or close all the shutters of the lanthorn. Placing or removing a lens from one of the openings requires 1 round. Thus, 2 rounds are necessary to exchange 1 gem lens for a different one. In distracting or threatening situations, the lanthorn's user has a 10% chance (rolled secretly by the DM) of inserting the wrong prism.

*Daoud's Wondrous Lanthorn* is an artifact of great power and worth a vast sum if sold. It's widely known that an offer of 160,000 gp was made for the device, with but four of the seven prisms. One can only speculate what the price would be if all seven gem lenses were included.

## Prison of Zagig

Only five of these brass devices are believed to exist. Each is nearly identical, appearing to be nothing more than a small, well-made birdcage. Normal handling or examination does not reveal it to be magical. If a detect magic spell is cast on the *prison of Zagig*, a character discerns magic of an uncertain nature—either no particular type of magic or a false type of magic.

Each cage has permanent antimagic and antidection spells that protect the exterior and interior of the cage.

Only a spellcaster can use the *prison of Zagig*, and the device attunes itself to the possessor when he or she learns the spell word that activates it. Activation has two effects. First, the cage is sealed by an *arcane lock*, caster level 20th. The second effect is that the possessor is able to imprison a creature in the cage by speaking a trigger word and uttering a special command spell with a casting time of 1 round.

The command must contain the personal name of the creature to be imprisoned. If the creature does not have a personal name, its personal history must be recited in detail. The creature being commanded into imprisonment receives a DC 35 Will save to resist this compulsion.

If a creature fails its save, it is reduced to a height of 3 inches and instantly teleported into the cage. Since magic does not function within the cage, imprisoned creatures cannot free themselves with spells or magical items. An imprisoned creature does not need food or

water while imprisoned and is instantly restored to its former size and abilities once freed.

A *prison of Zagig* cannot be damaged by force or magic. Only the owner of the cage, or a person capable of dispelling the *arcane lock*, can free an imprisoned creature. A *knock* spell or similar does not work on this lock. A *wish* spell or similar reality-altering magic can also be used to open the cage. Only normal sight and hearing can locate a creature inside a *prison of Zagig*; spells and magic items cannot locate the creature.

The spell words necessary to operate the *prison of Zagig* can be found in Iggwilv's *Demonomicon*. Four words are necessary to operate a *prison of Zagig*: the activation word, trigger word, command word, and freedom word.

### The Demonomicon

Iggwilv amassed an impressive collection of power and lore concerning the various denizens of the Abyss. She transferred a substantial amount of that power and lore into the ichor-stained pages of this massive leather-bound tome.

This brass-bound book contains a treatise on the powerful evil creatures of the Lower Planes. The DM can include descriptive material and personal names—that is, names otherwise kept secret and used for magical purposes—as appropriate.

Study of the work requires one week, but upon completion, a spellcaster gains the ability to prepare and cast any spell found within, regardless of class-based limitations or the class spell list on which a spell would ordinarily be found.

Among the *Demonomicon*'s more unusual spells are *abyssal army* (SC 7), all *magic circle* spells (PH 249–250), *anticipate teleportation* (SC 13), *banishment* (PH 203), *binding* (PH 204), *dimensional lock* (PH 221), *dismissal* (PH 222), *gate* (PH 234), *greater anticipate teleportation* (SC 13), *greater planar binding* (PH 261), *hellish horde* (SC 113), *lesser planar binding* (PH 261), *planar binding* (PH 261), *planar bubble* (SC 158), *planar exchange* (SC 159), and *refusal* (SC 171).

In addition, this version of the *Demonomicon* contains universal transliterations of all the following spells:

1st—*comprehend languages*, *detect chaos/evil/good/law*, *magic weapon*, *protection from chaos/evil/good/law*, *summon monster I*

2nd—*align weapon*, *see invisibility*, *silence*, *summon monster II*, *zone of truth*

3rd—*dispel magic*, *glyph of warding*, *greater magic weapon*, *summon monster III*, *tongues*

4th—*charm monster*, *dimensional anchor*, *dismissal*, *locate creature*, *planar ally (lesser)*, *summon monster IV*

5th—*break enchantment*, *plane shift*, *summon monster V*, *true seeing*

6th—*antimagic field*, *dispel magic (greater)*, *repulsion*, *summon monster VI*

7th—*dictum*, *ethereal jaunt*, *forcecage*, *summon monster VII*

8th—*summon monster VIII*

9th—*summon monster IX*

Finally, use of the *Demonomicon* grants the user a +15 circumstance bonus on all Knowledge checks referencing anything demonic.



# G1: TROGLODYTE TUNNELS

## Encounter Level varies

A tribe of eighteen troglodytes inhabits the tunnels that radiate from this cave. When the party enters the area, read:

*Stepping into the chamber illicitly loud hissing from the surrounding alcoves. In the shadows of the chamber, scaled humanoids stare with beady eyes, watching warily. Abruptly, the hissing grows silent and the lizard creatures spring forward.*

### 9 MALE TROGLODYTES

CR 1

hp 13 each (2 HD)  
CE Medium humanoid (reptilian)  
**Init** -1; **Senses** darkvision 90 ft.; Listen +3, Spot +0  
**Languages** Draconic

**AC** 15, touch 9, flat-footed 15  
**Fort** +5, **Ref** -1, **Will** +0

**Speed** 30 ft.,  
**Melee** club +1 (1d6) and  
claw -1 (1d4) and  
bite -1 (1d4) or  
**Melee** 2 claws +1 each (1d4) and  
bite -1 (1d4)  
**Ranged** javelin +1 (1d6)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +1; **Grp** +1  
**Special Actions** stench

**Abilities** Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10  
**Feats** Weapon Focus (javelin), Multiattack  
**Skills** Hide +8, Listen +3

**Stench (Ex)** When a troglodyte is angry or frightened, it secretes an oily, musklike chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet must succeed on a DC 13 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

### TROGLODYTE LEADER

CR 9

hp 89 (10 HD); **DR** 1/—  
Male troglodyte barbarian 8

CE Medium humanoid (reptilian)  
**Init** +4; **Senses** darkvision 90 ft.; Listen +11, Spot +5  
**Language** Draconic

**AC** 20, touch 10, flat-footed 20; improved uncanny dodge

**Fort** +12, **Ref** +2, **Will** +2

**Speed** 30 ft. (6 squares) in hide armor, base speed 40 ft.

**Melee** +1 *greatclub* +13 (1d10+3) and  
claw +9 (1d4+1) and  
bite +11 (1d4+1)

**Ranged** javelin +9 (1d6+2)

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

**Base Atk** +9; **Grp** +11

**Atk Options** Cleave, Power Attack, rage 3/day (8 rounds)

**Abilities** Str 15, Dex 10, Con 16, Int 8, Wis 10, Cha 10

**SQ** stench, trap sense +2

**Feats** Cleave, Improved Initiative, Power Attack, Multiattack, Weapon Focus (*greatclub*)

**Skills** Climb +10, Hide +8, Intimidate +12, Jump +5, Listen +11, Spot +5, Swim +8

**Possessions** +1 *greatclub*, +1 *hide armor*

**Stench (Ex)** See male troglodytes

7 **Female Troglodytes:** hp 13 each; MM 246 (non-combatant, unless forced to fight; see male troglodytes for statistics)

## TACTICS

Half of this group of troglodytes is armed with only their claws and teeth; the rest carry one or two javelins and clubs. They normally conceal themselves, launching javelins before closing to attack. If the battle goes against them, they retreat and hide. Unless the characters are exceptionally quiet and show no light, the troglodytes lurk in ambush for them. Three male troglodytes live in each of the three smaller alcoves on the west side of the cavern, and eight (including the leader and all non-combatant females) are in the larger dead-end tunnel to the north. If they gain surprise, the males hurl javelins and then close. In a situation without the element of surprise, circumstances dictate their actions. On the third round of combat, a special troglodyte appears from the short northeastern corridor:

### TROGLODYTE CHAMPION

CR 13

hp 127 (14 HD); DR 1/—

Male troglodyte barbarian 8/frenzied berserker 4

CE Medium humanoid (reptilian)

Init +0; Senses darkvision 90 ft.; Listen +11, Spot +8

Language Draconic

AC 21, touch 10, flat-footed 16; improved uncanny dodge

Fort +16, Ref +3, Will +3

Speed 30 ft. (6 squares) in hide armor, base speed 40 ft.

Melee +2 *greatsword* +19/+14/+9 (2d6+6) and bite +14 (1d4+1) or

Melee 2 claws +16 each (1d4+3) and bite +14 (1d4+1)

Ranged javelin +13 (1d6+2)

Space 5 ft.; Reach 5 ft.

Base Atk +13; Grp +16

Atk Options Cleave, frenzy 2/day (8 rounds), Great Cleave, Power Attack, rage 3/day (8 rounds), Supreme Cleave

Special Actions stench

Abilities Str 17, Dex 10, Con 16, Int 8, Wis 10, Cha 10

SQ deathless frenzy, trap sense +2

Feats Cleave, Multiattack, Destructive Rage, Diehard, Great Cleave, Intimidating Rage, Power Attack, Weapon Focus (*greatsword*)

Skills Climb +14, Hide +8, Intimidate +16, Jump +6, Listen +11, Spot +8, Swim +12

Possessions +2 *intelligent greatsword*, +2 *hide armor*

Stench (Ex) See male troglodytes.

Frenzy (Ex) When the champion enters combat, he goes into a frenzy and gains a +6 bonus to Strength and, if he makes a full attack action, gains a single extra attack each round at his highest bonus. He takes a –4 penalty to Armor Class and takes 2 points of non-lethal damage per round.

While frenzied, the character cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Intimidate), the Concentration skill, or any abilities that require patience or concentration.

During a frenzy, a frenzied berserker must attack those he perceives as foes to the best of his ability. If he runs out of enemies before the frenzy expires, he must then attack the nearest creature and fight that opponent without regard to friendship.

Supreme Cleave (Ex) A frenzied berserker can take a 5-foot step between attacks when using the Cleave or Great Cleave feat. He is still limited to one such adjustment per round, so he cannot use this ability during a round in which he has already taken a 5-foot step.

Deathless Frenzy (Ex) A frenzied berserker can scorn death and unconsciousness while in a frenzy. As long as his frenzy continues, he is not treated as disabled

at 0 hit points, nor is he treated as dying at –1 to –9 hit points. Even if reduced to –10 hit points or lower, he continues to fight normally until his frenzy ends. At that point, the effects of his wounds apply normally if they have not been healed. This ability does not prevent death from massive damage or from spell effects such as *slay living* or *disintegrate*.

### TACTICS

When the champion appears from its den along the north passage from the area, the other troglodytes pause for 1 round while their hero steps out, croaks its challenge, and wades into the fray. Immediately upon so doing, he rages and frenzies for a +10 Str bonus and +4 Con bonus. He then uses Power Attack to cut through any foes before him.

### TREASURE

This tribe of troglodytes is primitive and lacks a shaman so is thus limited in their magical possessions. The lairs hold no treasure except for the of the troglodyte champion. The largest lair to the north holds four unhatched troglodyte eggs. Each is worth 1d4x100 gp if sold on the open market in a city. The champion has a golden necklace worth 250 gp and a crystal flask that contains a *potion of cure critical wounds*; the flask alone is worth 250 gp.

### TACTICAL MAP DETAILS

The narrow alcoves are home to the troglodytes and as such, are littered with waste and detritus. This does not hamper movement, though.





# G2: CAVERN OF CORPSES

## Encounter Level 8

This gruesome place is the home of a bodak, which dwells in the small northeastern cave. This grotesque creature has long dwelt here, and has spent years decorating its “parlor” with the grim remains of adventurers (which then rose as more bodaks) it has slain in a macabre dance motif.

The bodak stands amid its “art,” nearly indistinguishable from the corpses of the dead bodaks due to its gray skin (giving it a +10 circumstance bonus on Hide checks). It attempts to slay as many PCs as possible while undetected. Once seen, read:

*Silent as death, a vaguely humanoid creature emerges from the shadows of the cavern, as if materializing from the walls. Its body is covered in gray skin and barren of any hair. The creature's oblong face has no nose and only white lifeless eyes. With grim intent, the creature stalks forward.*

### BODAK

**hp** 58 (9 HD); **DR** 10/cold iron  
**CE** Medium undead (extraplanar)  
**Init** +6; **Senses** darkvision 60 ft.; Listen +11, Spot +11  
**Languages** Common

### CR 8

**AC** 20, touch 12, flat-footed 18; **Dodge**  
**Immune** electricity  
**Resist** acid 10, fire 10  
**Fort** +3, **Ref** +5, **Will** +7  
**Weakness** vulnerability to sunlight

**Speed** 20 ft. (4 squares)  
**Melee** slam +6 (1d8+1)  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +4; **Grp** +5  
**Special Actions** death gaze

**Abilities** Str 13, Dex 15, Con —, Int 6, Wis 12, Cha 12  
**SQ** undead traits  
**Feats** Alertness, Dodge, Improved Initiative, Weapon Focus (slam)  
**Skills** Listen +11, Move Silently +10, Spot +11

**Death Gaze (Su)** Death, range 30 feet, Fortitude DC 15 negates. Humanoids who die from this attack are transformed into bodaks 24 hours later. The save DC is Charisma-based.

**Vulnerability to Sunlight (Ex)** The bodak takes 1 point of damage each round of direct exposure.

## TACTICS

The bodak emerges quietly from the northeastern alcove and tries to move around its chamber, using the benefit of its Hide bonus to remain hidden. While moving, the creature targets PCs separated from the rest of the group or who appear to have weak Fortitude saves first. Once detected, it tries to avoid direct confrontation, employing its death gaze while trying to keep behind cover.

## TREASURE

The troglodytes (encounter G1) are on good terms with the bodak. It occasionally slays one of them, and to propitiate the bodak, the troglodytes sacrifice treasure to it. Consequently, the northeastern alcove of the creature's lair is full of valuables.

The alcove contains 187 cp, 3,440 sp, 4,196 gp, 289 pp, 20 gems of 50 gp value, 14 gems of 100 gp value, a *potion of reduce person*, a *potion of poison*, a *potion of polymorph*, a *divine scroll of four spells* (*resist fire*, *remove curse*, *raise dead*, *heal*, CL 12th), an *arcane scroll of six spells* (*identify*, *silent image*, *magic mouth*, *dispel magic*, *confusion*, *statue*, CL 15th), a *scroll of protection from spells*, a *ring of blinking*, *bracers of armor* +4, a *candle of invocation* (chaotic good), a +3 *defending short sword*, +2 *scale mail*, and a +2 *shortspear*.

## TACTICAL MAP DETAILS

Puddles have pooled throughout the main chamber, and they run slowly together to form a small pool in the northeastern alcove.



# G5: UNEVEN CAVERN

## Encounter Level 10

Two umber hulks lurk in this room. These monsters have recently burrowed up through a shaft of clay located in the northern alcove of the cavern. As soon as a PC enters, read:

*Two large forms appear out of the shadows, raising huge chitinous arms and clawed hands. They rush forward in ambush, snapping a vicious set of pincers.*

## 2 ADVANCED UMBER HULKS

CR 10

hp 93 each (12 HD)

CE Large aberration

**Init** +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Listen +11, Spot +0

**Languages** Terran

**AC** 19, touch 10, flat-footed 18

**Fort** +10, **Ref** +5, **Will** +8

**Speed** 20 ft. (4 squares); burrow 20 ft.

**Melee** 2 claws +13 each (2d4+6) and bite +11 (2d8+3)

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

**Base Atk** +8; **Grp** +18

**Atk Options** confusing gaze

**Abilities** Str 23, Dex 13, Con 19, Int 11, Wis 11, Cha 13

**Feats** Ability Focus (confusing gaze), Great Fortitude, Improved Natural Armor, Multiattack, Toughness

**Skills** Climb +14, Jump +9, Listen +13

**Confusing Gaze (Su)** *Confusion* as the spell, 30 feet, caster level 12th, Will DC 19 negates. The save DC is Charisma-based.

of this pile (Search DC 20) yields a rough diamond worth 5,000 gp.

## TACTICAL MAP DETAILS

A deep shaft, 10 feet wide, fills the northern alcove and leads downward. The shaft slants steeply downward for about 100 feet, levels off, and then gradually rises for about 1 mile, eventually emerging on the north face of the mountain (not shown on the map). A pile of wet clay sits beside the shaft.



## TACTICS

The monsters are hungry and furiously attack the party. One creature stands along the western wall, while the other lurks in the southern alcove. They use their tremorsense to detect the presence of any nearby quarry and then attempt to ambush the prey as it approaches, using their confusing gaze to cause disarray while focusing on the most dangerous threat.

## TREASURE

If the PCs examine the alcove in the north, they note a large pile of wet clay beside the shaft. An examination



# G7: SMOOTH CAVERN

## Encounter Level 9

Two gauths dwell among a trio of gas spores in this cavern. Once the PCs enter the chamber, read:

*Five spherical bodies rise from the floor and begin to float forward. Each has an unblinking eye and enormous teeth that fill a gaping maw. Smaller eyes attached to wriggling stalks sprout from the top of the creatures' orblike bodies. Three of the creatures are larger than the others.*

### 2 GAUTHS

CR 6

**hp** 45 each (6 HD)  
**LE** Medium aberration  
**Init** +6; **Senses** all-around vision, darkvision 60 ft., scent; **Listen** +4, **Spot** +17  
**Languages** Beholder, Common

**AC** 19, **touch** 12, **flat-footed** 17  
**Fort** +5, **Ref** +4, **Will** +9

**Speed** 5 ft. (1 square), fly 20 ft. (good); **Flyby Attack**  
**Melee** bite –2 (1d6–1)  
**Ranged** 6 eye rays +14 touch  
**Space** 5 ft.; **Reach** 5 ft.  
**Base Atk** +4; **Grp** +3  
**Atk Options** Flyby Attack, stunning gaze

**Abilities:** Str 8, Dex 14, Con 16, Int 15, Wis 15, Cha 13  
**Feats** Alertness<sup>B</sup>, Flyby Attack, Improved Initiative, Iron Will  
**Skills** Hide +11, Knowledge (arcana) +11, **Listen** +4, Search +15, **Spot** +17, Survival +2

**All-Around Vision (Ex)** A gauth can't be flanked.

**Eye Rays (Su)** Each of a gauth's six eye rays resembles a spell cast by an 8th-level caster. Each eye ray has a range of 100 feet and a save DC of 14. The save DCs are Charisma-based. The six eye rays include:

**Sleep:** This works like the spell, except that it affects one creature with any number of Hit Dice (Will negates).

**Inflict Moderate Wounds:** This works like the spell causing 2d8+8 points of damage (Will half).

**Dispel Magic:** This works like the targeted dispel function of the spell. The gauth's dispel check is 1d20+8.

**Scotching Ray:** This works like the spell, dealing 4d6 points of fire damage (no save). A gauth creates only one fiery ray per use of this ability.

**Paralysis:** The target must succeed on a Fortitude save or be paralyzed for 2d10 minutes.

**Exhaustion:** This works like the spell *ray of exhaustion* (no save).

**Stunning Gaze (Su)** Stun for 1 round, 30 feet, Will DC 14 negates. The save DC is Charisma-based. Any creature meeting the gaze of the gauth's central eye is subject to its stun gaze attack. Since a gauth can use its eye rays as a free action, it uses a standard action to focus its stunning gaze on an opponent and attack with all eye rays against that opponent as well.

### 3 GAS SPORES

CR 3

**Lords of Madness** 148  
**hp** 15 each (10 HD); death throes  
**N** Large plant  
**Init** –3; **Senses** all-around vision, low-light vision; **Listen** +0, **Spot** +4  
**Languages** —

**AC** 6, **touch** 6, **flat-footed** 6  
**Fort** +4, **Ref** +0, **Will** +3

**Speed** 5 ft. (1 square), fly 20 ft. (poor); **flight**  
**Melee** slam +9 (1d6+4 plus infestation)  
**Space** 10 ft.; **Reach** 5 ft.  
**Base Atk** +7; **Grp** +14  
**SQ** beholder camouflage

**Abilities** Str 16, Dex 4, Con 4, Int —, Wis 10, Cha 1  
**Skills** Disguise –5 (+15 imitating beholders), **Listen** +0, Search +4, **Spot** +4

**Death Throes (Ex)** A gas spore reduced to 0 or fewer hit points immediately explodes in a powerful burst of spores and foul-smelling gas. This blast affects all creatures in a 10-foot radius, dealing 6d6 points of sonic damage and exposing them to the spores (see Infestation, below). A DC 12 Reflex save halves damage. The save DC is Constitution-based. The spores are dispersed in this explosion and cannot be harvested thereafter.

**Flight (Ex)** A gas spore's body is naturally buoyant. This buoyancy allows it to fly at a speed of 20 feet. This buoyancy also grants it a permanent *feather fall* effect.

**Infestation (Ex)** Any living nonplant creature that is damaged by a gas spore's slam attack or its death throes must immediately succeed on a DC 12 Fortitude save or become infested with spores. An infested creature takes 1d4 points of Constitution damage upon becoming infested and an additional 1d4 points of Constitution damage every hour that follows as the spores rapidly grow and consume flesh. The save DC is Constitution-based.

These spores are similar to poison, and anything

that delays, neutralizes, or prevents poisoning has a similar effect on the spores. Creatures immune to poison are immune to a gas spore's infestation. When the victim's Constitution is reduced to 0, it dies. Its body immediately dissolves into a formless mush that transforms into 1d4 Small gas spores over the course of 1 minute. Each Small gas spore has 1 Hit Die. These gas spores grow rapidly, gaining 1 Hit Die per minute until they reach their maximum size (10 HD). Beholders, beholderkin, and creatures that have beholder grafts are immune to gas spore infestation, and gas spores know to ignore such creatures.

**All-Around Vision (Ex)** A gas spore can see in all directions at once. Because of this, it gains a +4 racial bonus on Search and Spot checks, and it cannot be flanked.

**Beholder Camouflage (Ex)** A gas spore's appearance is so clever that it gains a +20 racial bonus on Disguise checks to appear as a beholder.

### HARVESTING GAS SPORES

A typical gas spore yields 1d4 doses of usable gas spore powder with a DC 20 Craft (alchemy) check; failure by 5 or more results in the gas spore's explosion and the

destruction of its supply of spores (and possible infestation of the harvester). Gas spore powder is a dangerous poison that costs 500 gp per dose. Anyone who dies of this poison quickly deteriorates into 1d4 Small gas spores as detailed under the creature's infestation attack.

**Poison:** Contact, Fortitude DC 12, 1d4 Con/1d4 Con.

### TACTICS

The gauths deliver *paralysis* and *sleep* eye rays to neutralize enemies. If the gas spores are low on hit points and are within 10 feet of several PCs, the gauths fire *inflict moderate wounds* and *scorching ray* eye rays at the gas spores to explode them in the midst of their foes.

### TACTICAL MAP DETAILS

The sinkhole goes straight down 75 feet, heads northeast at an angle of about 45 degrees downward for another 35 feet, and then narrows to about 4 feet in diameter before plunging straight down another 100 feet into an underground stream.





# G8: CAVERN OF STALAGMITES

## Encounter Level 9

Crouching atop four tall rock formations are four bar-lguras. A DC 25 Spot check allows a character to see them perched 20 feet up. The bar-lguras wait until the PCs have come to the base of the rock formations or have started to leave, at which point read:

*A growl from overhead is the only warning as several forms descend from the rocks above. All teeth and muscle and fur, the creatures swing down with agility, weight carrying their bodies with frightening speed.*

### 4 BAR-LGURAS

Fiendish Codex I 29

hp 51 each (6 HD)

CE Medium outsider (chaotic, evil, extraplanar, tanar'ri)

Init +4; **Senses** darkvision 60 ft.; Listen +11, Spot +11

**Languages** Abyssal, Celestial, Common, Draconic; telepathy 100 ft.

AC 22, touch 14, flat-footed 17; Dodge, Mobility

Fort +9, Ref +9, Will +7

**Speed** 40 ft. (8 squares), climb 20 ft.; Run

**Melee** 2 claws +12 each (1d6+6) and bite +7 (1d6+3)

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

**Base Atk** +6; **Grp** +12

**Atk Options** pounce

**Special Actions** abduction, *summon tanar'ri*

**Spell-Like Abilities** (CL 6th):

At will—*darkness*, *cause fear* (DC 12), *dispel magic*, *greater teleport* (DC 18), *see invisibility*, *telekinesis* (DC 16)

2/day—*disguise self* (DC 12), *invisibility*, *major image* (DC 14)

**Abilities** Str 22, Dex 19, Con 19, Int 13, Wis 14, Cha 12

**SQ** tanar'ri traits

**Feats** Dodge, Mobility, Run

**Skills** Balance +15, Climb +23, Hide +19, Intimidate +10, Jump +27, Listen +11, Move Silently +13, Spot +11, Tumble +15

**Pounce (Ex)** If a bar-lgura charges a foe, it can make a full attack.

**Abduction (Su)** Unlike most tanar'ri, a bar-lgura can use *greater teleport* to transport other creatures. It can bring up to one Large or two Medium or smaller creatures with it each time it teleports. It can teleport

unwilling targets as well, (DC 18 Will save negates). The save DC is Charisma-based.

**Summon Tanar'ri (Sp)** 1/day, summon another bar-lgura with a 35% chance of success. This ability is the equivalent of a 2nd-level spell (CL 6th).

## TACTICS

As the party enters the chamber, all four bar-lguras attempt to summon an additional bar-lgura. The creatures then become invisible and spread out across the room. Some remain on the rocks while others gather around the PCs where they can pounce. Bar-lguras in combat will repeatedly attempt to grapple and abduct foes using *greater teleport* to move to one of the ledges near the ceiling. From there, they drop their opponent to the cavern floor.

If the combat turns against them, the bar-lguras use *darkness*, and then *major image* to create dozens of vrock flying into the cavern. Once the PCs are distracted, the bar-lguras resume the attack.

## TREASURE

The first demon wears a bracelet of gold and rubies (4,500 gp). The second has a platinum neck chain (600 gp). The third wears an electrum necklace with a gold pendant (a *necklace of fireballs* with a single missile equal to a 9d6 *fireball*, worth 1,250 gp). The fourth has a jade ring (550 gp).

## TACTICAL MAP DETAILS

Five rock formations rise in the center of the chamber. A rock shelf also rises up 40 feet in the western section of the cavern.



# G9.1: HALL OF THE MINOTAUR

## Encounter Level 10

This corridor is the beginning of a labyrinth. The center of the labyrinth holds a minotaur and another white marble column. Touching the column transports a PC back to area 9 only after the minotaur is dead. When a PC reaches the center room, read:

*A tall, broad-shouldered creature with a horned head and thick fur stands confidently with a greataxe slung over its shoulder. At seeing its prey, the creature gives an eager snort, brings about the axe, and charges forward.*

## MINOTAUR OF LEGEND

*Monster Manual II* 214

**hp** 119 (10 HD); fast healing 5; **DR** 10/magic

Male minotaur fighter 4

**CE** Large outsider

**Init** +7; **Senses** darkvision 60 ft, scent; Listen +13, Spot +13

**Languages** Giant

**AC** 22, touch 12, flat-footed 22

**Immune** maze

**Fort** +18, **Ref** +12, **Will** +10

**Speed** 20 ft. (4 squares), spider climb

**Melee** +2 greataxe +21/+16 (3d6+17) and gore +16 (1d8+4)

**Base Atk** +10; **Grp** +23

**Atk Options** Power Attack, Cleave, powerful charge

**Special Actions** breath weapon

**Abilities** Str 29, Dex 16, Con 25, Int 9, Wis 12, Cha 10

**SQ** natural cunning, outsider traits

**Feats** Alertness, Cleave, Great Fortitude, Improved Initiative<sup>B</sup>, Multiattack<sup>B</sup>, Power Attack, Track, Weapon Focus (greataxe), Weapon Specialization (greataxe)

**Skills** Intimidate +10, Jump +13, Listen +13, Search +7, Spot +13

**Possessions** +2 greataxe

**Natural Cunning (Ex)** Minotaurs never become lost and are never caught flat-footed.

**Powerful Charge (Ex)** A minotaur can lower its head and charge with its horns, making a single gore attack with a +16 attack bonus that deals 4d6+13 points of damage.

**Breath Weapon (Su)** Every 1d4 rounds, 15-foot cone of fire, 3d6, Reflex DC 20 half.

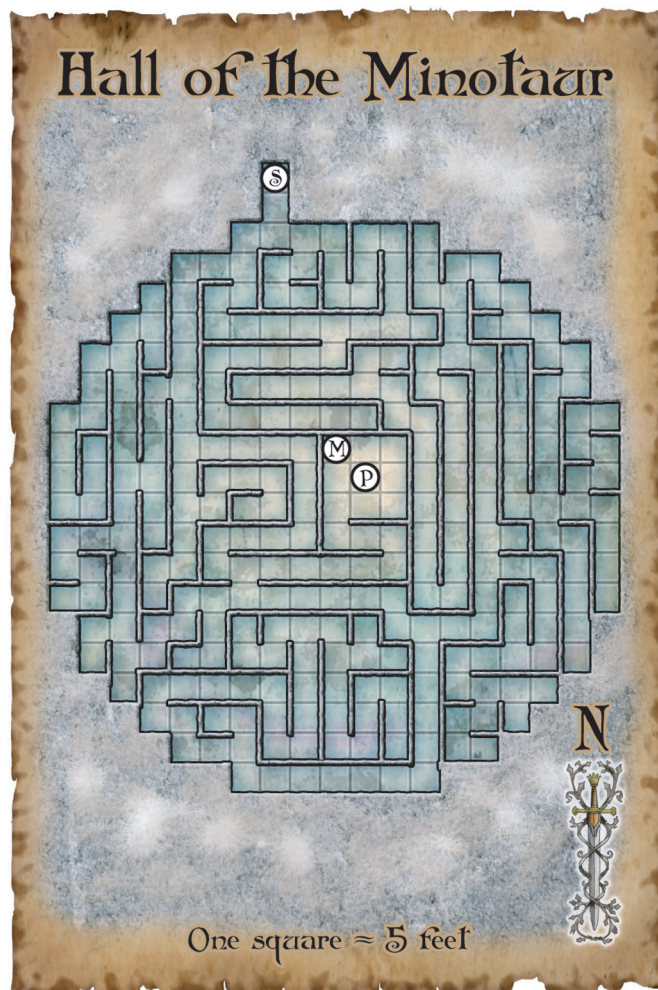
## CR 10

## TACTICS

The minotaur waits at the center of the labyrinth for a challenger. The room is 30 feet across, and it uses this to its advantage. The 10-foot-diameter column in the center of the room limits the direction from which an attack can come and makes flanking the creature difficult. The minotaur is confident and charges into battle, using Power Attack to deal grievous wounds. The minotaur relies on its breath weapon only if close combat proves difficult or if it must contend with multiple adversaries.

## TACTICAL MAP DETAILS

The corridors of the maze are featureless. The room in which the minotaur resides contains only the white marble column.





# G9.2: HALL OF THE CENTAUR

## Encounter Level 10

The PC or PCs appear in the southwest corner of this vast chamber. To return to area 9, a character must touch the column at the top of the terraces in the center of the room. Each of the three terrace levels requires a DC 10 Climb check to reach the top. The bottom terrace is a 40-foot square, the middle, 30-foot, and the top, 10-foot.

The white marble walls enclosing the area are flat and featureless, making them unclimbeable. If a PC should reach the top of the cliff, she finds herself standing before an endless expanse of white stone, which glows blue under the moonlight. The landscape is featureless and without end.

Between the PCs and the terraces, a fiendish centaur guardian prowls the fields. At the arrival of the PC or PCs, read:

*Under the blue moonlight in the grassy field stands a creature that has the legs and body of a horse and the torso and head of a man. He stops suddenly and looks around, keen eyes searching and coming to bear on the southwestern corner of the area. His appearance seems somehow sinister—his skin is dark and his muscles bulge unnatural power. He remains motionless only a moment before galloping forward.*

### FIENDISH CENTAUR

**hp** 81 (10 HD); **DR** 5/magic  
Male centaur fighter 6  
**CE** Large monstrous humanoid (extraplanar)  
**Init** +2; **Senses** darkvision 60 ft.; Listen +3, Spot +3  
**Languages** Infernal, Common

---

**AC** 14, touch 11, flat-footed 12; Dodge, Mobility, Shot on the Run  
**Resist** cold 10, fire 10; **SR** 15  
**Fort** +9, **Ref** +8, **Will** +7  
**Speed** 50 ft. (10 squares)

---

**Melee** 2 hooves +9 each (1d6+2)  
**Ranged** +2 composite longbow (+4 Str bonus) +15/+10 (2d6+8)  
**Space** 10 ft.; **Reach** 5 ft.  
**Base Atk** +10; **Grp** +18

**Atk Options** Point Blank Shot, Shot on the Run, smite good

**Abilities** Str 18, Dex 14, Con 16, Int 8, Wis 13, Cha 11

**Feats** Dodge, Mobility, Point Blank Shot, Shot on the Run, Weapon Focus (hoof), Weapon Focus (composite longbow), Weapon Specialization (composite longbow)

**Skills** Jump +18, Listen +3, Move Silently +4, Spot +3, Survival +2

**Smite Good (Su)** Once per day the centaur can make a normal melee attack and deal an extra 10 points of damage against a good foe.

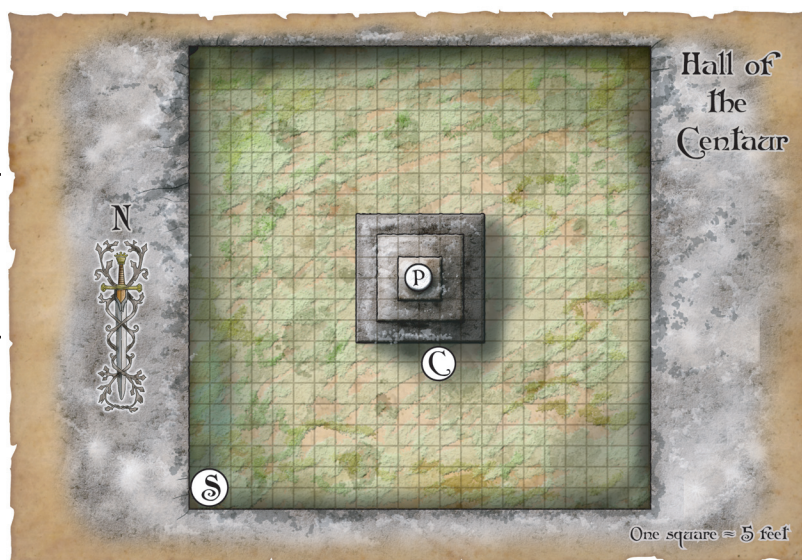
## TACTICS

The centaur gallops toward the PC or PCs, taking advantage of his speed to close the distance, take a shot with his bow, and then peel away beyond melee range. He continues this strategy, employing Shot on the Run and making use of his bow's 110-foot range. If faced with an adversary that can use ranged attacks, he takes advantage of the terraces to gain cover.

## TACTICAL MAP DETAILS

The 40-foot base of the terraces fills a vast portion of the area. The ground is otherwise flat and unbroken. A column with a 10-foot diameter stands at the top terrace.

## CR 10



# G9.3: HALL OF THE SPHINX

## Encounter Level 10

The hall is 100 feet long and rigged with a series of traps. The PCs begin in the space marked S.

Not including the 10 foot by 10 foot chamber in which the PCs appear, the traps fall on prime numbered tiles: 1, 3, 5, 7, 11, 13, 17, and 19. Further description of the traps is available on page 71 of the *Dungeon Master's Guide*. The traps are all CR2 and spring as follows: Pit Trap, Large Net Trap, Bricks from Ceiling, Spiked Pit Trap, Burning Hands Trap, Bricks from Ceiling, Pit Trap, Burning Hands Trap.

In the final chamber is a white marble pillar (P), 20 feet tall, which reaches to the ceiling. Guarding the entrance to the chamber, however, is a gynosphinx (G). The sphinx allows the PCs to pass if her riddle is answered. When the PCs approach, read:

*Blocking the exit from the corridor is creature with the tawny body of a lion, the wings of a great falcon, and the head of a female. Her eyes shine with intelligence and curiosity. She takes no action except to study her new visitor. Her body blocks the exit from the corridor. After a moment, she speaks in a soft whispering voice: "Did you pay attention to where you stepped? If you saw the pattern, then you know what monkeys and numbers share."*

The answer is "Prime," for the traps fall on prime numbered tiles, and monkeys are a kind of primate. Characters who cannot answer the riddle may still pass if they can offer a challenging riddle. Touching the column transports a character back to area 9, but only if the sphinx has allowed the characters to pass or if she is dead.

### GYNOSPHERINX

CR 8

hp 52 (8 HD)

N Large magical beast

Init +5; Senses darkvision 60 ft., low-light vision; Listen +17, Spot +17

Languages —

AC 21, touch 10, flat-footed 20

Fort +7, Ref +7, Will +8

Speed 40 ft. (8 squares), fly 60 ft. (poor)

Melee 2 claws +11 each (1d6+4)

Space 10 ft.; Reach 5 ft.

Base Atk +8; Grp +16

Atk Options pounce, rake 1d6+2

Spell-Like Abilities (CL 14th):

3/day—clairaudience/clairvoyance, detect magic, read magic, see invisibility

1/day—comprehend languages, locate object, dispel magic, remove curse (DC 18), legend lore

Abilities Str 19, Dex 12, Con 13, Int 18, Wis 19, Cha 19

Feats Combat Casting, Improved Initiative, Iron Will

Skills Bluff +15, Concentration +12, Diplomacy +8, Disguise +4 (+6 acting), Intimidate +13, Listen +17, Sense Motive +15, Spot +17

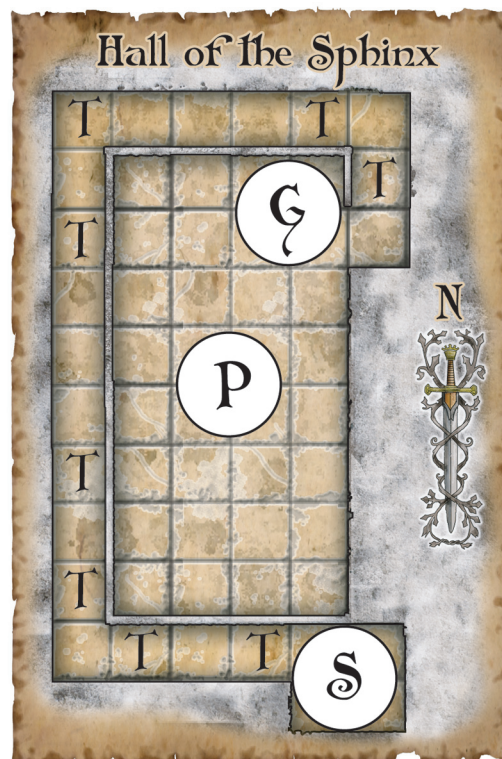
Rake (Ex) Attack bonus +11 melee, damage 1d6+2.

## TACTICS

In a fight, the sphinx tries to continue blocking the corridor, limiting her foes' mobility.

## TACTICAL MAP DETAILS

The walls are featureless. A white marble column with a 10-foot diameter stands in the center of the chamber at the end of the hallway.





# G9.4: HALL OF THE MEDUSA

## Encounter Level 10

Hiding among the statues is a medusa. The statues are those of her previous victims. The PC or PCs appear on the southern side of the chamber between two statues. The marble column in the center of the chamber transports the PC or PCs back only after the medusa is dead. The medusa has disguised herself as a statue and hides on the northern side, waiting to strike until a character comes within 30 feet (DC 25 Spot check to identify her as a creature and not a statue). When that happens, read:

*One of the statues seems to come alive as suddenly the form of a woman twists around, raising a bow. Her skin is scaled and brown, making it appear as though she were crafted of clay. It is not her skin, however, that suggests her sinister purpose, but instead it is her writhing hair of snakes, which viciously bite and snap.*

### MEDUSA

**hp** 46 (9 HD)  
Female medusa rogue 3  
LE Medium monstrous humanoid  
**Init** +2; **Senses** darkvision 60 ft.; Listen +1, Spot +8; evasion

**Languages** Common

**AC** 15, touch 12, flat-footed 13

**Fort** +4, **Ref** +10, **Will** +7

**Speed** 30 ft. (6 squares)

**Melee** rapier +10/+5 (1d6) and snakes +5 (1d4 plus poison)

**Ranged** +2 *shortbow* +12/+7 (1d6+2)

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

**Base Atk** +8; **Grp** +8

**Atk Options** Point Blank Shot, Precise Shot, Rapid Shot, sneak attack +2d6

**Abilities** Str 10, Dex 15, Con 12, Int 12, Wis 13, Cha 15

**SA** petrifying gaze

**SQ** trapfinding, trap sense +1, evasion

**Feats** Point Blank Shot, Precise Shot, Rapid Shot, Weapon Finesse

**Skills** Bluff +9, Diplomacy +4, Disguise +16, Intimidate +4, Move Silently +8, Spot +8

**Possessions** +2 *shortbow* with 20 arrows

[rule]

**Petrifying Gaze (Su)** Turn to stone permanently, 30 feet, Fortitude DC 15 negates. The save DC is Charisma-based.

**Poison (Ex)** Injury, Fortitude DC 14, 1d6 Str/2d6 Str. The save DC is Constitution-based.

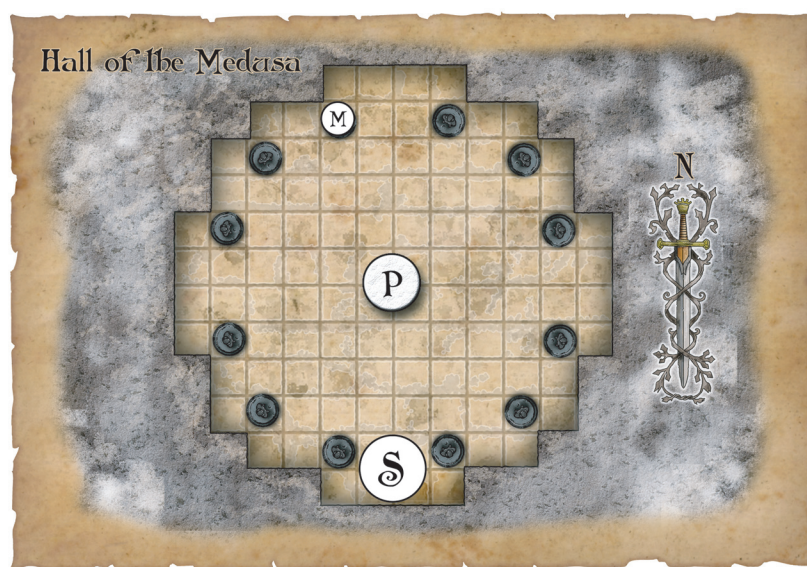
## TACTICS

The medusa knows her chamber well and takes full advantage of that knowledge. By hiding as a statue, she tries to allow the PC or PCs to come close enough to use her gaze attack. She also wants the PC close so she can employ Point Blank Shot and sneak attack for extra damage. If her gaze attack doesn't work in the first round, she falls back to using the statues for cover while she tries to gain sneak attacks.

### CR 10

## TACTICAL MAP DETAILS

The column in the center of the chamber has a diameter of 10 feet. The statues of humanoids circling the chamber stand on 5-foot-wide, 3-foot-tall bases. Each weighs approximately 500 pounds.



# G10: JAGGED CAVERN

## Encounter Level 9

Resting in the alcove to the west is a chasme. The creature waits until the PCs are fully in area 10 before striking. When this happens, read:

*The beat of insect wings, gradual at first, rises swiftly in volume, filling the whole chamber with its buzz. Only brief is the glimpse of the form of a giant insect to the west before the creature disappears into the shadows and the buzzing abruptly stop.*

### CHASME

### CR 10

*Fiendish Codex I 34*

**hp** 76 (9 HD)

**CE** Large outsider (chaotic, evil, extraplanar, tanar'ri)

**Init** +3; **Senses** darkvision 60 ft.; Listen +14, Spot +14

**Aura** fear (5-ft. radius, Will DC 16)

**Languages** Abyssal, Celestial, Common; telepathy 100 ft.

**AC** 26, touch 12, flat-footed 23

**Immune** electricity, poison

**Resist** acid 10, cold 10, fire 10; **SR** 21

**Fort** +10, **Ref** +9, **Will** +8

**Speed** 30 ft. (6 squares), fly 50 ft. (perfect); Flyby Attack

**Melee** 2 claws +17 each (1d6+4 plus wounding) and bite +15 (1d6+2 plus wounding) and gore +15 (1d6+2 plus wounding)

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

**Base Atk** +9; **Grp** +17

**Atk Options** Flyby Attack, Power Attack

**Special Actions** drone, *summon tanar'ri*

**Spell-Like Abilities** (CL 9th):

At will—*contagion* (DC varies), *darkness*, *desecrate*, *detect good*, *dispel magic*, *fly*, *greater teleport*, *insect plague*, *ray of enfeeblement* (+11 ranged touch), *protection from good* (DC 13), *see invisibility*, *telekinesis* (DC 17)

3/day—quicken *ray of enfeeblement* (+11 ranged touch)

1/day—*unholy aura* (DC 20)

**Abilities** Str 19, Dex 16, Con 18, Int 14, Wis 14, Cha 14

**SQ** tanar'ri traits

**Feats** Flyby Attack, Multiattack, Power Attack, Quicken Spell-Like Ability (*ray of enfeeblement*)

**Skills** Bluff +14, Climb +24, Concentration +16, Diplomacy +6, Hide +11, Intimidate +16, Listen +14, Move Silently +15, Search +14, Sense Motive +14, Spot +14

**Drone (Su)** As a full-round action, a chasme can beat its wings to create a droning buzz in a 60-foot-radius

spread. Each creature in this area must succeed on a DC 16 Will save or fall asleep for 2d10 rounds.

**Fear Aura (Su)** Swift action, chasme creates an aura of fear in a 5-foot radius around it. This effect is identical to a *fear* spell (CL 12th; Will DC 16 negates). If this save is successful, that creature cannot be affected again by that chasme's fear aura for 24 hours.

**Summon Tanar'ri (Sp)** 1/day, summon 1d4 rutterkins (FCI 34) or 1 chasme with a 40% chance of success. This ability is the equivalent of a 4th-level spell (CL 9th).

**Wounding (Ex)** A wound resulting from a chasme's attack bleeds for an additional 1 point of damage per round thereafter. Multiple wounds from such attacks result in a cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of any form of magical healing.

## TACTICS

The chasme waits hidden in the west alcove as the PCs enter. Once several are in range, the chasme uses drone. It then turns to its other abilities, including *insect plague*, *darkness*, *telekenesis*, and *ray of enfeeblement*. Once the party is suitably incapacitated, the chasme engages in melee, making use of its fear aura and wounding abilities.

## TREASURE

The skeleton wears a *cloak and boots of elvenkind*. Its dagger is broken, but the backpack holds 4 vials of holy water, 203 pp, and an arcane scroll of *color spray*, *nondetection*, and *maze* (CL 11th).

## TACTICAL MAP DETAILS

Other than the small alcove, the room is featureless.





# GII: CAVE OF THE SKULL

## Encounter Level 6

Lurking in this cave is a large mimic disguised as the stone coffer and part of the floor. The creature occupies most of the small room, and it takes advantage of that to snatch the first PC to come within reach. When that happens, read:

*What a moment before was a coffer offering the promise of treasure, is now the enormous maw of a creature with arms sprouting from the sides. The arms reach out eagerly, searching for flesh to draw into its grip.*

### MIMIC

CR 6

**hp** 118 (15 HD)  
**N** Huge aberration (shapechanger)  
**Init** +4; **Senses** darkvision 60 ft.; Listen +10, Spot +10  
**Languages** Common

**AC** 17, touch 9, flat-footed 16

**Immune** acid

**Fort** +10, **Ref** +8, **Will** +10

**Speed** 10 ft. (2 squares)

**Melee** 2 slams +18 each (3d6+8 plus adhesive)

**Space** 15 ft.; **Reach** 10 ft.

**Base Atk** +11; **Grp** +27

**Atk Options** Combat Reflexes, adhesive, crush (3d6+8)

**Abilities** Str 27, Dex 10, Con 21, Int 10, Wis 13, Cha 10

**SQ** mimic shape

**Feats** Alertness, Combat Reflexes, Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes, Weapon Focus (slam)

**Skills** Climb +21, Disguise +17, Listen +10, Spot +10

**Adhesive (Su)** A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 18 Reflex save. A DC 18 Strength check is needed to pry it off. Strong alcohol dissolves the adhesive, but the mimic still can grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies.

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

**Mimic Shape (Ex)** A mimic can assume the general

shape of any object that fills roughly 150 cubic feet (5 feet by 5 feet by 6 feet), such as a massive chest, a stout bed, or a wide doorframe. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. Anyone who examines the mimic can detect the ruse with a successful Spot check opposed by the mimic's Disguise check.

## TACTICS

This creature poses as a segment of the floor with a large stone coffer at its center. It refrains from secreting its adhesive until a creature has tread upon it and approached the "chest." This monster attacks and attempts to crush any creature that comes within 10 feet. If brought below 20 hit points, the mimic scuttles to one side after releasing its trapped prey, seemingly offering its treasure in return for sparing its life.

## TREASURE

There is a silver box, value 750 gp, inside of which are nine 100 gp value gems, a *potion of speak with plants*, and 2 jars of Keoghtom's ointment.

## TACTICAL MAP DETAILS

An enormous coffer occupies most of this room.



# G12: PILLARED CAVERN

## Encounter Level 14

Hiding among the calcite deposits south of the entry are two ropers. As soon as the characters enter the room and are within the 50 foot range of their strands, the ropers attack. When this occurs, read:

*Whiplike strands launch out from a pair of what a moment ago appeared to be only calcium deposits. The strands shimmer with some kind of secretion. The source of the strands, now obviously a creature, looks much like a stalagmite except for a wide mouth with a set of sharp crystalline teeth.*

### 2 ROPERS

CR 12

**hp** 85 each (10 HD)  
**CE** Large magical beast  
**Init** +5; **Senses** darkvision 60 ft., low-light vision; Listen +13, Spot +13  
**Languages** Terran, Undercommon

**AC** 24, touch 10, flat-footed 23

**Immune** electricity

**Resist** cold 10; **SR** 30

**Fort** +10, **Ref** +8, **Will** +8

**Weakness** vulnerability to fire

**Speed** 10 ft. (2 squares)

**Melee** bite +13 (2d6+6)

**Ranged** 6 strands +11 touch each (drag)

**Space** 10 ft.; **Reach** 10 ft. (50 ft. with strand)

**Base Atk** +10; **Grp** +18

**Abilities** Str 19, Dex 13, Con 17, Int 12, Wis 16, Cha 12

**Feats** Alertness, Improved Initiative, Iron Will, Weapon Focus (strand)

**Skills** Climb +12, Hide +10, Listen +13, Spot +13

**Drag (Ex)** If a roper hits with a strand attack, the strand latches onto the opponent's body. This deals no damage but drags the stuck opponent 10 feet closer each subsequent round (provoking no attack of opportunity) unless that creature breaks free, which requires a DC 23 Escape Artist check or a DC 19 Strength check. The check DCs are Strength-based. A roper can draw in a creature within 10 feet of itself and bite with a +4 attack bonus in the same round. A strand has 10 hit points and can be attacked by making a successful sunder attempt. However, attacking a roper's strand does not provoke an attack of opportunity. If the strand is currently attached to a target, the roper takes a -4 penalty on its opposed attack roll to resist the sunder attempt. Severing a

strand deals no damage to a roper.

**Strands (Ex)** Most encounters with a roper begin when it fires strong, sticky strands. The creature can have up to six strands at once, and they can strike up to 50 feet away (no range increment). If a strand is severed, the roper can extrude a new one on its next turn as a free action.

**Weakness (Ex)** A roper's strands can sap an opponent's strength. Anyone grabbed by a strand must succeed on a DC 18 Fortitude save or take 2d8 points of Strength damage. The save DC is Constitution-based.

## TACTICS

The ropers wait for creatures to pass between the eastern and southern corridors. Once a creature enters the room, they launch all their strands at the target. They rely on their poison to do most of the work, weakening the creature and making it impossible for the target to escape.

## TACTICAL MAP DETAILS

A series of large calcium deposits that look like stalagmites run through this room in two rows.





# G13: CAVERN OF ROT

## Encounter Level 8

Two shambling mounds have a lair at the far end of the cavern. When the PCs enter into the chamber, read:

*Tendrils of plant life rise from the back of the cavern and begin whipping about. The plant matter stumbles forward, with one apparent purpose—food. The form appears to be without head, though its vinelike appendages do bear a resemblance to humanoid limbs.*

## 2 SHAMBLING MOUNDS

hp 60 each (8 HD)

N Large plant

Init +0; Senses darkvision 60 ft., low-light vision; Listen +8, Spot +0

Languages —

AC 20, touch 9, flat-footed 20

Immune electricity

Resist fire 10

Fort +9, Ref +2, Will +4

Speed 20 ft. (4 squares), swim 20 ft.

Melee 2 slams +11 each (2d6+5)

Space 10 ft.; Reach 10 ft.

Base Atk +6; Grp +15

Atk Options Power Attack, improved grab, constrict 2d6+7

Abilities Str 21, Dex 10, Con 17, Int 7, Wis 10, Cha 9

SQ plant traits

Feats Iron Will, Power Attack, Weapon Focus (slam)

Skills Hide +3, Listen +8, Move Silently +8

**Constrict (Ex)** A shambler deals 2d6+7 points of damage with a successful grapple check.

**Immunity to Electricity (Ex)** Shamblers take no damage from electricity. Instead, any electricity attack used against a shambler temporarily grants it 1d4 points of Constitution. The shambler loses these points at the rate of 1 per hour.

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

## TACTICS

If they hear noise or detect light, the mounds shamble out and attack because they are always seeking food.

They emerge from the back of the cavern and stalk toward the PCs, attacking with reach and attempting to use improved grab to draw its opponents into a grapple where they can constrict.

## TREASURE

In their den is a heap of shiny objects they have collected, including 75 cp, 397 gp, a silver tube worth 125 gp with a scroll of five arcane spells (*darkness*, *fox's cunning*, *fly*, *enlarge person*, *cloudkill*, all at caster level 9th), as well as a *potion of displacement*, and a *brooch of shielding*.

## TACTICAL MAP DETAILS

The floor is littered with fungi and rotting plant matter, but this terrain does not affect movement or DCs.



# G14: IRREGULAR CAVERN

## Encounter Level 8

The rock is actually a stag beetle (Spot DC 15). A thick, 15-foot iron chain holds the monster in place. It is a guard for the cavern's inhabitant, a hill giant, who is located in the northwest corner of the room. When the PCs come within 15 feet of the beetle, read:

*The rocky form lifts from the ground, revealing a creature with a chitinous shell and a pair of horns that jut from its head. The creature doesn't hesitate before charging forward. Beyond the insect, a large form stands and gives an angry grunt.*

### GIANT STAG BEETLE

CR 4

hp 52 (7 HD)  
N Large vermin  
Init +0; **Senses** darkvision 60 ft.; Listen +0, Spot +0  
**Languages** —

**AC** 19, touch 9, flat-footed 19  
**Immune** vermin immunities  
**Fort** +8, **Ref** +2, **Will** +2

**Speed** 20 ft. (4 squares)  
**Melee** bite +10 (4d6+9)  
**Space** 10 ft.; **Reach** 5 ft.  
**Base Atk** +5; **Grp** +15  
**Special Actions** trample 2d8+3

**Abilities** Str 23, Dex 10, Con 17, Int -, Wis 10, Cha 9  
**Feats** —  
**Skills** —

**Trample (Ex)** Reflex half DC 19. The save DC is Strength-based.

### HILL GIANT

CR 7

hp 102 (12 HD)  
CE Large giant  
Init -1; **Senses** low-light vision; Listen +3, Spot +6  
**Languages** Giant

**AC** 20, touch 8, flat-footed 20  
**Fort** +12, **Ref** +3, **Will** +4

**Speed** 30 ft. (6 squares)  
**Melee** +1 *greatclub* +17/+12 (2d8+11); or  
**Melee** 2 slams +15 each (1d4+7)  
**Ranged** rock +8 (2d6+7)  
**Space** 10 ft.; **Reach** 10 ft.  
**Base Atk** +9; **Grp** +20  
**Atk Options** Cleave, Improved Bull Rush, Power Attack,

Improved Sunder

**Special Actions** rock catching

**Abilities** Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7

**Feats** Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (*greatclub*)

**Skills** Climb +7, Jump +7, Listen +3, Spot +6

**Possessions** +1 *greatclub*, hide armor

**Rock Catching (Ex)** A giant can catch Small, Medium, and Large rocks (or projectiles of similar shape). Once per round, a giant that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for Medium one, and 25 for a Large one. (If the projectile provides a magical bonus on attack rolls, the DC increases by that amount.)

**Rock Throwing (Ex)** Adult giants are accomplished rock throwers and receive a +1 racial bonus on attack rolls when throwing rocks. The range increment is 120 feet for a hill giant's thrown rocks and they weigh between 40 and 50 pounds (Small objects).

## TACTICS

The giant becomes aware of intruders when the beetle stands. He immediately releases the beetle, grabs a boulder, and attacks. The insect attacks any creatures that enters. The giant hurls 1–4 boulders and then attacks with his club.

## TREASURE

The hill giant has a sack containing 1,276 gp. He wears an ivory necklace (500 gp), and the belt he wears is fashioned from a giant weasel pelt (875 gp).

## TACTICAL MAP DETAILS

A few boulders are piled in the western section of the cavern for the giant.





# G16: GREAT CAVERN

## Encounter Level 14

The dracolisk, an offspring of a greater abyssal basilisk and a black dragon, dwells here. A dracolisk is a reptilian monster that petrifies living creatures with a mere gaze. This monster is resting but not asleep. It makes its lair here and uses the southeastern passage to raid the countryside (including areas A and B of “Iggwily’s Horn”). It also maintains an uneasy alliance with the cauchimera (area D), and 10% of the time, one will come to the other’s aid. More likely, though, one will come to investigate the other’s treasure trove if its counterpart is defeated. When the PCs enter the chamber, read:

*A forbidding silence covers this chamber, but only for a moment. With a ferocious snarl, a large onyx form rises up, directing its steely gaze toward its intruders. The reptilian creature has eight legs and a black body with a brown-yellow underbelly. Its dark horns spiral at the side of its head like the withered husk of a laurel crown.*

### DRACOLISK

CR 14

hp 243 (18 HD); DR 10/magic  
CE Large outsider (extraplanar)  
Init -1 Senses darkvision 60 ft., low-light vision; Listen +21, Spot +22

Language Draconic

AC 21, touch 8, flat-footed 21

Immune acid

Resist cold 10, fire 10; SR 23

Fort +19, Ref +12, Will +9

Speed: 20 ft. (4 squares), fly 40 ft. (average)

Melee bite +29 (2d8+10) and  
2 claws +26 each (1d6+10)

Space 10 ft.; Reach 10 ft.

Base Atk +18; Grp +33

Atk Options Blind-Fight, smite good

Special Actions acid breath weapon, petrifying gaze

Abilities Str 32, Dex 8, Con 23, Int 5, Wis 10, Cha 17

Feats Alertness, Great Fortitude, Iron Will, Improved Natural Attack (bite), Lightning Reflexes, Multiattack, Weapon Focus (bite)

Skills Hide +20 (+0 if not in the cavern), Listen +10, Spot +10

**Petrifying Gaze (Su)** Range 30 feet, Fortitude DC 22 negates, turn to stone. The save DC is Charisma-based.

**Smite Good (Su)** Once per day a dracolisk can make a normal melee attack and deal an extra 18 points of damage against a good foe.

**Breath Weapon (Su)** 60-foot line of acid, once per day for 6d8 points of damage (Reflex DC 25 half). The save DC is Constitution-based.

## TACTICS

A dracolisk relies on its gaze and breath weapon attacks, biting and clawing only when opponents come within reach. Though it has eight legs, its slow metabolism renders it relatively sluggish, so it does not expend energy unnecessarily. Intruders who flee a dracolisk rather than fight can expect, at best, a halfhearted pursuit. These creatures spend their time lying in wait for prey, which includes small mammals, birds, reptiles, and similar creatures.

## TREASURE

Its treasure includes 1,106 cp, 5,018 sp, 111 gp, 988 pp, 7 100 gp value gems, an ornately carved wooden box containing 5 pieces of matching jewelry with a leaf motif (necklace worth 100 gp, two bracelets worth 500 gp each, and two earrings worth 250 gp each), a jeweled sword scabbard, value 1,850 gp, and an ivory case worth 300 gp containing a *wand of magic missiles* (5th) with 50 charges.

## TACTICAL MAP DETAILS

The passage to the south slopes upward, running for about one-quarter mile to another large cavern that has an opening in its east side. The opening rests thousands of feet above the gorge where the Volverdyva flows. The cliffs are sheer and without any means of access.



# G18: GROTTO OF THE IDOL

## Encounter Level 11

The demon idol is actually a stone golem. This creation of Iggwilv is made in the guise of an idol to lure adventurers to their doom. As soon as one or more humanoids enter the cavern, a *magic mouth* appears on the idol's face and speaks in Common:

*"Leave one magic item before me and you may choose one of those previously left."*

As this is uttered, a chest appears magically in the hands of the statue, and the idol grinds stonily as it places the huge iron box at its feet. The lid opens, and inside are swords, daggers, maces, axes, javelins, boots, cloaks, scarabs, brooches, amulets, tubes, small boxes and coffers, bags, helms, arrows, bows, rods, wand cases, rings, flasks, bottles, jugs, gauntlets, bracers, gems, any jewelry—nearly everything imaginable! It is all, in fact, an illusion, programmed to begin as soon as the magic mouth speaks. The illusion has all components necessary to make it appear real, drawing all eyes to it. Unless members of the party state immediately that they are attempting to disbelieve the illusion (Will DC 19), their minds are affected by the desire for the trove. Each takes a –4 penalty on further attempts to disbelieve the illusion. Once a PC comes close to the chest, read:

*In a sudden burst of motion, the idol lurches forward, swinging its arms in an attack.*

### STONE GOLEM

CR 11

hp 107 (14 HD); DR 10/adamantine  
N Large construct  
Init –1; Senses darkvision 60 ft., low-light vision; Listen +0, Spot +0  
Languages —

AC 26, touch 8, flat-footed 26

Immune magic

Fort +4, Ref +3, Will +4

Speed 20 ft. (4 squares)

Melee 2 slams +18 each (2d10+9)

Space 10 ft.; Reach 10 ft.

Base Atk +10; Grp +23

Special Actions slow

Abilities Str 29, Dex 9, Con —, Int —, Wis 11, Cha 1

SQ construct traits

Feats —

Skills —

**Immunity to Magic (Ex)** A stone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *transmute rock to mud* spell slows a stone golem (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 golem's structure but negates its damage reduction and immunity to magic for 1 full round.

**Slow (Su)** A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a DC 17 Will save to negate.

## TACTICS

The golem waits for the characters to come forward and then attacks. The golem pursues characters through the cavern if they attempt to flee.

## TREASURE

All the treasure is illusory. The golem's jacinth eyes are the only valuables and are worth 5,000 gp each.

## TACTICAL MAP DETAILS

The demon idol fills the cavern's northern alcove.





# G20: THE INNER SPHERE

## Encounter Level 14

The screen is carved from rare wood and inlaid with ivory and mother-of-pearl. When the PCs look beyond the screen, read:

*Looking through the intricately carved openings reveals a jeweled lantern on a golden chain, hanging from the top of the chamber. Within the lantern burns a steady amber flame. The crystal lenses set in the lantern's framework magnify its light. The warm and comforting light from this lantern makes the air seem to dance with a fusion of sunlight and moonlight.*

*The lantern hangs above a broad stone dais, which rises from the bottom of the spherical chamber. Atop the dais is a wide block of rose-colored marble. On the dais surrounding the marble block are small carpets and a pair of beautifully fashioned stands upon which rest porcelain vessels. At the foot of the marble block is a low table with a bowl filled to the brim with various gems. Atop the marble block is a slab of white alabaster, inlaid with gold sigils. A woman lies on the alabaster stone with her eyes shut.*

The sleeping warrior-maid is Drelnza, Iggwilv's daughter. She is part of Iggwilv's treasure and the guardian of the dead archmage's wealth; she is also a vampire.

She rests in a form of stasis until a black door is opened a seventh time. Drelnza then awakens and becomes fully aware, though she remains still until someone enters the chamber. She then sits up slowly, pass a hand across her brow as if coming out of a strange coma, and then blink her eyes open. When this happens, read:

*The maiden is armored from neck to toe in gold-chased full plate. A katana lies atop her body, its hilt below her breasts. The woman's gauntleted hands are crossed over the sword's pommel. A wakizashi lies beside her. Her pale face seems composed. Her lips are bright red and her raven-hued tresses are lustrous. A black-plumed helmet rests on the slab just above her head. She sits up slowly, grasping the sword in one mailed fist. She rubs her eyes with the other. Looking around, she asks:*

*"Who has rescued me from this dreadful sleep?"*

The walls are perfectly smooth and require a DC 30 Climb check to navigate. However, it is possible to slide down the wall to the bottom of the lower hemisphere.

## DRELNZA

CR 15

**hp** 90 (13 HD); fast healing 5; **DR** 10/silver and magic  
Female vampire (augmented human) samurai 13  
**LE** Medium undead  
**Init** +6; **Senses** darkvision 60 ft.; Listen +12, Spot +20  
**Languages** Common, Abyssal, Infernal

**AC** 27, touch 11, flat-footed 26; Dodge, Combat Expertise, Two-Weapon Defense

**Immune** undead immunities

**Resist** cold 10, electricity 10, +4 turn resistance

**Fort** +8, **Ref** +8, **Will** +6

**Weakness** garlic, holy symbols, running water, sunlight (MM 253)

**Speed** 20 ft. (4 squares), spider climb

**Melee** slam +20/+15/+10 (1d6+7 plus energy drain) or

**Melee** +4 *intelligent katana* +23/+18/+13 (1d10+11) and  
+2 *flaming wakizashi* +20/+15 (1d6+5 plus 1d6 fire)

**Base Attack** +13/+8/+3; **Grp** +20

**Atk Options** Power Attack, Cleave, Improved Trip

**Special Actions** *kiai* smite, staredown, mass staredown, blood drain, children of the night, create spawn, dominate

**Combat Gear** *boots of speed*

**Abilities** Str 25, Dex 15, Con —, Int 15, Wis 14, Cha 19

**SQ** alternate form, gaseous form, undead traits

**Feats** Alertness, Cleave, Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon (katana), Improved Initiative, Improved Trip, Improved Two-Weapon Fighting (katana and wakizashi), Lightning Reflexes, Power Attack, Quick Draw (katana and wakizashi), Two-Weapon Defense, Two-Weapon Fighting (katana and wakizashi), Weapon Focus (katana)

**Skills** Bluff +17, Concentration +14, Diplomacy +13, Hide +4, Intimidate +20, Listen +17, Move Silently +4, Ride +4, Search +10, Sense Motive +20, Spot +17

**Possessions** combat gear plus Heretic (+4 *intelligent katana*), +2 *flaming wakizashi*, +2 *full plate*

**Kiai Smite (Ex)** Three times per day, Drelnza can give a great cry during combat that will invigorate her. When she shouts (a free action), her next attack gains a bonus on the attack roll and damage roll equal to her Charisma modifier.

**Staredown (Ex)** At 6th level, a samurai becomes able to strike fear into her foes by her mere presence.

She gains a +4 bonus on Intimidate checks and can demoralize an opponent.

**Mass Staredown (Ex)** Using an Intimidate check, Drelnza can demoralize all opponents within 30 feet as a standard action.

See MM 252 for a full description of vampire supernatural and extraordinary abilities.

## HERETIC

**Price (Item Level):** 105,300 gp (21st)

**Body Slot:** — (held)

**Caster Level:** 15th

**Aura:** Strong; (DC 18) conjuration

**Activation:** Standard (mental)

**Weight:** 6 lb.

+4 *katana*; AL LE; Int 17, Wis 17, Cha 10; Speech, telepathy, 120 ft darkvision, and hearing, *read magic*; Ego score 22.

*Lesser Powers:* detect good 3/day, detect law 3/day, detect invisibility 3/day

*Greater Power:* fly 1/day

*Special Purpose:* Slay lawful good clerics

*Dedicated Power:* Hold monster

*Personality:* Heretic is snobby and condescending, especially to lawful good clerics who it considers hypocrites. Since teaming up with Drelnza, it has had fair opportunity to slake its thirst on those hated clerics. On a successful activation of its dedicated power, it yells, “Where is your faith in your god now?”

## TACTICS

When she sees the party, she smiles sweetly and welcome her “rescuers.” She uses *dominate* to gain allies among the party members, attempting to coerce them into the lower portion of the sphere. She uses her boots of speed and then as soon as a good-aligned cleric comes within 10 feet of her, Drelnza draws her swords and kiai smite before assaulting the cleric.

In a melee situation, Drelnza either uses her boots to maneuver and *spider climb* to run along the curved walls of the chamber in order to fight the party members one at a time, or else she uses the flying power of her sword and attack. She does not assume *gaseous form* unless she is reduced to 0 hit points.

Party members are unable to stand anywhere except on the ledges before the six inner doors or on the 5-foot wide dais at the base of the marble block. In the latter case, two characters can stand on either of the long sides, or one at either end of the short sides.

If Drelnza is reduced to 0 hp, she is forced to assume *gaseous form*. This gaseous cloud drains into the top of the marble block through a small hole in the alabaster slab.

## TREASURE

In melee, damage to the various treasure items could occur. Make certain that you note this. The hoard includes the mundane and magic items described in “Encounter Aftermath” on page 48:

## TACTICAL MAP DETAILS

A ledge, 5 feet wide, encircles the chamber, though view of the lower chamber is blocked by a set of screens. The chamber is spherical, and at its base contains a dais with a bier atop it. The bier is the size of a human body with enough space around the sides for one person to stand.



Edward Albert lives in Norman, Oklahoma, with his lovely wife, two beautiful children, and four dumb cats. He has been playing, and mostly DMing, D&D since 1980. He holds a fondness for the classic 1st and 2nd Edition adventures and a true enjoyment of the 3.5 rules. While he has playtested many adventures for authors Wolfgang Baur and Greg Vaughan, this is his first published adventure and he is excited to merge old and new D&D.



## Chapter 4: The Hollow of the Horn

If the area around Iggwilv's Horn is inhospitable, then the hollow within is downright horrific. For years, the hollows of this rotten mountain were used to host all manner of foul acts, all at the behest of the infamous Iggwilv, the Witch Queen. The mountain is a birthplace to sin, a crucible of madness, and a home to beings not of this earth. Add to this the fact that the Heart of the Horn is seething with taint, and the end result is a yawning hollow of depravity.

### BACKGROUND

Most who know of the Lost Caverns and their surroundings hold Iggwilv responsible for all the evil that has come here. As indicated in "Iggwilv's Horn," the mountain is the site of not one, but two epic struggles between the Witch Queen and a powerful demon. When the smoke from the two conflicts cleared, both Iggwilv and her infamous paramour, Graz'zt, had abandoned the Horn for starrier climes. The unknown epilogue to their story, however, is that when Iggwilv departed the Horn, she left behind her first great demonic servitor, the demon prince known as Tsojcanth. And there, for in the years since, he has remained, doomed to act as the living stopper in a massive planar rift.

In the time since Iggwilv's departure, a number of foul creatures have come to the Horn. The evil energy pouring down from the mountain drew many, while others came seeking something more specific. Trespassers were usually destroyed in the attempt to reach the hollow or else consumed by the taint after tarrying too long within the mountain. Some persevered, however, and two major groups of inhabitants remain within the Horn today, each in search of a different piece of the mountain's treasures.

The first of these remaining inhabitants is an undead wizard named Zousha. In life, Zousha was a foul human being who delighted in forcing members of his own race to choose between multiple evils, and then gleefully destroying them as a result of those choices. When Zousha was slain by a human paladin, he arose as an undead abomination of the evil he once was. An unforeseen complication ruined the newly risen Zousha's dreams of vengeance and terror, however. As an eye of fear and flame, he was powerful to be sure, but he was no longer a wizard. When the undead Zousha tried to call upon his former mastery of magic, he

was unable to evoke even minor cantrips. Believing himself cursed, Zousha swore to recover his mystical might by means of an artifact—a book known as the *Demonomicon*. Having grown convinced that the book lay buried within the Horn, Zousha and his stoneworking minions, a group of pechs, moved into Iggwilv's old complex and began to dig.

Meanwhile, a group of genies from the Elemental Plane of Earth has set its sights on the untapped veins of precious metals that lie within the mountain's bosom. These genies, known as dao, arrived through a different part of the mountain and began a mining operation of their own—one they hoped would yield a trove of riches so that they could return to their plane as the envy of their kind. Before long, however, the mountain's evil began to creep into their minds, and even their leader, a powerful hetman named Outhmann, now walks a fine line between sanity and madness.

Add to this the presence of Iggwilv's former servitors, as well as Tsojcanth himself—still trapped within the mountain's necrotic heart—and the result is the Hollow of the Horn.

### HOLLOW OF THE HORN

#### 1. AUDIENCE CHAMBER

*The stairs from above end at a 10-foot-wide entry hall, the ceiling of which arches about 12 feet overhead. The rough cavern wall transitions to smooth, worked stone. At the end of the hall, a set of stone stairs ascends into a larger chamber with a high, vaulted ceiling. The floor is covered in an irregular array of what appears to be slate tiles covered in odd pictograms and distracting shades of color. The chamber is about 40 feet wide, stretching at least as far in, and in the dim light, a door is visible on the eastern wall.*

During Iggwilv's period of habitation in the Horn, this room was the official entrance to her domain. At one time, a number of magical effects operated within the chamber. In the time since her departure, however, some of those charms have either faded or been subtly warped by the mountain's energy. Of those that once existed in this room, two effects remain, both of which activate whenever a creature steps beyond the first row of tiles at the top of the stairs.

The first effect is a magical "sound track" that begins to echo quietly throughout the chamber. Originally, it was a soothing instrumental melody, intended to put Iggwilv's visitors at ease or keep them distracted. Over time, however, the magic has lost its focus, and

the music now plays a haunting harmony. The volume swells and ebbs, and both the music's pitch and speed fluctuate randomly, giving the tune an eerie quality.

Meanwhile, a programmed illusion of a raven-haired woman appears in the air above the tiles. After appearing to "survey" the party, the translucent form opens its mouth to speak. What the PCs hear is a pleasant feminine voice that says in Common:

"Welcome, visitors. I apologize that you cannot attend me at this time. You may wait in my ready room."

When the last word is spoken, the door to area 1B swings ajar with a low creak. Observant characters (those who make a DC 20 Spot check) notice that the words they hear do not match the words being formed by the woman's lips.

### 1A. Throne Dais (EL Varies)

About 40 feet into the chamber is another set of stairs, again leading up. This time, they rise only 10 feet before opening onto a raised dais that comprises the northernmost section of the chamber. Against the far wall is an extravagant throne, gilt in gold and set against what appears to be the bright blue-green splay of peacock feathers. On either side of the throne stands a black statue, each depicting a steely-eyed human female. At each statue's feet sits what looks to be a short, winged creature with a clasp around its neck.

This is where Iggrwilv granted audience to those rare visitors she deemed worthy of entertaining. Although expertly crafted, the dais itself is of no particular interest. The throne, however, is magically imbued. Anyone who examines the peacock feathers on the wall behind the throne (Search DC 15) notices that the "eye" of the centermost feather is, in fact, a hole that reaches through the wall and into the room beyond.

If a creature who has levels in any spellcasting class touches the painted stone with any part of his or her body, the section of wall bearing the feathers rolls quietly up into the ceiling, revealing a 10-foot-wide passageway. About 20 feet beyond, the PCs can make out three doors, one for each wall in sight.

**Trap:** If anyone other than Iggrwilv actually sits on the throne, that creature is immediately hit with a *feeblemind* spell effect.

*Feeblemind* Trap: CR 6; magic device; touch trigger (sitting on the throne); automatic reset; spell effect (*feeblemind*, 20th-level wizard, Will DC 18 negates); Search DC 30; Disable Device DC 30.

### 1B. Waiting Room

Through the doorway lies a smaller chamber, measuring some 15 feet in either direction. Against the northern and southern walls rests a pair of high-backed couches covered in stained red leather. An elegant, gold-framed mirror reflects the scene from high upon the east wall. The floor is tiled with the same colorful slate, and a faint floral aroma hangs in the air. Disrupting the room's pleasant flow is a gaping hole with jagged edges where the two walls meet in the northeast corner.

This is where Iggrwilv directed her visitors to wait while she readied elsewhere in the complex. Anyone stepping into the room activates the area's remaining magic. An ambient light douses the room in a pleasant, reddish glow. An examination of the room (Search DC 15) reveals that a table of some sort once sat in the center of the room, between the two opposing couches. Those who have the Track feat can make a DC 18 Survival check to learn that someone or something recently came in from the hole in the northeastern corner, and left in the way it came.


Characters might be curious as to why someone would put a 2-foot-wide mirror so high up on a wall, where only a giant could make any practical use of it. The mirror is actually a recent addition to the room, and was put up on the orders of the dao hetman in area 7. He instructed his ignorant workmen, a pair of daos by the names of Agdo and Zadhim, to come and hang the mirror in this room. The mirror is magical, and allows Outhmann to snoop on this area through the mirror's companion piece. The mirror was poorly hung, and if someone so much as touches it, the mirror comes toppling off the wall. A DC 15 Reflex save is necessary to catch it before it falls, and if the save is failed, the mirror must succeed on a DC 18 Fortitude save (with a +4 bonus) or shatter.

Anyone succeeding in a DC 15 Knowledge (nature) check can discern that the faintly floral scent is reminiscent of jasmine, though the smell is clearly unnatural in origin. The hole in the northeast corner opens into a shaft that twists out of sight as it ascends upward. The tunnel eventually arrives at the entrance to area 6.

## 2. SUPPLY CLOSET

The wooden door to this room is already ajar, and doesn't appear to see much use. The room beyond is narrow, measuring 10 feet across but stretching back to the south over 25 feet. Piled in the northwest corner are numerous boxes, most of which are torn open, as though in haste. Two rows of four cots line the east and west walls, and the pungent stench of poor hygiene fills the room.





At one time, Iggwilv used this room as a supply closet for her operation. When Zousha moved in, he turned the area into living quarters for his eight pech stonemasons. (Their leader-priest resides across the hall in area 3.) When the PCs arrive, the Zousha and the pechs are off in area 5, toiling away at their purpose. Aside from a few scattered coins (totaling 23 gp) hidden under and inside the cots, this room contains only trash.

### 3. ARCANES LIBRARY

The door to this room appears to have no lock, nor even a discernible handle. In truth, it operates in the same way as the secret door in area 1A. If a character who has levels in a spellcasting class touches the door, it opens instantly and silently. Otherwise, the only way is to destroy the door.

**Strong Wooden Door:** 2 in. thick; hardness 5; hp 20; break DC 25.

*The door opens into the northwest corner of a pleasant-smelling chamber, some 15 feet deep and 25 feet wide. The east and west walls are lined with empty bookshelves. The wall in the southeast corner is slanted, and an oaken work desk sits there. Beside the desk, pushed against the southern wall, is a small cot surrounded by refuse.*

Before she outgrew it, this was Iggwilv's personal arcane library. The bookshelves are bare now, and the room has been reclaimed as a living space and prayer room for Nourvego, the pech priest. Anyone inspecting the desk in the corner finds two items of interest.

The first is a talisman, composed of a piece of obsidian wrapped in the hide of some creature. Anyone succeeding on a DC 20 Knowledge (religion) check recognizes it as an ancient type of shamanistic fetish used to garner favor from the mad god Tharizdun. The second item is a scrap of paper with a few hastily scrawled notes on it. The writing is in Terran and difficult to fathom, requiring a DC 20 Decipher Script check. Anyone who can read it discerns a reference to "the book" not being in "the first quadrant searched."

This room was Iggwilv's private means of access to the lair of her guardian and pet, a retriever. Built into the stone of one of the bookshelves against the eastern wall is a secret latch (DC 20 Search check). When this latch is tripped, the bookshelf silently swings open, revealing the entryway to a tunnel that ascends to the retriever's lair at area 9.

### 4. THE WITCH QUEEN'S QUARTERS

*The door swings wide to reveal a spacious cavern, some 30 feet wide and nearly twice that long. The stone floor is decorated with numerous multicolored murals, some depicting otherworldly beings engaged in various disturbing acts, others depicting images so abstract that they defy definition. Cutting through the middle of the room like a giant scar is a crevasse, across which stretches a makeshift bridge. A door in the stone wall on the other side of the chasm can just be made out.*

When she was still in residence, this area was Iggwilv's favorite part of the Horn. It was her personal space, and she relished its simultaneous openness and isolation. At one time, the room was decorated with elegant antiques and colorful wall hangings. Since her departure, however, the room has fallen into ruin. A series of shifts in the mountain's internal stability has made a subterranean mess of both the western and eastern walls. The tunnel that is now area 5 used to be longer, and it once led into another series of chambers, including the Witch Queen's sleeping quarters. A cave-in closed off the remainder of her underground suite, and subsequent minor quakes have brought the western wall ever closer, squeezing the room like a vice.

The chasm in the middle of the room is not particularly wide (15 feet at the bridge), but it is deep. In fact, if one follows it down far enough, it opens into the lower level of Iggwilv's mountain complex (see "The Heart of the Horn"). If and when the PCs should think to head down into the crevasse, they'll find an easy time of it (Climb DC 10). All told, it's about a 100-foot climb down to the lower level.

The obvious means of getting to the area beyond the crevasse is the makeshift bridge. The construction is solid, but the wood can support only so much weight. Safe passage is assured as long as the wood bears fewer than 250 pounds at one time. Over 250 pounds, the wood begins to groan, giving those standing on it ample warning. At 300 pounds, the wood splinters, sending anyone failing a DC 15 Reflex save tumbling into the crevasse. A creature that falls takes 2d6 points of damage upon initial impact with the chasm's side, and must make a DC 20 Reflex save to hang on. Failure sends characters tumbling down the wall of the crevasse, which deals an additional 10d6 points of damage (Tumble DC 20 half) before depositing them on the bottom floor of Iggwilv's complex (see "The Heart of the Horn").

On the other side of the cavern in the northwest corner is area 5, where Zousha and his pech cohort Nourvego are currently located. On a DC 20 Listen

check (Listen bonuses +15 and +9 respectively), they become aware of the PCs, though they remain waiting for them in area 5, even if the PCs continue on into area 4A. If the PCs attempted to enter area 4 quietly, make opposing checks as normal

#### 4A. A Grim Collection

*This irregularly shaped room is smooth on its southern and eastern walls, but jagged and rough to the west and north. At its longest, the room is 25 feet deep and 15 feet wide. The south and east walls are lined with shelving units, while the shelves to the north and west have toppled forward into the room. Opening the door causes a red glow to brighten overhead and a floral scent to emerge. A quick scan of the shelves along the eastern wall reveals a collection of strange curios, from stuffed lizards to gnarled, severed hands floating in jars of milky liquid.*

Since his arrival, Zousha has been using this area as his private quarters, though as one of the undead, he has little need of sleep or other mortal comforts. He uses the room mainly for meditation and reading.

As this room's appearance would suggest, this was a place of storage for the Witch Queen. It was here that she deposited many of the nonmagical curios she came across in her studies.

#### Treasure

The gathered curios might fetch a fair price as art, or as a collection. If the PCs take any of the other curios, roll once on Table 3–7: Art Objects, page 55 of the *Dungeon Master's Guide*. The result is the amount of monetary compensation each PC receives for sale of the collection. If the PCs take only a few of the curios, reduce each character's amount by half.

### 5. QUARRY OF UNREST

*Around the corner, the tunnel opens up into a wider passage, but one that is halted abruptly by a massive wall of loose rock and stone. Standing beside the rock wall, glaring around with pupilless eyes, are nine small humanoids with dark brown skin and wiry hair, wielding picks.*

**Tactical Encounter:** H5: Quarry of Unrest (page 85).

### 6. HALL OF THE DAO (EL VARIES)

*The long, winding tunnel culminates in a rounded archway filled with an elegant beaded curtain. The sound of two deep voices in heated discussion rises above the silence.*

When the PCs come up the tunnel, two of the dao are sitting in the center of the room, bickering across a table (the one taken from area 1B, in fact). Their hetman has ordered them to assume the shape of ordinary mountain gnomes for the duration of their operation on this plane, and so that is how they appear when the characters first arrive. Although they look like gnomes, they are both speaking in Terran, so any PCs who speak gnome are likely to be both confused or curious. The DM should have the “gnomes” and PCs make opposed Listen checks. If the dao hear something in the tunnel, they immediately step away from the table and pick up their warhammers; they switch back to their normal forms if they find need to use the hammers. In either case, read or paraphrase the following once the PCs reach the beaded curtain.

*Beyond the beaded curtain lies a massive stone chamber with a domed ceiling that comes to a rounded point high above the center of the floor. The room is almost circular, measuring well over 50 feet in both depth and width. A wall of tall, red drapes curtains off the northwest quadrant of the room, and another curtain-door is visible on the east side of the chamber. Sitting at a comparatively small table in the center of the room are two gnomes, both of whom appear puzzled.*

The two dao, Agdo and Zadhim, are busy arguing over which can claim ownership of the magic table they found in area 1B when the PCs arrive. If the characters simply charge in, swords waving, the dao pick up their warhammers, change to their natural forms, and defend themselves.

#### Tactics

The dao adjust the battlefield to suit their purposes. If the creatures have time to prepare, they use *move earth*, *transmute rock to mud*, and *wall of stone* to divide opponents, create or seal off escape routes, and otherwise manipulate the combat environment to its own ends. Once such tactics are employed, however, they enjoy wading into the fray.





### Treasure

In addition to the two adamantite warhammers, an iron bucket rests in the curtained area to the northwest. This bucket is filled nearly to the top with raw gold, valued 2,000 gp, but it's all melted together into a single piece, weighing 40 pounds. Also, the table in the middle of the room (identified as the one taken from area 1B) is

able to produce the equivalent of finger foods—bread rolls, sliced meats, cheeses—upon command, up to three times per day.

### Development

If the PCs choose to speak with the dao, they are more than willing to talk. If asked, the “gnomes” lie and claim to be a splinter group from Thumbvale. They explain honestly, though, that they are here on a mining operation. If asked who their leader is, they nod to the room beyond the eastern curtain-door and gladly summon Outhmann to speak with the PCs.

Once Outhmann (in gnome form) arrives from area 7, he greets the PCs, acting pleasant and cordial. If they ask him for information, he tells them that he knows everything that goes on in this mountain, which is basically true, and he gladly provides them with any information they seek—for a price.

If they ask his terms, he points to the northern wall of area 6. If the PCs scrutinize it, they notice that a 10-foot section in the middle appears to be a different color. Outhmann explains that he erected a temporary wall there, because beyond it is the entrance to the tunnel that leads to his mining operation. He relates how his workers encountered a blasphemous shrine that nearly killed them with its energy. Due to his nature and beliefs, he says that he and his men are susceptible to the shrine's energy. If the PCs ask why, and/or refuse to cooperate until they have an answer, Outhmann sighs and shows them his true form. In either case, if the PCs agree to venture into the tunnel, find the shrine, and destroy it, Outhmann promises to tell them what they wish to know.

The truth, of course, is different. In point of fact, the dao are sharing their mine shaft with a fiendish aberration that thinks the tunnels are its home. With the help of Outhmann's would-be oracle consort, Nijhaz, the dao have brokered an “arrangement” with this being. If the dao provide the creature with food now and again, the creature allows them to work the veins of precious metals found within its tunnel. Thus, Outhmann's request that the PCs venture into the tunnel is little more than his attempt to make good on his offer to provide the foul creature with food.

It is important to note, however, that as a genie, Outhmann is bound to his word. This is an important fact if someone in the party is familiar with dao (Knowledge [arcana] DC 21). If the PCs do venture forth into the tunnel and return, Outhmann is honor-bound to hold up his end of the bargain. And true to his word, he tells

them whatever they wish to know, particularly about the other inhabitants with whom he shares the Horn. If the PCs ask a question that Outhmann is unlikely to know, the brings out Nijhaz (area 7) who knows more of the mountain's secrets. If the PCs missed the Demonomicon in Drelzna's chamber, this is an opportunity for the DM to interject hints about its whereabouts.

If the characters ask the right questions (Outhmann will answer only three), the PCs can learn information about the adventure short of the whereabouts of true nature of Tsojcanth. Outhmann knows nothing of his presence here, although he does know about Iggywilv's laboratory and how best to reach it. Or, the party might persuade Outhmann for a limited wish, instead. If the genie promised them a limited wish, he'll make good on his offer, but the characters had best choose their words carefully.

If the party manages to avoid combat with the dao and come to a nonviolent solution (such as the PCs agreeing to venture into area 8 on the dao hetman's behalf), give the characters full XP as if they defeated the dao. If the party returns from area 8 determined to slay the dao who "set them up," award only half XP for the defeat of the dao.

## 2 DAOS

## CR 7

hp 52 each (8 HD)

NE Large outsider (evil, extraplanar, earth)

*Manual of the Planes* 173

**Init** +0; **Senses** darkvision 60 ft.; Listen +2, Spot +13

**Languages** Terran, Aquan, Common; telepathy 100 ft.

**AC** 17, touch 9, flat-footed 18

**Fort** +8, **Ref** +6, **Will** +8

**Speed** 20 ft. (4 squares)

**Melee** 2 slams +13 each (1d8+6) or

**Melee** adamantite warhammer +14/+9 (1d8+9)

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

**Base Atk** +8; **Grp** +18

**Atk Options** Cleave, Improved Sunder, Power Attack; push

**Spell-Like Abilities** (CL 19th):

At will—*alter self*, *detect good*, *detect magic*, *gaseous form*, *invisibility*, *misdirection*, *passwall*, *persistent image*, *wall of stone*

3/day—*move earth*, *transmute rock to mud*

1/day—*limited wish* (up to 3 wishes, affects only nongenies)

**Abilities** Str 22, Dex 11, Con 14, Int 11, Wis 15, Cha 15

**SQ** earth mastery, *plane shift*

**Feats** Cleave, Improved Sunder, Power Attack

**Skills** Appraise +11, Craft (gemcutting) +11, Sense Motive +13, Spellcraft +9, Spot +12

**Possessions** adamantite warhammer

**Earth Mastery (Ex)** A dao gains a +1 bonus on attack rolls and damage rolls if both it and its opponent touch the ground. If an opponent is airborne or waterborne, the dao takes a -4 penalty to attack rolls and damage rolls.

**Plane Shift (Sp)** A dao can enter any of the Elemental Planes, the Astral Plane, or the Material Plane. This ability transports the genie and up to six other creatures, provided they all link hands with the dao. It is otherwise similar to the spell of the same name.

**Push (Ex)** A dao can start a bull rush maneuver without provoking attacks of opportunity. The combat modifiers presented in Earth Mastery also apply to the dao's bull rush checks.

## 7. DEN OF THE DAO HETMAN (EL VARIES)

Beyond a 9-foot curtain of multicolored veils is an oval-shaped chamber, measuring some 30 feet across. The room's true dimensions are concealed by another curtain of veils on the southern end, which bisects the room from west to east. This room feels more like an opulent tent than an underground cavern. Numerous fine cushions of varying sizes are scattered throughout, some on either of the two oversized divans dominating the center of the room. A vast, incredibly ornate rug covers every inch of the cavern floor. It is surprisingly warm in here, and the entire chamber smells of a rich, heady smoke.

This is the private living space of the dao mining operation's leader, a noble hetman named Outhmann. He shares the chamber with his advisor and consort, a female dao named Nijhaz, who rarely leaves the confines of their bedchamber (the curtained-off area in the southern half of the room).

Although the mountain's taint has affected each of the dao to some extent, it has affected none so deeply as Nijhaz, who is now mad. Ever since her arrival in the Horn, Nijhaz has been receiving what she believes to be visions—sent to her in the depths of drug-induced stupors—from the Horn itself. As such, she has grown steadily convinced that the mountain has chosen to "speak" through her, and that she has become an oracle for all the mountain's mysteries. Mad though she is, Nijhaz does possess an acute understanding of her environment, and it is primarily through her visions that Outhmann came to understand the nature of the creature lairing in the mine shaft.

When the characters arrive, both Outhmann and Nijhaz are in this chamber. If the PCs dispatched Agdo and Zadhim quickly, then Outhmann telepathically instructs his consort to wait, both invisible and in



gaseous form, while he stands in the center of the room, sword drawn and at the ready. For all his bluster, the mighty dao hetman does care for Nijhaz, and realizes that she'd likely pose little threat to any group of intruders strong enough to reach her. His last request is that she *plane shift* to safety in the event that he proves too weak to defend her.

If the PCs opted to negotiate, then they have already met Outhmann. In this event, they probably won't even have cause to enter this chamber, unless they return from area 8 feeling deceived and in search of revenge. In this event, they find him as above, standing at proud attention and awaiting their first move. If he hears sounds of combat in area 6 (Listen DC 15), he readies to cast a *wall of stone* between his first opponent and the rest of that opponent's party. In this way, he hopes to gain the benefit of one-on-one combat.

Outhmann is aware of the dao located in the Lost Caverns (area 18). He might attempt to bargain with this information, directing the PCs to this area, claiming that those dao have an even greater treasure than he does.

#### OUTHMANN

CR 10

hp 74 (11 HD)

Male dao (genie) fighter 3

NE Large outsider (evil, extraplanar, earth)

*Manual of the Planes* 173

**Init** +0; **Senses** darkvision 60 ft.; Listen +5, Spot +12

**Languages** Terran, Aquan, Common; telepathy 100 ft.

**AC** 23, touch 10, flat-footed 22

**Fort** +11, **Ref** +8, **Will** +9

**Speed** 20 ft. (4 squares)

**Melee** +2 *falchion* +19/+14/+9 (2d6+11/15–20)

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

**Base Atk** +11; **Gp** +21

**Atk Options** Cleave, Improved Sunder, Power Attack, push

**Spell-Like Abilities** (CL 19th):

At will—*alter self*, *detect good*, *detect magic*, *gaseous form*, *invisibility*, *misdirection*, *passwall*, *persistent image*, *wall of stone*

3/day—*move earth*, *transmute rock to mud*

1/day—*limited wish* (up to 3 wishes, affects only nongenies)

**Abilities** Str 22, Dex 12, Con 14, Int 11, Wis 15, Cha 15

**SQ** earth mastery, *plane shift*

**Feats** Cleave, Improved Critical (*falchion*), Improved Sunder, Power Attack, Power Critical (*falchion*)\*, Weapon Focus (*falchion*)

**Skills** Appraise +11, Craft (gem cutting) +11, Listen +5, Sense Motive +13, Spellcraft +9, Spot +12

**Possessions** combat gear plus +2 *falchion*, +2 *studded leather*, onyx amulet (500 gp value)

**Earth Mastery (Ex)** A dao gains a +1 bonus on attack rolls and damage rolls if both it and its opponent touch the ground. If an opponent is airborne or waterborne, the dao takes a –4 penalty to attack rolls and damage rolls.

**Plane Shift (Sp)** A dao can enter any of the Elemental Planes, the Astral Plane, or the Material Plane. This ability transports the genie and up to six other creatures, provided they all link hands with the dao. It is otherwise similar to the spell of the same name.

**Push (Ex)** A dao can start a bull rush maneuver without provoking attacks of opportunity. The combat modifiers presented in Earth Mastery also apply to the dao's bull rush checks.

**\*Power Critical** This feat grants Outhmann a +4 bonus on rolls made to confirm critical hits with his *falchion*.

**Nijhaz, female dao:** hp 52 (noncombatant unless forced to fight); see page 78 for statistics.

#### Treasure

In addition to the magic items carried by Outhmann, the PCs can find a small iron chest beneath the bed behind the curtain. The chest is trapped (Flesh to Stone Trap: CR 7; spell; touch trigger; no reset; spell effect [*flesh to stone*, 11th-level wizard, Fortitude DC 19 resists]; Search DC 31; Disable Device DC 31), and the only key is in Nijhaz's possession. Inside the chest are three gold ingots worth 400 gp each and a *figurine of wondrous power* (*onyx dog*).

In addition, on the nightstand by the bed rests a small hand mirror with a pearl-inlaid handle. Anyone looking into this hand mirror for more than 1 round sees his or her image blur, replaced by the scene from area 1B. If the companion mirror in area 1B has been shattered, the hand mirror displays only the holder's reflection.

#### 8. MINE SHAFT OF MADNESS

The tunnel beyond the makeshift wall is utterly lightless, and it feels substantially colder than anywhere else in the mountain. Further along, the tunnel begins to slope gently downward. The passageway seems to go on forever, deeper and deep into the mountain. Then abruptly it widens into a full-fledged chamber with a three-wheeled cart and several dirt-caked picks resting against the north wall.

Even if the party has sufficient lighting to make the journey brighter, the DM should take care to make the party's travel into the heart of the shaft as disturbing as possible. This area is the second most tainted region of the mountain, just behind the prison of Tsojcanth.



# Hollow of the Horn

To Lower Level

N

To Lower Level

Mini Mountain Detail

One Square = 10 feet

To Greater Caverns



Regardless of when the PCs last made a roll to save against gaining taint, they should do so again during their trek to the vein. Any character who fails this Will save gradually takes a point of Wisdom damage along the way, and worse yet, begins to feel moderately disoriented and even a little paranoid. If the character was already suffering from taint, a failed save also results in the character becoming shaken for as long as he remains in the tunnel. By the time such a character reaches the end of the tunnel, he appears noticeably distressed. Time also distorts in the tunnel, making the journey toward the cavern seem longer than it is.

**Tactical Encounter:** H8: Mine Shaft of Madness (page 87).

## 9. LAIR OF THE RETRIEVER

The wall slides away to reveal an enormous, pitch-black cave. With the door open, a shrill wind whistles through the cavern air, echoing below in the darkness. A ledge, some 10 feet wide, stretches along the eastern wall. Beyond the ledge, in the inky blackness, the “floor” of the cave is open space, and nearly every inch of solid ground in the room consists of rocky ledges. These terraces descend downward in the yawning abyss below.

**Tactical Encounter:** H9: Lair of the Retriever (page 88).

## 10. NESTING ROOM

Some 20 feet off the north wall of the main cave is an oval-shaped side cavern, roughly 40 feet wide and 30 feet deep. Dominating the center of the area is a large circle of debris, piled 2 or 3 feet high, composed of numerous branches, small rocks, and other miscellaneous materials. The stench of decay hangs in the air.

Iggwilv's pet spends little of its time here, despite the fact that this is its nest. As a demonic construct, it has little need for mortal comforts and prefers the safety and tactical superiority of spending its time on the ledges in area 9. Assuming the PCs have already dealt with the retriever, they face no immediate threat, and indeed, this chamber might provide a reasonably safe place to rest.

### Treasure

If the PCs take the time to search the nest, they find a small collection of valuables buried at the bottom in the center of the pile. They'll have to wade through a considerable amount of rotten refuse to find the hoard,

however, for the retriever buries the bodies along with the valuables. Among the offal, strong-stomached PCs uncover the following: 9 gemstones (3 rubies, 3 diamonds, 1 emerald, and 1 black pearl) totaling 1,800 gp in value; two ivory scroll tubes, one containing the spells *giant vermin* and *repel vermin*, each at caster level 12th, and the other containing the spells *bestow curse*, *blight*, and *enervation*, each at caster level 12th. Also in the trove are a *wand of cure moderate wounds* (17 charges) and a +2 *short sword of bloodfeeding*.

### +2 Short Sword of Bloodfeeding

**Price (Item Level):** 18,000 gp (14th)

**Body Slot:** — (held)

**Caster Level:** 7th

**Aura:** Moderate; (DC 18) necromancy

**Activation:** — and free (command)

*This weapon shines with a blood-red tint.*

Every time a bloodfeeding weapon deals damage to a living creature, it gains 1 “blood point,” which it can store for up to 1 hour. The weapon can store a maximum of 10 blood points. When a bloodfeeding weapon deals damage to a creature, the wielder can activate the weapon and spend up to 5 stored blood points. Each spent blood point deals an extra 2 points of damage. The weapon gains no blood points on that hit.

## THE HEART OF THE HORN

The PCs likely access the Heart of the Horn by means of the chasm in area 4, but they could also find their way by descending to the bottom of the retriever's lair in area 9.

The lowest level of Iggwilv's mountain complex is actually one massive cavern, carpeted with fungi of all varieties and spanning hundreds of feet in every direction. The Heart of the Horn is filled with taint and evil energy. Once the PCs arrive here, they must now make saves on an hourly basis to avoid acquiring taint, and the DC of all such saves rises to 20.

What the characters seek is Iggwilv's arcane laboratory. It is located in the center of the cavern and is difficult to miss, as it is essentially a giant stalagmite that resembles a miniature version of Iggwilv's Horn. The base of the stalagmite is 300 feet in diameter, making it large enough to encompass several chambers. The chambers can only be opened by a spellcaster, however. Like the one leading to area 3, this door opens for a

creature that has levels in a spellcasting class. Laying a hand on the surface of the stalagmite causes part of the stone to peel away, revealing the entrance door.

## 11. LABORATORY ENTRANCE

*A 10-foot section of the rock face slides back, revealing the entrance to a hallway of smooth, worked stone. The area beyond is dark, and no sound at all can be heard coming from within. Dim red light pervades the area.*

The red-tinged illumination shines down from the ceiling, though it is weaker than in previous appearances.

### Development

As soon as the PCs enter the laboratory, two rule changes go into effect. First, no transportation magic of any kind (such as *dimension door* or *teleport*) operates within the confines of the laboratory. Second, every square inch of the laboratory radiates a strong aura of various magic types, so spells such as *detect magic* are an exercise in futility.

## 12. COMPONENTS VAULT

*As the door swings wide, the room, a long, rectangular area filled with rows of silver basins and wooden shelving units, becomes visible. Numerous bottles and jars of colored glass sit on the shelves. By the looks of the silver basin nearest the door, which appears filled with teeth of varying shapes and sizes, the containers are home to materials of a corporal and grisly nature. A familiar floral odor can be detected from somewhere within the room.*

**Tactical Encounter:** H12: Components Vault (page 89).

## 13. HOLDING CELLS

*The door opens into a hallway, which stretches south. Staggered along the opposite wall at regular intervals are three iron doors, each with a circular plate of black ore embedded at roughly head height. The doors clearly open into the hall, but appear to have no locks or handles.*

This is where the Witch Queen kept captives of various kinds, be they stubborn demons or the occasional intruder. All three of the holding cells in this hall were designed to keep magically puissant outsiders under reliable lock and key, and as a result, no teleportation or

dimensional travel, such as *teleport without error* or *plane shift*, is possible either into or out of any of the cells.

Each cell door, while bereft of both handle and lock, does possess a circular sheet of opaque black stone that is embedded in the dead center, about 5-1/2 feet off the floor. If a creature possessing levels in any spellcasting class touches one of the sheets of black stone with any part of its body, the opaqueness of the stone grows transparent and permits the spellcaster an unobstructed view into the cell beyond.

In addition, any spellcaster who expends spell energy equal to at least a single 0-level spell can cause the touched door to swing open soundlessly into the hall, simply by willing the door to do so. Any spellcaster who uses the stone to scry into the cell can intuit this method of opening by succeeding on a DC 16 Spellcraft check. Characters who perform this action to open the door feel the magic well up within them before being siphoned out of their bodies, as if into the door itself.

In the days when the lab was still in use, the Witch Queen designed these cell doors to serve a double purpose; first, to prevent prisoners from escaping her prison, and second, to turn magical energy into fuel for the rest of her operation. Any magic siphoned into the lab by means of a cell door goes toward maintaining the Horn's various permanent and semipermanent magical effects. The lack of these infusions is partly responsible for the decay of Iggywilv's less resilient magical effects.

### 13A. Oversized Cell

*Beyond the cell door is a stone chamber roughly 15 feet deep and 10 feet wide, with what appears to be a long, black mattress pressed up against a far wall. The room is dark, with only the scant light from the hall to illuminate the crumpled figure lying atop the mattress. It appears humanoid, but covered as it is with a thick, moth-eaten blanket, it is difficult to make out any further details. The figure lies perfectly still, and no sound whatsoever can be heard from within the chamber.*

Back when the laboratory was still in use, Iggywilv used this cell to hold captives of larger than Medium size, such as demons. When she abandoned the Horn, she left a parting gift to any would-be intruders. The figure huddled atop the mattress is merely a lifeless vessel for one of Iggywilv's disturbing tricks. The "creature" is but a mannequin; an 8-foot collection of stitched leather and scales, stuffed with stones and other less savory materials. Clutched in its hands, however, away from the sight of those coming from the hall, is another of Iggywilv's





quasi-narcissistic idols: an obsidian statue of Iggwilv. Whenever any creature comes within 6 feet of the idol without first speaking aloud the name of "Iggwilv," the magic of the idol activates. Until activation, the idol's magic is latent and untraceable.

The effects of this activation are twofold: First, it sends an undetectable pulse of magic across the lab and into area 12, instantly awakening the tooth golem and summoning it to area 13. Second, its magical pulse causes the door to the cell to slam shut, trapping the offending intruder(s) inside. Once the door has shut by means of the idol's activation, it cannot be opened again by just touching the door's stone.

Before Iggwilv's abandonment of the Horn, the interior of this cell was a swath of antimagic. In addition, any physical blows dealt to the cell door from the inside would result in the aggressor taking an identical amount of damage. Over time, however, the magical energy has decayed. Now, any magic of a nontransportational nature might function. The DM should roll d%; on a roll of 01–50, the spell goes off as normal, while on a roll of 51–100, the spell sputters and dies. In addition, the door can now be broken down without harm to oneself.

**Iron Door:** 3 in. thick; hardness 10; hp 90; break DC 28. The door has an equivalent Strength score of 30 when slamming shut. Anyone actively trying to keep the door open can attempt an opposed Strength check. Success allows the victor to keep the door from slamming shut for 1 round, though another opposed check is required every round thereafter. Anyone standing in the door's way must make a DC 20 Reflex save when it shuts or else take 2d6+10 points of damage and be tossed into the room. A successful save negates the damage and allows the character to choose which side of the door to be on.

### Treasure

The cells hold nothing of real value aside from the idol of the Witch Queen. Once it has delivered its pulse alarm, it is without magic. A successful DC 15 Appraise check values the obsidian statue at 250 gp, though it could easily go for thrice that amount to a collector who specializes in antiques related to the Lower Planes or Iggwilv.

### 13B. and 13C. Empty Cells

These two cells, each measuring 10 feet by 10 feet, have no inhabitants and hold only a small cot along the west wall. They are otherwise similar to the room in area 13A.

## 14. ARCAN E LABORATORY

The hallway opens into a massive, oval-shaped chamber measuring some 60 feet deep, and close to 90 feet wide. The ceiling, too, expands in this area, rising domelike over the chamber to a height of some 30 feet at its apex. On the floor, radiating outward from the center of the room, is a 25-foot diameter circle, etched into the worked stone. Various arcane sigils are visible along the circle's perimeter and burned into the circle itself. Two smaller circles, 10 feet in diameter, rest on either side of the middle circle, the edges of which begin about 20 feet from the perimeter of the central circle. A few scattered tables sit pressed against the chamber walls, and a long oaken altar stands north of the central summoning circle.

Iggwilv conducted the bulk of her experiments here. The massive workspace is largely bare now except



for a few tables and empty basins, and of course, the three summoning circles etched permanently into the worked stone floor. Iggwilv cleaned the area of any residual impurities, magical or mundane, so the chamber gives off a strangely sterile feel.

From the altar, Iggwilv conducted the laboratory's affairs, whether chanting before the circles or commanding her servitors. Rising from the top of the altar is an onyx lectern, where one might place a book.

**Tactical Encounter:** H14: Arcane Laboratory (page 91).

## CONCLUDING THE ADVENTURE

To escape Iggwilv's Horn, the PCs might climb back up the chasm, returning to the surface through the way they entered. However, to expediate play, a DM can also elect to offer alternative means of exit, either providing a hidden tunnel leading out of the Heart of the Horn, or perhaps placing an underground stream that the PCs can follow back to the Velverdyva.

Technically, the adventure ends after the PCs have explored Iggwilv's laboratory, but depending on how they handled the final encounter, the end to "The Hollow

of the Horn" could well be no end at all. If they released Tsojcanth from his prison, but failed to stop him from escaping the Horn, then they are responsible for letting loose a power the likes of which hasn't been seen in the region for decades. If the PCs released the demon but made no attempt at destroying his body, he might well feel indebted to them—or at least feel as indebted as a chaotic evil demon prince can. Either way, it's entirely possible the PCs haven't seen the last of Tsojcanth.

The PCs must also consider how to deal with Iggwilv's *Demonomicon* and her homunculus.

The book, while not inherently evil, has absorbed its share of taint during its time in Iggwilv's Horn. If one of the PCs chooses to keep the book as his personal property, it could spell unforeseen consequences down the line. As for the homunculus, unless a wizard specifically researches the object, it's possible that the PCs never realize that what they've taken is the personal homunculus of Iggwilv. Those who do discover the idol's true nature are no doubt fascinated by it. Ask any wizard, and she'll tell you: Every homunculus dissolves upon the death of its master. . . .



# H5: QUARRY OF UNREST

## Encounter Level 11

Awaiting the PCs in the tunnel beyond are eight pechs; Nourvego, the pech priest; and Zousha, an eye of fear and flame. If either Nourvego or Zousha succeed on a DC 20 Listen check when the PCs enter area 4, they are ready and waiting. If the characters have already investigated area 4A, read:

*The creatures glower as one in their midst steps forward. He looks around curiously, as if searching for something unseen. Then, flames erupt in your midst.*

The irritated Zousha acts immediately by launching a fireball at the PCs. If the party has not entered area 4A, read:

*The creatures glower menacingly as one in their midst steps a little forward. He looks around curiously, as if searching for something unseen. Apparently not finding what he was looking for, the pech turns back ahead and extends a hand expectantly.*

### NOURVEGO

**hp** 52 (10 HD)  
Male pech cleric 6  
NE Small fey (earth)  
**Init** +1; **Senses** darkvision 60 ft., Listen +9, Spot +9  
**Languages** Common, Pech, Undercommon

---

**AC** 21, touch 16, flat-footed 19; **Combat Casting**, Dodge, Mobility  
**Immune** petrification  
**SR** 21  
**Fort** +7, **Ref** +8, **Will** +11

---

**Speed** 20 ft. (4 squares)  
**Melee** +1 heavy pick +11/+6 (1d4+6)  
**Base Atk** +6; **Grp** +6  
**Atk Options** Power Attack; flesh to stone  
**Combat Gear** scroll of *enervation* (CL 8th)  
**Cleric Spells Known** (CL 6th):  
3rd—*dispel magic*<sup>D</sup>, *meld into stone*, *prayer*  
2nd—*detect thoughts*<sup>D</sup> (DC 14), *hold person* (DC 14), *resist energy* (fire), *shatter* (DC 14), *silence* (DC 14)  
1st—*bane* (DC 13), *bleed*, *doom* (DC 13), *Nystul's magic aura*<sup>D</sup>, *protection from good*  
0—*detect magic* (2), *mending*, *purify food and drink*, *read magic*  
D: Domain spell. Domains: Knowledge and Magic  
**Spell-Like Abilities** (CL 11th):

3/day—*stone shape*, *stone tell*  
1/day—*wall of stone* (requires 3 pechs), *flesh to stone* (requires 7 pechs; DC 17), *stone to flesh* (requires 7 pechs)

**Abilities** Str 19, Dex 15, Con 13, Int 12, Wis 15, Cha 13  
**SQ** earth mastery, light blindness  
**Feats** Combat Casting, Dodge, Mobility, Power Attack  
**Skills** Climb +11, Craft (stonemasonry) +12, Hide +8, Knowledge (arcana) +7, Knowledge (dungeoneering) +7, Knowledge (religion) +7, Listen +9, Move Silently +8, Profession (miner) +13, Spot +9  
**Possessions** combat gear plus +1 heavy pick, ring of protection +3, spell component pouch

**Earth Mastery (Ex)** +1 on attack rolls and damage rolls if both it and its opponent touch the ground. If an opponent is airborne or waterborne, the pech suffers a –4 penalty on attack rolls and damage rolls.

**Light Blindness (Ex)** Abrupt exposure to bright light, such as sunlight or a *daylight* spell, blinds a pech for 1 round. In addition, it takes a –1 circumstance penalty on all attack rolls, saves and checks while operating in bright light.

**Skills** Pechs have a +4 racial bonus on Craft (stonemasonry) and Profession (miner) checks.

### CR 8

### ZOUSHA

### CR 8

**hp** 78 (12 HD)  
Male eye of fear and flame  
NE Medium undead  
*Book of Vile Darkness* 177  
**Init** +6; **Senses** darkvision 60 ft.; Listen +15, Spot +14  
**Languages** Abyssal, Common, Draconic, Terran, Undercommon

---

**AC** 22, touch 12, flat-footed 20; **Combat Casting**, Dodge, Mobility  
**Immune** cold, fire, undead immunities  
**Resist** half damage from piercing and slashing weapons, turn resistance +4  
**Fort** +4, **Ref** +6, **Will** +11

---

**Speed** 30 ft. (6 squares)  
**Melee** 2 claws +9 each (1d4+3)  
**Base Atk** +5; **Grp** +9  
**Atk Options** eye of flame  
**Spell-Like Abilities** (CL 15th):  
At will—*detect good*, *detect law*, *detect thoughts*, *true seeing* (divine spell)  
2/day—*ethereal jaunt*

**Abilities** Str 19, Dex 14, Con —, Int 18, Wis 17, Cha 19  
**SQ** spell deflection, undead traits  
**Feats** Combat Casting, Corrupt Spell-Like Ability\* (Eye

of Flame), Dodge, Empower Spell-Like Ability, Expertise, Improved Initiative, Mobility

**Skills** Climb +6, Concentration +14, Decipher Script +8, Hide +10, Knowledge (arcana) +14, Knowledge (history) +10, Listen +15, Move Silently +10, Spot +14

**Eye of Fear (Su)** Once per round, as a free action, an eye of fear and flame can produce an effect identical to that of a *fear* spell out of its black gem-eye. The caster level is 15th, and a DC 17 Will save negates. The save DC is Charisma-based.

**Eye of Flame (Su)** Once every 3 rounds, as a standard action, an eye of fear and flame can produce a *fireball* (Reflex DC 13 half) from its red gem-eye at caster level 15th. The save DC is Charisma-based. The *fireball* deals 10d6 points of fire damage, plus half again as much if empowered. If the *fireball* is corrupted, one-half of the total damage is unholy damage that affects even those immune to fire.

**Spell Deflection (Su)** If any sort of vision-affecting spell, such as *blindness* or *power word blind*, is cast on an eye of fear and flame, it is reflected back upon the caster (as the *spell turning* spell), who must save against the effect of his own spell.

**\*Corrupt Spell-Like Ability** This feat appears in *Book of Vile Darkness*, and allows the eye of fear and flame to add the evil descriptor to a spell-like ability, allowing that ability to transform half of any damage it deals into unholy damage. Thus, any nonevil target immune to the standard damage type associated with the attack still takes half damage. The feat allows the associated spell-like ability to be corrupted a maximum of three times per day.

## 8 PECHS

hp 18 each (4 HD)

N Small fey (earth)

**Init** +1; **Senses** darkvision 60 ft.; Listen +8, Spot +8

**Languages** Pech, Undercommon

**AC** 17, touch 12, flat-footed 15; **Dodge**

**Immune** petrification

**SR** 15

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

**Speed** 20 ft. (4 squares)

**Melee** heavy pick +7 (1d4+6)

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

**Base Atk** +2; **Grp** +2

**Atk Options** Power Attack; flesh to stone

**Spell-Like Abilities** (CL 11th):

3/day—*stone shape*, *stone tell*

1/day—*wall of stone* (requires 3 pechs), *flesh to stone*

(requires 7 pechs; DC 17), *stone to flesh* (requires 7 pechs)

**Abilities** Str 19, Dex 13, Con 13, Int 12, Wis 13, Cha 12

**SQ** earth mastery, light blindness

**Feats** Dodge, Power Attack

## CR 3

**Skills** Climb +11, Craft (stonemasonry) +12, Hide +8, Listen +8, Move Silently +8, Profession (miner) +12, Spot +8

**Earth Mastery (Ex)** See Nourvego.

**Light Blindness (Ex)** See Nourvego.

**Skills** See Nourvego.

## DEVELOPMENT

If they have not disturbed his operation before rounding the corner, Zousha uses *ethereal jaunt*, remaining nearby while Nourvego discourses with the intruders. Nourvego has been instructed to tell nobody of Zousha's search for the *Demonomicon*, and if the PCs press the matter, he demands that they leave. If the PCs threaten Nourvego, or refuse to do as he demands, Zousha responds by materializing and launching a *fireball*. At the same time, the eight pechs charge.

If the PCs are nonthreatening, and offer to compensate the mining troupe for the loss of productivity (an offering of at least 100 gp per party member), they hold off attacking long enough to parlay.

## TACTICS

Nourvego unleashes spells while the rest of the pechs engage in melee. Zousha uses his eye of flame every time it is available, trying to incinerate the enemy. He uses his eye of fear every round. He uses *fireballs* without regard for the pechs' health if it means eliminating an adversary.

## TREASURE

Among a pile of rock and debris against the southern wall, the PCs can find enough raw platinum to smelt down into a large brick valued at roughly 14,000 gp. The problem is that the gold is still in raw form, and refining it would take a rather substantial amount of work to refine. Hauling the rock out is an option, but the unrefined pile weighs nearly 2 tons.

The ore is not the only valuable item, however, for the eye of fear and flame's twin gem-eyes are worth 2,000 gp each.





# H8: MINESHAFT

## Encounter Level 10

Waiting at the end of the tunnel is an enormous gibbering mouter, fattened by its arrangement with the dao, drunk on the energy of the Horn, and driven to zealous territoriality of its home. The fiendish creature detects the PCs' approach and tries to remain undetected before lurching forward, beginning its maddening assault. When this happens, read:

*From behind comes the maddening din of many babbling voices, all screeching over one another. The source of the voices is a large fleshy form covered in mouths and eyes, like the liquefied fusion of many human faces. The nightmarish creature oozes forward eagerly.*

### THE VOICE OF MADNESS

CR 10

**hp** 150 (12 HD); **DR** 5/bludgeoning and 10/magic

Fiendish gibbering mouter

NE Large aberration (extraplanar)

*Lords of Madness* 150

**Init** +0; **Senses** darkvision 60 ft.; Listen +9, Spot +12

**Languages** Common, Gibberish

**AC** 20, touch 11, flat-footed 20

**Immune** critical hits, flanking

**Resist** cold 10, fire 10; **SR** 17

**Fort** +14, **Ref** +6, **Will** +9

**Speed** 20 ft. (4 squares); swim 20 ft.

**Melee** 6 bites +12 each (1) and  
spittle +9 (1d4 acid plus blindness)

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

**Base Atk** +9; **Grp** +17

**Atk Options** Power Attack, blood drain, gibbering, improved grab, smite good, swallow whole

**Special Actions** ground manipulation

**Abilities** Str 18, Dex 11, Con 26, Int 4, Wis 15, Cha 13

**SQ** amorphous

**Feats** Ability Focus (gibbering) Great Fortitude, Lightning Reflexes, Power Attack, Weapon Finesse

**Skills** Listen +9, Spot +12, Swim +8

**Blood Drain (Ex)** A swallowed opponent automatically takes 1d4 points of Constitution damage each round.

**Gibbering (Su)** As soon as a mouter spots something edible, it begins a constant gibbering as a free action. All creatures within a 60-foot spread must succeed on a DC 15 Will save or be affected as though by a *confusion* spell for 1d2 rounds. This is a sonic mind-

affecting compulsion effect. A creature that successfully saves cannot be affected by the same gibbering mouter's gibbering for 24 hours. The save DC is Charisma-based.

**Ground Manipulation (Su)** At will, as a standard action, a gibbering mouter can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, dirt, or the like takes 1 round, while softening stone takes 2 rounds. Anyone other than the mouter in that area must take a move action to avoid being mired (treat as being pinned).

**Improved Grab (Ex)** To use this ability, the gibbering mouter must hit with a bite attack. It can then attempt to start a grapple as a free action, without provoking attacks of opportunity.

**Smite Good (Su)** Once per day, the creature can deal an extra 12 points of damage with a normal melee attack against a good-aligned foe.

**Swallow Whole (Ex)** A gibbering mouter can attempt to engulf a grappled opponent of Medium or smaller size by making a successful grapple check. Once the victim is inside, the gibbering mouter can use its blood drain ability. A swallowed creature can cut its way out by dealing 5 points of damage to the gibbering mouter (AC 19). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A gibbering mouter's body can hold 2 Medium, 4 Small, 16 Tiny, 64 Diminutive, or 248 Fine creatures.

## TACTICS

The creature uses its size to block the cavern's entrance while using ground manipulation to make the terrain more difficult for the PCs to negotiate. It tries to swallow foes unaffected by the gibbering. The creature fights to the death.

## TREASURE

Scattered around the edge of the cave are the remains of the aberration's previous offerings, including several rotting gnomes. Someone who searches through the stinking detritus can collect a total of 19 gp, 21 sp, and 62 cp.



# H9: LAIR OF THE RETRIEVER

## Encounter Level 11

This is the lair of Iggywilv's pet retriever, still waiting here and acting on its final instructions: Kill any intruders who enter. When the PCs arrive, the retriever is on one of the highest ledges in the cave, 50 feet above the characters' heads. It attacks when they're about halfway across the room. When that happens, read:

*A few falling rocks and the sound of grating stone are all that warn of the threat from above. A dark creature with eight serrated legs scurries downward. The spiderlike creature has four bulging eyes that home in purposefully on its prey.*

### RETRIEVER

CR 11

**hp** 135 (10 HD); fast healing 5  
**CE** Huge construct (extraplanar)  
**Init** +3; **Senses** find target, darkvision 60 ft., low-light vision; Listen +0, Spot +0

**Languages** —

**AC** 21, touch 11, flat-footed 18

**Fort** +3, **Ref** +6, **Will** +3

**Speed** 50 ft. (10 squares)

**Melee** 4 claws +15 each (2d6+10) and bite +10 (1d8+5)

**Ranged** eye ray +8 touch

**Space** 15 ft.; **Reach** 10 ft.

**Base Atk** +7; **Grp** +25

**Atk Options** improved grab

**Special Actions** eye ray

**Abilities** Str 31, Dex 17, Con —, Int —, Wis 11, Cha 1

**SQ** construct traits

**Feats** —

**Skills** —

**Eye Rays (Su)** A retriever's eyes can produce four different magical rays with a range of 100 feet. Each round, it can fire one ray as a free action. A particular ray is usable only once every 4 rounds. The save DC for all rays is 18. The four eye effects are:

**Fire** Deals 12d6 points of fire damage to the target (Reflex half).

**Cold** Deals 12d6 points of cold damage to the target (Reflex half).

**Electricity** Deals 12d6 points of electricity damage to the target (Reflex half).

**Petrification** The target must succeed on a Fortitude save or turn to stone permanently.

**Improved Grab (Ex)** To use this ability, a retriever must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and grips the opponent fast in its mouth.

## TACTICS

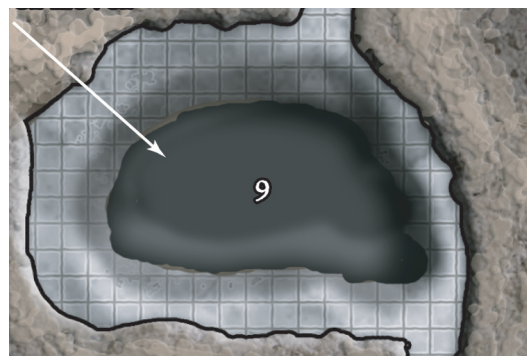
Once the PCs have moved 30 feet onto the ledges, the retriever strikes. It fires an eye ray each round at the target who appears to pose the greatest threat. The retriever uses improved grab to grapple an opponent. Once it has an adversary pinned in its mouth, it moves to the edge of the ledge where it attempts to drop the character. A dropped character tumbles down the terraces at a rate of 20 feet per round, taking 2d6 points of damage. A successful DC 15 Tumble or Climb check allows a character to come to a stop. A DC 10 Climb check is necessary to ascend back up the steps. Failure means the character makes no progress that round.

## TREASURE

The treasure the retriever collects is placed in its nest in area 10.

## DEVELOPMENT

If any intrepid PCs opt to climb (no check required) or fly the 100 feet to the bottom of this cavern, they find the ancient remains of several unfortunate individuals who fell or were tossed down into its depths by the retriever. Among those remains is 137 gp in assorted coins, some of which might be even more valuable on account of their age, at the DM's discretion. At the bottom of the cavern is a small 5-foot tunnel leading to the southwest. After about 200 feet, the tunnel connects to a large cavern (not on map; see "The Heart of the Horn").





# H12: COMPONENTS VAULT

## Encounter Level 10

This rectangular room was used to contain the raw materials of Iggwilv's lab experiments. It measures 15 feet by 30 feet, arrayed neatly with five different rows of various basins and shelves along the walls. Like the adjacent hallway, this area is lit by a red glow that activates upon entering the room.

Despite what one might expect, this room smells pleasant, though not without a noticeably unsettling undercurrent. The vault remains under a permanent magical effect that causes its contents to radiate a combined bouquet of airy sterility and fresh jasmine.

If the party has not yet tripped the alarm trap in area 13, then the large basin of teeth against the west wall still contains its apparently benign contents. However, one of the Witch Queen's most fiendish creations, the tooth golem, lurks formless in the basin of teeth, awaiting the day when intruders might rouse it from idleness by activating the trap in area 13 or disturbing the components themselves. The entire laboratory radiates magic, so the party has no reliable way of discerning the golem's presence. Simply walking through the room isn't enough to activate the golem's reformation, but making use of the Search skill is sure to set off the creature. If that happens, read:

*The bowls along the western wall containing teeth begin to rattle and stir, as if resonating with some unheard noise. Then, in a sudden cyclone of motion, the teeth and fangs rise and swirl together, forming a roughly humanoid form. Its silhouette blurs and shifts as it shambles forward. It grinds as it walks, producing ear-splitting shrieks. And no wonder, for its entire form consists of nothing but thousands upon thousands of teeth, each tumbling and scraping together as it moves.*

If the tooth golem is awakened by means of the trap in area 13, it rises from its basin at once and bursts through the door to the hall, potentially taking the PCs by surprise.

*An ear-splitting shriek is all that forewarns the sudden arrival of a toothy monstrosity. Its silhouette blurs and shifts as it shambles through the doorway. It grinds as it walks, and no wonder, for its entire form consists of nothing but thousands upon*

*thousands of teeth, each tumbling and scraping together as it moves.*

### TOOTH GOLEM

hp 56 (8 HD)

N Medium construct

Init +6; Senses darkvision 60 ft., low-light vision

Languages none

AC 20, touch 16, flat-footed 14

Immune construct immunities; DR 5/adamantine and bludgeoning

Fort +2, Ref +8, Will +2

Speed 40 ft. (8 squares)

Melee 2 slams +12 each (2d6+4/19–20/[ts]3)

Space 5 ft.; Reach 5 ft.

Base Atk +6; Grp +10

Atk Options barrage of teeth, debilitating screech

Abilities Str 18, Dex 22, Con —, Int —, Wis 11, Cha 1

SQ absorb teeth, construct traits, death throes, immunity to magic, retaliatory strike, body teeth

Feats Weapon Finesse

Skills Climb +15

**Absorb Teeth (Su)** A tooth golem can harvest teeth from downed foes or other adjacent sources, and use those teeth to repair its own wounds. It regains 1 hit point for every 20 teeth harvested, and can make use of teeth from Small, Medium, or Large creatures. The tooth golem can harvest up to 100 teeth as a single move action, up to 200 teeth as a standard action, and up to 300 teeth as a full-round action.

**Barrage of Teeth (Ex)** As a full-round action, a tooth golem can fire a roiling swarm of teeth at its foes. This takes the form of a 50-foot cone, and deals 6d6 points of piercing damage to anyone in the area (DC 14 Reflex half). The save DC is Wisdom-based.

**Body Teeth (Ex)** The tooth golem has sharp protrusions all over its body. Anyone grappling the golem takes 2d4 points of damage each round. A creature striking the golem with an unarmed or natural attack also takes 2d4 points of damage with each attack.

**Debilitating Screech (Su)** As a free action, the golem can increase the pitch of its screeching sounds. Anyone within 60 feet must succeed on a DC 14 Will save or be stunned for 1 round, and then sickened for 2d6 rounds. A character who successfully saves is immune to the debilitating screech of the tooth golem for 24 hours. The save DC is Wisdom-based.

**Death Throes (Ex)** When a tooth golem is reduced to 0 hit points, it immediately explodes in a shower of

CR 10

teeth. Everyone within 50 feet takes 12d6 points of piercing damage (Reflex DC 14 half). The save DC is Wisdom-based.

**Immunity to Magic (Ex)** A tooth golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature. Magical attacks that deal acid damage still harm the golem, but deal only half normal damage. Attacks that deal sonic damage cause the golem to be sickened for 2d6 rounds (no save).

**Retaliatory Strike (Ex)** Any attack that deals physical damage to a tooth golem causes a burst of teeth to shoot from the injury in the direction of the attacker. This takes the form of a 25-foot cone of teeth, which deals 3d6 points of damage to anyone in the area (Reflex DC 14 half). The save DC is Wisdom-based.

**Ecology:** Recently created tooth golems are white in hue, but they begin to yellow after a few months, eventually becoming a stained yellow-brown color. No natural animal willingly tracks a tooth golem. They have no possessions, and use no weapons but their own bodies. The tooth golem stands roughly 7 feet in height, and weighs around 350 pounds.

A tooth golem cannot speak, and emits only grinding and screeching noises as its component parts rub together. When it moves, the golem appears to be collapsing in the direction it steps, only to instantly regain its solidity.

**Construction:** A tooth golem's body is formed of thousands upon thousands of teeth, harvested from all manner of Small, Medium, and Large creatures. Humanoid teeth make up the majority of the golem. Additionally, the process requires numerous special unguents and alchemical materials, worth 1,000 gp, to bond the teeth together. Assembling the body requires a DC 15 Heal check.

CL 10th; Craft Construct, *bull's strength*, *animate dead*, *geas/quest*, *limited wish*, *telekinesis*, caster must be at least 10th level; Price 37,000 gp; Cost 20,250 gp + 1,440 XP.

## TACTICS

The golem endeavors to remain more or less in the doorway; not merely to gain tactical benefit, but to stay within 1 square of its basin of teeth as well. By doing so, it takes advantage of its ability to heal itself by means of absorbing loose teeth and adding them to its own body mass. Beyond its own corpus of teeth, the tooth golem has access to about 1,000 additional teeth in the basin, thereby allowing it to heal as many as 50 hit points over the course of the encounter.

Like most constructs, tooth golems are unintelligent and therefore lack any real sense of tactics. They follow orders, attempting to shred their foes in a fast, direct manner. They use their debilitating screech and barrage of teeth abilities when closing, but once engaged in melee rarely do anything other than hammer at foes.

## TREASURE

The contents of this room are perhaps most valuable to wizards, who can find here the material components necessary to cast just about any spell they know (though not necessarily multiple times each). The vault holds multiple specimens of the common components, as well as many rare specimens. An exhaustive search of the room, followed by careful appraisal and inventory of all its valuable contents, yields 2,500 gp in small gems (50 gems total) and powdered diamond and opal dust worth 5,000 gp. In addition, spellcasters can find the components necessary to cast any spell they know, as long as it's described in the *Player's Handbook*. Although the vault did indeed contain smaller, living components at one point in time, they all died not long after the stasis that preserved them began to wane. Finally, among these material components can be found a thin sheet of amethyst inside a leather pouch. This is actually one of the missing lenses of *Daoud's Wondrous Lanthorn*; see area 20 of the Greater Caverns.





# H14: ARCAN E LABORATORY

## Encounter Level 11 and 14

The only significant events that occur in this room happen if the *Demonomicon* is placed on the lectern. If this occurs, all three of the golden clasps on the book instantly pop free, thereby allowing the book to be opened.

However, once the seal of the book is broken, its undead guardian awakens. When that happens, read:

*Spectral tendrils rise from the floor, reaching for mortal flesh. Following their motion comes a dark ephemeral form in robes, featureless except for a pair of crimson eyes, which give off a sinister glow.*

### DREAD WRAITH

CR 11

hp 104 (16 HD)

LE Large undead (incorporeal)

Init +13; Senses darkvision 60 ft., lifesense 60 ft.; Listen +25, Spot +25

Aura unnatural

Languages Common, Infernal

AC 25, touch 25, flat-footed 16; Dodge, Mobility

Weakness daylight powerlessness

Fort +5, Ref +14, Will +14

Speed fly 60 ft. (good) (12 squares)

Melee incorporeal touch +16 (2d6 plus 1d8 Constitution drain)

Space 10 ft.; Reach 10 ft.

Base Atk +8; Grp —

Atk Options Blind-Fight, Combat Reflexes, Spring Attack

Special Actions create spawn

Abilities Str —, Dex 28, Con —, Int 17, Wis 18, Cha 24

SQ daylight powerlessness, incorporeal traits, undead traits

Feats Blind-Fight, Combat Reflexes, Dodge, Improved Natural Attack (incorporeal touch), Mobility, Spring Attack, Alertness, Improved Initiative

Skills Diplomacy +9, Hide +24, Intimidate +26, Knowledge (religion) +22, Listen +25, Search +22, Sense Motive +23, Spot +25, Survival +4

**Constitution Drain (Su)** Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 25 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

**Create Spawn (Su)** Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. These spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

**Daylight Powerlessness (Ex)** Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

**Lifesense (Su)** A dread wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast *deathwatch*.

**Unnatural Aura (Su)** Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

## TACTICS

This large wraith is one of Iggwilv's gifts left behind to anyone who might trespass upon her chamber. Incorporeal and unseen, the wraith takes a moment to evaluate the party and then attacks from the floor, attempting to use surprise and cover to its advantage. It continues attacking from cover, striking with Spring Attack and then retreating.

## DEVELOPMENT

If the PCs open the cover of the book, they find a single phrase scrawled in faintly glowing ink on the inside cover. The phrase is written in an arcane form of Abyssal, thereby allowing those who can read magic to parse out its sound, if not its meaning, even if they do not speak or understand Abyssal. Those who do speak Abyssal, of course, need no magical expertise to understand the phrase, which translates roughly to "little deceiver." Anyone who speaks the Abyssal phrase aloud—whether or not they understand it—while standing at the podium causes the runes of central summoning circle to illuminate and a figure to materialize in the center. When that happens, refer to the next page and read aloud the indicated text.

## THE PRINCE OF DECEPTION

*A bubble of force glistens over the central summoning circle. Then, materializing from somewhere unseen, an elderly human male clad in plain white robes appears. He sits lotus-style, and although his face is haggard and his beard long and unkempt, his expression is nonetheless serene. He opens his eyes, revealing sparkling blue irises. With a warm smile and calm voice, he says, "Hello, I am Tsojcanth."*

This is Tsojcanth, the demon prince of deception, in his favored guise—the mortal wizard who aided in the thwarting Tharizdun so long ago.

As one might expect, the demon's primary goal is to be free of his mountain prison, and he does whatever is necessary to ensure this result. He cannot cast spells or use spell-like abilities while he remains bound to Iggitwil's purpose, and the only way for him to break free of both the curse and the bubble that contains him is for the PCs to use the *Demonomicon* to free him. And for this to happen, he must convince them that this is something they would want. Until the bubble is eliminated, he is powerless to affect the PCs in any way, and vice versa.

If the PCs take time to peruse the book, they eventually uncover a section discussing a mystical means of plugging a "rift between worlds" by anchoring the essence of a "powerful outsider" to the rift's source. If asked to explain this reference, Tsojcanth admits that this was the purpose behind his imprisonment, but claims that he is not an outsider and that Iggitwil "settled" for him because he was a powerful wizard of whom she wanted to dispose. Whether or not they believe him, when all is said and done, the PCs find themselves facing some choices:

Using the incantations found within the *Demonomicon*, the PCs could free Tsojcanth of his prison. These incantations are specific passages of text, not actual spells. Reciting the text frees the demon prince on the world. Any practiced spellcaster can use the book to bind the demon to his word, however, and if the characters suspect that he'll cause trouble upon his release, they can try to make him swear an oath that he'll return to the Abyss (or anywhere else) as soon as he is freed. Deceptive as he is, Tsojcanth cannot outwit the power that binds him to his word, though he can subvert its spirit, depending on how the characters word the oath.

Careful inspection of the verses found within the book reveal that the rift in question is likely to repair itself over time, especially if it is plugged in the interim,

which it has been. If the book is right, then sending the living plug back through the rift—after sufficient time has passed—should be enough to reduce the rift to a negligible leak. To do this, however, they must destroy the outsider's physical form on this plane. And to do that, they must invoke a separate, self-contained incantation to remove just the bubble in which he is contained. The room is still proofed against transportation magic, but this does not prevent Tsojcanth from using the rest of his abilities if he is freed.

The characters can always leave Tsojcanth there, just as they found him. Doing so is risky, however, for the magic that holds him could break down, just as the Horn's other magic has. If the PCs seriously consider leaving Tsojcanth, the demon grows panicked. He claims that his imprisonment is killing him, and that leaving him here would be tantamount to murder. In the event that they don't care, he eventually volunteers the information provided above: that if they make him swear an oath as a condition of his release, he must abide by it. What he won't reveal is that they have to use the incantation in the book to enforce the bond. Similarly, he also offers to reward them, though he has no treasure at the moment. Tsojcanth will not exchange one form of slavery for another, however, and would rather take his chances in the bubble than be under the heel of a mortal again.

As noted under his statistics below, Tsojcanth is largely immune to divination magic of any kind. Even innate powers, such as a paladin's detect evil ability, are ineffective. If asked to explain this, Tsojcanth blames the magic holding him prisoner.

The following statistics for Tsojcanth present the demon prince in his weakened state, but also reveal just how powerful Tsojcanth can become if he is freed from his imprisonment and allowed to regain his full strength.

*The image of the kindly old man shimmers briefly, like desert heat, and then winks out of existence, revealing a creature that resembles something out of a nightmare. The form is human in aspect but stands over 9 feet tall, with leathery skin the color of mottled ash. A serpentine tail extends from a knot of muscle at the base of the creature's spine, tipped with a two-pronged barb that drips a faintly glowing ichor. The form's wiry limbs gradually darken in hue, ending in spindly talons that appear as though covered in slick pitch. Its eyes, which have no discernible irises, are equally black, as is the steaming tongue that snakes out from between its teeth.*



## Tsojcanth

CR 14

hp 150 (12 HD); DR 10/good

CE Large outsider (chaotic, evil, extraplanar, tanar'ri)

Init +4; Senses darkvision 60 ft., scent; Listen +18, Spot +18

Languages Abyssal, Celestial, Common, Draconic, Dwarven, Elven, Infernal, Undercommon; telepathy 100 ft.

AC 26, touch 13, flat-footed 21; Dodge

Immune electricity, poison

Resist acid 10, cold 10, fire 10; SR 24

Fort +16, Ref +12, Will +14

Speed 30 ft. (6 squares), fly 60 ft. (good)

Melee tail sting +18 (1d8+7 plus poison) and

2 claws +16 each (1d8+3) and

tongue lash +16 touch (1d4 acid plus *bestow curse*) or

Melee tail slap +18 (2d8+7) and

2 claws +16 each (1d8+3) and

tongue lash +16 touch (1d4 acid plus *bestow curse*)

Space 10 ft.; Reach 10 ft.

Base Atk +12; Grp +23

Atk Options Cleave, Power Attack; constrict, improved grab, tongue lash

Spell-Like Abilities (CL 18th):

At will—*bestow curse* (DC 21), *detect good*, *detect law*, *detect magic*, *glibness*, *greater teleport* (self plus 50 lb. of objects only; not active), *persistent image*, *polymorph*, *suggestion* (DC 20), *tongues*, *true seeing*, *unholy aura* (DC 25)

3/day—*charm monster* (DC 21), *slow* (DC 20)

Abilities Str 24, Dex 18, Con 26, Int 25, Wis 22, Cha 25

SQ inscrutable aura, mask of lies

Feats Cleave, Dodge, Multiattack, Power Attack, Quickened Spell-Like Ability (*persistent image*)

Skills Appraise +16, Balance +15, Bluff +27, Concentration +22, Diplomacy +19, Hide +16, Knowledge (arcana) +20, Knowledge (dungeoneering) +16, Knowledge (history) +20, Knowledge (nature) +18, Knowledge (the planes) +20, Knowledge (religion) +20, Listen +18, Move Silently +16, Sense Motive +26, Spellcraft +19, Spot +18, Survival +18, Tumble +15

Advancement 13–24 HD (Large)\*

\*This statistics block represents Tsojcanth's statistics in his current, weakened state. Were he to regain his full strength, he would be substantially more challenging (CR 28). Even though he is a unique creature, an advancement range is given to allow the DM to advance Tsojcanth as appropriate. Tsojcanth is a skilled illusionist (18th level) in his normal state, and should gain wizard levels in addition to Hit Dice over the course of the advancement.

**Constrict (Ex)** Tsojcanth deals 2d8+10 points of damage on a successful grapple check. The constricted creature must succeed on a DC 23 Fortitude save or lose consciousness for as long as it remains in his

grip and for 1d3 rounds thereafter. The save DC is Strength-based.

**Improved Grab (Ex)** To use this ability, Tsojcanth must hit with his tail slap attack. He can then attempt to start a grapple as a free action without provoking attacks of opportunity. If he succeeds on the grapple check, he can either constrict or sting (but not both in the same round).

**Poison (Ex)** If Tsojcanth hits with his tail sting attack, the target must succeed on a DC 24 Fortitude save or else take 1d4 points of ability damage. The poison has no secondary damage, but Tsojcanth can elect which ability will be affected by the poison at the time of each attack, and can choose to damage any of the six standard abilities. The save DC is Constitution-based.

**Tongue Lash (Ex/Su)** Once per round, as a free action, Tsojcanth can whip his long, black tongue at any opponent within melee range. If he succeeds on a melee touch attack, the tongue deals 1d4 points of acid damage and the target must succeed on a DC 23 Will save or be affected as if by a *bestow curse* spell. Regardless of whether this save is made, creatures cannot be targeted by this ability more than once in any 24-hour period, though they can still take the acid damage from subsequent tongue lashings. The save DC is Charisma-based.

**Inscrutable Aura (Ex)** Divination magic (such as *detect evil* or *discern lies*) is ineffective against Tsojcanth. Whenever such magic is employed upon him, the results always prove inconclusive, as though he were himself a magical "dead zone."

**Mask of Lies (Ex)** Tsojcanth is gifted with the extraordinary ability to appear as any humanoid creature he's ever seen with his own eyes. Once he has seen an example of a particular race, he needn't emulate that exact individual when subsequently assuming the appearance of that race. Even the mystical containment bubble in which Tsojcanth is trapped does not prevent him from using this ability. However, Tsojcanth cannot attack with his claw or tail attacks unless those body parts are also manifested. He can alter himself as a free action, but he cannot make himself appear smaller than half or larger than twice his actual size.

**Skills** Tsojcanth has a +8 bonus on Bluff and Sense Motive checks.

Many mortals know the name of Tsojcanth, but few know the true nature of the entity to whom that name belongs. If the legends hold true, Tsojcanth is the product of the unholy union between the demon lord Fraz-Urb'luu and the witch, Vilhara, the first to ever uncover Fraz-Urb'luu's True Name. According to the story, Fraz-Urb'luu was so smitten by the witch's wiles and arcane competence that he returned with her to the Abyss, where she bore him a

son. Although the boy's father gave him his demon name, it was his mother who first referred to him as "tsoj-canth," meaning "little deceiver" in her people's tongue. This was due to the fact that even as an infant, the demon-child demonstrated his father's boundless love of and innate aptitude for deceit.

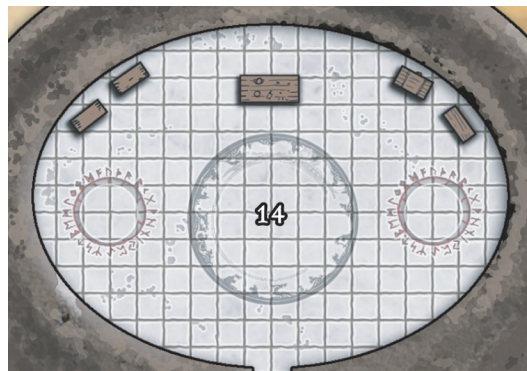
Before long, however, the little deceiver would reveal how much he had also inherited from his mother. From his cradle, the child would evoke phantasms so real that even other demons were fooled. When the boy reached adulthood, he left the Abyss bound for the Material Plane, planning to explore the other half of his heritage. In an ironic twist of fate, Tsojcanth would ultimately be undone by another wily witch with an aptitude for uncovering True Names—Iggwilv, the Witch Queen.

Tsojcanth feels more at home in the guise of others than in his natural form, which makes him feel exposed. And yet he readily switches back to his natural form to gain any advantage.

Tsojcanth can communicate telepathically with any creature that has a language, but he prefers to speak and show off his command of the languages he has mastered.

## TACTICS

If given freedom, Tsojcanth makes the best of use of his native abilities, particularly his poison tail and spell-like abilities. He flies in the air to avoid being flanked. If the battle goes against him, he attempts to fly down the shaft and into the massive cavern, where he polymorphs into a bat and makes his getaway.



C.A. Suleiman started playing DUNGEONS & DRAGONS well before the age of 10 (despite the warnings on all those 1st Edition books), and has authored, coauthored, and developed scores of roleplaying supplements for various systems and companies in the years since. He founded Lion's Den Press ([www.lionsdenpress.com](http://www.lionsdenpress.com)) with his Heroes of Horror coauthor Ari Marmell, and is the creator of the Hamunaptra campaign setting. This is his first adventure for Wizards of the Coast, and he's delighted to be answering the age-old question, "Tsojcanth who?"