

DUNGEONS & DRAGONS®

AN ADVENTURE FOR CHARACTERS OF LEVELS 1-6

The SHATTERED GATES OF SLAUGHTERGAROE™

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DUNGEONS
&
DRAGONS

The SHATTERED GATES OF SLAUGHTERGARDEN

Player's Guide

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Introduction

You're about to embark on a journey full of danger and excitement, intrigue and challenge—a journey to the Shattered Gates of Slaughtergarde! You'll face off against sinister foes from rampaging dragons to calculating demons. As part of a close-knit team of adventurers, you'll grow in power and knowledge. And you'll earn glory and acclaim, as well as piles of treasure.

But to do all that, you need a character. That's where this book comes in. This *Player's Guide* is a link between the D&D rules and the adventure you're about to undertake. Here you can find all sorts of advice on how to make a memorable character who can survive the rigors of Slaughtergarde and emerge victorious.

Once the adventure has started, you'll still find the *Player's Guide* useful. Your character can acquire some of the magic items detailed in this book. In time, your PC might ally with one or both of the organizations detailed here—the Luminous Order and the Ebon Cabal. The *Player's Guide* tells you the benefits of that affiliation, including prestige classes available only to members of one of these groups.

Share the *Player's Guide* around the table as you undertake the adventure. That's what it's designed for. Refer to it as often as you wish—the knowledge in this book might save your character's life!

CREATING A CHARACTER

You and your friends begin your adventures in the Valley of Obelisks, a rugged land on the frontier of civilization. As you generate a new 1st-level character, consider the following points.

The Valley of Obelisks is a big place. Even a fast rider would take days to travel its length by road. Thus, nearly any character you can imagine can be from here. Don't be shy about trying an unusual combination of class and race, or a type of character new to you.

Your Dungeon Master has all sorts of adventure materials, but they require a reasonably cohesive cast of characters to spring to life. Discuss with your friends what kind of character you're making. That way, you make sure you've got the basics covered—someone who can heal, someone who can fight, someone who is skilled with arcane magic, and someone who can deal with traps. Ideas that your friends have for their characters might inspire you.

Another way you can make the DM's life easier is by inventing some sort of social connection between your character and at least one other PC. Doing so provides a reason your characters are together, and it helps make sure that everyone makes characters that work with one another. You don't have to play a character who's best friends with everyone else, of course, but D&D is a cooperative game, so you shouldn't play a complete misanthrope either.

Root your character in the world—or at least plant some seeds that can grow roots in time. You should be able to pick a community in the Valley of Obelisks that your character

calls home, and you should know the basics of how your character grew up, whether living relatives exist, and so on. You don't have to have a detailed history unless you want to. In fact, it's often convenient to leave some parts of the story blank initially, so you can fill them in later with details that connect to the ongoing campaign. In any case, you should be able to talk about your character in a way that doesn't rely on race, class, and level.

RACES OF THE VALLEY

Most communities in the Valley of Obelisks are welcoming to residents of all races, but some naturally attract more of one race than another. Others are the historical home of a specific race.

When you choose a race, you don't necessarily have to be from one of the communities described in that race's section. You can pick a different settlement, declare that you're from a small hamlet or thorp that isn't shown on the map, or even decide that you want to play a visitor from a far-off land.

Dwarf: Few of the valley's dwarves are farmers. Instead, they are artisans in urban centers or miners up in the foothills and mountains.

Communities: Dwarves dominate the town of Krokarr and the surrounding Sardarian Hills. Recently, a dwarf clan has moved to Hemyulak, where its members are scouting the nearby mountains for ore.

Elf: The elves of the valley call its many forests home. Elves spend their time tending the great trees, hunting, gathering rare herbs, and perfecting wizardry.

Communities: Built among the trees of the Oakwood, the town of Shul Shennek is the largest cluster of elves in the valley. Shul Vaath in the Vaathwood runs a close second. Both the Oakwood and the Vaathwood have smaller elf hamlets as well. Elf communities are more sporadic in the other forests, and no elves live in the Forest of Turlek. Werewolves wiped them all out.

Gnome: Gnomes in the valley keep to their own, living quietly in thorps burrowed into the hills and rolling pastures that characterize the central part of the valley. Many are shepherds or vegetable farmers.

Communities: Gnomes have a significant presence in Riverbend, and the Riverbend Carnival is justly famous for its skilled, entertaining gnomes.

Half-Elf: Half-elves have a reputation as diplomats and shrewd bargainers, so many gravitate to the merchant trades or other jobs requiring travel.

Communities: Those half-elves of the Valley of Obelisks who live with elves are usually found in Shul Shennek. These individuals are treated as full-blooded elves in the community, set apart from the others only by their short life spans. Since the elves of Shul Vaath disdain outsiders, half-elves are rare among them. Half-elves who live with their human kin are usually residents of large settlements such as Sumberton.

Half-Orc: Full-blooded orcs once comprised the majority of the barbarian tribes roaming the fringes of the valley, but they began mixing with humans long ago. Many of

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these tribes are now made up entirely of half-orcs. A few such tribes wander the fringes of the Valley of Obelisks, hunting and gathering when they can, and raiding nearby settlements when they must.

Communities: The mountains north of the Valley of Obelisks and the headwaters of the Marrilach River are the territory of the two largest half-orc tribes.

Halfling: The Marrilach River that runs through the heart of the valley also runs through the heart of every halfling, it is said. The vast majority of halflings lives and works within a few miles of the river, many on the riverboats that carry goods back and forth between the Valley of Obelisks and the rest of the world.

Communities: Three halfling clans are particularly common in the valley. The Marktunsel halflings are historically from Sumberton; Lukrimar Keep is home to the Hundivarst clan; and the Faminestri clan is from Jewelford. Halflings from all three clans, as well as a scattering of "extended family" from other clans, live anywhere within sight of the Marrilach River.

Human: The dominant race of the Valley of Obelisks, humans built the roads and erected the settlements where most of the valley's residents live. Human farmers make up the preponderance of the valley's common folk.

Communities: The city of Sumberton is the largest settlement in the Valley of Obelisks, and nearly half of its population is human. Jewelford is another town that has a large human population, and many of the smaller villages and hamlets such as Dondurran, Tulvercross, and Silvermont have a human majority.

CLASSES OF THE VALLEY

It isn't hard to justify the presence of any class within the communities of the Valley of Obelisks. Some classes naturally gravitate to certain occupations and locations.

Barbarian

The settled lands of the Valley of Obelisks have few native barbarians. Some tribes wander along the northern periphery or the headwaters of the Marrilach River.

Occupations: Barbarians who come to the valley find work as caravan guards or soldiers, or as bandits who fight caravan guards and soldiers.

Character Concepts

- The berserker who glares at everyone and lets an axe do the talking.
- The exotic hunter-gatherer who's curious but naïve about civilization.
- The survivor who lived through a massacre or disaster that wiped out the tribe.

Bard

The art of song is particularly esteemed in the Valley of Obelisks. Performers are common, but only the best can call themselves bards.

Occupations: Every bard needs an audience, so the natural tendency is for bards to gravitate to larger cities such as

Sumberton and Jewelford. The gnomes of Riverbend produce a number of bards as well, many of whom learn their craft in the traveling Riverbend Carnival.

Character Concepts

- The tale-spinner who's eager to hit the road, perform heroic deeds, and tell stories about them.
- The fencer minstrel who wields a rapier as well as he does a mandolin.
- The dabbler who's fascinated by ancient lore, delving into crumbling ruins and long-forgotten crypts in search of secret knowledge.

Cleric

The folk of the Valley of Obelisk are cosmopolitan enough to tolerate the worship of any non-evil deity. With no single religion dominating the area, clerics of many faiths are common.

Occupations: Sumberton's Pious Way has a number of major temples and is the region's center of religious learning, so clerics commonly come from there. Every town, village, and hamlet has churches and chapels that could benefit from the presence of a cleric.

Character Concepts

- The missionary who tries to convert others by way of speech and example.
- The shepherd who guides and protects others through the trials and dangers of life.
- The zealot who takes the role of a soldier in a battle between good and evil.

Druid

While the Valley of Obelisks is known as an agricultural region, much of its land has never felt the touch of a plow. But that doesn't mean such land isn't tended, for druids watch over the valley's wild places.

Occupations: Some druids are loners, safeguarding the wilderness as best they can. The majority of druids in the valley belong to one of three orders: the Druids of the Red Rock (Andrall Forest), the Mahogany Circle (West Oakwood), and the Vaathwood Guardians (Vaathwood).

Character Concepts

- The innocent who simply wants to see all the splendors of the natural world, from the highest mountains to the deepest caverns.
- The militant who wants to protect the wilderness from the taint of evil—or the corruption of civilization.
- The mystic who seeks to better understand nature and divine magic.

Fighter

The Valley of Obelisks might be at peace, but it's far from peaceful. A strong sword arm is always an asset, and skill with a blade highly prized.

Occupations: Some fighters are soldiers in the national army, quartered in Sumberton or Castle Pendrant. Most are

members of local militias under the command of a titled lord or another member of the nobility.

Character Concepts

- The glory hound who sees each battle as a test of skill and a building block of fame.
- The soldier who's fascinated with small-unit tactics and apt to suggest techniques such as "pincer movements" and "bounding overwatch."
- The mysterious drifter who does good deeds, then wanders on in search of something—or away from something else.

Monk

Valley residents regard the martial arts as exotic, but a few understand the power such discipline offers.

Occupations: Many monks receive their training in one of Sumberton's monasteries. A few learned their art at a temple in Sekletir or in foreign lands.

Character Concepts

- The seeker who travels from place to place, finding adventure almost by accident.
- The contemplative who uses martial arts as a path to enlightenment.
- The would-be master who strives to best the champions of other fighting styles.

Paladin

Evildoers like to lurk on civilization's frontier, so who better than a paladin to make sure the Valley of Obelisks remains safe?

Occupations: The temples of Sumberton have paladin orders affiliated with them, and many paladins owe allegiance to the shrine at Sekletir.

Character Concepts

- The crusader who's a soldier with a righteous cause that nothing can stand in the way of.
- The honorable knight who tries to live a life of virtue as an example to others.
- The reformer who undertakes quest after quest in an effort to make up for some past sin.

Ranger

A ranger's place is out on the frontier, and the Valley of Obelisks offers plenty of challenges on the edge of civilization.

Occupations: Rangers are more common in the valley's smaller communities than in the big cities. Many act as hunters, guides, and scouts. The village of Hemyulak in particular is known for the rangers it produces.

Character Concepts

- The wanderer who goes wherever the path leads, always eager to see new sights.

- The guerilla who learned how to use stealth and camouflage to reach behind enemy lines, set ambushes, commit sabotage, and fade into the wilderness.
- The hunter who takes pride in stalking prey, then dispatching it quickly and cleanly.

Rogue

With so many communities and ways of life in the valley, it's easy for a rogue to make a mark or to blend in unobtrusively.

Occupations: The skills rogues possess mean that a city life best suits most of them, but some rogues are bandits or scouts in the trackless wilds.

Character Concepts

- The mischief-maker who loves to embarrass authority figures and do the impossible.
- The killer trained from childhood to slay quickly and silently.
- The deceiver who uses disguise, stealth, and other skills to act like a fantasy version of a modern spy.

Sorcerer

The raw arcane power of the sorcerer can manifest without warning, so members of this class are found throughout the Valley of Obelisks.

Occupations: A sorcerer or two can be found in most valley communities, using their spells to keep the peace, protect others, or cause trouble.

Character Concepts

- The dragon-descended who regards spells as a birthright from draconic ancestors.
- The meditator who's always trying to unlock the arcane secrets within the soul.
- The curious free spirit who uses experimentation and observation to master new spells.

Wizard

Sumberton alone is big enough to support an arcane college, so wizards are uncommon in the valley.

Occupations: Most wizards use their spells to earn a livelihood, often as members of the Scriveners Guild in Sumberton. A few live elsewhere, mostly as apprentices to hermit wizards who came to the valley to enjoy solitude.

Character Concepts

- The scholar who treats magic like a field of scientific inquiry.
- The acquirer who's always on the lookout for new spells and magic items.
- The intellectual who uses intelligence and magic to overcome physical frailty or social stigma.

The Luminous Order

As you discover the secrets of Slaughtergarde, you might meet agents of a knightly organization called the Luminous Order, which is based in a castle called the Shining Citadel. Over time, you can develop an affiliation with this group that leads to increasingly greater rewards for you—if you continue to act in an appropriate manner.

From time to time after you become affiliated with the order, the DM might tell you that your affiliation score within the Luminous Order has increased. As your affiliation score rises, you become entitled to the following rewards.

Affiliation Score	Title: Benefits and Duties
1 or lower	None.
2–4	Knight Luminous or Luminary: You are eligible for quests and can purchase spellcasting from the clerics of the order at reduced cost.
5–8	Luminary Captain: You receive a <i>Luminary tabard</i> and gain expanded access to the order's NPC spellcasters.
9 or higher	Luminary Champion: You receive one <i>weapon of the celestial host</i> (your choice). Gaining the title of Luminary champion entitles you to enter the solar channeler or serene guardian prestige class.

PLAYING A LUMINARY

When you're a Knight of the Luminous Order—also known as a Knight Luminous or a Luminary—you're always on the lookout for evil, especially hidden iniquity that might lead to greater woe down the road. The Luminous Order was created to stop a demonic invasion, so you're particularly concerned with anything that lets evil gain a foothold such as a secret demonic cult engaging in foul rites within a forest or an evil lycanthrope hidden within a community. It doesn't have to be an earth-shattering invasion from the Lower Planes. You strike at any growing evil, uprooting it before it can bear bitter fruit.

The Luminous Order places great faith in the self-reliance of its members. If it accepts you within its ranks, the order is confident that you take its mission to heart. Thus the order demands few specific duties from you. If evil shows its face, then the Luminous Order asks volunteers to vanquish that evil. But the order's leaders rarely demand that a specific agent undertake a specific mission.

The order's leadership likewise respects the lives of members beyond the Shining Citadel's walls. It's common for Knights Luminous to be away from the citadel for months at a time, even if they aren't on a specific mission for the order. Joining the Luminous Order advances your career as a hero; it doesn't constrain that career.

Combat: Clerics, fighters, and monks are the most common classes in the Luminous Order, so members' tactics vary based on their strengths. Some Knights Luminous stand toe to toe with enemies, while others hang back and cast spells. Supernatural or magical enemies are countered

by supernatural or magical responses, whether that's turning undead or using *dismissal* on fiends.

If Luminaries have a weakness, it's that given a choice between protecting their comrades and defeating a foe, they save their friends every time. Clever enemies aren't above exploiting this sense of honor to gain an advantage on the battlefield—or at least to escape.

Luminaries usually operate in small groups. On the rare occasions when a crusade calls for larger groups, those squads organize like cavalry. The leader of such a company (often a Luminary captain) commands eight to ten others, and all of them travel on light warhorses to arrive at the critical point of the battle as soon as possible.

Advancement: The Luminous Order accepts roughly a dozen new members each year. Two broad criteria are used to determine membership. First, the Luminous Order wants new knights who already have some experience battling evil, especially supernatural foes such as undead and outsiders. Second, the order looks for recruits who have skills and talents that it doesn't possess in abundance. Strong sword arms are always welcome, of course, but to impress the leaders of the Luminous Order, you should try to accomplish something that they haven't seen before.

Once you become a Knight Luminous, you have access to the Shining Citadel and the aid of powerful members of the order. You can take living quarters at the stronghold if you wish, or merely visit when you want a quest or need the order's aid.

At the Shining Citadel, the best of the best are known as Luminary champions. If you become a champion, you can start to exert some influence within the order, deciding on its overall direction, prioritizing its many concerns, and assigning quests to other Luminaries. A political role has mandatory duties, though, so don't take such a position if you don't want the responsibility.

Missions: The original purpose of the Luminous Order was to thwart a demonic invasion, should another one ever occur. That hasn't happened in all the centuries of the order's existence; in the meantime, the organization deals with the frequent outbreaks of evil and lawlessness in the Valley of Obelisks as best it can. Last year, for example, the Luminous Order's notable accomplishments included protecting refugees fleeing the dragon attack on Andrushel, breaking the gnoll siege of Kel's Rise, uncovering a group of mind flayers hiding in a temple in Jewelford, and ending Jolly Mara's vampiric reign of terror in Stump Flats.

Knights Luminous also travel into the Slaughterscar from time to time to check the undead population. Current Luminary champions believe that periodic patrols are the best way to keep the undead within the crater, rather than seeing them spill out to menace the nearby countryside and communities.

Responsibilities: The Luminous Order is understanding of its members' responsibilities to family, lord, and country. You can spend up to six months away from the Shining Citadel without arousing worry in your comrades—and longer than that if you're on order business. As long as you don't besmirch the Luminous Order's good name, and you

fight evil to the best of your ability, the order is proud to call you a member.

SERENE GUARDIAN

"You fight well, but you're about to collapse in a paroxysm of pain. See?"

—Hanoo the Blessed, serene guardian

The Luminous Order teaches its soldiers some rudimentary meditations and concentration exercises, but these are just the tip of the iceberg. Those who master the esoteric, mind-enhancing techniques of the Luminous Order have earned the right to call themselves serene guardians.

BECOMING A SERENE GUARDIAN

If you have a disciplined worldview and a certain level of combat prowess, and you have the title of Luminary champion, then becoming a serene guardian is simply a matter of devoting the necessary time to training your mind.

SERENE GUARDIAN ENTRY REQUIREMENTS

Alignment: Any lawful. The Luminous Order doesn't tolerate evil members, and evil characters aren't accepted among the order's ranks, but nevertheless a serene guardian who falls from grace keeps the powers of the serene guardian class and can still gain levels in the class.

Base Attack Bonus: +6.

Special: You must have an affiliation score of 9 or higher within the Luminous Order to become a serene guardian. If your affiliation score drops below 9 after you have become a serene guardian, you retain all class features and the ability to advance in the class.

THE SERENE GUARDIAN HIT DIE: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Resonance, painful release
2nd	+2	+3	+3	+0	Damaging release
3rd	+3	+3	+3	+1	Monk advancement or bonus feat
4th	+4	+4	+4	+1	Staggering release
5th	+5	+4	+4	+1	Greater resonance
6th	+6	+5	+5	+2	Traumatic release
7th	+7	+5	+5	+2	Immune to fear
8th	+8	+6	+6	+2	Confounding release
9th	+9	+6	+6	+3	Unclouded mind
10th	+10	+7	+7	+3	Soul release

Class Skills (2 + Int modifier per level): Balance, Climb, Concentration, Craft, Escape Artist, Hide, Intimidate, Jump, Knowledge (religion), Listen, Move Silently, Profession, Sense Motive, Spot, Swim, Tumble.



Hanoo the Blessed releases resonance

Illus. by R. Horsley

CLASS FEATURES

As a serene guardian, you deliver blows that establish a mystical resonance within your target. You also learn methods to release that resonance in ways that harm your enemies. All the following are class features of the serene guardian prestige class.

Resonance (Su): When you enter the class, you become able to establish resonance in your enemies. Whenever you deal damage to a foe two or more times in a single round, you create 1 point of resonance in that enemy. You usually need to make a full attack to create resonance, but a single attack followed by a successful attack of opportunity before your next turn also allows you to do so.

To produce an effect, you must release the resonance you have established. You can only release resonance in one target at a time. When you release resonance in a foe, all the resonance points you have created in that opponent are loosed to produce the effect you choose. The chosen effect only affects the creature from which the resonance was released. Once resonance is released, the target in which it was released returns to 0 resonance points; you have to create resonance in that enemy again before you can produce another effect against it.

At 5th level, your mastery of resonance increases. If you deal damage to a foe three times or more in a single round, you create 2 points of resonance in that opponent.

Painful Release (Su): As a swift action, you can release resonance in the form of searing pain that flows throughout your target's body. For each point of resonance released, that foe takes a -1 penalty on attack rolls and saving throws for a number of rounds equal to the number of resonance points released. This ability has no effect on creatures that are immune to extra damage from critical hits.

Damaging Release (Su): At 2nd level, you learn how to damage your foe directly with the power of resonance. As a swift action, you can release the resonance you have created within a target to deal that foe 1d6 points of damage per point of resonance released. This damage doesn't help you create resonance in the target again.

Monk Advancement or Bonus Feat: Most serene guardians were once monks, fighters, or rangers, because it's easier for such characters to damage the same enemy twice in the same round. Beginning at 3rd level, if you have levels in monk, you can count half your serene guardian levels as monk levels for calculating your flurry of blows attack bonus, Armor Class bonus, and unarmed damage. If you don't have monk levels, you can instead choose any bonus feat for which you meet the prerequisites from among the allowed fighter bonus feats (PH 38).

Staggering Release (Su): At 4th level, you learn how to slow your enemy by releasing resonance. As a swift action, you can release the resonance you have created within a target to reduce that foe's speed by 10 feet in all modes per point of resonance released. The effect lasts for a number of rounds equal to the number of resonance points released.

Traumatic Release (Su): At 6th level, your power over resonance becomes more destructive. As a swift action,

you can release the resonance within a target to deal that foe 2d6 points of damage per point of resonance released. This damage doesn't help you create resonance in the target again.

Immune to Fear (Ex): When you reach 7th level, your mind becomes so serene that fear becomes a mere abstraction. You are immune to fear, magical or otherwise.

Confounding Release (Su): At 8th level and higher, the resonance you release can befuddle the mind. As a swift action, you can release the resonance you have created within a target to affect that foe with *confusion*, as the spell. The effect lasts for a number of rounds equal to the number of resonance points released.

Unclouded Mind (Ex): At 9th level and higher, if you fail a Will save, you can make a Concentration check and use that check's result as your save result.

Soul Release (Su): At 10th level, your mastery of resonance is absolute. You can use resonance to separate your enemy's soul from his body, killing him instantly. To attempt a soul release, you must have created 1 point of resonance in your target for every 2 Hit Dice that enemy has. Then, as a swift action, you can release that resonance, forcing that foe to succeed on a Fortitude save (DC 10 + your serene guardian level + your Wis modifier) or die. This is a death effect.

PLAYING A SERENE GUARDIAN

They call you "serene" for a reason. Even when you seem overmatched, you're unflappable in a fight. Part of the reason for your cool demeanor is that you know you're quietly creating resonance for a release move.

Combat: The Luminous Order often assigns serene guardians to attack enemy leaders and powerful individual monsters. Because of the way resonance works, a serene guardian is less effective when he's constantly changing targets. Other Luminaries know that a serene guardian wants to make full attacks every round, so they often try to distract the guardian's target and otherwise keep enemies off the guardian's back.

Advancement: Being recruited into the ranks of the serene guardians requires proving yourself to the Luminous Order, then showing the existing serene guardians that you have the mental discipline to join them. Further advancement is simply a matter of unceasing practice and profound meditation.

SOLAR CHANNELER

"The energy of the cosmos courses through my veins. Are we all not witnesses to its transformative power?"

—Suthra Galadan, solar channeler

Holy warriors ready to defend the Material Plane against demonic invasion, solar channelers are effective healers and spellcasters until the situation demands melee combat. Then they become furious angels.



*Suthra Galadan
takes wing in her
solar form*

BECOMING A SOLAR CHANNELER

Good clerics and powerful paladins who have reached Luminary champion status within the Luminous Order should have no difficulty undergoing the Ritual of Feathers required to become a solar channeler.

SOLAR CHANNELER ENTRY REQUIREMENTS

Alignment: Any good.

Special: Ability to turn undead as a 6th-level cleric.

Special: You must have an affiliation score of 9 or higher within the Luminous Order to become a solar channeler. If your affiliation score drops below 9 after you have become a solar channeler, you retain all class features and the ability to advance in the class.

Special: Must participate in the Ritual of Feathers (see Advancement).

CLASS FEATURES

The solar channeler learns to channel positive energy for emergency healing and to temporarily become a powerful flying creature akin to a solar. All the following are class features of the solar channeler prestige class.

Channel Healing (Su): By expending one daily use of your ability to turn undead and channeling that energy toward a willing ally, you can cast any *cure* spell as a swift action, or you can cast a *cure* spell on a target up to 30 feet away. You can do both in the same round, but doing so expends two daily uses of your ability to turn undead.

Turn Undead (Su): You add your solar channeler level to your effective level for turning undead granted by any other class to determine your effective level for turning undead. For example, if you're a 7th-level cleric/1st-level paladin/1st-level solar channeler, you turn undead as if you were an 8th-level cleric.

Spellcasting: At every level except 1st, 5th, and 10th, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class to which you belonged before adding the solar channeler level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one divine spellcasting class before becoming a solar channeler, you must decide to which class to add each eligible solar channeler level for the purpose of determining spells per day, caster level, and spells known.

Lesser Channel Solar (Su): Beginning at 5th level, you can expend one of your daily uses of your ability to turn undead as an immediate action to transform into a powerful creature that looks like a solar (MM 12). At the beginning of each of your subsequent turns, you must use a swift action to expend one additional daily use of your ability to turn undead. If you do not or cannot do so, you return to your normal form.

While you are in solar form, your body and gear are replaced by a body and a magic greatsword like those of a solar. You become a Medium creature (if you were of a different size before), and you lose the ability to cast spells and

Illus. by R. Horsley

THE
LUMINOUS
ORDER

RCH

THE SOLAR CHANNELER HIT DIE: D8

Level	Base				Special	Spellcasting
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+2	+0	+2	Channel healing, turn undead	—
2nd	+1	+3	+0	+3	—	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	—	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	—	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	Lesser channel solar	—
6th	+4	+5	+2	+5	—	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	—	+1 level of existing divine spellcasting class
8th	+6	+6	+2	+6	—	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	—	+1 level of existing divine spellcasting class
10th	+7	+7	+3	+7	Greater channel solar	—

Class Skills (2 + Int modifier per level): Concentration, Craft, Diplomacy, Heal, Knowledge (history), Knowledge (the planes), Knowledge (religion), Profession, Spellcraft.

to use the class features of your normal form while you're in solar form (except that you can expend daily uses of your ability to turn undead in order to maintain the altered form).

For as long as you maintain solar form, you don't have access to items worn, held, or carried by your normal form, although your AC remains the same. The greatsword disappears if it leaves your grasp, but you can spend a move action to make it reappear in your hands. Your attacks, damage, and speed change as described on the following table. All other aspects of your character remain the same.

Level	Greatsword Attacks	Speed
5th	+20/+15/+10 (2d6+9/19–20)	fly 90 ft. (good)
6th	+21/+16/+11 (2d6+10/19–20)	fly 90 ft. (good)
7th	+22/+17/+12 (2d6+11/19–20)	fly 90 ft. (good)
8th	+23/+18/+13 (2d6+12/19–20)	fly 120 ft. (good)
9th	+24/+19/+14 (2d6+13/19–20)	fly 120 ft. (good)
10th	+25/+20/+15 (2d6+14/19–20)	fly 150 ft. (good)

Greater Channel Solar (Su): At 10th level, you can remain in solar form for 1 minute for each daily use of your ability to turn undead that you expend.

PLAYING A SOLAR CHANNELER

You deal with challenges the way you always have, but when combat turns for the worst, you know that you've got an angel in reserve. The Luminous Order regards its solar channelers highly—especially those who have reached 5th level or higher. Your ability to turn into a powerful angel is seen as a sign that the gods favor you.

Combat: You can't turn into an angel whenever you want, so you have to assess whether a given fight requires the assistance of your solar form. Becoming an angel is a double-edged sword, because you won't be able to heal your allies or cast other spells until you return to normal.

The Luminous Order often sends solar channelers into the Slaughterscar. Even if you can't transform into an angel, you're still remarkably effective against the undead.

Advancement: Those who meet the entry requirements and wish to do so are invited to take part in the daylong

Ritual of Feathers at the Shining Citadel. At the conclusion of this prayer-filled ceremony, an actual solar briefly appears and wordlessly touches you with its sword. From that moment forward, you find that the gates on your ability to channel positive energy have been opened. Taking on the form of a solar requires further practice and greater inner strength.

Ebon Cabal

The Luminous Order isn't the only powerful group working behind the scenes in the Valley of Obelisks. A group of ambitious schemers—wizards mostly—exists solely to accumulate more power for its members. This faction is the Ebon Cabal, based in a fortress called the Black Tower.

The Ebon Cabal isn't an evil organization, though it probably has a few evil members within its ranks. It's definitely "neutral ambitious," however, and its members have few scruples about seeking and taking what they want.

Over the course of the adventure, you might encounter the Ebon Cabal and become affiliated with the group. From time to time after you become affiliated with the group, the DM might tell you that your affiliation score within the Ebon Cabal has increased. As your affiliation score rises, you become entitled to the following rewards.

Affiliation Score	Title: Benefits and Duties
1 or lower	None.
2–4	Ebon Initiate: You are given a ceremonial black robe and is eligible for quests. An Ebon initiate can buy magic items from the wizards of the Ebon Cabal at reduced cost.
5–8	Ebon Factotum: You receive a <i>cloak of the Ebon Cabal</i> .
9 or more	Ebon Master: You receive one <i>rod of the Tower</i> (your choice), along with a diamond-studded black mask worth 500 gp. Gaining the title of Ebon master entitles you to enter the dark scholar or twisted lord prestige class.

PLAYING AN EBON CABALIST

Joining forces with the Ebon Cabal means that you speak the language of power. You're comfortable operating among the ruthless and the ambitious—and those are your *allies*. You might profess noble ideals when it suits your overall plan, and you always have an overall plan, but those ideals can be cast aside whenever doing so gets you what you desire.

Because the Ebon Cabal functions like a mutual aid society, joining it has an ironic twist. The more powerful you are, the less powerful the Ebon Cabal can make you. Further, the more power you wield, the more your fellows in the cabal ask you for aid.

Combat: Most members of the Ebon Cabal are wizards or sorcerers, so battles with them are flashy and brief. Many Ebon cabalists are accomplished conjurers; thus, they are capable in melee combat, using summoned and called creatures to do their bloodletting for them.

Not all members of the Ebon Cabal are spellcasters, however. Some cabalists use stealth and prowess at arms, suitably enhanced by nightmarish supernatural abilities, to accomplish their goals. These dark warriors are known as the twisted lords.

The Ebon Cabal has no standing levy of troops, nor does it need one. Instead, it bends the will of the local nobility to muster the soldiers it needs, using threats, promises, or enchantment spells to ensure cooperation.

Advancement: If you have some power the Ebon Cabal wants, its members come to you. After studying you from a distance, often using magical surveillance, those members decide if you would be a worthy addition to the cabal. They know better than to offer memberships to people who aren't likely to say yes.

If you accept an invitation to join the Ebon Cabal, you receive a tour of the cabal's Black Tower. You are issued black robes that you're expected to wear within the tower walls. Then members start approaching you individually, offering aid in exchange for future favors or asking for assistance in some ongoing plot.

Working with others is the only way to move ahead in the Ebon Cabal—the name of the game is mutual aid, after all. As you perform more tasks for your seniors in the cabal, you receive greater rewards. Eventually, you reach the point where you look forward to the arrival of new members: You have a few simple jobs for them to undertake.

Missions: Few tasks that Ebon cabalists undertake are actively evil, although it's common for a new member to receive requests involving questionable morality. Those who do the asking rarely pay any heed to the finer points or even the broad strokes of legality. Working for the Ebon Cabal often means working against laws and avoiding the scrutiny of established authorities.

For example, within weeks of her arrival at the Black Tower, a new member might receive the following requests and offers:

"The Sumberton Minstrels Guild has weak leadership and is primed for a takeover. I'd like your help."

"Would you like the services of an assassin anytime in the next month?"

"One of the fragments of the Baluterria Tablet is being held in a manor north of Jewelford. Let's steal it."

"It would suit my purposes if a certain army patrol near the headwaters of the Marrilach River were delayed from returning for three days."

"The great dragon Olthamaathran has reopened negotiations with us, and we need attaches capable of surviving the journey."

"I can craft powerful staffs, and I'll do so for only the cost of materials. Surely you'd like such a potent weapon?"

Responsibilities: You don't have to take every offer presented by your fellows, of course. No cabalist does. But others in the cabal always remember that you refused. Those who decline to help their black-robed comrades too often are eventually excluded from the more worthwhile plots. Members who continually spurn others might find the doors of the Black Tower shut against them one day.

DARK SCHOLAR

"What's in my spellbook is the least of your worries. I translated the Codex of the Crimson Trance. I can recite the profane Verses of Al-Vushirak. I've read the final chapter of Netherion's Grimoire, in which your doom is foretold."

—Shinsestra Fireplume, a dark scholar

Dark scholars are arcanists who have delved deeply into texts regarded as too revolutionary or too dangerous for others. Their colleagues and mentors in the Ebon Cabal have shown them forbidden lore, and that has only whetted their appetite for more.

BECOMING A DARK SCHOLAR

The path to dark scholarship is straightforward. You must be an arcane spellcaster who has mastered one or more Knowledge skills, and you must become an Ebon master in the Ebon Cabal.

DARK SCHOLAR ENTRY REQUIREMENTS

Skills: 10 ranks in Knowledge (arcana), Knowledge (history), or Knowledge (the planes). (Having 10 ranks in more than one of these skills is beneficial.)

Spellcasting: Ability to cast 4th-level arcane spells.

Special: You must have an affiliation score of 9 or higher within the Ebon Cabal to become a dark scholar. If your affiliation score drops below 9 after you have become a dark scholar, you retain all class features but you can't advance further in the class.

CLASS FEATURES

As a dark scholar, you master forbidden lore and reap the benefits of such delving. All the following are class features of the dark scholar prestige class.

Spells Per Day: At every level beyond 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class to which you belonged before

adding the dark scholar level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one arcane spellcasting class before becoming a dark scholar, you must decide to which class to add each eligible dark scholar level for the purpose of determining spells per day, caster level, and spells known.

Book Mastery (Ex): At every level but 2nd and 7th, your study results in the mastery of forbidden lore.



RCH

Shinsestra has mastered many forms of forbidden lore

Choose one book for which you meet the skill prerequisite from the following table. Remember that you gain new skill ranks before you gain class features, so as a 6th-level dark scholar you could potentially gain your 16th rank in Knowledge (history) and immediately claim mastery of the *Lexicon of the Elder Gods*.

The books of forbidden lore, the Knowledge requirement for each one, and the benefits you gain from reading them, are as follows.

Histories of the Mad Empire, Vol. II: Knowledge (history) 10 ranks; +2 insight bonus on Will saves.

Jarrathak's Trials, Annotated: Knowledge (arcana) 10 ranks; cast divination and illusion spells at +1 caster level.

Arcana of Yorrek: Knowledge (arcana) 12 ranks; +1 insight bonus on Reflex and Fortitude saves.

Verses of Al-Vushirak: Knowledge (the planes) 12 ranks; +1 to the saving throw DCs of enchantment and necromancy spells.

Book of the Stilled Tongue: Knowledge (history) 14 ranks; cast spells two or more levels lower than your maximum spell level without verbal components.

Codex of the Crimson Trance: Knowledge (arcana) 14 ranks; +4 insight bonus on Concentration checks.

Netherion's Grimoire: Knowledge (the planes) 16 ranks; use bestow curse 1/day as a spell-like ability.

The Thousand Unspeakable Names: Knowledge (arcana) 16 ranks; cast conjuration spells at +1 caster level.

Lexicon of the Elder Gods: Knowledge (history) 16 ranks; cast evocation spells at +1 caster level.

The Ascendancy Manuscript: Knowledge (the planes) 18 ranks; use divine scrolls as if you were a cleric of your arcane caster level.

Tome of Unparalleled Puissance: Knowledge (arcana) 18 ranks; 1/day, all spells you cast within a 10-minute period are at +1 caster level.

Among the Dragons: Knowledge (history) 18 ranks; age one year for every two years that pass.

Scholarly Lore: At 2nd level, you become a storehouse of information beyond the lore contained in your forbidden manuscripts. You can attempt to recall some relevant piece of information about local notable people, legendary items, or noteworthy places as a bard does by using the bardic knowledge class feature (PH 29). You add your dark scholar level and your Intelligence modifier to the lore check.

Tongues (Su): At 7th level and higher, you are continually under the effects of *tongues*, as the spell.

PLAYING A DARK SCHOLAR

You are obsessed with knowledge, but your thirst for lore has a decidedly practical mindset. If it doesn't make you more powerful, you're a lot less interested in studying it.

Your efforts for the Ebon Cabal probably involve acquiring new tomes of forbidden lore. Who knows? If you bring a tome to the Black Tower so potent that other dark scholars must study it, your influence only increases further in their debt to you.

THE DARK SCHOLAR

HIT DIE: D4

Level	Base				Special	Spellcasting
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+0	+2	Book mastery	—
2nd	+1	+0	+0	+3	Scholarly lore	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Book mastery	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Book mastery	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Book mastery	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	Book mastery	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	<i>Tongues</i>	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	Book mastery	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	Book mastery	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Book mastery	+1 level of existing arcane spellcasting class

Class Skills (2 + Int modifier per level): Concentration, Decipher Script, Gather Information, Knowledge (all skills taken individually), Profession, Speak Language, Spellcraft, Use Magic Device.

Combat: You control the battlefield the way you always have—with magic. Your spells often have a little extra kick due to your research, however. When you reach the pinnacle of your studies, you are able to perform feats of magic that no mere wizard can match.

Advancement: Dark scholars are all Ebon masters within the Ebon Cabal. Most are wizards, although intelligent sorcerers can derive great benefits from this class as well.

Resources: The books associated with this class aren't in the Black Tower's main library. You have convinced a more powerful member of the Ebon Cabal to let you read forbidden lore from a private collection. Who knows what else you might find there?

TWISTED LORD

"Do you find me repulsive? Wait 'til I have your blood all over me. Then I'll look much worse."

—Cerowain the Gaunt, twisted lord

The stealthy assassins of the Ebon Cabal, twisted lords can turn their visages fearsome at a moment's notice. They eventually learn to infuse their dirty tactics with the power of nightmare.

BECOMING A TWISTED LORD

Existing twisted lords have one word of advice for those who aspire to their position—"Don't!" But within the Ebon Cabal, the influence that the twisted lords wield is obvious. Few heed the warnings. They instead partake of twistroot from the Slaughterscar and begin the inevitable transformation into twisted lords.

TWISTED LORD ENTRY REQUIREMENTS

Skills: Bluff 9 ranks, Intimidate 5 ranks.

Special: You must have an affiliation score of 9 or higher within the Ebon Cabal to become a twisted lord. If your affiliation score drops below 9 after you have become a twisted lord, you retain all class features and the ability to advance in the class.

Special: You must ritualistically consume twistroot (see Advancement).

THE TWISTED LORD

HIT DIE: D6

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+0	+0	+2	+0	Twisted form
2nd	+1	+0	+3	+0	+1d6 sneak attack
3rd	+2	+1	+3	+1	Improved Feint
4th	+3	+1	+4	+1	Peripheral invisibility
5th	+3	+1	+4	+1	+2d6 sneak attack
6th	+4	+2	+5	+2	Improved demoralize
7th	+5	+2	+5	+2	Twist target
8th	+6	+2	+6	+2	+3d6 sneak attack
9th	+6	+3	+6	+3	Twist perceptions
10th	+7	+3	+7	+3	Twist mind

Class Skills (8 + Int modifier per level): Appraise, Balance, Bluff, Climb, Craft, Decipher Script, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information, Hide, Intimidate, Jump, Knowledge (local), Listen, Move Silently, Open Lock, Profession, Search, Sense Motive, Sleight of Hand, Spot, Swim, Tumble, Use Magic Device, Use Rope.

CLASS FEATURES

You became a twisted lord by partaking of twistroot in a ceremony supervised by your peers at the Black Tower. The first power you learn is the ability to twist your form, turning yourself into a misshapen, fearsome figure. Over time, you master the capabilities of your warped body, and you then tap into the powers of your distorted mind. All the following are class features of the twisted lord prestige class.

Twisted Form (Ex): When you enter this class, you gain the ability to adopt a twisted form by taking a move action to do so. Your face takes on a sinister, misshapen cast. Your limbs lengthen and bend, and your spine stoops. The symmetry of your body becomes a thing of the past.

While in your twisted form, you gain a +4 bonus on Bluff checks to feint in combat, a +4 bonus on Intimidate checks to demoralize an opponent, and a +4 bonus on Escape Artist checks. You take a -4 penalty on Diplomacy checks and other attempts to influence an NPC's attitude.

You can remain in your twisted form as long as you like. Many twisted lords find it more comfortable than the form they had before they partook of twistroot.

Sneak Attack: Beginning at 2nd level, you deal extra damage when you are flanking an opponent or at any time when the target would be denied its Dexterity bonus. This extra damage only applies to ranged attacks if the target is within 30 feet. See the rogue class feature (PH 50). Your sneak attack damage improves at 5th and 8th level. This extra damage stacks with sneak attack damage from other sources (such as levels in the rogue class).

Improved Feint: At 3rd level, you gain Improved Feint as a bonus feat.

Peripheral Invisibility (Su): Starting at 4th level, you can briefly become invisible if no one's staring right at you. Doing so takes only a swift action, but you can't use peripheral invisibility if anyone succeeded on a Spot check against you or attacked you in the previous round. Peripheral invisibility lasts for 1 round. Once you've used it, you must wait 1 minute before using it again.

Improved Demoralize: When you reach 6th level, your misshapen features are particularly unnerving to your enemies. You can attempt to demoralize an opponent (see Intimidate, PH 76) as a move action rather than a standard action.

Twist Target (Su): At 7th level, you develop a rudimentary ability to worm your way into an opponent's mind. If you are adjacent to a shaken foe, you can try to momentarily confuse that enemy by taking a standard action to project the force of your personality. Your target must make a Will save (DC 10 + your twisted lord level + your Cha modifier). If the save fails, that foe must make a melee attack at his highest bonus against any adjacent ally at the beginning of his next turn. After that attack, your enemy is no longer shaken. This is a mind-affecting fear effect.

Twist Perceptions (Su): At 9th level and higher, you can take a standard action to project the distortions in your body into the perceptions of an adjacent creature that is shaken. Your target must make a Will save (DC 10 + your twisted lord level + your Cha modifier). If the save fails, your opponent is stunned. After the save attempt, successful or not, your foe is no longer shaken. At the end of each of your target's turns, he can attempt another Will save to shake off the stunned condition. He remains stunned until he succeeds.

Twist Mind (Su): At 10th level, you master the ability of twisting others' minds with visions that both repulse and fascinate. If you

are adjacent to a shaken foe, by taking a standard action, you can assume control of your enemy. Your target must make a Will save (DC 10 + your twisted lord level + your Cha modifier). If the save fails, you can control your enemy's actions on subsequent rounds, taking a standard action each round to do so. At the end of each of your enemy's turns, he can attempt another Will save to shake off control. He remains under your command until he succeeds on the Will save or until you choose not to spend a standard action controlling him.

PLAYING A TWISTED LORD

You've lived through a horrifying nightmare—the initial exposure to twistroot in the ceremony that allowed you to become a twisted lord. You're comfortable in a form that others find repulsive, and you wouldn't have it any other way. You can prey on the weaknesses of others' sensibilities, taking advantage of how they instantly recoil when they see you.

You see many of your peers in the Ebon Cabal shudder when you pass, but you're more comfortable within the Black Tower's walls, where a ruthless meritocracy doesn't have room for distaste over someone's looks. Besides, you can assume your natural form whenever you need to.

Combat: How you fight as a twisted lord depends a lot on your experience. At low levels, you fight like a rogue, moving into position to use your sneak attack. In time, peripheral invisibility and Improved Feint give you new ways to deal sneak attack damage even when you aren't flanking your enemy. As you attain more levels,

you face an interesting tactical choice between using peripheral invisibility and Improved Feint to set up sneak attacks or using improved demoralize to set up your supernatural mind twists. The answer is situational. It depends on the nature of your foe and whether you're confident in your ability to demoralize him.

Advancement: Anyone who has earned the rank of Ebon master and has shown the ability to manipulate people by guile and coercion is eligible to consume twistroot from the Slaughterscar. If done in ritual fashion, twistroot ingestion turns you into a twisted lord. The process is not only painful, it's accompanied by horrifying nightmares that a few would-be twisted lords find fatally frightening.



Cerowain the Gaunt wants to know what you're looking at

The twistroot nightmares leave persistent scars on your psyche that you eventually learn to use as weapons.

As a twisted lord, you're probably in great demand as a spy and assassin. Your colleagues in the Ebon Cabal are eager to send you off on all sorts of missions involving stealth and skulduggery, and maybe even a few knives in the dark.

New Magic Items

As you explore the *Shattered Gates of Slaughtergarde*, you might come into possession of the following magic items. Some are granted through affiliation with the Luminous Order or the Ebon Cabal. Others might be in the next treasure chest you open.

LUMINARY TABARD

When you don this tabard, your spirit feels lighter and the world less threatening. You relish the thought of an evildoer trying to frighten you, for you wear the silvery emblem of the Luminous Order, against which no evil can stand.

Lore: This tabard marks its wearer as a Knight of the Luminous Order. (Knowledge [local] DC 20)

Description: A dark blue tabard, worn over the shoulders and cinched at the waist, this garment has a silver tower insignia on it and more silver embroidery at the hem. When it absorbs a fear effect, the tower glows and seems to grow slightly larger for a moment.

Activation: A *Luminary tabard* functions whenever it's worn. The absorption effect happens as an immediate action right after the save. It takes up the vest body slot.

Effect: A *Luminary tabard* grants you a +2 resistance bonus on Reflex saves. Further, whenever you succeed on a save against a fear effect, the tabard heals you of a number of points of damage equal to the caster level of the effect or the Hit Dice of the effect's creator, whichever is lower. If you encounter a persistent fear effect that requires a new saving throw every round, the healing effect of the tabard functions only the first time you succeed on the save.

Aura/Caster Level: Moderate abjuration; CL 10th.

Construction: Craft Wondrous Item, affiliation score 5 within the Luminous Order, *remove fear*, 1,500 gp, 120 XP, 3 days.

Weight: —

Price: 3,000 gp.

CLOAK OF THE EBON CABAL

This cloak, woven by the unscrupulous mages of the Ebon Cabal, is a badge of office, but it's more than ceremonial. It protects you from enemy spellcasters and provides an extra spark of vitality that might be the difference between life and death.

Lore: This cloak's border embroidery marks its wearer as a member of the Ebon Cabal. (Knowledge [local] DC 25)

Description: A series of golden runes and sigils are embroidered into the inside border of this black cloak.

Whenever you're within a quarter-mile of the Black Tower, the runes start to glow and crawl along the edge of the cape.

Activation: The effects of a *cloak of the Ebon Cabal* only last as long as you wear it.

Effect: A *cloak of the Ebon Cabal* grants you 5 temporary hit points per day that last for up to 24 hours. You also gain a +1 resistance bonus on saving throws against spells and spell-like abilities.

Aura/Caster Level: Moderate abjuration; CL 10th.

Construction: Craft Wondrous Item, affiliation score 5 within the Ebon Cabal, *dispel magic*, *bear's endurance*, 1,500 gp, 120 XP, 3 days.

Weight: 1 lb.

Price: 3,000 gp.

DRAGONRIDER SHIELD

Originally designed for knights that rode fearsome dragons into battle, a *dragonrider shield* protects you from enemy attacks and a fatal plummet.

Description: This heavy shield is made of black metal and has a primitive painting of a dragon on the face. When the shield's *feather fall* effect is active, the shield seems to fold down the middle and flex back and forth in an imitation of flight. When you reach the ground, the shield returns to its normal shape.

Activation: You receive the protective benefits of the shield whenever it's strapped to your forearm. The *feather fall* effect functions as an immediate action whenever you start falling—you don't have to do anything to activate it.

Effect: A *dragonrider shield* is a +1 heavy steel shield that absorbs 5 points of energy damage per attack. The type of energy absorbed depends on the dragon depicted on the front—red for fire, blue for electricity, white for cold, or green for acid. In addition, the shield can produce a *feather fall* effect on you once per day.

Aura/Caster Level: Faint abjuration; CL 5th.

Construction: Craft Magic Arms and Armor, *resist energy*, *feather fall*, 3,250 gp, 260 XP, 7 days.

Weight: 15 lb.

Price: 7,500 gp.

FERAL BRACERS

Common items among druids of the Valley of Obelisks, *feral bracers* are tied to the spirit of a specific kind of animal. They make you tougher while you're in that animal's form.

Description: These bracers are usually fashioned from the hide of a predator, with wolf skin and bear skin being common materials. Teeth or claws dangle from the edge of the bracers closest to the wrists. Each set of *feral bracers* is attuned to a specific kind of animal such as a dire wolf or a tiger.

Prerequisite: The magic of *feral bracers* functions only for someone who can transform into an animal, whether by using wild shape or some other shapechanging magic or ability.

Activation: *Feral bracers* function whenever worn. They retain their attunement when taken off.

Effect: When you don *feral bracers*, choose one animal whose form you can take. Whenever you take that shape, you gain 1 temporary hit point per character level. The temporary hit points persist as long as you retain that form. Further, the hairs on the *feral bracers* stand on end when you are within 60 feet an animal of the kind the bracers are attuned to.

You can change the animal that the *feral bracers* are attuned to by meditating for 1 hour in the proximity of a living example of that animal. Doing so erases any previous attunement and connects the bracers to the spirit of the new kind of animal.

Aura/Caster Level: Moderate transmutation; CL 7th.

Construction: Craft Wondrous Item, creator must be a druid, *reincarnate*, 1,250 gp, 100 XP, 3 days.

Variants: The greater version of these bracers grants 2 temporary hit points per character level and costs 10,000 gp.

Weight: 1 lb.

Price: 2,500 gp.

ROD OF THE TOWER

The Ebon Cabal prizes versatility, and thus the weapons granted to Ebon masters are an expression of that trait. Each one provides a weapon or shield at the touch of a button, plus a few spells useful in a tight situation.

Lore: This distinctive rod marks its wearer as a member of the Ebon Cabal. (Knowledge [local] DC 25)

Description: Each *rod of the Tower* is a metal cylinder about 6 inches long and 2 inches thick. One end has an embossed sigil depicting a hand—the sort of raised symbol one would use to apply a wax seal. Along the length of the rod are three metal buttons.

Whenever a button is pressed, it emits a brief buzz, then a click. A button stays in once pressed, but pushing one button makes any other depressed button pop back up.

Activation: Pushing a button is equivalent to drawing a weapon (thus a move action for most characters). Button one causes a weapon or shield to spring forth, with the rod forming the handle. Buttons two and three have different effects, depending on the specific kind of *rod of the Tower* you have. Only one function of a *rod of the Tower* is active at a given time. The weapon disappears if you activate a spell effect, for example. A spell effect created by the rod ends if you activate the weapon or the other spell.

Button one functions whenever you press it, but buttons two and three are only usable once per day.

Effect: The specific powers of a given *rod of the Tower* vary depending on its type. Each type has a distinctive embossed sigil on one end.

Rod Sigil	Button One	Button Two	Button Three
Pointing finger	+1 dagger	scorching ray	burning hands
Closed fist	+1 short sword	spider climb	expeditious retreat
Open palm	+1 buckler	invisibility	obscuring mist
Fingers spread	+1 spear	scare	ray of enfeeblement

Aura/Caster Level: Faint evocation (pointing finger), faint transmutation (closed fist), faint illusion (open palm), faint necromancy (fingers spread); CL 5th.

Construction: Craft Rod, affiliation score 9 with the Ebon Cabal, any spells cast by the specific rod, 3,500 gp, 280 XP, 7 days.

Weight: 5 lb.

Price: 7,000 gp.

WEAPON OF THE CELESTIAL HOST

These weapons, issued to soldiers at the Battle of Slaughtergarde, await new champions to claim them from the Shining Citadel's arsenal. They offer magical enhancement to both your offense and defense.

Lore: The distinctive feathery filigree on this weapon marks its wearer as a Knight of the Luminous Order. (Knowledge [local] DC 20)

Description: These weapons, all two-handed melee weapons, have featherlike decorations on them. All *weapons of the celestial host* glow when wielded. They also cast a directional beam of light at your command (as described below).

Prerequisite: The magic of a *weapon of the celestial host* goes dormant if an evil creature wields it, rendering it merely a masterwork weapon.

Activation: The weapon's enhancement and shield bonuses function whenever it is wielded. As a free action, you can make your *weapon of the celestial host* emit a beam of light. The beam remains until you take another free action to turn it off.

Effect: A *weapon of the celestial host* provides a +1 enhancement bonus on attack rolls and damage rolls. Furthermore, it grants you a +1 shield bonus to Armor Class.

The beam of light emitted by a *weapon of the celestial host* is equivalent to a bullseye lantern (PH 126).

Aura/Caster Level: Faint transmutation; CL 5th.

Construction: Craft Magic Arms and Armor, creator can't be evil, *shield*, 2,000 gp, 160 XP, 4 days.

Weight: Varies, depending on the weapon.

Price: 4,000 gp plus the cost of a masterwork two-handed melee weapon.



DUNGEONS
&
DRAGONS

The SHATTERED GATES OF SLAUGHTERGARDENTM

Campaign Guide

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INTRODUCTION

Centuries ago, an army of angels and good folk defeated the forces of darkness and disorder, blowing apart their fortress-mountain of Slaughtergarde and casting it back into the Infinite Layers of the Abyss. Another demonic invasion of the world had been halted, another dam raised against the tide of evil.

But a few fragments of Slaughtergarde never made it back to the Abyss; they were instead embedded in the fabric of the Material Plane. Now the demon invasion is beyond the memory of most elves, but those fragments of Slaughtergarde still linger. The shattered gates that once connected Slaughtergarde to the Abyss remain a threat to the Material Plane.

Can the heroes of your campaign prevent a new invasion of slaving demons fomented by those with wicked ambitions? Might they destroy the gates once and for all? Or might they use the power of Slaughtergarde to further their own ends?

SLAUGHTERGARDE'S HISTORY

The story of Slaughtergarde begins almost a thousand years ago, when a sorcerous demon prince named Mu-Tahn Laa set his sights on the millions of souls on the Material

Plane. As he gathered demon hordes and depraved mortals to his layer of the Abyss, a place known as the Mountains of Sorrow Beyond Measure, he began plotting.

Mu-Tahn Laa quickly reached an impasse. The energy required to sustain a gate to the Material Plane large enough to march an army through was incalculable. Even if he could accumulate enough power to create such a gate, the forces of good could quickly thwart his invasion by attacking the gate on the Material Plane, where defending it would be difficult. Mu-Tahn Laa's frustration was so great that even the screams of the innocent provided no succor. He brooded on his black throne, contemplating other means to reach the Material Plane.

In a flash of inspiration, Mu-Tahn Laa conceived a fiendish plan. He cast off his despondency and started a series of eldritch trials, using his rival's minions (and sometimes his rivals themselves) as experiments.

After decades of research, Mu-Tahn Laa's efforts bore fruit. If his cults could provide enough energy in the form of souls who were honored and then sacrificed, Mu-Tahn Laa could actually transpose part of the Abyss and the Material Plane. Several square miles of the Mountains of Sorrow Beyond Measure could become part of the Material Plane. The corresponding territory on the Material Plane would be part of the Abyss forever.

HOW TO USE THIS ADVENTURE

The *Shattered Gates of Slaughtergarde* adventure is the launchpad for a new D&D campaign. Inside is enough activity to take 1st-level D&D characters to 7th level, as well as plenty of raw materials you can use for further exploration.

This book is for the Dungeon Master. If you're planning to enjoy Slaughtergarde as a player, put this book down and grab the *Player's Guide*. Nothing in that book spoils the surprises that the adventures have in store.

Shattered Gates of Slaughtergarde contains these six components:

1. The *Campaign Guide* teaches you about the Valley of Obelisks, where the adventures take place. You'll read details on the overall plot and ways you can customize Slaughtergarde for your friends. The second half of this book details the Slaughtergarde Armory, the final adventure site where the PCs might have a chance to decide the ultimate fate of the shattered gates of Slaughtergarde.

2. The *Adventure Sites* book describes the first two sections of Slaughtergarde—the laboratory, now the lair of a gang of goblin bandits, and the temple, which was recently taken over by drow. When exploring the goblin laboratory, the PCs' efforts against the bandits uncover the sinister possibility of other surviving sections of Slaughtergarde. When the characters travel to the drow temple, they learn more about Slaughtergarde and the dark forces trying to corrupt the entire valley.

The first two adventures are in a different book from the *Campaign Guide* for a purpose: When you start the adventures,

you might find yourself needing to refer to the *Campaign Guide*. The fact that the opening encounters and the campaign information are in separate books should save you some page flipping.

3. The *Player's Guide* helps players create characters grounded in the Valley of Obelisks and ready to brave the dangers of Slaughtergarde. Inside are details of organizations, places, and magic that characters can join, explore, or acquire as the adventure unfolds.

4. An eight-page set of illustration handouts contains depictions of many places and objects the player characters see as they explore Slaughtergarde. The adventure text explains when to use the pictures, which are labeled for your reference as well.

5. A poster map containing depictions of some of the adventure's important encounters, done in miniatures scale so you can place your D&D miniatures directly on the map.

6. A folder to keep the books and poster map in. The folder also provides encounter tables for locales in the Valley of Obelisks.

If you're the DM, read the first part of this *Campaign Guide*, then familiarize yourself with the Slaughtergarde Laboratory described in the initial section of the *Adventure Sites* book. That's where the player characters undertake their first adventure. You might also want to look at the *Player's Guide* so you can help the players create characters later.

The transposition would be a one-way trip, so Mu-Tahn Laa began to hollow out a mountain, packing it with his armies and enough supplies for an extended campaign on the Material Plane. Mindful of the risk of failure, the demon prince thought it prudent to build some smaller gates connecting the mountain-fortress to the Abyss. He couldn't retreat an army back through those gates, but he and his personal retinue should be able to travel between the two planes unimpeded.

After years of toil, Mu-Tahn Laa's mountain fortress, which he named Slaughtergarde, was ready. Mortal cults, responding to whispered promises of dark power, began gathering in a remote mountain valley. Demons were coming to the Material Plane, and they were coming to stay.

But the forces of good were not as oblivious as Mu-Tahn Laa had imagined. The blind dwarf sage Thermeskor had a vision of a mountain weeping blood. Elf mystics found their meditations interrupted by similar scenes. Humans native to one particular mountain valley began erecting black obelisks at the direction of their priests, often with the aid of dwarves and elves.

Oracular visions warned angels that extraplanar war was coming to the Material Plane. A celestial army encamped on the Plain of Ida in the Heroic Domains of Ysgard received a loathsome but ultimately useful visitor—a jealous lieutenant of Mu-Tahn Laa named Kuthrikki. Kuthrikki revealed Mu-Tahn Laa's plans to the celestials. They, in turn, hastily moved their host to the Material Plane and worked with the mortals there.

When Mu-Tahn Laa transposed Slaughtergarde to the Material Plane, he found an army of elves, dwarves, humans, and angels waiting eagerly to cast his invading force back to the Abyss. At first, the prospect of battle delighted the demon prince, and he ordered his armies forward into battle. It is said that the very sky shook that day, and the Marrilach River ran dark with mortal blood, celestial essence, and demonic ichor.

As the sun set on the first day of the Battle of Slaughtergarde, Mu-Tahn Laa noticed a faint pull on the eldritch weavings responsible for Slaughtergarde's transposition. The black obelisks were siphoning away the power of the demon prince's magic, threatening to throw his entire fortress back to the Abyss. Mu-Tahn Laa ordered his soldiers to destroy the obelisks quickly, lest his invasion end in disaster.

But Mu-Tahn Laa's host was mad with bloodlust, and the chaotic warriors scorned his orders. As the obelisks siphoned more of its power away, Slaughtergarde began to break apart. At first, it crumbled around the edges, but as the forces of good redoubled their efforts, the entire mountain began to quake as if about to erupt. Before sunrise, in an upheaval loud enough to be heard across a continent, Slaughtergarde exploded. The majority of its wreckage hurtled across the void between the planes to its proper place in the Abyss.

Satisfied that the Material Plane was safe, most mortals returned to their homes. The celestial host, aided by a few brave natives of the Material Plane, turned its efforts toward tracking down stragglers from Mu-Tahn Laa's horde. Now, eight centuries after the Battle of Slaughtergarde, the only reminders that it ever happened are a sinister crater where the transposed mountain briefly stood and a network of crumbling black obelisks.

As for Mu-Tahn Laa, he never returned to the Mountains of Sorrow Beyond Measure. His fellow demon princes gave him up for dead. They then fought over his vacant holdings in the Abyss.

The obelisks did their job, but the destruction of Slaughtergarde wasn't total, nor was its return to the Abyss complete. A few chunks of Slaughtergarde retained enough of Mu-Tahn Laa's transposition magic to embed themselves in the Material Plane permanently. There they remain.

PLOTTING THE ADVENTURE

You need the *Player's Handbook* to run this adventure. The encounters provide most of the information you need, but the *Dungeon Master's Guide* is also handy. Creature statistics are provided with every encounter. However, the *Monster Manual* and other monster supplements are useful for learning more about the inhabitants of Slaughtergarde.

Because it doesn't take long to make up 1st-level characters, the players can generate their PCs right before you actually start playing. They can consult with each other so that they create a balanced party and they have some sense of what their comrades are capable of. To make the party cohesive and give the characters a reason to work together, the *Player's Guide* instructs the players to make sure each character knows at least one other member of the group.

When they begin the adventure, the characters have little or no knowledge of Slaughtergarde's history. If they grew up in the valley, they take the black obelisks for granted, and they know the crater east of Jewelford is an evil place. Beyond that, much of the world has forgotten about Slaughtergarde.

So how do the PCs become involved? That's up to you and your players, but this section provides adventure hooks.

Much of the adventure is contained within three sections of Slaughtergarde. The goblin-infested laboratory is an ideal adventure site for 1st- and 2nd-level characters. The temple site and its drow occupants are a good challenge for 3rd-, 4th-, and eventually 5th-level PCs. And 6th- and 7th-level characters should have their hands full thwarting the plans of the monsters in Slaughtergarde's armory.

Independent adventuring between each of the Slaughtergarde sites is okay. Nobody knows your players better than you do, and you've got a good outlet for your creativity once the PCs have completed their tasks at the laboratory, and again once they're done with the temple. In the Side

Treks section (page 6), you'll find some suggestions and adventure hooks that you can customize as you like.

SLAUGHTERGARDE LABORATORY

The journey to Slaughtergarde begins with a simple job to recover a shipment of spices for the Chicane Guild of Sumberton (the city is pictured in the illustration handouts). Describe the characters meeting Vintra Marktunsel (see page 15) wherever you like in the city, perhaps a tavern such as the Sly Wink. After initial pleasantries are out of the way, the halfling guildmaster tells the PCs her plight:

"Two days ago, goblin and hobgoblin bandits raided a Chicane Guild caravan carrying fruit and spices to Sumberton. The spices in particular are key to us meeting a quota set by our business partners in the southern cities. We need them back. My guild is willing to pay you each 200 gold for this recovery operation," she says.

Vintra won't pay more. She's willing to part with half the money in advance if the PCs try to drive a hard bargain. A shrewd businesswoman, Vintra knows full well that the spices can be sold for much more than she's paying the player characters.

Anyone native to the valley knows it's not wise to cross the Chicane Guild, so Vintra doesn't warn the PCs against doing so. She does, however, answer some of their questions.

Why can't the militia take care of it? "Lord Carstellan says the robbery happened under the jurisdiction of Tulvercross. And the Entrighan and the Perdekark families in Tulvercross say it happened in Sumberton territory," Vintra says with a tired sigh. "What I usually do at this point is just bribe one of the lords to take care of the problem. But I'm tired of that, so I'm spending the bribe money on you instead." She smirks slyly.

Do we need anything special to complete the task? "The spices are in crates marked with the Sumberton sigil (a crescent moon and a sheaf of wheat). Those crates are bulky, so you'll need some sort of pack animal or wagon to bring them back to me. Other than that, you'll be going underground after those goblins, and I expect you're the experts on that subject."

Where are the goblins? Vintra explains that one of the caravan's teamsters was captured by the goblins but escaped shortly before the goblins descended into their warren. "We sent him downriver yesterday, but I can show you where the warren is. Got a map?"

Mark the correct spot on the players' map (they've got one in the *Player's Guide* that's much like yours). At this point, the heroes should be on their way to adventure. The goblin lab is presented in the first part of the *Adventure Sites* book.

SLAUGHTERGARDE TEMPLE

The dark creeper emissary in L18 of the laboratory has a major clue—a map that leads to the second adventure site. For some D&D players, the notion of more to be explored and the hint that the venture might be lucrative are enough

to move them along. Some players might start asking questions about why a goblin warren was full of strange magic and fine stonework, and others could have their curiosity piqued by a conversation with the maug in L9. A few players need stronger motivation for moving on, though, and some groups might miss the clue entirely.

Enter the Luminous Order (see page 17). When the PCs sell the treasure from the Slaughtergarde laboratory back in Sumberton, they attract the notice of the Knights Luminous. Some of the swords and armor from the lab are antiques from the Battle of Slaughtergarde, and a practiced eye can identify them as such.

Whether the PCs are going to find the Surrinak hunting lodge or not, Luminary Captain Armin Harrak (LG male human fighter 2/paladin 3) approaches them. He can tell the PCs about the Battle of Slaughtergarde, helping them figure out that at least one section of the demonic fortress apparently remained on the Material Plane. "And if one part of Slaughtergarde survived, perhaps other parts did too," Armin muses.

If the PCs don't have the Surrinak connection, Armin can point them in the right direction with evidence the Luminous Order has uncovered in clashes with wererats in Sumberton. He explains the situation.

"Members of our order can't strike directly at the Surrinak holdings without possibly arousing other nobles against us. But if independent agents can prove something's rotten in Surrinak country, we can safely become involved and clean it up. That's why I've come to you."

"If you find another part of Slaughtergarde, which I suspect you will, I implore you to destroy any evil or tainted objects you come across. If you find something you can't destroy yourselves, bring it to the Shining Citadel when you're done exploring the situation and the site. If worse comes to worst, on your return, tell me about objects you had to leave at the site. I'll make arrangements in such a case."

"For your work, the order is willing to pay you each 800 pieces of gold upon your return. In addition, I'll give you a commendation to the Luminary champions, the leaders of our order." Tell the players that the commendation earns them an affiliation score within the Luminous Order. Armin won't pay up front, and he can't be moved on this point, though he might be persuaded to provide some mundane equipment.

Onward to the temple of the drow! The temple section is described beginning on page 28 of the *Adventure Sites* book.

SLAUGHTERGARDE ARMORY

After the PCs have defeated the drow, they should return to the Shining Citadel for their reward. While the characters were away, the clerics of the Luminous Order used divination magic to ask of the gods, "Do other intact parts of Slaughtergarde remain?"

The divinations showed the entrance the gnolls found and cleared to the Slaughtergarde armory on the edge of

Slaughterscar. Worse, though they don't know specifics, the diviners learned that dark forces are trying to repair a *gate* to the Abyss. The order sends the characters off on a quest to make sure that *gate* doesn't open.

Armin promises to grant each PC who undertakes this quest 1,500 gp and "the unending thanks of the entire order." The players should know that "unending thanks" translates to a higher affiliation score. Once again, Armin won't pay up front.

Matters are complicated a little, however, by the fact that the knights aren't the only ones looking for the Slaughtergarde armory. Naryalla (CN female half-elf bard 5) of the Ebon Cabal (see page 19) approaches the party. She offers some or all of the characters the option to capture the gate and make it functional for the wizards of the cabal. Based on information from her superiors, Naryalla knows what it takes to make the gate work again—"pages, used to foretell the stars"; "a force for good, bound and reversed"; and "the missing sigil, restored to its rightful place." She's willing to pay 2,000 gp to each character who helps the cabal.

Now the PCs have two patrons sending them to the Slaughtergarde Armory. The players can decide how their characters handle this situation. You can turn to page 20 of this book to start the adventure.

SIDE TREKS

Shattered Gates of Slaughtergarde can accommodate roughly five encounters between the laboratory and the temple, and another five between the temple and the armory. The time between the adventures is a good chance for you to assess the strength of the PCs. See whether they're earning levels at the right pace, and check to make sure they have gear appropriate to their level. You should have 3rd-level PCs at the beginning of the temple section and 6th-level PCs for the armory section. If your characters are of a lower level

than that, or if their gear isn't up to standard (see Character Wealth, DMG 135), you can make up the difference by using extra encounters.

One of the easiest ways to incorporate extra encounters is simply to include some random encounters in the wilderness on the way to and from the Slaughtergarde sites. You can also play up some of the plot threads we've intentionally left dangling that you'll learn about as you read this book, such as the wererats in Sumberton, the gnolls near Kel's Rise (which could be related to Gashkarr and the Slaughtergarde armory), or the "dark presence" in the Vaathwood. You can flesh out Castle Grief into an adventure or simply add a few more rooms to the Slaughtergarde laboratory or temple.

Conversely, the adventure plays just fine if you don't add extra encounters, as long as the characters are strong enough. In fact, if you link L18 and T6 with a staircase, then connect T24 to A1 by way of a hidden tunnel, you can play *Slaughtergarde* as one big dungeon.

ENCOUNTER DESCRIPTIONS

The encounter descriptions have the following standard entries. Extra sections might be provided when they're too important to a specific encounter to fall under one of the other categories. Such extras might include traps or additional guidelines for running the encounter.

SETUP

Setup tells you information you need to know to start the encounter. It usually states how the occupants of an area react to the PCs, along with information you need to start the encounter. Conditions that require consulting a creature's statistics block might be included, such as how

CAMPAIGN SETTINGS

Setting the *Shattered Gates of Slaughtergarde* adventure in a published campaign setting is easy.

EBERRON® Campaign Setting: If you want to set the adventures in Eberron, you can place the Valley of Obelisks in northern Breland amid the Blackcaps, with the Marrilach River running southwest through the mountains, then turning due west to empty into Silver Lake. Castle Pendrant can become Drum Keep, the ancestral holding of the ir'Oeskai family, and the depths of the Blackcaps can retain their sinister mien (see Xandar and the Blackcaps, *Five Nations* 64–65). Make Mu-Tahn Laa a daelkyr, so the Battle of Slaughtergarde happened 9,000 years ago at the end of the Daelkyr War.

Drow have a special role in Eberron, being confined to Xen'drik, and one of three reasonable alternatives can be used to solve the problem of the drow in Slaughtergarde's temple section. One possibility is that the dark elves in the Slaughtergarde laboratory are a strain of normal elves somehow corrupted by Slaughtergarde. A second option is to add a func-

tional two-way portal between L17 and T1. PCs who climb the stairway out of T1 find themselves surrounded by the trackless jungles of Xen'drik, learning just how widely Slaughtergarde scattered when it exploded. Thirdly, you could change the drow to githyanki, but this option involves more customization on your part. Small enclaves of githyanki are common enough in Khorvaire (see *Player's Guide to Eberron* 123), and they would have an interest in relics from the realm of Xoriat.

FORGOTTEN REALMS® Campaign Setting: If you want to set the adventures in Faerûn, a good place for the Valley of Obelisks is the southern edge of the Nether Mountains in the Silver Marches. The Marrilach River runs southwest into the Talons, then south as a tributary of the River Delimbiyr. Turnstone Pass provides a road out of the valley to Sundabar, while the Marrilach River still provides passage south. Mu-Tahn Laa created Slaughtergarde to take advantage of the machinations of the wizards of Ascalhorn in 882 DR—a great summoning of fiends that led to the creation of Hellgate Keep.

a creature might become aware of intruders or when and where it might hide.

READ-ALOUD TEXT

Paragraphs or whole sentences appearing in italic type inside an encounter are meant to help you describe an area or feature. Conditional statements usually precede the read-aloud text and sometimes separate read-aloud statements from one another. When the text's described condition is met, you can read or paraphrase what follows to the players. Parenthetical information in the read-aloud text is to help you describe information that depends on PC or creature actions. Read-aloud text doesn't always include mention of a room's exits. You can add this information based on the characters' point of entry into each room.

CREATURES

Any creature present in an encounter has an associated statistics block. Every statistics block has a book and page reference so you can learn more about the creature from other D&D books you own. Doing so isn't necessary to run the encounter, however. Creature possessions are an important source of treasure in these adventures.

TACTICS

How the inhabitants of an area deal with interlopers is described in as much detail as needed in each encounter that includes monsters. Tactics sometimes include contextual statistical information on a creature's special maneuvers. Encounters that are straightforward battles might not include this entry.

CONCLUSION

An encounter's conclusion describes the effects that events in an encounter have on nearby areas. It doesn't mention irrelevant information, such as those who might hear but make no preparations. For simplicity's sake, this section only describes what happens in areas that the PCs can reasonably arrive at next, unless a wider reaction is called for.

TACTICAL MAP

Each encounter has a detailed map of the area in which the encounter occurs. Such maps often include information that's "DM only" to help you run the encounter.

FEATURES OF THE ROOM

The room's other contents are described in a brief and orderly fashion. Features might include illumination, doors, terrain hazards, stairs, chests, or anything else an area holds. Contextual statistics and information on treasure are included, as relevant, in each feature's entry.

THE VALLEY OF OBELISKS

The setting for this adventure is the Valley of Obelisks, named for the ancient obelisks that played an important role in the Battle of Slaughtergarde and dot the countryside to this day. This temperate valley has been and is an agricultural province on the frontier far from the centers of government. It's true location is purposefully vague so you can fit it into your D&D campaign.

SETTLEMENTS

The rich lands of the valley support a wide variety of settlements.

Castle Grief (Hamlet): Cartographers always place Castle Grief in the Painted Canyons west of the Marrilach River. But no one in recent memory has traveled to the castle. Residents of nearby communities, such as Krokarr and Sekletir, don't know much about it.

That's because Castle Grief is for you, the DM, to do with what you will. It's marked on the map in the *Player's Guide*, so it's on the map any PC could buy in a general store. Make an adventure out of it, or leave it a mystery.

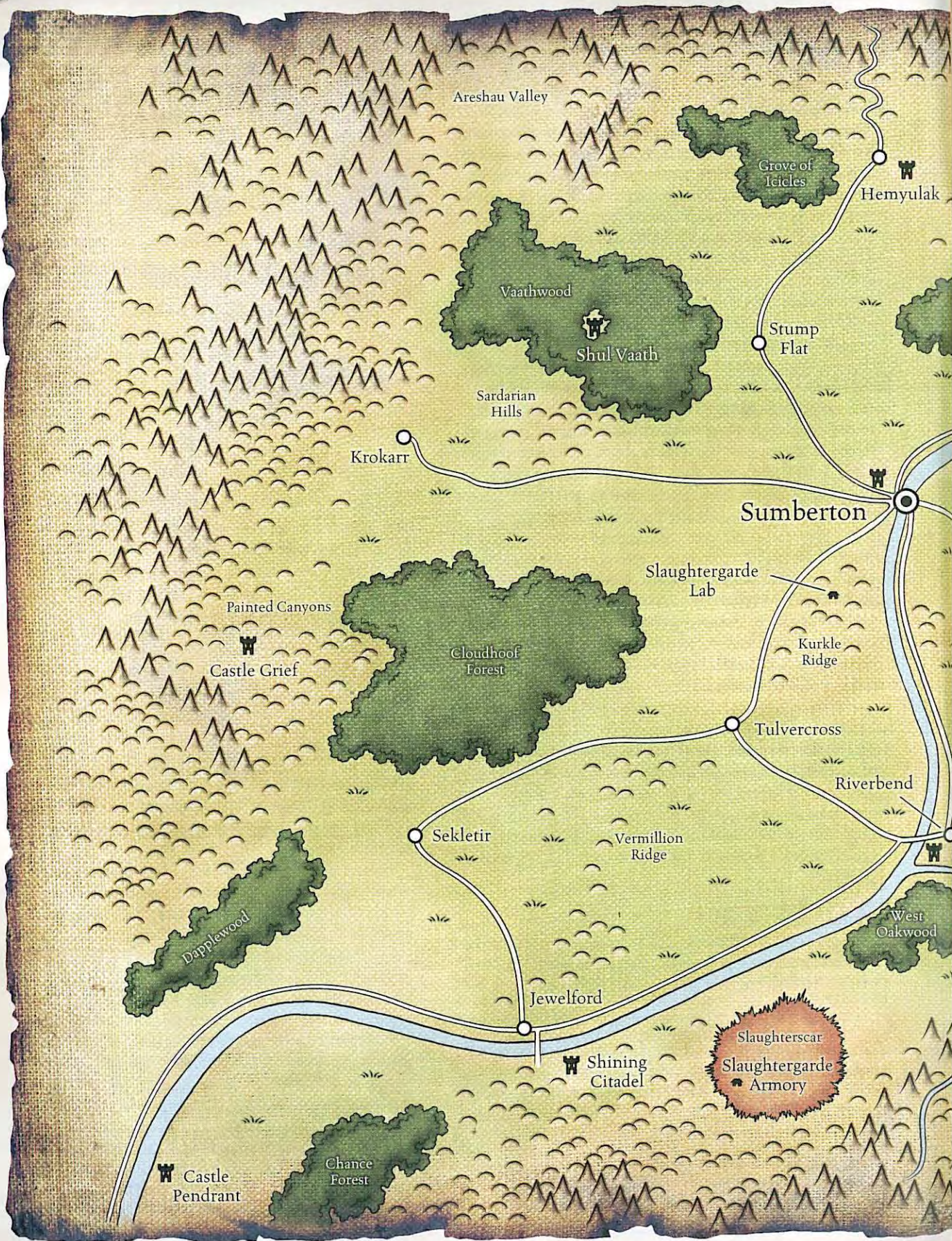
Castle Pendrant (Hamlet): The Pendrant family has occupied a castle on the riverbanks southwest of Jewelford for centuries. Lord Pendrant has been granted the authority to tax river traffic that passes Castle Pendrant, and he wields his authority with great relish. Riverboat captains hate Pendrant's stretch of river, and they scorn Lord Pendrant, his family, and anyone from the town around the castle.

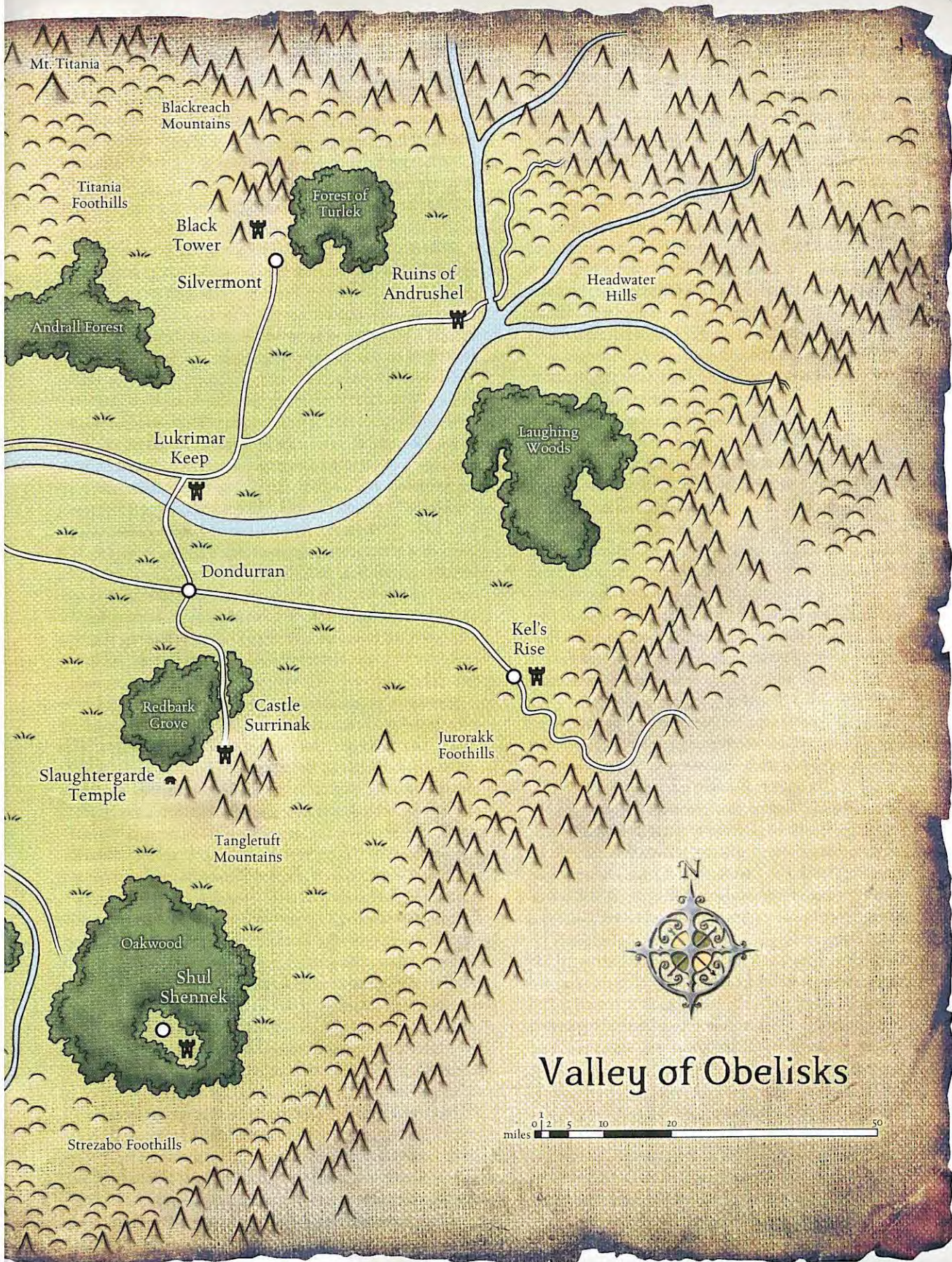
Castle Surrinak (Hamlet): Low on the northern slopes of Mount Surrinak in the Tangletoft Mountains is the ancestral home of an old and insular noble family, the Surrinaks. Their castle overlooks rich farmland and is protected from the west by Redbark Grove, so the Surrinaks are collectively some of the most powerful landowners in the Valley of Obelisks. Trespassers are treated harshly on Surrinak lands—their house guard is the law for miles beyond their castle.

During the course of the adventure, the PCs learn that these humans are secretly allied with the drow that have raided Shul Shennek. In fact, some Surrinaks have even taken drow spouses and had half-drow children. Furthermore, Slaughtergarde's temple section lies on the edge of Redbark Grove underneath the Surrinak hunting lodge, a well appointed cabin about 5 miles from the castle proper.

Dondurran (Village): Dondurran's orchards are justly famous, especially for their apples, pears, and cherries. The village has suffered recently at the hands of gnolls marauding from the mountains to the southeast. After a show of force by cavalry from the valley's sole city, Sumberton, the gnolls haven't been seen in several months. Residents are still suspicious of strangers, and the village militia remains on guard.

Hemyulak (Village): Hemyulak is a town that grew up around the walls of Castle Hemyulak, built centuries





THE
VALLEY OF
OBELISKS

Valley of Obelisks

0 1 2 5 10 20 50
miles

ago to guard a mountain pass that leads north out of the Valley of Obelisks. Hemyulakkers are known as adept at hunters and fishers.

Dwarf prospectors have recently started scouting the hills north of Hemyulak, looking for veins of silver and other precious metals. So far, no one has struck it rich, and the prospectors find the monster-infested hills difficult to explore.

Jewelford (Large Town): Second in population only to Sumberton, Jewelford is home to a mix of races. Halflings, gnomes, and humans make up the bulk of the populace. The halflings are river traders predominately of the Faminestri clan, the gnomes are miners seeking gems in the nearby hills, and the humans are varied, filling many roles that help Jewelford maintain its notable prosperity.

The Marrilach River is wide and shallow near Jewelford, posing a navigation challenge for riverboat captains who have to find the deepest channels or run aground. Across the river from the town is the Shining Citadel. Built by the Luminous Order just after the Battle of Slaughtergarde, the fortress allows the Luminaries to keep a watch on the Slaughterscar to the east and remain alert for signs of the demons' return. PCs who work for the Luminous Order probably pass through Jewelford to go to the Shining Citadel.

Kel's Rise (Village): Kel's Rise is more an armed camp than a peaceful settlement. Most of the residents have retreated behind the walls of Castle Kel, fearful that gnolls from beyond the mountains might attack again. The inhabitants survived several months under siege in the castle, and they still feel nervous when they step beyond the fortress's walls.

A road heads through a pass over the mountains to the southeast, but no travelers have used the road since the siege. No one in Kel's Rise is sure whether the road is safe, because the gnolls retreated down it.

Krokarr (Small Town): Dwarves from Krokarr have been working the silver and iron mines in the nearby hills for centuries, and they've always called Krokarr Home. In the center of Krokarr is the Hall of the Fell Beast, built around the rib cage of an immense dragon. Within this hall, the leaders of nine prominent dwarf clans rule as an oligarchic town council.

As befits its mining heritage, much of Krokarr is underground. Those approaching on the road from Sumberton only see the Hall of the Fell Beast, a few ramparts, and some humble cottages. Beneath are chambers where nearly all the citizens live. The subterranean streets of Krokarr stretch for miles, many connecting to the mines in the nearby hills.

Lukrimar Keep (Hamlet): Lukrimar Keep is the farthest upriver the majority of riverboats travel. It has a thriving community of halflings, especially those of the Hundivarst clan. A logging operation in the Andrall Forest to the north supplies much of the timber for new riverboats.

Riverbend (Small Town): Downstream from Sumberton is Riverbend, a town where more than three-quarters

of the residents are gnomes. Thus, doors and furniture in Riverbend are somewhat awkward for the larger races.

Riverbend is famous for a hometown carnival that spends about half its time on the road, visiting other communities within the Valley of Obelisks. Those who go to the Riverbend Carnival when it's in town see spectacular illusions, witness feats of acrobatics, and have their fortunes told. Maybe they also "forget" to bring their coin pouches home with them.

Ruins of Andrushel (Hamlet): Andrushel was an important border fortress and guardian of the headwaters of the Marrilach River. But a year ago, a flight of dragons destroyed the castle. Recently, some 200 soldiers and laborers returned to the site, determined to rebuild it. It remains a mystery why the dragons attacked.

Sekletir (Village): Founded by religious pilgrims that came to the Valley of Obelisks to build an ideal community of faith, Sekletir has a temple to Pelor second in size only to the one in Sumberton. Because the famous paladin Brannock Provennia is buried beneath a monument in Sekletir, the town still receives its share of pilgrims.

Shul Shennek (Small Town): Much of this town exists a hundred feet in the air, nestled among the massive branches of the trees that give the Oakwood its name. The houses, platforms, and magic elevators of Shul Shennek are a sight to behold, but they serve a practical purpose. Oakwood is home to many dangerous monsters, and the elves of Shul Shennek can turn their town into a fortress by retracting the elevators and stairs that provide access from the ground.

Monsters aren't the only concern. Drow raiders have attacked Shul Shennek twice in the last decade—and for an elf, that falls into the category of "current events." The drow come from the subterranean outpost of Karkanna Amon, and they're allied with the Surrinaks. Some of them now lurk at the Slaughtergarde temple complex to the north.

Shul Vaath (Village): Shul Vaath's elf inhabitants are far more isolationist than those of Shul Shennek, shunning contact with the outside world and discouraging travelers from exploring the Vaathwood. Humans coming from the direction of Stump Flat are particularly scorned, if not peppered with arrows outright. Among the younger elves of Shul Vaath, however, are some who wish to connect with the wider world.

Shul Vaath isn't a treetop community like Shul Shennek. It's built on the forest floor amid crumbling alabaster ruins from an elf kingdom that's ancient even by the standards of the elves.

Rumors abound of a dark presence within the Vaathwood. The presence might have some influence on the green dragons that have been troubling the elves lately, but its actual nature is for you to decide. If nothing else, this problem is a good excuse for a PC from Shul Vaath to travel beyond the Vaathwood and consort with the "younger races."

Silvermont (Village): Gold and silver miners call the village of Silvermont home. Prices here fluctuate wildly, depending on whether mining has been good lately. It's very much a company town, with almost every resident dependent on the goodwill of Harunio Quell, the mines' owner. Even Lady Andra Tenneskir of Silvermont defers to Quell.

In the mountains north of Silvermont is the Black Tower, home of the Ebon Cabal. Residents of Silvermont all know it's there, but they believe it's bad luck to talk about it. PCs working for the Ebon Cabal might pass through Silvermont to go to the Black Tower.

Stump Flat (Village): This farming community is home to a racetrack that features weekly horse races with a lot of gambling on the side. Sometimes entire acres of farmland change hands based on the luck of a day at the track.

Relations between the humans of Stump Flat and the elves of Shul Vaath are poor. The elves remember that the town got its name when human woodcutters cleared the eastern portion of the Vaathwood.

Sumberton (Small City): The city of Sumberton is the most important trade center in the Valley of Obelisks. It's described in detail starting on page 12.

Tulvercross (Small Town): Tulvercross boasts some of the best grassland in the Valley of Obelisks, so it has horse, sheep, and cattle ranches nearby rather than the farms that dominate the rest of the valley. The Perdekark and the Entrighan noble families of the town have a rivalry that started as a dispute over rangeland but quickly became personal. Members of the two clans aren't always violent toward one another, but minor acts of sabotage and intimidation are common.

WILDERNESS

Farms and orchards surround each community in the Valley of Obelisks. Within twenty miles of the Marrilach River is pasture after pasture, farm after farm. But the valley still has wild places where monstrous creatures lurk and villagers dare not go. As one travels closer to the mountains that bound the Valley of Obelisks, one finds fewer farms, fewer hamlets, and fewer signs of civilization.

When the PCs explore beyond the settlements marked on the map, here are some of the locales they might find.

Andrall Forest (sparse forest, average EL 2): Tended by the Druids of the Red Rock, the Andrall forest is largely a pastoral place. The dire predators that roam among its trees can be dangerous.

Areshau Valley (gentle hills, average EL 8): Areshau Valley is a home to ogres, but these rapacious giants are smart ogre magi. They have been secretly infiltrating some of the bandit groups in the Valley of Obelisks, looking to hire mercenaries to come northwest to the Areshau Valley. But their leader, Drakk, isn't telling the rest of the tribe why they need mercenaries.

Blackreach Mountains (forbidding mountains, average EL 4): These mountains are indeed rich with silver and gold, but they've been known to harbor trolls and the

occasional dragon as well. Residents of Silvermont rarely leave the safety of their guarded mines and walled town. One path winds north through the Blackreach Mountains and terminates at the Black Tower.

Chance Forest (medium forest, average EL 2): Many forest gnome communities are scattered throughout the Chance Forest. Grigs also roam the trees. Unwary travelers are often subjected to confusing and humiliating tricks, as well as illusions that prevent them from reaching their destinations.

Cloudhoof Forest (sparse forest, average EL 5): Two centaur tribes, the Gurgan and the Starakasps, war under the boughs of the Cloudhoof Forest. The feud is bitter, but the centaurs are otherwise friendly. Consorting with the Gurgan earns a visitor the undying enmity of the Starakasps, and vice versa.

Dapplewood (dense forest, average EL 4): This forest is known for its strangeness and danger. Fierce owlbears rampage through its thick vegetation, and a pack of vicious dire apes dwells within the Dapplewood as well.

Forest of Turlek (medium forest, average EL 3): Once home to the elves of Shul Turlek, this dark forest is now known to be the lair of a malicious band of werewolves. Werewolves wiped out the elves, and they harbor greater ambitions. Their howls can be heard on still nights in Silvermont.

Grove of Icicles (medium forest, average EL 2): Albino wolves of the Grove of Icicles are greatly prized by hunters. Their pelts are valuable, but live pups that can be trained are more so.

Headwater Hills (gentle hills, average EL 7): Strange creatures abound in the hills that surround the headwaters of the Marrilach River. Bulettes, chimeras, athachs... all these and many weirder creatures roam east of the ruins of Andrushel.

Jurorakk Foothills (rugged hills, average EL 4): Gnoll bandits from the far side of the mountain pass are setting up new camps in the lower reaches of Mount Jurorakk, threatening Kel's Rise. Could they have some relationship to Gashkarr's forces in the Slaughtergarde armory?

Kurkle Ridge (gentle hills, average EL 2): Winding draws and scrubby vegetation along Kurkle Ridge make it a common hideout for bandits that prey on road traffic between Sumberton, Tulvercross, and Krokarr. River pirates sometimes hide along Kurkle Ridge where they can waylay riverboats heading south from Sumberton. The entrance to the Slaughtergarde laboratory lies in a box canyon on the northern side of Kurkle Ridge.

Laughing Woods (sparse forest, average EL 6): These woods were named for the jovial treants that tended this light forest's many flower-filled glades. Now the treants are beset by menaces from the Headwater Hills, so the forest isn't as safe as it once was.

Oakwood (medium forest, average EL 3): Home to the elves of Shul Shennek, Oakwood is also known for the Medium and Large monstrous spiders that cast their

webs among its silent trees. Within a few miles of Shul Shennek, however, no spiders live—the elves hunt them relentlessly. A herd of unicorns runs the eastern edge of the forest.

Painted Canyons (rugged hills, average EL 5): Many ogre tribes call this spare land home, warring with each other and with any travelers they come across. Mountains to the west are home to several wyvern nests, and ogre and human alike hide when they see wyverns amid the canyons. The Painted Canyons are also home to the mysterious Castle Grief.

Redbark Grove (dense forest, average EL 3): Redbark Grove has some of the thickest vegetation in the Valley of Obelisks, and it is home to dryads and several dangerous species of plants, such as assassin vines. The grove seems particularly resistant to the efforts of farmers to the northwest, many of whom would like to carve another acre of farmland out of the woods. Surrinak foresters patrol the southeastern portion of the forest, and the Surrinaks claim at least that part of the woodland as a hunting reserve.

Sardarian Hills (rugged hills, average EL 3): These hills are dotted with abandoned dwarf mines. By mining so extensively, the dwarves unwittingly released many underground monsters onto the surface world, so the Sardarian Hills are a good home for monsters, such as carrion crawlers, that don't usually venture aboveground.

Slaughterscar (battlefield, average EL 6): This crater remains a bleak testament to Mu-Tahn Laa's thwarted ambitions. Slaughterscar seems to have an inherent ability to spawn undead—mostly wights, shadows, wraiths, and spectres. They wander Slaughterscar in packs, slaying anything living they can find.

Venturesome folk have reasons to enter Slaughterscar, though. Those who work for the Luminous Order go to keep the undead in check. Slaughterscar is also the only place in the Valley of Obelisks where the twistroot plant esteemed by the Ebon Cabal grows. Unknown to all at the beginning of the PCs' adventures, evil forces have uncovered the Slaughtergarde armory in the western part of Slaughterscar.

Strezabo Foothills (gentle hills, average EL 5): Daring hunters sometimes stalk the displacer beasts of the Strezabo Foothills, but they often find themselves stalked in return. Also living here is a tribe of ogres that was fought nearly to extinction after it attacked Shul Shennek. The ogres' numbers are small, but their hatred for the elves is great, and they accept aid from any source that promises death to the elves.

Tangletuft Mountains (rugged mountains, average EL 3): These mountains rise at a steep pitch out of the surrounding plains—one of the most striking sights in the valley. Surrinak holdings dot the Tangletufts, including Castle Surrinak in the northwest, and Surrinak mountaineers patrol the lower elevations regularly. A tribe of bugbears has sent raids against isolated lowland farms, but given the swift, brutal, and tenacious retaliations of

the Surrinaks, the bugbears are content to protect their hunting grounds at higher elevations.

Titania Foothills (rugged hills, average EL 5): Mount Titania, to the north, is a foreboding peak, and its foothills are nearly as dangerous. Hill giants sometimes come from the Titania Foothills to pillage orchards southwest of the Grove of Icicles, doing so at the urging of frost giants deeper in the mountains. The frost giants wonder what it would take to make a major raid into the Valley of Obelisks.

Vaathwood (dense forest, average EL 5): Elves of Shul Vaath claim all the Vaathwood, and their rangers and druids stand ready to "escort" unwelcome travelers back beyond the forest's borders. But the elves don't have the Vaathwood fully under their control. A clutch of young and younger green dragons has been giving them great trouble of late, and a sinister presence seems to stalk the wood.

Vermilion Ridge (gentle hills, average EL 3): Named for the strange hue of its soil, Vermilion Ridge starts in the mountains to the south and cuts north across the lower part of the Valley of Obelisks. Hippogriffs are often seen soaring and swooping over the ridge on windy days.

West Oakwood (medium forest, average EL 2): Satyrs and the druids of the Mahogany Circle play out a deadly rivalry within the borders of the Oakwood west of the river. In the northwestern part of this forest are river bandit encampments.

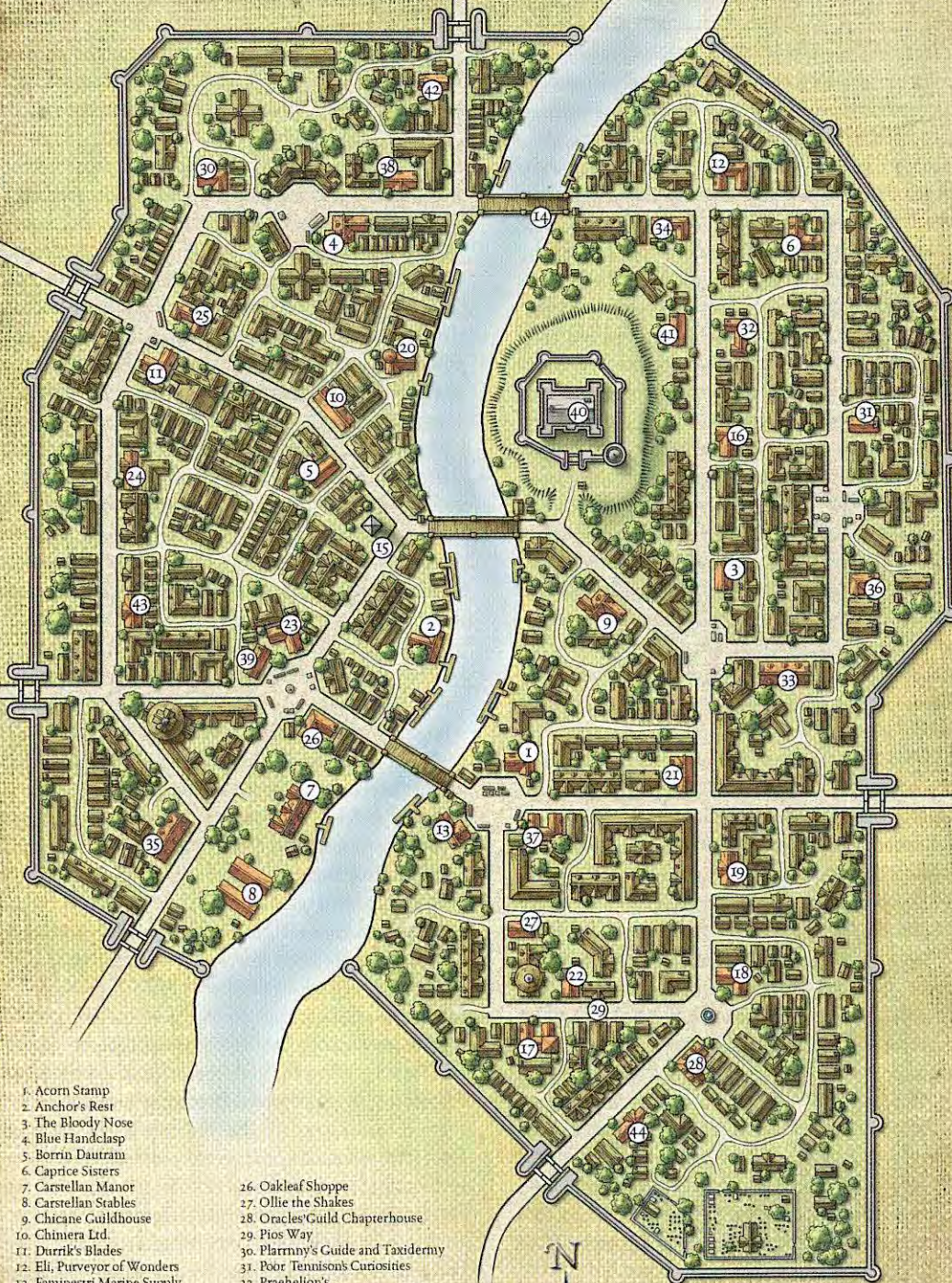
SUMBERTON

Small City, Population 7,275

A wide bend in the Marrilach River reveals a small keep on a rocky promontory. Bridges cross the river to the north and south. Upon them, wagon traffic bustles to and from the farms of the Valley of Obelisks. Drifting below the bridges are colorful riverboats laden with food bound for the cities of the south or finished goods headed for the many nearby farming villages. Amid the gloom of early spring's overcast sky, the many hearths and friendly faces of Sumberton beckon, as do the casks of spiced ale that are the city's claim to fame.

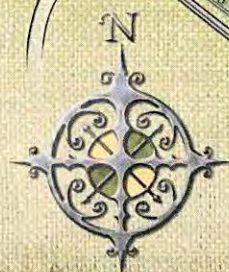
Sumberton is the only urban locale most residents of the Valley of Obelisks have ever seen. It's regarded as both sophisticated and bewildering. Since it's a city founded on the river trade, Sumberton is indeed more cosmopolitan than the rural communities that surround it.

At the heart of the city is Sumberton Keep, an old fortress built so that a long-dead king could control and tax the traffic on the Marrilach River. A settlement grew up around the keep and, with the passing of years, overwhelmed it. Were it not for the height of the promontory on which the fortress rests, visitors might never know the keep is there. Two- and three-story buildings crowd the edges of the city's narrow, winding streets, and even lifelong Sumbertonians have to think twice to avoid getting turned around or lost.



1. Acorn Stamp
2. Anchor's Rest
3. The Bloody Nose
4. Blue Handclasp
5. Borrin Dautram
6. Caprice Sisters
7. Carstellan Manor
8. Carstellan Stables
9. Chicane Guildhouse
10. Chimera Ltd.
11. Durrick's Blades
12. Eli, Purveyor of Wonders
13. Faminestri Marine Supply
14. Grayman Bridge
15. Great Obelisk
16. Hearth Street Jewelers
17. High Priest Vultrair
18. High Priestess Bryanaur
19. Hinterland Outfitting
20. Ilya Markyunsel
21. Justice Street Arms & Armor
22. Kindly Ollary
23. Kennick's
24. Lashinara the Conjurer
25. Marnika of the Discerning Eye

26. Oakleaf Shoppe
27. Ollie the Shakes
28. Oracles' Guild Chapterhouse
29. Pios Way
30. Plarrmy's Guide and Taxidermy
31. Poor Tenneson's Curiosities
32. Praehelion's
33. Pure Reagents of Sumberton
34. Red Door Antiques
35. Rurik Family
36. Scrivener's Guildhouse
37. Sly Wink
38. Southern Skies Fabrics
39. Sumberton Balmis & Elixirs
40. Sumberton Keep
41. Sumberton Surplus
42. Tenklor Hundivarst
43. Therrick the Tamer
44. Uthra the Herbalist



City of Sumberton

feet 0 50 100 200 500

Leadership: Lord Bariss Carstellan has been granted taxing authority within the city limits in exchange for providing city services. An elderly man, Carstellan is teaching the basics of governance to his two sons, Jarrik and Thrann. City bureaucrats understand that if Jarrik or Thrann want something, it's as good as the lord asking for it himself.

But Lord Carstellan's authority isn't absolute. Sumberton Keep remains an outpost of the national army under the command of Captain Morr Donellgan. The captain's soldiers are better equipped, trained, and paid than the lord's militiamen. Donellgan tries to stay out of the city's politics, but it seems like one faction or another within the city is always trying to embroil the army in a political dispute. The temples along Pious Way are beyond the lord's taxes and thus largely beyond his authority. They could wield a lot more power if rivalries between the major religions—and even schisms within each—weren't a problem. Finally, the merchant guilds are responsible for the river commerce that is the city's lifeblood, and they could ruin Sumberton by diverting the region's trade elsewhere. But doing so might mean their ruination as well. It's easy and profitable to send the region's trade up and down the Marrilach River.

Demographics: 45% human, 15% halfling, 10% dwarf, 8% gnome, 7% elf, 5% half-elf, 5% half-orc, 5% all others.

Economics: 15,000 gp purchase limit, no asset limit.

Notable Features

Sumberton is known both as the "City of Alehouses" and the "City of Bridges." While both appellations are deserved, visitors in Sumberton can find varied places to spend their time.

Blue Handclasp: Sumberton has temples to major religions along Pious Way, but in their shadows stand the old monasteries that first brought people of faith to the Valley of Obelisks. Many of the monasteries are justly famous for their spiced ale, even though the secular breweries are responsible for the bulk of the city's output.

Blue Handclasp was one of those ale-producing monasteries, but it gave up its casks long ago. Now it's known as a place to study esoteric, meditative disciplines—studies that have self-defense applications. The blue-gloved monks of the monastery are unfailingly polite when traveling around the city on Blue Handclasp business, but more than one ruffian has learned that the monks' abstract studies have very concrete and very painful applications.

Carstellan Manor: The seat of government for Sumberton (and by default the entire Valley of Obelisks), Carstellan Manor is designed to display the good fortune of its master, Lord Carstellan. In a nod to the region's agricultural heritage, the manor has extensive gardens behind its ivy-covered walls. The lord is an active horse breeder as well, and his prize steeds graze in many of the pastures east of the city. Carstellan, or one of his sons, holds court near the warmth of the manor's jet-black fireplace in the winter. But whenever the weather is at all bearable, the lord

invites guests to his summer pavilion, an open-air structure full of rare flowers and carefully manicured plants.

Chicane Guildhouse: The Chicane Guild is the business end of the largest of the three major halfling clans—the Marktunsels. It runs dozens of barges and boats up and down the river between Sumberton and the cities to the south.

The guildhouse had humble beginnings as a shack on one of the city piers, then grew to a warehouse. It finally became a full-fledged mercantile fortress. Onlookers compare the bulbous business to a spider's body, with the guild's many private piers looking like legs. Those who have been inside say that the guildhouse is like a labyrinth, the result of a hundred small additions made by architects indifferent or hostile to one another's work.

Docks: By day, the docks are the busiest part of the city. Riverboats line the many piers that jut out into the Marrilach River, loading agricultural goods and unloading finished wares from the cities of the south. No matter what the time of year, some place's harvest is on its way to Sumberton. Major wheat and corn harvests arrive in the spring and fall, but the valley's orchards produce fruits all year. The city's most beloved exports are casks of Sumberton ale.

By night, the docks are the seediest part of the city. Characters looking for a fight can find several at the ramshackle taverns, many set up in former warehouses or built in alleys with just a thatch roof to keep off the rain. Those who ply the Marrilach River come to Sumberton to drink heavily, and their belt pouches are often full of wages or trade profits. The combination of money, booze, darkness, and anonymity makes the docks a breeding ground for everything from confidence scams to thuggery and murder.

Grayman Bridge: Sumberton has three main bridges connecting the eastern and western quarters of the city. The bridges have to be sturdy to support city traffic, but that means that they open and close for water traffic only slowly—except for Grayman Bridge.

A stone giant named Corrasck has lived next to the bridge for more than forty years, using his immense strength to open and close the bridge quickly. Those bold enough to ignore his imposing presence find him an engaging speaker. Because he makes idle talk with boatmen and teamsters waiting for the bridge to open or close, he hears a little bit of everything going on around Sumberton.

Great Obelisk: Directly across the river from Sumberton Keep is a 50-foot black obelisk that has timeworn and indecipherable runes etched across its surfaces. This obelisk is one of hundreds scattered across the river valley—an archeological curiosity that helped the vale acquire its name. Local residents use the obelisk as a convenient landmark but otherwise dismiss it as a "relic of a bygone age." Other obelisks in the valley are treated similarly.

In truth, while the obelisks are old, they've only been in the Valley for eight centuries. When Mu-Tahn Laa transposed Slaughtergarde onto the Material Plane, the

obelisks gathered and neutralized much of the evil magic, eventually destroying the fortress.

Few beyond the historians of the Luminous Order and the scholars of the Ebon Cabal remember the true purpose behind the obelisks. They stand or, in some cases, lie as silent guardians against the return of a horde from the Abyss.

Sly Wink: Many of the city's dozens of alehouses claim to serve "Sumberton's best ale." In only one case is that claim true—a nondescript, cozy alehouse on Cooper Street known as the Sly Wink. The proprietor, Old Man Shiggetam, has an arrangement with one of the old ale-brewing monasteries on Pious Way to rent casks. Shiggetam adds a blend of spices that's a "family secret" to the all he fills the casks with. The result, after proper aging, is ale that delights the senses even as it baffles the palate of the most discerning dwarf.

The Sly Wink is near enough to the docks to attract a rough-and-tumble crowd, but outright brawls and duels are rare. The place has a prominent street sign—one eye open, one eye closed—so it's easy to find.

Storm Sewers: It rains a lot in the Valley of Obelisks, and the Marrilach River floods to a greater or lesser extent every spring. Thus, the city has an extensive network of storm sewers. Sumberton's sewers are an alternative road grid for a thieves' guild known as the Stiletto Crew and for other criminals.

The storm sewers are also infested with rats and, recently, worse. From within the sewers, wererats are spreading lycanthropy. They choose their victims with care, trying to insert wererats into strategic positions in the city's power structure. Sumberton's wererats also have a connection to Slaughtergarde. They're allied with drow who are seeking as much information about the demonic fortress as they can find. Dark creepers also serve the drow—the wererats might be aided by some of those shadowy creatures.

PCs battle wererats in encounters T11 and T14, and they meet dark creepers in encounter L18. Depending on the needs of your campaign, the characters can discover the wererat conspiracy in Sumberton at any time. You then get additional use out of the statistics provided in the encounters mentioned above.

Sumberton Keep: The moldering stones of this small castle are technically the highest point in Sumberton, but the winding city streets and tightly packed buildings mean that residents can't see the keep unless they're right next to the rocky hill it sits atop. The keep is a quiet, disciplined place—quite a contrast to the bustle of Sumberton.

At any given time, the keep is home to about 100 soldiers under the command of Captain Donellgan. Another 200 soldiers are elsewhere in the Valley of Obelisks, training, patrolling the borders of the Slaughterscar, or marching near the western frontier in a show of force.

Notable NPCs

Almost everyone in the Valley of Obelisks comes to Sumberton from time to time, even if it's just an annual trip

to sell the farm's apple harvest. As a DM, you have great freedom to introduce whatever colorful NPCs you like. Here are a few notable Sumbertonians.

Chendrea the White (N female half-elf wizard 8): Chendrea is the city's best-known arcanist and guildmaster of the Sumberton Scriveners. The guild name is something of a misnomer; the Scriveners tackle all sorts of low-level arcane duties, from *arcane locks* and *continual flame* spells to the crafting of potions, scrolls, and wands.

An ivory-haired grandmotherly type, Chendrea is known for her blunt manner. She is in frequent contact with the Ebon Cabal, using *whispering wind* for daily reports and assigning a courier for more important missives. She's not officially a member of the Ebon Cabal, but she recognizes that it's important for the continued survival of her guild to stay on the cabal's good side.

If the PCs need rare material components, a quiet place to craft magic items, or information about strange magic they've encountered, Sumbertonians undoubtedly point them Chendrea's way. Her knowledge might be her greatest offering. Chendrea is one of the few people who know the full history of Slaughtergarde. She can recount the story of Slaughtergarde's fall, although she is surprised to learn that parts of the fortress-mountain remain embedded in the Material Plane.

Old Man Shiggetam (NG male monk 2/expert 3): Owner and frequent bartender at the Sly Wink, Old Man Shiggetam can be the classic friendly face and occasional information source that greases the wheels of any campaign. As a youth, Shiggetam was a monk at one of the monasteries that dabbled in ale production. Over time, he found that he liked ale too much and meditation too little. Shiggetam is reluctant to talk about his past, but persistent PCs can wheedle it out of him.

If a brawl erupts in the Sly Wink, Shiggetam usually stays behind the bar and tries to protect the booze; a broken wine bottle is often more expensive than a broken chair. But if a fight gets completely out of hand, Shiggetam uses the martial arts training of his younger years to dispense hard knocks to one and all.

Vintra Marktunsel (N female halfling rogue 1/expert 5): A senior master in the Chicane Guild of river merchants, Vintra is likely to be the PCs' first patron—a Chicane shipment has been stolen by goblins, and she wants the characters to bring it back. Vintra later becomes a good client for PCs who want to sell the treasure they find in Slaughtergarde. No matter what the PCs have, she can buy it and send it downriver for sale in the cities of the south.

Vintra also admires daring and initiative. If the PCs do a good job recovering her shipment, she keeps an eye out for them whenever they're in Sumberton. If the characters find themselves in trouble with the city watch, Vintra has the means and the desire to bail them out and smooth over ruffled feathers. However, she never forgets who owes her and for what.

Buying and Selling in Sumberton

In a city devoted to trade, almost anything can be had if the price is right. As the PCs shop in Sumberton, they might encounter the following businesses.

Taverns

Kennick's: Immense, crowded, and upscale
The Bloody Nose: A dive favored by sailors
Sly Wink: Sumberton's best ale

Accommodations

Kennick's: Fancy rooms, priced at triple PH standard
Sly Wink: Average rooms with good locks, priced at PH standard
Anchor's Rest: Huge dockside boardinghouse that features hourly rates

Scrolls and Spellbooks

Scriveners' Guildhouse: Comprehensive low-level selection
Eli, Purveyor of Wonders: Eccentric sorcerer; shop is often closed while Eli travels
Oracles' Guild Chapterhouse: Specializes in divination items

Weapons and Armor

Durrik's Blades: Dwarf smithy; up to +3 enhancement bonuses on arms and armor
Sumberton Surplus: Buys and sells ordinary weapons for a far-off war effort
Justice Street Arms & Armor: Specializes in heavy armor and martial weapons

Other Magic Items

Southern Skies Fabrics: Specializes in magic cloaks, robes, and so on
Poor Tennison's Curiosities: Selection varies widely; some junk, some items of great power
Sumberton Balms and Elixirs: Low-level divine potions

Alchemical Supplies

Pure Reagents of Sumberton: Supplies ale spices, but dabbles in other goods
Chimera Ltd.: Good selection, strange personnel

Art Objects

Praehelion's: Snooty but wealthy
Rurik Family: Runs monthly auctions
Red Door Antiquities: Specializes in older items, doesn't ask many questions

Jewelry

Marrika of the Discerning Eye: Gnome renowned for her gaudy settings
Oakleaf Shoppe: Elf jewelers known to add magic to their works

Hearth Street Jewelers: The city's largest; overwhelming security

Divine Spellcasting

High Priestess Bryanuur: Up to 5th-level spells; insists on expensive "offerings"
Kindly Ollary: Wanders Pious Way, healing all he finds
High Priest Vultram: Has connections to the Luminous Order

Arcane Spellcasting

Scrivener's Guildhouse: Comprehensive offering of spells up to 4th level
Oracles' Guild Chapterhouse: Divination spells up to 5th level
Lashinara the Conjuror: Knows many spells, but obtaining an audience is difficult

Steeds

Carstellan Stables: Fine horses sold at monthly auction; not always available
Hinterland Outfitting: Basic steeds for basic prices
Therrick the Tamer: Horse breeder capable of training exotic mounts

Expedition Gear

Hinterland Outfitting: A large general store containing all PH goods
Faminstri Marine Supply: Halfling-run riverboat equipment and repair; fine rope
Plarny's Guide and Taxidermy: Hunting guides that know the mountains well

Clothing

Caprice Sisters: Fancy clothing favored by nobility
Southern Skies Fabrics: Sells mundane cloaks, robes, and so on
Acorn Stamp: Simple garb known for durability

Legal Troubles

Borrin Dautram: Attorney for the defense
Fyrona Vitriel: Thrann Carstellan's paramour; takes bribes for her influence
Ilya Marktunsel: Halfling riverboat captain; can get someone out of town, no questions

Illicit Goods and Contraband

Uthra the Herbalist: Limited supply of poisons
Tenklor Hundivarst: Halfling smuggler of untaxed ale
Ollie the Shakes: Fences stolen goods for the Stiletto Crew

LUMINOUS ORDER

"This valley is proof that no place is safe from the touch of darkness. Any place—and any heart—can find itself on the front lines of the battle between good and evil."

—Luminary Captain Armin Harrak

The Luminous Order is the last remnant of the host that destroyed Slaughtergarde, and it's still devoted to keeping the Valley of Obelisks safe from evil. Members of the order are known as Knights of the Luminous Order, Knights Luminous, or Luminaries. Demons haven't come back to the valley, of course, but the order has kept busy, protecting the region from mundane evils.

Luminous Order Affiliation

It's likely that the PCs undertake one or more missions on behalf of the Luminous Order, and some characters might even aspire to knighthood. The affiliation system described here is a way to measure how tight the link between a given PC and the order is. (*Player's Handbook II* describes a general affiliation system you can use for organizations you create, along with a group of sample organizations, starting on page 163 of that book.)

PCs can improve their affiliation scores by completing certain objectives. Tell the players whenever their characters have earned affiliation points, and they can keep track of how many points they've accumulated. Their incentives for doing are the rewards they earn when they reach certain thresholds of affiliation, as detailed in the *Player's Guide* and this section.

The Luminous Order takes an interest in the PCs when they return with antiquities from the Slaughtergarde laboratory or when they start asking questions in Sumberton about the history of Slaughtergarde.

Condition	Modifier
Character level bonus	+1/2 PC's level
Cleric or paladin of good-aligned deity	+1
Discover Slaughtergarde laboratory	+1
Prevent further access to Slaughtergarde laboratory	+1
Defeat wererats infiltrating Sumberton	+1
Destroy the altars in the Slaughtergarde temple	+1
Destroy the gate in the Slaughtergarde armory	+3
Let Laurazhi escape from armory	-1
Refuse to help the Luminous Order	-4
Repair the gate in the Slaughtergarde armory	-8
Luminous Order learns PCs are working with the Ebon Cabal	-2

Notes: If you're adding an adventure that involves defeating the forces of evil, especially supernatural antagonists, you can add its successful conclusion as a 1-point goal, replacing the wererat infiltration goal.

A rival organization, the Ebon Cabal, is described later. It vies for the PCs' allegiance and offers affiliation rewards as well. PCs can earn affiliation points from both organizations, but doing so is a dangerous game. The Luminous

Order doesn't trust the Ebon Cabal, and the Ebon Cabal doesn't trust anyone.

As the characters earn affiliation points, they gain access to spells, magic items, and powerful weapons. By the time they reach the end of *Shattered Gates of Slaughtergarde*, the PCs might be able to join prestige classes detailed in the *Player's Guide*.

Affiliation

Score

Title: Benefits and Duties¹

1 or lower

None.

2–4

Knight Luminous or Luminary: Character is eligible for quests and can purchase spellcasting from the clerics of the order at reduced cost.

5–8

Luminary Captain: Character receives a *Luminary tabard* and gains expanded access to the order's NPC spellcasters.

9 or higher

Luminary Champion: Character receives one *weapon of the celestial host* (his or her choice). A Luminary champion meets one of the requirements for taking levels in the serene guardian and solar channeler prestige classes.

¹ Items and prestige classes mentioned here are described in the *Player's Guide*.

LUMINOUS ORDER BENEFITS

In addition to the specific rewards based on their affiliation scores, PCs receive a set of general benefits from being in the order's good graces.

Quests: As mentioned before, when the PCs are done exploring the Slaughtergarde laboratory, a Luminary captain named Armin Harrak contacts them. He offers them the chance to find and clear out Slaughtergarde's temple section. If they accept, the characters can join the Luminous Order and earn affiliation rewards from it.

When the PCs return from the Slaughtergarde temple, Armin offers them another quest. Wicked creatures are striving to repair a gate to the Abyss deep within the Slaughtergarde armory. This must be stopped, and the PCs, as familiar as they are with Slaughtergarde, are perfect agents.

While the characters are busy, Armin sends a contingent of Knights Luminous to make sure the laboratory and temple are secure and cleansed of evil. The Luminous Order also continues work against the evils of the valley, including the Surrinaks. Any such tasks could involve the PCs.

Gear: The Shining Citadel, home of the Knights Luminous, is the equivalent of a small town (purchase limit 800 gp), except where weapons and armor are concerned. Because it houses what is essentially a military organization, the citadel has a purchase limit of 3,000 gp for arms and armor. In exchange for an appropriate donation for the order's good works, the PCs can obtain +1 *weapons*, +1 *shields*, and +1 *armor* from the Shining Citadel's arsenals.

Some gear the order simply doesn't have, such as unusual magic items, as well as poisons or any sort of contraband.

LUMINOUS
ORDER

Let logic be your guide. The Shining Citadel is a well stocked fortress maintained on the edge of the wilderness by an order dedicated to stamping out evil. It's not a full-fledged community.

Services: The most powerful spellcasters in the Luminous Order are 13th-level clerics, but they're frequently on errands outside the Valley of Obelisks. A 7th-level cleric is always at the citadel and willing to cast spells for the cost of the material components required. Less powerful clerics are assigned to help those with needs that can be met with lower-level spellcasting, but the price doesn't change. Characters who have earned the rank of Luminary captain or Luminary champion can count on greater aid from more powerful Luminaries. In any case, donations to the order are appreciated when such services are rendered.

Information: Few in the Valley of Obelisks know about the Battle of Slaughtergarde, but every knight within the Shining Citadel's walls can recite the story of the clash in detail. Once the PCs discover that part of Slaughtergarde survives on the Material Plane, the clerics of the Luminous Order start doing divinations. Thus, they learn about the temple section and the armory.

Access: Anyone on Luminous Order business—or resting after an order-commissioned quest—is welcome to the austere but clean quarters at the Shining Citadel. The stronghold also houses a library detailing the events around the Battle of Slaughtergarde and other demonic invasions stretching back thousands of years. For mundane needs, the Luminous Order maintains a staff of craftspeople, such as blacksmiths and carpenters, useful to a largely self-sufficient bastion.

Status: Those who have distinguished themselves in service to the Luminous Order can call themselves Luminary captains. The term is one of honor, not a specific rank within the order, though such notable Luminaries often lead other Knights Luminous into battle. And the greatest heroes of the Luminous Order, the Luminary champions, can have a hand in leading the whole order's efforts if they wish.

LUMINOUS ORDER IN THE WORLD

"We were halfway done building our stronghold when the Knights Luminous appeared, riding out of the west. It turns out someone was watching the Slaughterscar after all."

—Thrukala the Vampire

With a broad mandate and lack of specific duties, the Luminous Order is a good patron for the PCs. The order sends capable agents on interesting missions. It doesn't ask the PCs to pull garrison duty or to do anything that would-be heroes wouldn't do anyway.

The PCs can use the order's Shining Citadel as a safe base of operations. Even when the PCs' adventures take them beyond the Valley of Obelisks, they can always return to find camaraderie and aid within the stronghold's walls.

Organization: Currently, a group of twelve Luminary champions sets overall policy for the Luminous Order.

But one of the order's precepts is that volunteers make the best allies, so the twelve champions offer quests to willing agents before officially delegating the tasks to duty-bound knights. A Luminary captain often makes the offer.

The number of champions on the ruling council fluctuates as new members become champions and old ones retire or undertake long missions away from the citadel. PCs who reach the rank of Luminary champion can join the ruling council if they wish. But unlike the rest of the Luminous Order, the ruling council is tied to the Shining Citadel and the mundane tasks of running the order. Councilors are supposed to be available for consultation on short notice.

At any given time, about a hundred Luminaries are at the citadel, with twice that number away on missions or off duty. Those at the fortress engage in weapons exercises, small-unit drills, and occasional patrols into the Slaughterscar to the east. While in that accursed place, they destroy any undead they find and watch for monsters attracted to the taint that still lingers in the area.

NPC Reactions

The Luminous Order is a small force, but its members are respected because they're always willing to aid the communities of the valley. If a hamlet's people are suffering from a marauding monster or unchecked banditry, they sometimes send a messenger to the Shining Citadel for aid. The knights that respond are usually equal to the task, and thus the Luminous Order earns goodwill across the valley.

Bandits out in the hinterlands know what the order's tabard looks like, and they often flee rather than test the mettle of a Luminary. But ironically, the appointed foes of the Luminous Order—demons from the Abyss—haven't shown themselves in eight centuries. The knights that founded the Shining Citadel accepted the charge of guarding the valley from further demonic incursion shortly after the Battle of Slaughtergarde. They never imagined that centuries could pass without the demons invading again.

LUMINOUS ORDER LORE

Characters with ranks in Knowledge (local) can research the Luminous Order to learn more about it. When a character makes a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: "The Luminous Order? Yeah, it's a noble sect of knights based somewhere downriver. They have a castle called the Shining Citadel."

DC 15: "Whenever the local lords have a monster or other menace they can't handle, out goes a call to the Shining Citadel, and the Knights Luminous arrive soon after, bless 'em. The order's castle is across the river from Jewelford."

DC 20: "The Shining Citadel was built and the Luminous Order founded to guard against a demonic invasion. That's why the knights patrol the Slaughterscar—they think demons might spawn from its tainted ground."

EBON CABAL

"Good and evil, light and dark—they're just abstractions. You know what's concrete? The wand I'm pointing at you right now."

— Ebon Factotum Naryalla

A mysterious faction, the Ebon Cabal is an organization devoted to the acquisition of magic power on behalf of its members. Though it is cloaked in sinister trappings, the cabal isn't evil. But it is completely amoral, willing to do whatever must be done to advance its collective power.

Ebon Cabal Affiliation

The Ebon Cabal respects power, and eventually the PCs come to the attention of its many agents. PCs who align themselves with the cabal and do the group's bidding can earn an affiliation score within the Ebon Cabal. Especially for ambitious PCs who want no part of the "do-gooder" attitude of the Luminous Order, the Ebon Cabal can be a useful patron.

Just as with the Luminous Order, PCs can earn an affiliation score with the Ebon Cabal that entitle them to certain rewards. When the PCs change their affiliation scores, tell the players so they can keep track of it on their character sheets. PCs can earn affiliation points with both the Luminous Order and the Ebon Cabal, but it's hard to keep both organizations happy.

Condition	Modifier
Character level bonus	+1/2 PC's level
Character is a wizard, sorcerer, or rogue	+1
Circumspect when inquiring about Slaughtergarde	+1
Give an Ebon cabalist some twistroot taken from Slaughterscar	+1*
Working for the Luminous Order	-2
Agree to report on Luminous Order activities	+2
Destroy the gate in the Slaughtergarde armory	-6
Secure the armory gate for the Ebon Cabal	+4

*This modifier can be earned only once, but the cabal appreciates additional twistroot.

Notes: The "circumspect" entry refers to any research the PCs do after they discover the laboratory and the temple. PCs aren't being circumspect if they march through Sumberton announcing, "Hey, we found this weird demon-fortress." They're being circumspect if they inquire delicately, asking something like, "Have you seen this sort of architecture before?"

In the eyes of the Ebon Cabal, characters are working for the Luminous Order if any of their comrades are. But PCs can cancel out that penalty if they figure out a way to keep Naryalla or another cabalist up to speed on what the Luminous Order is doing. Such devious duplicity is respectable in an Ebon cabalist.

Those working for the cabal quickly learn that many members value twistroot, which grows only in Slaughterscar. Collecting the perverse herb is dangerous—it's hard to find, and the undead are everywhere. It takes a DC

20 Survival check and an hour's time to find a twistroot plant. A searcher has a 12% chance of encountering undead during that time.

If you design an adventure that involves the acquisition of magical power, the PCs can earn Ebon Cabal affiliation points for it. Simply replace the "twistroot" entry on the table with an entry relevant to your adventure.

Affiliation Score	Title: Benefits and Duties ¹
1 or lower	None.
2-4	Ebon Initiate: Character is given a ceremonial black robe and is eligible for quests. An Ebon initiate can buy magic items from the wizards of the Ebon Cabal at reduced cost.
5-8	Ebon Factotum: Character receives a <i>cloak of the Ebon Cabal</i> .
9 or more	Ebon Master: Character receives one <i>rod of the Tower</i> (his or her choice), along with a diamond-studded black mask worth 500 gp. An Ebon master meets one of the requirements for taking levels in the dark scholar and twisted lord prestige classes.

¹ Items and prestige classes mentioned here are described in the *Player's Guide*.

EBON CABAL BENEFITS

At its heart, the Ebon Cabal is merely a mutual-aid society for ambitious, amoral spellcasters. Those who have just joined the organization don't see most of the benefits, because they're largely beneath the notice of the mysterious wizards that run the cabal. All members have access to the cabal's base, the Black Tower.

While wizards and the occasional sorcerer make up the majority of the Black Tower's residents, association is open to members of other classes. Ambitious characters who aren't arcanists can still benefit from having powerful wizards as patrons and allies. The Ebon Cabal also has a nonspellcaster sect of secret agents known as twisted lords.

Economics: The Black Tower's main library contains wizard spells of up to 5th level, and Ebon initiates can copy spells into their spellbooks at a 10% discount (see *Adding Spells to a Wizard's Spellbook*, PH 178).

Low-level functionaries at the tower can provide arcane scrolls and wands that contain up to 3rd-level spells for a price that's usually 80% of market value. Such functionaries need a few days for unusual requests such as twelve scrolls of *invisibility*.

Gear: When within the Black Tower, everyone affiliated with the Ebon Cabal wears black robes. Elaborate embroidery and fancier cloth indicate rank. The most powerful cabalists wear black masks when deliberating with their fellows inside the tower walls.

Services: PCs who want a particular magic item can often commission its creation from a fellow cabalist if the item has arcane spells as prerequisites. Members expect to be compensated for their expertise and effort, but the

asking price is usually 80% of market value. The item's creator certainly considers the work a favor to the PC.

Conversely, an Ebon cabalist might ask a PC capable of such a task to fashion a magic item. Other cabalists expect a discount, but the gap between creation price and asking price is profit. Deeper discounts than the usual 20% can earn PC cabalists more favor among their peers.

Information: PCs seeking to delve into the arcane secrets of the universe can learn a great deal from the Black Tower's main library, which has a number of important texts about cosmology, arcane magic, and ancient history. Ebon cabalists gain +4 circumstance bonuses on Knowledge (arcana), Knowledge (history), or Knowledge (the planes) checks if they spend a few hours researching inside the Black Tower's main library.

The master spellcasters of the Ebon Cabal have private libraries as well. Access to them is by invitation only. They hold books that contain secrets too esoteric or too dangerous to be shelved in the main library.

Access: The Black Tower is a fortress, although it relies on the potent spellcasting of its residents for protection, not traditional armed guards. Those wearing the black robes of the Ebon Cabal have access to every part of the stronghold except the private apartments reserved for the senior wizards and the roof. Upon the roof, the senior Ebon masters meet and, it's said, perform rituals beyond the ken of lesser arcanists.

Status: Ebon Cabal membership isn't something to be flaunted beyond the walls of the Black Tower. On the inside, a cold-blooded sort of meritocracy has emerged. Those rising through the ranks of the cabal quickly learn that the masked masters are only impressed by results.

THE EBON CABAL IN THE WORLD

"That black-robed wizard was handy when the dragons came—she probably saved half the village. But after the fighting was done, she was more interested in dissecting a dragon's corpse than putting out the fires."

—Captain Yarrick, formerly of the Andrushel militia.

Some players chafe at being ordered around by virtuous NPCs, and others like the vicarious thrill of playing sinister characters. The Ebon Cabal is for them. It's ruthless and ambitious without actually being evil. Its members can be as helpful or as antagonistic as you need them to be.

Organization: The council that commands the Ebon Cabal consists of seven powerful spellcasters: Borrak One-Eye, Van'kalia, Shinsestra Fireplume, Brunfiliador, and three arcanists that the others refuse to name. This council issues periodic orders to the Ebon masters and quells disputes, but their affairs are otherwise theirs alone.

Other cabalists are much more active within the organization. Ebon masters frequently petition the cabal for aid in one endeavor or another. About half of the Ebon masters live within the Black Tower. The rest, including almost all the twisted lords, live elsewhere in the Valley of Obelisks or in the great cities to the south. At any given time, about

fifty Ebon factotums, mostly low- to mid-level wizards, are on hand. Another fifty or so are agents of the Ebon Cabal, but they live and scheme outside the stronghold walls.

NPC Reactions

The Ebon Cabal is an arcane organization literally and figuratively. Other wizard colleges and secret societies know about it, and many of the nobles in the valley have heard of the Ebon Cabal, even if they dismiss the tales as folklore. The twisted lords are occasionally mentioned as peerless assassins, but they're still regarded as the stuff of campfire tales.

The Luminous Order has some limited knowledge about the Ebon Cabal. They know that it's made up of power-hungry wizards and that it's based in the Black Tower north of Silvermont. Many Knights Luminous suspect that the Ebon Cabal is capable of consorting with demons, but no clear evidence has surfaced that the cabal is actually doing so.

EBON CABAL LORE

Characters with ranks in Knowledge (arcana) can research the Ebon Cabal to learn more about it. When a character makes a skill check, the following lore is revealed, including the information from lower DCs.

DC 15: "That's a secretive sect of wizards housed in the Black Tower near the headwaters of the Marrilach River."

DC 20: "The Black Tower is north of Silvermont. Those living there are wizards—scary, the lot of them. On a few occasions, members of the Ebon Cabal have helped the people of the valley. Some showed up when the dragons attacked Andrushel."

DC 25: "The cabal has assassins and spies within its ranks. These twisted lords, as they're called, are often part of the intrigue in the southern cities."

SLAUGHTERGARDE ARMORY

The gnoll warchief Gashkarr and his minions uncovered the Slaughtergarde armory on the edge of Slaughterscar. Surrounded by twisted vegetation and tainted earth, a dark cave opens into the western side of the crater, and a tunnel winds downward (see below). Signs of excavation, such as piles of dark dirt, stand nearby as proof to recent activity in the tunnel.

DUNGEON FEATURES

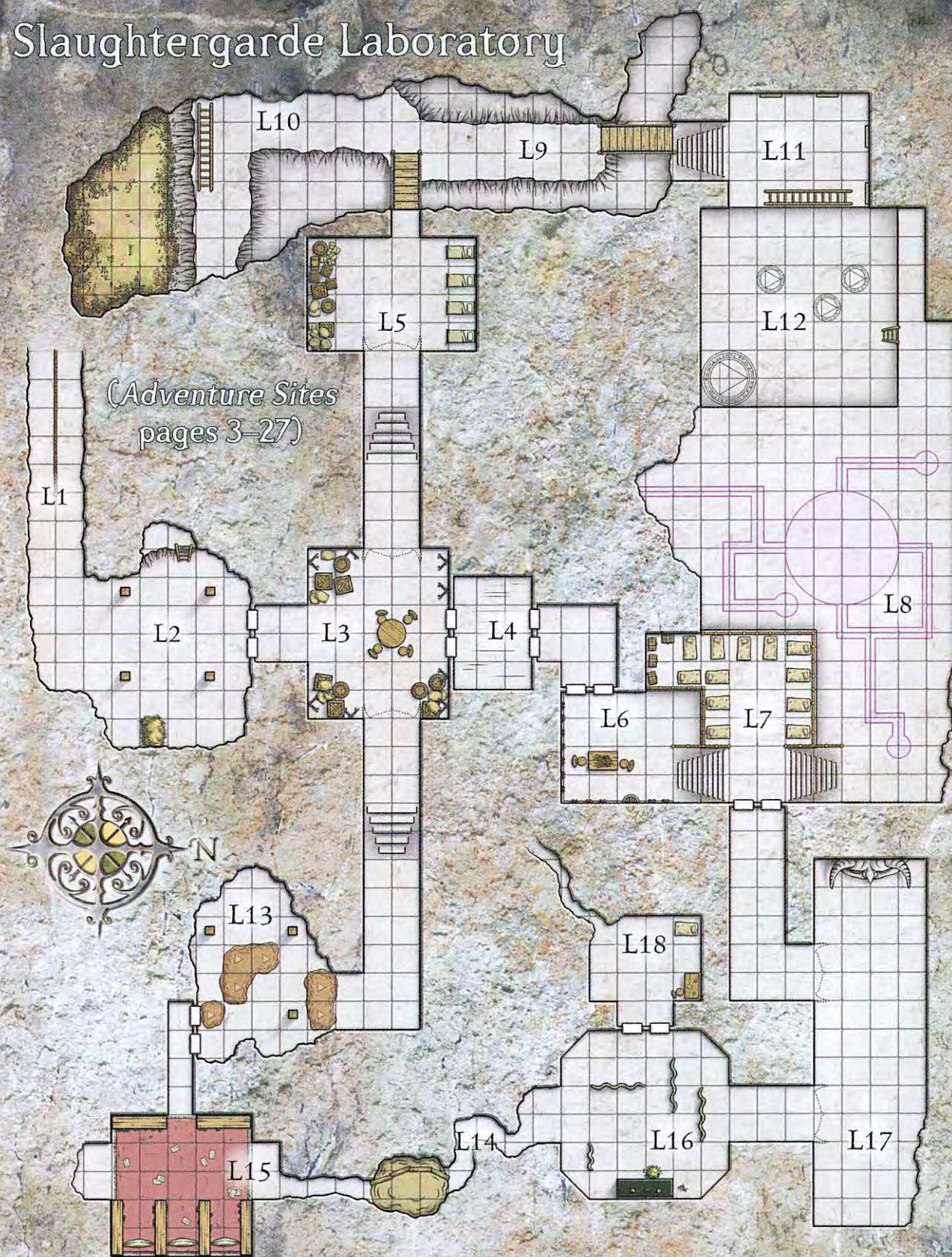
When they explore the armory, the PCs eventually see familiar architectural elements. The first part of the adventure takes place in the tunnels the gnolls used to access the site. Specific room descriptions might detail changes from these generalities.

Entry Tunnel: The tunnel spirals downward from the surface for 500 feet until it reaches A1. It's steeply sloped and littered with gravel, so it takes 2 squares of movement

Slaughtergarde Laboratory

SLAUGHTER-
GARDE
ARMORY

*(Adventure Sites
pages 3–27)*



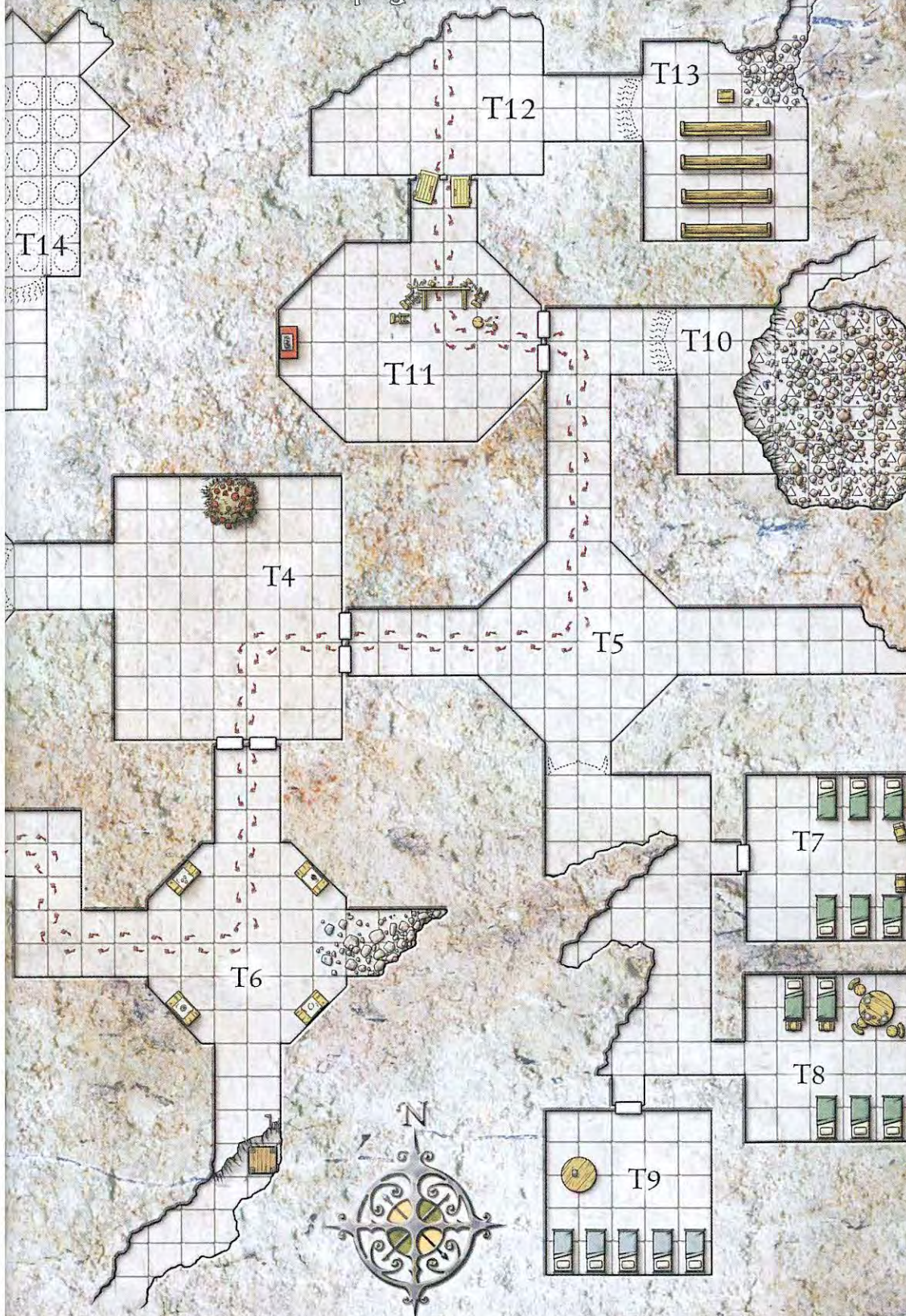
One square = 5 feet

Slaughtergarde Temple



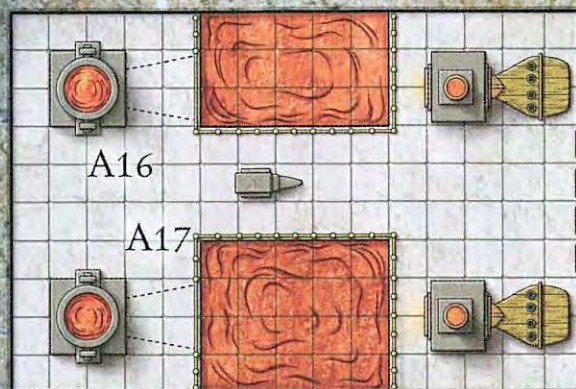
One square = 5 feet

(Adventure Sites pages 28–62)



SLAUGHTER-
GARDE
ARMORY

Slaughtergarde Armory



A16

A17

A15

(Campaign Guide
pages 28–63)



A14

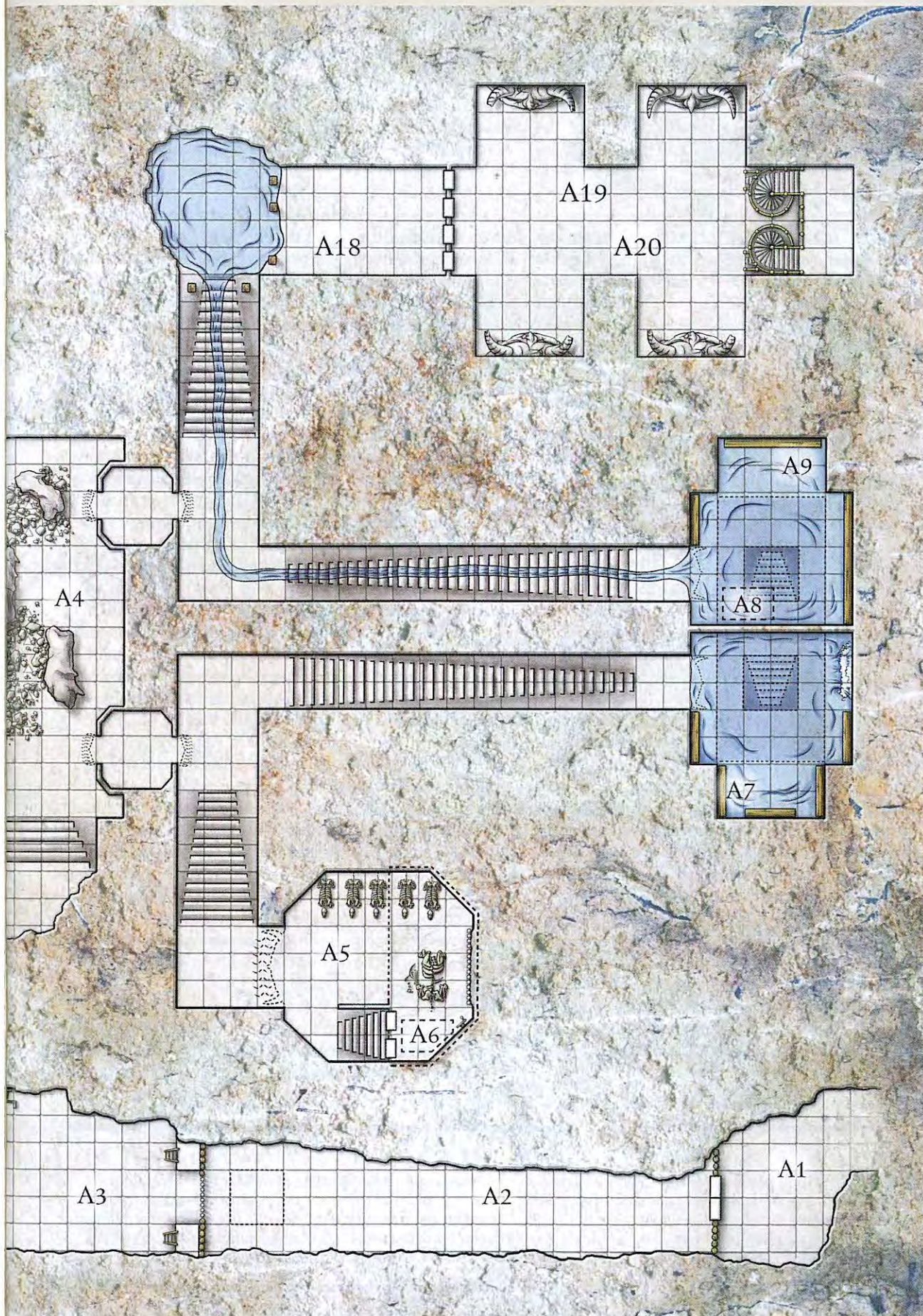
A13

A12



A10

A11



SLAUGHTER-
GARDE
ARMORY

to ascend each square. Creatures running or charging downhill must succeed on a DC 15 Balance check, ending their movement 1d2×5 feet later if they fail. Those that fail by 5 or more fall prone at the end of that movement. The DC of Tumble checks increases by 5, and the DC of Move Silently checks increases by 2. Creatures gain a +1 bonus on melee attack rolls against foes below them on the slope.

Illumination: Gashkarr and his gnolls came upon a colony of giant fire beetles when they explored the armory. The beetles were docile due to Slaughtergarde's lingering magic, so the gnolls corralled and caged the insects to use them for light rather than killing them. While the gnolls can see in the dark, they prefer the light for various reasons, such as being able to see enemies from a distance near the stockades.

Light changes as described in each room. Most halls are unlit, except for ambient light from other areas.

Ceilings: The ceilings in and around the armory are composed of Slaughtergarde's typical gray or gray-green stone, but they vary in height. As in the other remnants of Slaughtergarde, the ceilings are usually 15 feet high. The entry tunnels have ceilings of earth and stone.

Walls: The walls are finished masonry (Climb DC 20) that is the color of the ceilings. These walls are usually 1 foot thick (break DC 35, hardness 8, 90 hit points), except for the tower rooms (A5, A6, A10, and A11), which are reinforced masonry that is 2 feet thick (break DC 60, hardness 8, 360 hit points). Those walls were exposed when Slaughtergarde was intact. Beyond all the masonry is solid earth or stone.

Rooms A1, A2, and A3 are natural earth and stone chambers (Climb DC 15), although the gnolls have done some excavation in these tunnels to improve them and make them easily traversable.

Doors: Burnished copper doors stand in some doorways, while demon arches leer over others. Fiery arches in the armory are particularly fearsome, but the gnolls uncovered a way to pass through them unimpeded (see Slaughtergarde Medallions below).

Floors: The floor of the armory is either flagstone or packed dirt, depending on the location. Neither type of floor impedes movement, so the floors are rarely detailed except when they're covered with some other substance.

Lingering Magic: Just as in the laboratory and the temple, living creatures don't need to eat or drink in the armory section of Slaughtergarde. The trolls might eat just for the pleasure of it—or just to be nasty.

ORGANIZATION

Gashkarr's minions are organized, and as detailed on the next page, the armory is patrolled. However, the layout of the complex and the demon arches make it difficult for the armory's inhabitants to know what's going on in areas other than theirs.

Once the PCs reach the elevator room (A4), they can easily reach the central and southern rooms. To make it to the more difficult northern rooms, though, they've got to either deal with the fiery demon arches on the northern elevators or fight their way through one of the central arsenals (A7 through A9 and A12 through A14).

If you want to customize the armory, here are some suggestions.

Add Antagonists: Gashkarr and his allies are in control of the entire armory. This doesn't have to be so. The easiest place to add more rooms is along the long stairways heading to and from the western and eastern arsenals.

Create Rivalries: If the players relish the chance to negotiate and work factions against one another, antagonism among the denizens of the armory can be fun. Orcharix can be more of a free agent, vying for power with Gashkarr. Maybe the derro are driving a hard bargain for the repaired gate sigil, and they've hired the troll mercenary in A15 to keep the gnolls from taking it by force. However, such rivalries aren't worth the trouble if the PCs are going to be uniformly hostile to the monsters.

Customize the Treasure: The arsenals are good places to add magic weapons and armor. Of course, the gnolls or troglodytes are probably using such items.

SLAUGHTERGARDE MEDALLIONS

Many denizens of the armory wear medallions that allow them to pass through the fiery arches in the armory. Each is an electrum chain and a pendant that has a sigil on it—either a stylized claw or a stylized eye. The sigil determines how effective the medallion is for passage through the complex, as indicated in the appropriate encounters. Each medallion has a faint aura if viewed using *detect magic* (DC 18 Spellcraft check to determine its abjuration) and is worth 100 gp.

GNOLL PATROL (EL 7)

By Gashkarr's order, the armory complex is patrolled at all times. A typical patrol includes a flind soldier and two gnoll barbarians. The patrol starts in the elevator room

FLINDBAR

The flindbar is a set of iron bars linked by a chain, similar to a flail or nunchaku. It's a one-handed exotic weapon that deals 2d4 points of bludgeoning damage, has a threat range of 19–20, costs 30 gp, and weighs 2 pounds. When using a flindbar, the wielder gains a +2 bonus on opposed melee attack rolls made

*to disarm an enemy. A proficient wielder that threatens a critical hit with a flindbar can make a free disarm attempt against the same foe before confirming the critical hit. This disarm attempt doesn't provoke an attack of opportunity.

Flinds treat the flindbar as a martial weapon.

(A4), goes down the northwestern elevator to check on the troll guarding the foundry (A15), then up the stairs and through A14, A13, and A12. Then the patrol continues upstairs to check with the fang dragon in A10, returning down to the southwestern elevator. The patrol then takes the elevator back down to A4.

From A4, the patrol walks out to the entrance (A1), then back to A4. The patrol takes the southeastern elevator to check on the half-fiend ogre (A5), then heads down the stairs to check on the troglodytes (A7). Gnolls on the patrol shout to the troglodytes from the corridor—they don't want to be closer to the troglodytes than they have to. After this, they head back upstairs to the southeastern elevator and go back to A4.

The final leg of the patrol pattern is a trip down the northeastern elevator to check on the troglodytes in A9 and report to Gashkarr in A19. Patrolling gnolls then head back to A4 to start the process all over again.

This route takes between 45 minutes and 90 minutes to walk, depending on how much the patrollers stop to talk. In theory, you could track where the patrol is at all times, but it's not worth the trouble. Instead, if the PCs spend more than 10 minutes in any room, they have a 10% chance to meet the patrol. The patrollers attack intruders on sight.

If the PCs leave carnage in rooms along the patrol circuit, then the patrol discovers that evidence 2d4×10 minutes later. They report to Gashkarr immediately (a 5-minute trip), and he orders them to put everyone on alert. The patrol then spends 2d10 minutes alerting creatures from A19 to where the PCs are. When the patrol finds the PCs, it attacks. If it doesn't find the PCs, it resumes its normal course.

If the PCs destroy the patrol, then Gashkarr becomes suspicious 3d4×10 minutes later. He sends the mezzoloth in A19 to alert the other rooms, which works as it did with the patrol except that the mezzoloth returns to A19 if it doesn't find the PCs.

Alerts last for 2 hours, measured from the point that Gashkarr hears about or suspects trouble.

FLIND SOLDIER

CR 5

MM3 62

hp 50 (5 HD)

Male flind fighter 3

CE Medium humanoid (gnoll)

Init +6; **Senses** darkvision 60 ft.; Listen +6, Spot +6

Languages Common, Gnoll

AC 20, touch 12, flat-footed 18; Dodge, Mobility

Fort +10, **Ref** +3, **Will** +2

Speed 30 ft. (6 squares)

Melee +1 flindbar +12 (2d4+7/19–20)

Base Atk +4; **Grp** +10

Atk Options free disarm

Combat Gear *potion of cure light wounds*

Abilities Str 22, Dex 15, Con 18, Int 10, Wis 12, Cha 8

Feats Dodge^B, Improved Initiative, Mobility^B, Weapon Focus (flindbar)

Skills Intimidate +5, Listen +6, Spot +6

Possessions combat gear plus masterwork studded leather armor, +1 heavy wooden shield, +1 flindbar, Slaughtergarde medallion (eye)

Free Disarm (Ex) With a flindbar, a flind soldier that threatens a critical can make a free disarm attempt (+14 on the opposed attack roll; PH 155) without provoking an attack of opportunity

2 GNOLL BARBARIANS (RAGING)

CR 3

MM 130

hp 47 each (4 HD)

Male gnoll barbarian 2

CE Medium humanoid

Init +5; **Senses** darkvision 60 ft.; Listen +6, Spot +4

Languages Gnoll

AC 16, touch 9, flat-footed 16; uncanny dodge

Fort +11, **Ref** +1, **Will** +3

Speed 30 ft. in breastplate (6 squares), base speed 40 ft.

Melee mwk greataxe +12 (1d12+10/×3)

Base Atk +3; **Grp** +10

Special Actions rage 1/day (8 rounds)

Combat Gear *potion of cure moderate wounds*

Abilities Str 24, Dex 13, Con 20, Int 8, Wis 12, Cha 6

Feats Improved Initiative, Weapon Focus (greataxe)

Skills Intimidate +1, Listen +6, Spot +4

Possessions combat gear plus +1 breastplate, masterwork greataxe

When not raging:

AC 18, touch 11, flat-footed 18

hp 39

Fort +9, **Will** +1

Melee mwk greataxe +10 (1d12+7/×3)

Grp +8

Abilities Str 20, Con 16

SLAUGHTER-
GARDE
ARMORY

OUTER STOCKADE

Encounter Level 6

SETUP

If the characters are trying to be stealthy in the entry tunnel (see Dungeon Features), they take a –2 penalty on their Move Silently checks due to the rocky tunnel floor. If they beat the gnolls' Listen checks, the barbarians (B) are surprised.

When PCs reach the entry tunnel's bottom, read:

In the red glow issuing from a giant beetle in a cage near the northern wall, you see three gnolls wearing breastplates and wielding greataxes. They stand in front of a wooden stockade. Double doors that have massive wooden handles are built into the middle of the stockade. Those doors have a stylized three-headed flail painted across them in red, along with the threat "Turn back or die!" painted in Common.

3 GNOLL BARBARIANS (RAGING)

CR 3

MM 130

hp 47 each (4 HD)

Male gnoll barbarian 2

CE Medium humanoid

Init +5; Senses darkvision 60 ft.; Listen +6, Spot +4

Languages Gnoll

AC 16, touch 9, flat-footed 16; uncanny dodge

Fort +11, Ref +1, Will +3

Speed 30 ft. in breastplate (6 squares), base speed 40 ft.

Melee mwk greataxe +12 (1d12+10/×3)

Base Atk +3; Grp +10

Special Actions rage 1/day (8 rounds)

Combat Gear *potion of cure moderate wounds*

Abilities Str 24, Dex 13, Con 20, Int 8, Wis 12,

Cha 6

Feats Improved Initiative, Weapon Focus (greataxe)

Skills Intimidate +1, Listen +6, Spot +4

Possessions combat gear plus +1 breastplate, masterwork greataxe

When not raging:

AC 18, touch 11, flat-footed 18

hp 39

Fort +9, Will +1

Melee mwk greataxe +10 (1d12+7/×3)

Grp +8

Abilities Str 20, Con 16

TACTICS

Raging immediately, the barbarians attack when they see the PCs.

A barbarian that's down to 15 hit points takes a 5-foot step, then takes out and drinks his *potion of cure moderate wounds*. When two gnolls here have gone down, the remaining barbarian flees toward A2, barring the stockade doors behind him if he has time.

FEATURES OF THE ROOM

The room has the following features.

Illumination: Fire beetle cage; 10 feet of bright illumination; 10 feet of shadowy illumination. The giant fire beetle is alive (MM 285) and docile.

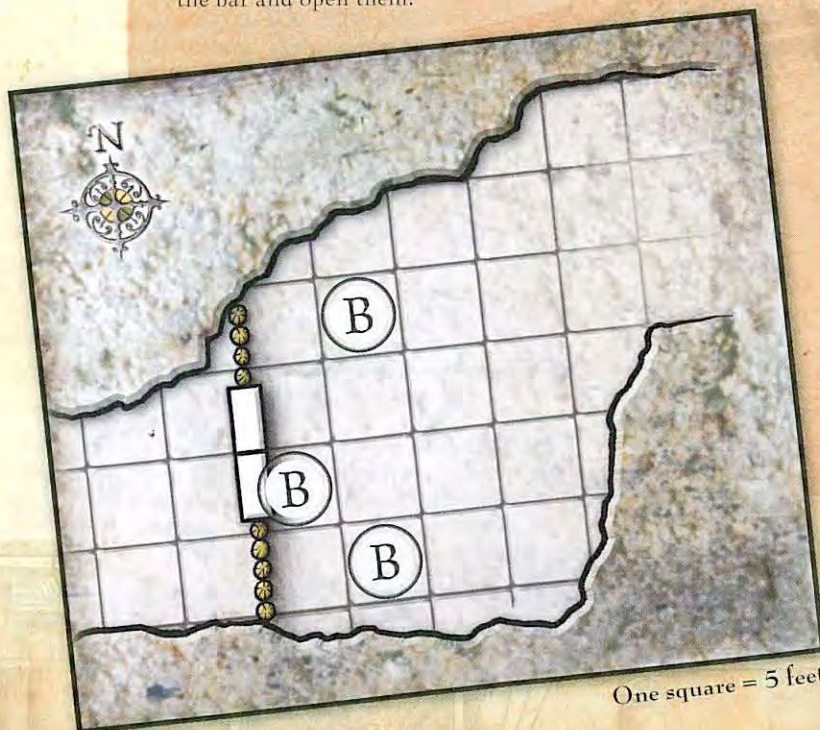
Ceiling: The ceiling here is 20 feet high.

Stockade Walls: Hardness 5, 120 hp. 15 feet high; Climb DC 21.

Wooden Doors: Hardness 5; 20 hp. Open westward; vertical handles on the eastern side of both doors near where they meet; iron brackets on the west. The doors are closed but unlocked; they have no latch or lock.

A DC 15 Knowledge (religion) check is sufficient to know that the symbol on the doors is that of Yeenoghu, the demon prince and deity of gnolls.

A wooden bar leans against the wall on the western side to the north of the doors. It takes a move action to pick up the bar and another to place the bar into the brackets. If the doors are barred, it takes a DC 25 Strength check to break the bar and open them.



INNER STOCKADE

Encounter Level 7

SETUP

A DC 10 Listen check is sufficient for the gnoll archers (A) to hear a battle on the other side of the stockade in A1. If the characters have a light, the gnolls easily see them.

When the PCs enter, read:

More glowing beetles in cages line this broad hall, which leads to another wooden stockade. This one has a portcullis in the center. Two gnolls aim their longbows over the stockade at you.

PIT TRAP

The pit has a dirt-covered wooden lid. If a PC moves into a pit square, don't reveal the entire extent of the lid.

Camouflaged Pit Trap: CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets; Search DC 25; Disable Device DC 17. DC 15 Climb checks are required to scramble out of the pit unaided.

2 GNOLL ARCHERS

CR 4

MM 130

hp 42 each (5 HD)

Male gnoll ranger 3

CE Medium humanoid

Init +3; Senses darkvision 60 ft.; Listen +6, Spot +7

Languages Gnoll

AC 19, touch 13, flat-footed 16

Fort +9, Ref +6, Will +2

Speed 30 ft. (6 squares)

Melee mwk longsword +8 (1d8+3/19–20)

Ranged mwk composite longbow +7/+7 (1d8+3/×3) or

Ranged mwk composite longbow +9 (1d8+3/×3)

Base Atk +4; Grp +7

Atk Options favored enemy humans +2

Abilities Str 17, Dex 16, Con 16, Int 8, Wis 12, Cha 6

SQ wild empathy +1 (–3 magical beasts)

Feats Endurance^B, Improved Initiative, Rapid Shot^B,

Track^B, Weapon Focus (composite longbow)

Skills Hide +5, Listen +6, Move Silently +5, Spot +7,

Survival +4

Possessions mithral breastplate, masterwork longsword, masterwork composite longbow (+3 Str bonus) with 40 arrows

TACTICS

The archers shoot from cover (+4 to AC, +2 on Reflex saves), trying to draw enemies into the pit trap. They focus their attacks on those who didn't fall in.

If one archer is down and the other has 10 hit points or fewer, that gnoll flees to A3, warns the mountain troll, goes down the elevator, and warns the hill giant in A4. He makes his stand with the hill giant.

CONCLUSION

If the PCs make it to the western side of the stockade in the middle of the battle, describe A3. The mountain troll just cocks his head and listens to the ongoing fight. Once combat is over, start the encounter in A3.

FEATURES OF THE ROOM

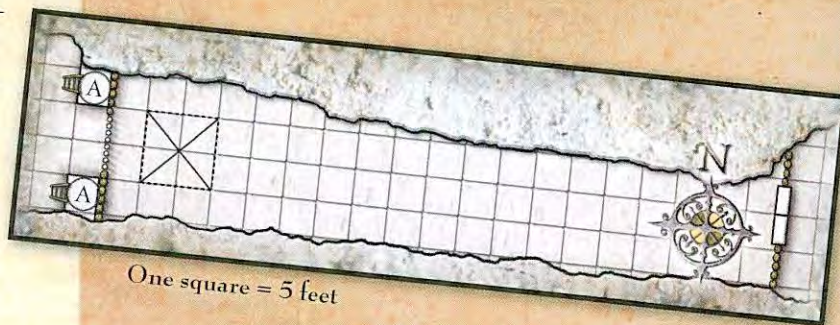
The room has the following features.

Illumination: Fire beetle cages; 10 feet of bright illumination; 10 feet of shadowy illumination. The giant fire beetles are alive (MM 285) and docile.

Ceiling: The ceiling here is 20 feet high.

Stockade Walls: Hardness 5, 120 hp. 15 feet high; Climb DC 21. Two platforms 10 feet off the ground on the western side provide cover against attacks from east of the stockade.

Portcullis: Hardness 5; 30 hp. A winch on western side of the northern wall lifts the portcullis up and backward. A DC 25 Strength check is required to lift the portcullis without the winch.



BLIND TROLL

Encounter Level 8

SETUP

Describe the area, then have the players roll initiative while you do so for the troll (T). You need to control the order of actions as the PCs try to talk or sneak their way past the monster. The troll doesn't listen to any smooth talking from the PCs if a fleeing archer already warned him.

Mountain trolls are normally Challenge Rating 10. However, this mountain troll was left for dead as a juvenile. Gashkarr took him in and raised him as a loyal guardian, but the troll lost his eyesight in his brush with death. So he's blind, unarmed, and chained to one spot near the wall, as accounted for in his statistics. He's still a deadly foe.

The blue, green, and red numbers marked on the map are for your reference during any battle against the troll (see Tactics). Don't put them on a map the players can see.

This area is pictured in the illustration handouts. Show the illustration as you describe the room.

When the PCs can see the area, read:

A massive troll that has thick, gray skin is chained to the northern wall. Its clawed fists are each as big as a man, and its torso is a mountain of muscle. An iron helmet that has a closed visor and no eye slits covers the top of the troll's head and his eyes. The monster is manacled to the wall by an immensely thick chain that's too short to allow him to move far.

The floor behind the troll drops off; you can't see how far. Near the northern wall, just beyond the troll, is another glowing beetle in a cage. On the wall next to the cage is a winch. Ropes from the winch connect to a wooden platform on the edge of the drop-off.

PRONE

A prone attacker takes a -4 penalty on melee attack rolls and can only use a crossbow or shuriken for ranged attacks. A prone defender takes a -4 penalty to Armor Class against melee attacks, but gains a +4 bonus to AC against ranged attacks. Standing up is a move action that provokes an attack of opportunity. A character can instead crawl into an adjacent square as a move action, which also provokes an attack of opportunity.

BLIND MOUNTAIN TROLL

CR 8

MM3 180

hp 217 (15 HD); **Fast Healing** 9

CE Huge giant

Init +1; **Senses** scent; **Listen** +21

Languages Gnoll

AC 19, touch 6, flat-footed 19

Immune gaze attacks, visual effects, illusions

Resist +4 against bull rush and trip attempts

Fort +19, **Ref** +6, **Will** +7

Weakness 50% miss chance (blind)

Speed 15 ft. (chained to wall, can't move until chain breaks)

Melee 2 claws +21 each (1d8+12 plus knockdown) and bite +16 (1d8+6)

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

Base Atk +11; **Grp** +31

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

Abilities Str 35, Dex 12, Con 31, Int 6, Wis 11, Cha 6

Feats Awesome Blow, Cleave, Improved Bull Rush, Iron Will, Power Attack, Skill Focus (Listen)

Skills Listen +21

Possessions steel helmet with visor (riveted shut)

NEGOTIATION

After the PCs reach the western side of the stockade, unless he was already warned, the mountain troll doesn't know whether they're gnolls or enemies. He can be fooled by Bluff, Diplomacy, or Intimidate checks made by someone who can speak Gnoll.

Starting Attitude: Unfriendly.

Modifiers: PCs are gentle in manner (-2); PCs ask questions the gnolls should know answers to (-4); PCs feed the troll (+2).

If Hostile (4 or lower): Attacks immediately, howling in fury.

If Unfriendly (5-15) or Indifferent (16-24): Says, "You no come closer. Wait for other guys. Come soon. They see who you be." The troll attacks if he senses anyone moving toward the elevator, but he gives another warning before doing so if he's indifferent.

If Friendly (25 or more): Says, "Okay guys, you go down. Tell me what you kill. Good eats? Crunchies?" The troll works the elevator for the PCs.

TACTICS

The mountain troll attacks whenever he thinks enemies are within reach. Scent allows him to know when a creature is adjacent at the start of his turn. If he can, he attacks adjacent targets.

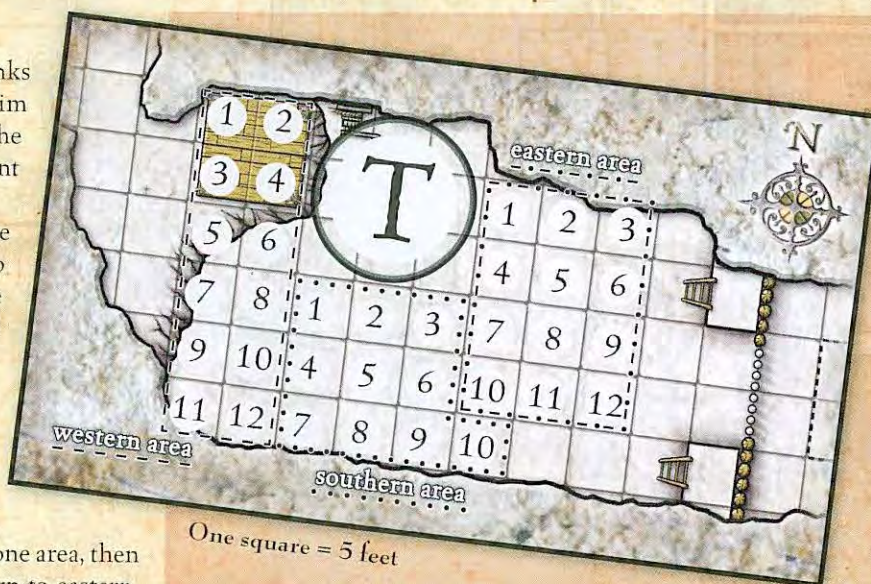
If a target isn't adjacent to the troll, then he takes a move action to sniff the air. Doing so tells him the general area his foes are in—the eastern area (a group of squares surrounded by a dash-dot-dash line and containing numbers 1 to 12), the southern area (a group of squares surrounded by a dotted line and containing numbers 1 to 10), or the western area (a group of squares surrounded by a dashed line and containing numbers 1 to 12). If the troll can smell PCs in more than one area, then he prefers western to southern and southern to eastern. Once he smells a foe and has chosen an area to attack, he randomly chooses a square to attack in that area (roll 1d12 for squares in the western or eastern areas, or 1d10 for the squares in the southern area). Because he used a move action to sniff the air, the troll can only make a single claw attack.

Against PCs in the western area, the troll takes a –4 penalty on his attack roll to use Awesome Blow. If the troll hits, the blow deals damage normally. Then the struck character must succeed on a Reflex save that has a DC equal to the damage dealt. If the PC fails the save, then the force of blow knocks that character 10 feet backward and down the 50-foot cliff (5d6 points of damage).

The troll uses knockdown against foes in squares within the southern and eastern areas. If he hits with a claw attack, he deals damage and can make a free trip attempt (+20; doesn't provoke an attack of opportunity), opposed by the target's choice of a Strength or Dexterity check. Tripped characters are knocked prone. If the trip attempt fails, the troll can't be reactively tripped.

If the troll takes damage for 2 rounds in a row but can't smell any PCs within range, then he starts trying to pull his chain out of the wall. Doing so requires a DC 30 Strength check, and the troll has a +12 Strength bonus. If he succeeds, he rampages around the eastern part of A3, thrashing about and sniffing for enemies.

The troll fights until slain. He becomes progressively angrier until he falls below 50 hit points. After that, he starts to wail piteously as he fights.



One square = 5 feet

FEATURES OF THE ROOM

The room has the following features.

Illumination: Fire beetle cages; 10 feet of bright illumination; 10 feet of shadowy illumination. The giant fire beetles are alive (*MM* 285) and docile.

Ceiling: The ceiling here is 20 feet high, so it's 70 feet above the floor beyond the cliff.

Cliff: It's a 50-foot drop to the western part of the room. A fall from the top deals 5d6 points of damage. Characters in the bottom face DC 20 Climb checks to scramble back up.

Elevator: Anyone can lower the elevator to the floor below the cliff in one round; the winch is ratcheted so the platform won't fall too fast. Raising the elevator takes a full-round action while the operator makes a Strength check to work the winch. Each 2-point increment of the check result allows the operator to raise the elevator 1 foot. The elevator moves on the operator's turn.

The troll usually takes 10 on the check for a total of 22. He has had sufficient practice to work the winch blindly without penalty.

ELEVATOR ROOM

Encounter Level 7

SETUP

If the hill giant (G) succeeds on a DC 15 Listen check, he heard the ruckus in A3. In that case, or if an archer retreated here, he expects intruders and watches the stairs closely. Otherwise, the giant is just daydreaming. If a fiery demon arch scans for a medallion or its flames go out, he notices.

You might need to know where the elevators are at a given moment during a combat. They're described in the Features of the Room.

This area is pictured in the illustration handouts. Show the illustration when the PCs reach the bottom of the stairs.

When the PCs reach the bottom of the stairs, read:

Directly in front of you is the head of a toppled statue—a warrior in heavy armor—and you can see the other parts of the statue farther north. Near the stairs, orb-shaped steel cages that contain firelike radiance hang from the room's cavernous vaulted ceiling. A chandelierlike construction dangles from the ceiling deeper in the chamber, its brighter blaze casting eerie shadows on the far wall. Demon arches stand near each of the room's four corners, thick flames dancing in them. Large braziers occupy niches in the walls between the arches, their fires finishing off the weird interplay of light in this vast hall. A stooped giant stands guard near the western wall, leaning on his massive club.

TACTICS

The giant throws rocks until the PCs either engage him in melee or it becomes apparent that he's losing a ranged battle. He can grab suitable rocks from any square that is within reach and has rubble in it.

As he moves about the room, the hill giant must squeeze through areas where the statue pieces only provide 5-foot gaps. To do so, he must move at half speed and take a –4 penalty on attack rolls and to AC. He prefers not to do this if he can avoid it.

If a PC winds up between the hill giant and one of the fiery arches, the giant bull rushes that PC through the flames and into the elevator shaft. The hill giant has +15 on the opposed Strength check, counting the bonuses from his size and from Improved Bull Rush. First, the hill

HILL GIANT

CR 7

MM 123

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) in hide armor, base speed 40 ft.

Melee greatclub +16 (2d8+10)

Ranged rock +8 (2d6+7)

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

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

Atk Options Cleave, Improved Bull Rush, Improved Sunder, Power Attack

Abilities Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7

Feats Cleave, Improved Bull Rush, Improved Sunder, Power Attack, Weapon Focus (greatclub)

Skills Climb +7, Jump +7, Listen +3, Spot +6

Possessions hide armor, greatclub

giant moves into the PC's space, which doesn't provoke an attack of opportunity from that PC. It might provoke attacks of opportunity from other PCs who threaten the giant, but PCs who take those attacks have a 25% chance of hitting a comrade by mistake. Then the hill giant and the defender make opposed Strength checks. The defender's check is modified as follows: +4 for each size category above Medium, –4 for each size category below Medium, +4 for more than two legs or exceptional stability. If the hill giant wins, he pushes the PC 5 feet backward. If the giant moves with the defender (up to his movement limit), he pushes the defender back an additional 5 feet for each 5 points by which he won. If the giant doesn't win the opposed Strength check, he moves back into the square he started in, falling prone if that square is occupied.

If the hill giant takes significant damage from a single PC's melee attacks, he attempts to sunder that character's weapon. The hill giant and the PC make opposed attack rolls. For the purposes of this roll, the hill giant has a +28 bonus against Medium PCs and a +32 bonus against Small PCs. If the hill giant wins, he deals 2d8+10 points of damage to the targeted weapon. See PH 158 for the hardness and hit points of weapons. Each +1 enhancement bonus adds 2 to the weapon's hardness and 10 to its hit points. If a weapon is still intact after two sunder attempts, the hill giant gives up on this tactic.

Proud to be part of Gashkarr's "mighty army," the giant refuses to surrender or flee.

FEATURES OF THE ROOM

The room has the following features.

Illumination: Four radiant orbs and flaming chandelier; bright illumination to within 10 feet of the floor; 10 feet of shadowy illumination. Each of these constructions has a faint aura if viewed using *detect magic* (DC 16 Spellcraft check to determine its evocation), but it ceases to function if removed from where it hangs.

Wall braziers; 20 feet of bright illumination; 20 feet of shadowy illumination; function like the orbs.

Demon arches; 20 feet of bright illumination; 20 feet of shadowy illumination. If an arch is disabled, it stops shedding light.

Ceiling: The ceiling here is 50 feet high.

Gradual Stairs: The stairs the PCs descend aren't steep enough to affect movement. Creatures gain a +1 bonus on melee attack rolls against foes below them on the stairs.

Rubble: Between the statue pieces are squares full of rubble. Each square marked with rubble costs 2 squares of movement to enter. Balance and Tumble DCs increase by 5, and Move Silently DCs increase by 2.

Statue Pieces: Once a likeness of a hulking humanoid in spiked plate armor, this statue was a giant version of the one on the altar in T21. Each piece is 10 feet high and takes DC 10 Climb checks to clamber atop. Those atop the statue pieces gain a +1 bonus on melee attack rolls against foes on the floor.

Fiery Demon Arches: The arches over the elevators' doorways are carved to look like the face and open mouth of fanged demons. Eyes on each face glow red-orange. Thick sheets of flame swathe each doorway, blocking line of sight and dealing 9d6 points of fire damage to anyone passing through. Crackling from the flames increases the Listen DCs to hear anything beyond them by 10. Each arch has a strong aura if viewed using *detect magic* (DC 21 Spellcraft check to determine its evocation).

Whenever a creature steps adjacent to an arch, the eyes of the demon cast a spotlight on that creature's chest, looking for a Slaughtergarde medallion. Any medallion works for the southeastern and southwestern arches, and an eye medallion works for the northeastern and northwestern elevators. What happens next depends on whether the creature is wearing a Slaughtergarde medallion.

- If the creature isn't wearing the right Slaughtergarde medallion, the spotlight disappears after a few seconds, and the arch remains fiery. The spotlight doesn't come back unless the creature steps away and moves adjacent to the arch again.

- If the creature is wearing the correct Slaughtergarde medallion, the spotlight remains on for a few seconds (until initiative count 10 if a fight is going on), then the flames disappear. The flames stay off for 1 round.

A DC 30 Disable Device check is sufficient to disable the flames. That these arches are coursing a lot more energy

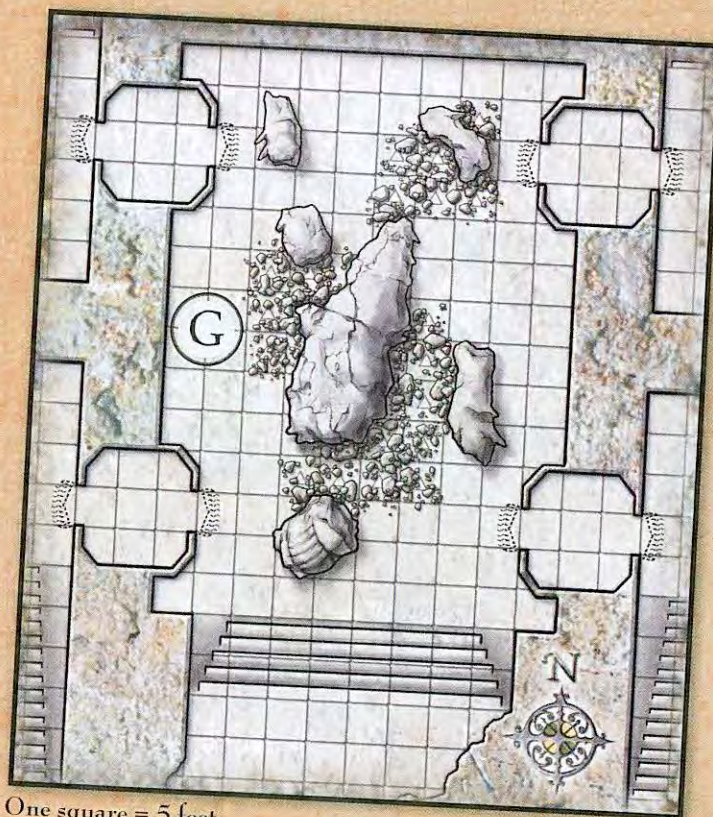
than those in the drow temple is obvious to anyone who has seen the latter.

XP Note: Whenever the PCs disable or take damage from a specific fiery demon arch for the first time to pass through it, award XP as if they overcame a CR 6 trap.

Elevators: The four elevators in this room lead to four different places. They move every round on initiative count 0, going up on odd rounds and down on even rounds. Their entire movement occurs during their turn. It's visually obvious whether an elevator platform is present. A DC 20 Disable Device check that takes 2d4 rounds is sufficient to stop an elevator platform's movement.

Southeastern and Southwestern Elevators: These elevators rise toward the towers in the southern part of the fortress, so when the elevators are up, these elevators aren't present in A4. Those standing in one of these shafts when the elevator comes down take 12d6 points of damage (no save).

Northeastern and Northwestern Elevators: These elevators drop toward the gate chamber and the foundry, respectively, so when the elevators are down, these elevators aren't present in A4. Someone who enters one of these shafts when no platform is present falls 70 feet to the bottom (7d6 points of damage).



One square = 5 feet

EASTERN TOWER

Encounter Level 6

SETUP

If the ogre (O) hears the PCs, he stops moving and waits to see who's coming. Otherwise, a DC 12 Listen check is sufficient for someone outside the fiery arch to hear him working and walking. The half-fiend attacks as soon as he sees the characters.

When the PC can see into this room, read:

A giant that has leathery wings, has a distended jaw, and wears plate armor stands in the center of this room. Standing skeletons of horses line the northern wall, and a jumble of bones shaped like a huge horse lies near an iron portcullis to the east. Beyond that gate is a jumble of earth and rock. The southern wall supports a steep stairway leading up to copper doors that are barred on this side.

TACTICS

The half-fiend ogre wades directly into the PCs, flying only to gain a good position to make full attacks. He casts *darkness* on his falchion if he feels doing so gives him an advantage against tough PCs. Blind-Fight allows him to reroll the 20% miss chance. He might also try to bull rush (PH 154) a PC through the fiery arch.

If the half-fiend is reduced to 15 hit points or fewer, he flies to the top of the stairs and casts *darkness* on his falchion. He then takes a round to remove the bar on the double doors and open the door to let the redspawn firebelcher from A6 into A5. After drinking his *potion of cure moderate wounds*, he rejoins the fight, battling until he's slain.

HALF-FIEND OGRE

CR 6

MM 147 and 198

hp 53 (5 HD); DR 5/magic

Male half-fiend ogre fighter 1

CE Large outsider (native)

Init +2; Senses darkvision 60 ft., low-light vision; Listen +8, Spot +8

Languages Common, Giant

AC 25, touch 10, flat-footed 24

Immune poison

Resist acid 10, cold 10, electricity 10, fire 10; SR 14

Fort +11, Ref +3, Will +2

Speed 30 ft. in full plate (6 squares, run at 3 × speed), base speed 40 ft., fly 30 ft. (average) in full plate, base fly speed 40 ft.

Melee falchion +15 (2d6+16/18–20) and bite +11 (1d8+5) or

Melee 2 claws +13 each (1d6+10) and bite +11 (1d8+5)

Space 10 ft.; Reach 10 ft.

Base Atk +4; Grp +18

Atk Options Blind-Fight, magic strike, smite good 1/day (+5 damage against good foe)

Combat Gear *potion of cure moderate wounds*

Spell-Like Abilities (CL 4th):

3/day—*darkness*

1/day—*desecrate*

Abilities Str 30, Dex 15, Con 20, Int 10, Wis 12, Cha 6

Feats Blind-Fight, Multiattack, Weapon Focus (falchion)^B

Skills Bluff +1, Climb +12, Hide –4, Intimidate +2, Listen +8, Move Silently +0, Ride +6, Spot +8

Possessions combat gear plus +1 *full plate*, +1 *falchion*, Slaughtergarde medallion (claw)

Magic Strike (Su) A half-fiend's natural attacks are considered magic for the purpose of overcoming damage reduction.

FEATURES OF THE ROOM

The room has the following features.

Illumination: Demon arch (glowing eyes); 20 feet of bright illumination; 20 feet of shadowy illumination. If the arch is disabled, the area is dark.

Ceiling: The ceiling here is 30 feet high in the section of the room east of the upper story. Under that story, toward the portcullis, the ceiling is 15 feet high.

Fiery Demon Arch: The arch over the western doorway is carved to look like the face and open mouth of a fanged demon. Eyes on the face glow red-orange. Thick sheets of flame swathe this doorway, blocking line of sight and dealing 9d6 points of fire damage to anyone passing through it. Crackling from the flames increases the Listen DCs to hear anything beyond them by 10. The arch has a strong aura if viewed using *detect magic* (DC 21 Spellcraft check to determine it's evocation).

Whenever a creature steps adjacent to an arch, the eyes of the demon cast a spotlight on that creature's chest, looking for a Slaughtergarde medallion. Any medallion works.

- If the creature isn't wearing a Slaughtergarde medallion, the spotlight disappears after a few seconds, and the arch remains fiery. The spotlight doesn't come back unless the creature steps away and moves adjacent to the arch again.

- If the creature is wearing a Slaughtergarde medallion, the spotlight remains on for a few seconds (until initiative count 10 if a fight is going on), then the flames disappear. The flames stay off for 1 round.

A DC 30 Disable Device check is sufficient to disable the flames. That these arches are coursing a lot more energy than those in the drow temple is obvious to anyone who has seen the latter.

XP Note: Whenever the PCs disable or take damage from a specific fiery demon arch for the first time to pass through it, award XP as if they overcame a CR 6 trap.

Skeletal Horses: The necromancers of Slaughtergarde never got around to animating these mundane skeletons into steeds. They're held together by crumbling resin, so a push is enough to topple them into a pile of bones.

The half-fiend ogre is trying to assemble a Huge skeletal steed from parts of other skeletons. His clumsy efforts are on the floor in the eastern part of the room. Among the old bones are some conspicuously new ones that have been gnawed clean—probably by the troll in A3. These new bones are the remains of poor Tybalt's horse (see Tybalt in A9).

Steep Stairs: It takes 2 squares of movement to ascend each square. Creatures running or charging down steep stairs must succeed on a DC 10 Balance check, ending their movement 1d2×5 feet later if they fail. Those that fail by 5 or more fall prone and take 1d6 points of damage at the end of that movement. The DC of Tumble checks increases by 5.

Creatures gain a +1 bonus on melee attack rolls against foes below them on the stairs.

Burnished Copper Doors: Hardness 5; 60 hp each. Open eastward; vertical handles on both sides of both doors near where they meet. The doors are closed and unlocked; they have no latch or lock, but they are barred (see below).

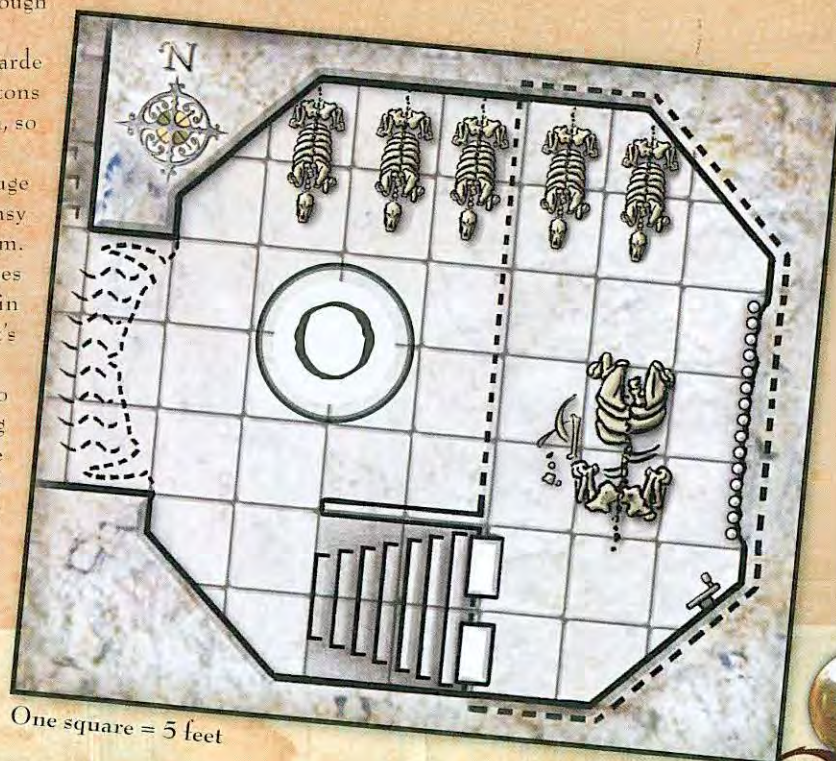
An iron bar is threaded through the handles on the western side. It takes a move action to remove the bar or a DC 25 Strength check to break the bar.

At the top of the stairs, a DC 22 Listen check is sufficient to hear the slow, steady breathing of the redspawn firebelcher in A6.

Portcullis: The winch to open the portcullis is just south of it on the wall, but opening it takes a DC 25 Strength check performed as a full-round action. Dirt and stones start to pour into the room as soon as the portcullis budes, hinting at the disaster to follow if the gate is opened fully. If it is, all characters within 20 feet must succeed on a DC 15 Reflex save or take 3d6 points of damage from an avalanche of earth.

The area within 10 feet of the portcullis becomes a mound of earth and stone. It takes 2 squares of movement to ascend each square there. Creatures running or charging downhill must succeed on a DC 15 Balance check, ending their movement 1d2×5 feet later if they fail. Those that fail by 5 or more fall prone at the end of that movement. The DC of Tumble checks increases by 5, and the DC of Move Silently checks increases by 2. Creatures gain a +1 bonus on melee attack rolls against foes below them on the slope.

The area from there to 20 feet away from the gate becomes strewn with rubble. It takes 2 squares of movement to enter a square in that area.



REDSPAWN PRISON

Encounter Level 6

SETUP

The redspawn firebelcher here (R) is a rampaging monster that attacks the first creature it sees after the doors open. The gnolls lured it into this room and locked it up, hoping to somehow tame or train it later.

When the PCs open the doors, read:

An enormous red lizard hurls itself toward the doorway, smoke curling from the nostrils above its massive jaws. Charred furniture litters the floor. Arrow slits pierce the eastern walls, but beyond them is earth and rock. In the northern part of the room is a badly burned and very big gnoll.

TACTICS

The firebelcher attacks anything that moves, focusing on whoever dealt it the largest amount of damage during the previous round. It belches fire on the first round, targeting a cluster of foes. Whenever it can after that, it belches fire at an enemy with one or more creatures adjacent. The berserk dragonblood fights until slain.

REDSPAWN FIREBELCHER

CR 6

MM4 154

hp 84 (8 HD)

CE Large magical beast (dragonblood, fire)

Init -1; Senses darkvision 60 ft., low-light vision; Listen +5, Spot +6

Languages —

AC 18, touch 8, flat-footed 18

Immune fire, paralysis, sleep

Fort +11, Ref +5, Will +2

Weakness vulnerability to cold

Speed 40 ft. (8 squares), swim 30 ft.

Melee bite +12 (2d6+6 plus 1d6 fire)

Ranged belch fire +7 (see below)

Space 10 ft.; Reach 5 ft.

Base Atk +8; Grp +16

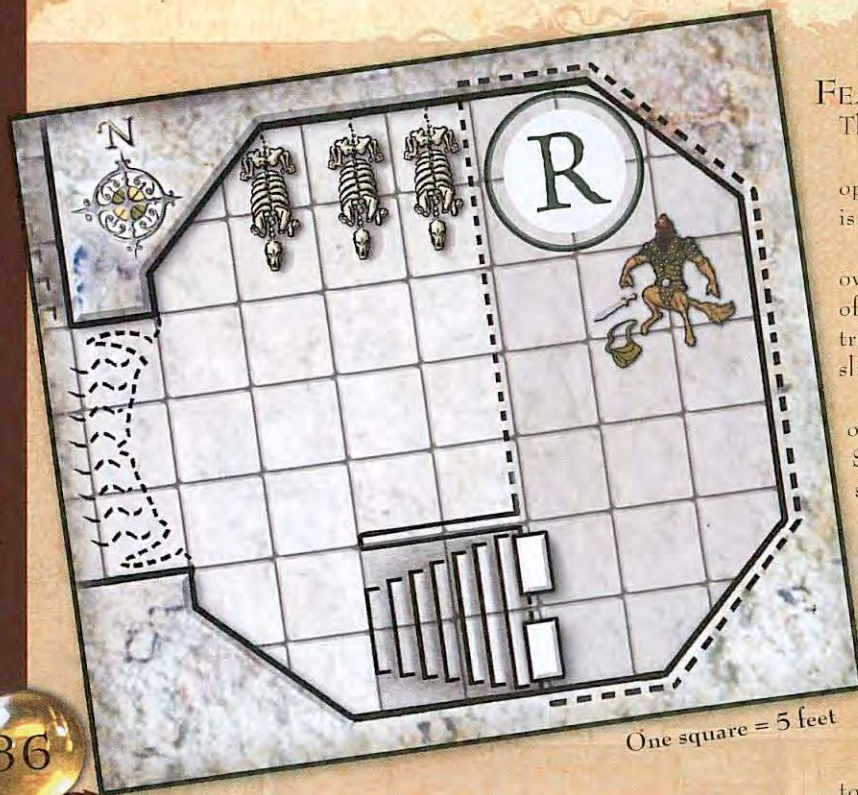
Atk Options Power Attack

Abilities Str 19, Dex 8, Con 21, Int 1, Wis 11, Cha 6

Feats Power Attack, Weapon Focus (bite), Weapon Focus (ranged touch)

Skills Jump +8, Listen +5, Spot +6, Swim +12

Belch Fire (Su) 60-ft. (no range increment), 6d6 fire (no save); creatures adjacent to target take 3d6 fire (Reflex DC 19 half).



FEATURES OF THE ROOM

The room has the following features.

Illumination: Shadowy illumination comes through the open doors 15 feet into the room if the demon arch in A5 is active. It's dark otherwise.

Arrow Slits: At one time, these arrow slits looked out over one of the great ramps that led down from the heights of Slaughtergarde. When this section of Slaughtergarde was transposed deep underground, the tower was buried. Now the slits open to countless yards of earth and stone.

Corpse: The corpse is actually a flind that was a casualty of the effort to lock the redspawn firebelcher in this room. Since the firebelcher doesn't become hungry, it didn't consume the corpse. Masterwork studded leather armor and a masterwork short sword can be found on the body. But the most interesting item on the corpse is a scrap of paper inside a tattered leather satchel.

The note contains directions for the gnoll patrols through this section of Slaughtergarde. Translated into Common, it reads, "Start in elevator room, check foundry, then check armory. Then go up to Orcharix (be respectful!), then back to the elevators. Go to entrance, then up to the ogre. Go through weapons area, back to elevators, to other arsenal, then down to Gashkarr."

SOUTHEASTERN ARSENAL

Encounter Level 6

SETUP

Unless they expect danger, the troglodytes here (T) are examining weapons. A DC 11 Listen check is sufficient to hear them from beyond the demon arch (DC 6 from underwater in A8).

When the PCs enter, read:

A cloying odor surrounds the three reptilian humanoids that crouch here. Racks of bladed weapons line the walls. Water rushes down the eastern wall and flows over the floor, and a dark spot near the room's center indicates a water-filled hole.

TACTICS

The troglodytes rage at the sight of intruders, each exuding stench as a free action on her turn.

When a troglodyte has no *potions of cure moderate wounds* left and is reduced to 10 hit points or fewer, she drinks her *potion of water breathing* and flees down into A8.

CONCLUSION

If a battle occurs here, the troglodytes in A8 ascend the stairs after the cleric casts spells (see Tactics in A8), so they arrive at the end of the fifth round. They remain in A8 if the battle ends before they ascend.

FEATURES OF THE ROOM

The room has the following features.

Illumination: Demon arch (glowing eyes); 20 feet of bright illumination; 20 feet of shadowy illumination.

Demon Arch: The arch over the western doorway is carved to look like the face and open mouth of a fanged demon. Eyes in the face glow red-orange, and a glamer of swirling dark violet energy fills the mouth. The arch has a moderate aura if viewed using *detect magic* (DC 21 Spellcraft check to determine it's illusion). A low hum emitted by the arch increases Listen DCs to hear anything beyond it by 10.

Shallow Water: Each square costs 2 squares of movement. Tumble and Move Silently DCs increase by 2.

Weapon Racks: The racks against the wall contain three of each slashing and piercing melee weapon in the PH. A masterwork greatsword here belongs to Tybalt in A9.

Waterfall: Freshwater is pouring into this room through a crack in the wall.

Flooded Stairway: Creatures have to swim into A8. The stairwell is dark.

3 TROGLODYTE BARBARIANS (RAGING) CR 3

MM 246

hp 51 each (4 HD)

Female troglodyte barbarian 2

CE Medium humanoid (reptilian)

Init +1; Senses darkvision 90 ft.; Listen +5, Spot +0

Languages Draconic

AC 19, touch 12, flat-footed 19; Dodge, uncanny dodge

Fort +12, Ref +1, Will +2

Speed 40 ft. (8 squares)

Melee 2 claws +8 each (1d4+4) and

bite +5 (1d4+2)

Base Atk +3; Grp +7

Special Actions stench, rage 1/day (9 rounds)

Combat Gear 2 *potions of cure moderate wounds*, *potion of water breathing*

Abilities Str 18, Dex 13, Con 22, Int 10, Wis 10, Cha 8

Feats Dodge, Multiattack^B, Weapon Focus (claw)

Skills Climb +8, Listen +5, Spot +0, Swim +8

Possessions combat gear plus +1 *studded leather armor*, Slaughtergarde medallion (claw)

Stench (Ex) 30-ft. radius, all living creatures (besides troglodytes) must succeed on a DC 17 Fortitude save or be sickened. Success on the save against one troglodyte's stench confers immunity to that troglodyte's stench for 24 hours, but it doesn't protect against the stench of other troglodytes. Creatures immune or resistant to poison are similarly resistant to the stench. *Delay poison* or *neutralize poison* removes the effect from a sickened creature.

Not raging:

AC 21, touch 11, flat-footed 21

hp 42

Fort +10, Will +0

Melee 2 claws +6 each (1d4+2) and

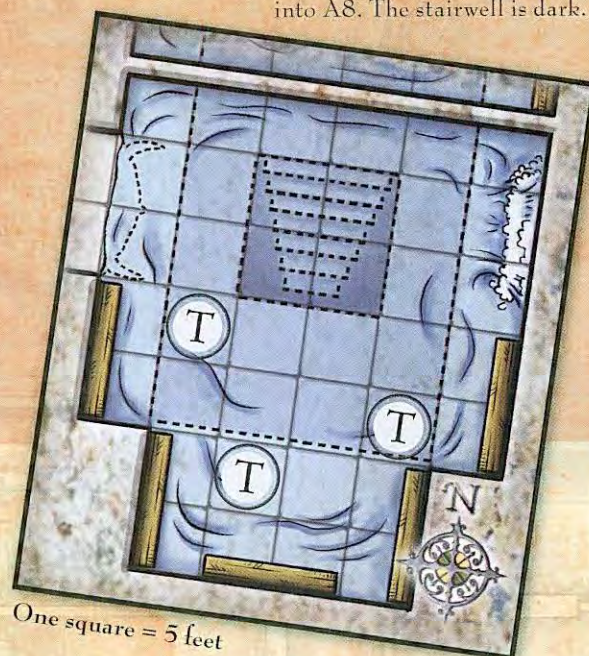
bite +3 (1d4+1)

Grp +5

Abilities Str 14, Con 18

Skills Climb +6, Hide +10 (+14 in rocky areas), Swim +6

Stench (Ex) DC 15



FLOODED ARSENAL

Encounter Level 8

SETUP

This room is completely underwater, but the troglodytes (T) are able to stay down here due to a *water breathing* spell that the cleric (C) cast a few minutes before the PCs arrived (about 3 hours of duration remain for each troglodyte). They're collecting any bits of steel they can find, but when they hear a battle in A7 or A9, they swim up the stairs and attack as indicated in those rooms.

The PCs have to swim here, holding their breath or using magic to facilitate breathing. They might also have trouble with light. Illumination that relies on fire doesn't work unless it comes from a spell or source that indicates otherwise.

UNDERWATER ACTION

Creatures without a Swim speed have to make Swim checks every round to move around. A successful DC 10 Swim check (usable untrained as a Strength check) lets a creature move at quarter speed as a move action or half speed as a full-round action. Armor check penalties are doubled for the Swim skill. Creatures that fail a Swim check are flailing about in the water. They lose their Dexterity bonus to Armor Class, and foes gain a +2 bonus on attack rolls against them.

Attack rolls with slashing and bludgeoning weapons take a -2 penalty underwater, and such attacks deal half damage. Piercing weapons (including the troglodytes' claw and bite attacks) function normally. Thrown weapons are completely ineffective. Attack rolls with other ranged weapons take a -2 penalty for every 5 feet of water the shot passes through, in addition to normal penalties for range.

Holding Breath: A creature can hold its breath for 2 rounds per point of Constitution if it does nothing other than take move actions and free actions. If it takes a standard or full-round action, it expends 2 rounds of breath. Have the players keep track of how much breath their characters have expended. A creature must make a DC 10 Constitution check every round after its breath is expended, and the DC of the check increases by 1 every subsequent round. Failure indicates the creature falls unconscious. A creature that falls unconscious drops to -1 hp at the beginning of its next turn. If still unable to breathe at the beginning of the subsequent turn, the creature dies.

When the PCs swim down into A8, read:

This room is completely filled with cold water. Wooden racks on the walls hold unstrung bows and crossbows, bloated and warped by the water, along with their ammunition. Another staircase leads upward into a lit room, indicated by the bright patch of water near the ceiling.

If the troglodytes are still present, read:

Three reptilian humanoids in leathers swim nearby. One has a spear, while the other two seem to have no weapons at all.

TROGLODYTE CLERIC

CR 6

MM 246

hp 56 (7 HD)

Male troglodyte cleric 5

CE Medium humanoid (reptilian)

Init +1; Senses darkvision 90 ft.; Listen +5, Spot +3

Languages Draconic

AC 22, touch 12, flat-footed 21

Fort +10, Ref +2, Will +7

Speed 30 ft. (6 squares)

Melee +1 spear +7 (1d8+2/×3) and bite +3 (1d4) or

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

Base Atk +4; Grp +5

Special Actions rebuke undead 2/day (-1, 2d6+4, 5th), spontaneous casting (*inflict* spells), stench

Cleric Spells Prepared (CL 5th; 6th for chaos and evil spells):

3rd—*bestow curse* (DC 16), *magic circle against good*^D, *water breathing*[†]

2nd—*cure moderate wounds*, *hold person* (2; DC 15), *shatter*^D (DC 15)

1st—*cure light wounds* (2), *protection from law*^D, *sanctuary* (DC 14), *shield of faith*

0—*detect magic* (3), *detect poison* (2)

D: Domain spell. Domains: Chaos, Evil. † Already cast.

Abilities Str 13, Dex 12, Con 16, Int 8, Wis 16, Cha 8

Feats Athletic, Brew Potion, Multiattack^B, Weapon Focus (spear)

Skills Concentration +6, Climb +3, Hide +8 (+12 in rocky areas), Listen +5, Spot +3, Swim +4

Possessions +1 studded leather armor, +1 spear, ring of protection +1, Slaughtergarde medallion (eye)

Stench (Ex) Fort DC 14; doesn't work underwater. See troglodytes in A7 or A9 if the cleric fights in one of those rooms.

2 TROGLODYTE THUGS

CR 4

MM 246

hp 39 (5 HD)

Male troglodyte rogue 3

CE Medium humanoid (reptilian)

Init +1; **Senses** darkvision 90 ft.; Listen +6, Spot +6**Languages** Draconic

AC 21, touch 11, flat-footed 20

Resist evasion**Fort** +7, **Ref** +4, **Will** +2**Speed** 30 ft. (6 squares)**Melee** 2 claws +7 each (1d4+3) and

bite +4 (1d4+1)

Base Atk +3; **Grp** +6**Atk Options** sneak attack +2d6**Special Actions** stench**Combat Gear** *potion of cure moderate wounds***Abilities** Str 16, Dex 12, Con 17, Int 8, Wis 12, Cha 8**SQ** trapfinding, trap sense +1**Feats** Athletic, Multiattack^B, Weapon Focus (claw)**Skills** Climb +9, Hide +8 (+12 in rocky areas), Listen +6,

Move Silently +6, Spot +6, Swim +9

Possessions combat gear plus +1 *leather armor*, *amulet of natural armor* +1, *Slaughtergarde medallion* (claw)**Stench (Ex)** Fort DC 14, doesn't work underwater. See troglodytes in A7 or A9 if the thugs fight in one of those rooms.

TACTICS

Whether these troglodytes fight here or move up to A7 or A9, they have several rounds before they start fighting. The troglodyte cleric casts some spells on himself beforehand.

Round 1: *Magic circle* against good.

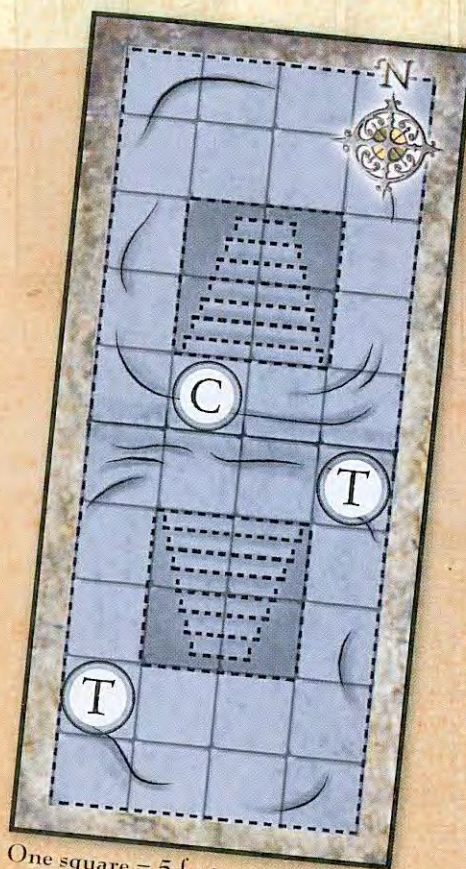
Round 2: *Shield of faith*.

Round 3: *Protection from law*.

The troglodyte thugs try to flank enemies so they can deal sneak attack damage. They keep close to the cleric to take advantage of the *magic circle*.

The cleric casts *bestow curse* (–4 penalty on all checks, rolls, and saves) on the PC who looks the strongest. He stays close to the thugs so he can heal them. When he thinks he is about to be attacked, he casts *sanctuary*. If a PC successfully attacks the cleric, he responds with *hold person*, followed by a spear attack.

As long as the cleric is up and present, the thugs stand their ground. They're confident his healing can keep them fighting. A troglodyte flees if reduced to 10 hit points or fewer, running to whichever of A7 or A9 the PCs didn't come from, even if doing so means swimming back through this room from another.



One square = 5 feet

FEATURES OF THE ROOM

The room has the following features.

Illumination: It's dark here.

Water-Filled Room: The room is filled with water. PCs who take time to observe bits of floating debris notice that the water is slowly moving. It's pouring in from A7 and out through A9.

Flooded Stairways: Water rises to a few inches above the top step of each stairway in this room. Demon arches light rooms A7 and A9, but PCs peering up the stairs can see only stone walls and weapon racks from the bottom of the stairs.

Weapon Racks: The racks against the wall contain longbows, crossbows, and ammunition for Slaughtergarde's army, but the water has ruined them all.

NORTHEASTERN ARSENAL

Encounter Level 6

SETUP

Bodyguards of the troglodyte cleric live here, guarding the cleric's new prize possession—Tybalt. PCs might hear the guards talking softly in Draconic and the occasional clinking of their armor by making a DC 11 Listen check from beyond the demon arch or a DC 7 Listen check from underwater at the base of the stairs into this room from A8.

The troglodytes (T) might hear approaching PCs near the demon arch, but they don't hear an underwater battle in A8. Even if they hear a battle occurring in A7 through the wall (Listen DC 8), they prepare for a fight but don't investigate. They can't swim well in their heavy armor.

When the PCs enter the room, read:

Two reptilian humanoids in plate armor guard this room. Wooden racks containing warhammers, flails, and other bludgeoning weapons line the walls. A few inches of water cover the whole floor, and dark spot under the water near the room's center indicates a hole there. Apparently unconscious, a human man in half-plate is tied to a rack in the northwestern corner.

TACTICS

These troglodytes are confident, and if they win initiative, each one steps back and takes a ready standard action to set her halberd against charges. Each exudes stench as a free action on her turn. If a PC charges, the troglodyte can attack before the charge is resolved, dealing double damage if she hits. Her new initiative count is just before the charging PC's. If nobody charges, the troglodytes attack on their original initiative count during the next round.

They might trip with their halberds, making a melee touch attack and pitting a Strength check against the victim's choice of a Dexterity or Strength check. If the troglodyte wins, the target is knocked prone. If the target wins, the troglodyte can drop her halberd to avoid being tripped in return. She then fights using her claws. If a soldier trips an opponent, she focuses her attacks on that foe until he manages to stand.

2 TROGLODYTE SOLDIERS

CR 4

MM 246

hp 45 each (5 HD)

Female troglodyte fighter 3

CE Medium humanoid (reptilian)

Init +5; Senses darkvision 90 ft.; Listen +3, Spot +1

Languages Draconic

AC 25, touch 11, flat-footed 24

Fort +10, Ref +3, Will +3

Speed 20 ft. in full plate (4 squares, run at 3 × speed), base speed 30 ft.

Melee mwk halberd +9 (1d8+4/×3) and

bite +6 (1d4+1) or

Melee 2 claws +7 each (1d4+3) and

bite +6 (1d4+1)

Base Atk +4; Grp +7

Atk Options Power Attack

Special Actions stench

Abilities Str 16, Dex 12, Con 17, Int 8, Wis 12, Cha 8

Feats Improved Initiative, Multiattack^B, Power Attack,

Weapon Focus (bite)^B, Weapon Focus (halberd)^B

Skills Hide +3 (+7 in rocky areas), Intimidate +2, Listen +3, Spot +1

Possessions masterwork full plate armor, masterwork halberd, *cloak of resistance* +1, Slaughtergarde medallion (claw)

Stench (Ex) 30-ft. radius, all living creatures (besides troglodytes) must succeed on a DC 14 Fortitude save or be sickened. Success on the save against one troglodyte's stench confers immunity to that troglodyte's stench for 24 hours, but it doesn't protect against the stench of other troglodytes. Creatures immune or resistant to poison are similarly resistant to the stench. *Delay poison* or *neutralize poison* removes the effect from a sickened creature.

Against lightly armored or prone enemies, the troglodytes maximize their Power Attack. They continue to use Power Attack until they miss a foe twice in a row.

Since they can't swim well in plate, they can't retreat through A8. They can't use the northeastern elevator to A4 without eye medallions. Retreating toward A18 means showing their cowardice to the merciless Gashkarr. Given these factors, the troglodytes make a last stand here.

CONCLUSION

If a battle occurs here, the troglodytes in A8 ascend the stairs after the cleric casts spells (see Tactics in A8), so they arrive at the end of round 5. They remain in A8 if the battle ends before they ascend.

TYBALT**CR 2**

hp 19 (2 HD)

Male human fighter 2

NG Medium humanoid

Init +5; Senses Listen +0, Spot +0

Languages Common

AC 18, touch 11, flat-footed 17

Fort +5, Ref +1, Will -1

Speed 20 ft. in half-plate (4 squares, run at 3 × speed); base speed 30 ft.

Base Atk +2; Grp +4

Atk Options Cleave, Power Attack

Abilities Str 15, Dex 13, Con 14, Int 8, Wis 10, Cha 12

Feats Cleave^B, Improved Initiative, Power Attack^B, Weapon

Focus (greatsword)

Skills Intimidate +3, Listen +0, Ride +4, Spot +0

Possessions half-plate

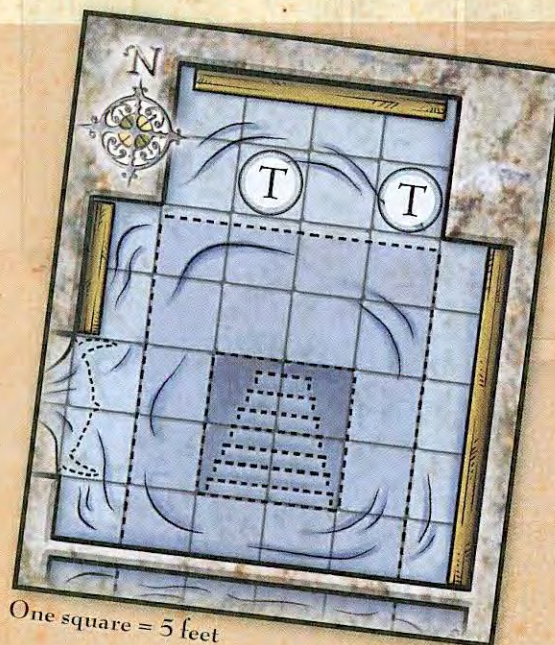
TYBALT

Tybalt is unconscious and tied to the racks in the north-western corner of the room. The gnolls caught him near the armory's entrance yesterday, and after they beat him, they amusedly give him to the troglodytes. The troglodyte cleric hasn't decided what to do with his new slave yet.

Tybalt is unconscious and stable at -4 hit points when the PCs find him, obviously the victim of cruelty. If the characters bring him back to consciousness, he's immensely grateful (initial attitude friendly) and does anything reasonable that the PCs ask. His first act is to inquire after his horse, which was eaten by the troll in A3 as evidenced by the bones in A5. He also enquires after his greatsword, which he truthfully claims is an heirloom and can be found in A7.

Tybalt is a native of Sumberton who has long dreamed of joining the Knights Luminous. He thought a one-man crusade into the heart of the Slaughterscar would impress the leaders of the order. Clearly braver than he is smart, Tybalt is no match for the armory's challenges, a fact that should quickly become apparent to the PCs. The unlucky fighter can also be a source of some information you wish to impart to the players.

If needs be, you can replace Tybalt with a new PC. Like Tybalt's greatsword, the equipment a new PC's needs to be an effective party member should be kept nearby.

**FEATURES OF THE ROOM**

The room has the following features.

Illumination: Demon arch (glowing eyes); 20 feet of bright illumination; 20 feet of shadowy illumination.

Demon Arch: The arch over the western doorway is carved to look like the face and open mouth of a fanged demon. Eyes in the face glow red-orange, and a glamor of swirling dark violet energy fills the mouth. The arch has a moderate aura if viewed using *detect magic* (DC 21 Spellcraft check to determine it's illusion). A low hum emitted by the arch increases Listen DCs to hear anything beyond it by 10.

Shallow Water: Each square costs 2 squares of movement. Tumble and Move Silently DCs increase by 2. A steady stream of water a few inches deep pours through the demon arch, cascading down the stairs toward A18.

Weapon Racks: The racks against the wall contain two of each bludgeoning melee weapon in the PH. Most of the weapons are sized for Medium creatures, but some weapons are for Large creatures or Small creatures.

Flooded Stairway: Creatures have to swim into A8. The stairwell is dark.

WESTERN TOWER

Encounter Level 6

SETUP

Orcharix found the Slaughtergarde entrance shortly after the gnolls dug it, and he agreed to help due to Laurazhi's guile. He wants to be part of the carnage that's bound to ensue when the gate in A19 opens.

The fang dragon (D) can sense through the fiery demon arch, so he's almost certainly ready for the PCs when they pass through it. A DC 12 Listen check made by someone pausing at the fiery arch is sufficient to hear Orcharix cast *shield*. Those who make the check by 10 or more can make subsequent DC 16 Spellcraft checks to know what spell was just cast. After he casts the spell, the fang dragon chuckles. He's supremely self-assured and finds the PCs' caution amusing.

This area is pictured in the illustration handouts. Show the illustration when Orcharix attacks.

When the PCs enter, read:

In the center of this chamber is a gray-brown dragon coated in wicked spikes. The room otherwise appears empty. A portcullis is in the southern wall, but you can see only rock and earth beyond its bars. The western wall supports stairs that lead up to a pair of closed copper doors.

TACTICS

Orcharix uses the time from when he senses the PCs to when they enter the room to cast *shield*. When characters enter, Orcharix shouts in Draconic, "Leave them to me! Don't interfere!" It's not immediately apparent whom he's shouting to, but the tieflings in A11 hear him.

In battle, Orcharix tries to position himself with as many PCs in reach as possible; he wants to make a full attack every round. Each time he hits with a claw or tail slap, he receives a free trip attempt on the struck foe. That's a +8 check (Strength bonus and an additional +4 for his size) against the victim's choice of a Dexterity or Strength check. If Orcharix wins, the target is knocked prone. If the target wins, nothing happens. If Orcharix trips an enemy, he focuses his attacks on that foe, maximizing his Power Attack.

The dragon reserves *dispel magic* for use on ongoing spells that make it hard for him to fight.

ORCHARIX

CR 6

Draconomicon 159

hp 114 (12 HD)

Male juvenile fang dragon

CN Large dragon (air)

Init +0; Senses blindsense 60 ft., darkvision 120 ft., keen senses; Listen +19, Spot +19

Languages Draconic

AC 20, touch 9, flat-footed 20

Immune paralysis, sleep

SR 16

Fort +11, Ref +8, Will +10

Speed 60 ft. (12 squares), fly 120 ft. (poor)

Melee bite +15 (2d8+4 plus ability drain) and

2 claws +10 each (2d6+2/19–20 plus trip) and

2 wings +10 each (1d8+2) and

tail slap +10 (2d6+6 plus trip)

Space 10 ft.; Reach 10 ft.

Base Atk +12; Grp +20

Atk Options ability drain, Cleave, Power Attack, trip

Spell-Like Abilities (CL 4th):

At will—*detect magic*, *read magic*

2/day—*shield*

1/day—*dispel magic*

Abilities Str 19, Dex 10, Con 17, Int 10, Wis 15, Cha 10

SQ sound imitation

Feats Alertness, Cleave, Improved Critical (claw),

Improved Initiative, Power Attack

Skills Bluff +5, Diplomacy +4, Jump +16, Knowledge

(arcana) +15, Knowledge (the planes) +15, Listen +19,

Search +15, Sense Motive +7, Spot +19

Ability Drain (Su) Bite; Fort DC 16 negates; 1d4 points of Constitution drain.

Sound Imitation (Ex) Can imitate any sound he has heard. Will DC 16 to detect the ruse.

At the beginning of round 2, the tieflings in A11 open their doors so they can watch their master fight the PCs. You can use the read-aloud for encounter A11 to describe them. They obey Orcharix's order not to interfere, but they take defensive measures as show in A11's Tactics section. If PCs attack the tieflings, Orcharix focuses his fury on those characters, bellowing in Draconic, "Fight me, you cowards, not the bystanders!"

For all his bravado, Orcharix has a keen sense of self-preservation. If reduced to 50 hit points or fewer, he orders the tieflings to attack, and he grabs the medallion from his treasure pile as soon as they do. He then heads down the stairs toward the southwestern elevator and eventually the surface.

FEATURES OF THE ROOM

The room has the following features.

Illumination: Demon arch; 20 feet of bright illumination; 20 feet of shadowy illumination. If the arch is disabled, the area is dark.

Ceiling: The ceiling here is 30 feet high in the section of the room east of the upper story. Under that story, toward the portcullis, the ceiling is 15 feet high.

Fiery Demon Arch: The arch over the northern doorway is carved to look like the face and open mouth of a fanged demon. Eyes on the face glow red-orange. Thick sheets of flame swathe this doorway, blocking line of sight and dealing 9d6 points of fire damage to anyone passing through it. Crackling from the flames increases the Listen DCs to hear anything beyond them by 10. The arch has a strong aura if viewed using *detect magic* (DC 21 Spellcraft check to determine its evocation).

Whenever a creature steps adjacent to an arch, the eyes of the demon cast a spotlight on that creature's chest, looking for a Slaughtergarde medallion. Any medallion works.

- If the creature isn't wearing a Slaughtergarde medallion, the spotlight disappears after a few seconds, and the arch remains fiery. The spotlight doesn't come back unless the creature steps away and moves adjacent to the arch again.

- If the creature is wearing a Slaughtergarde medallion, the spotlight remains on for a few seconds (until initiative count 10 if a fight is going on), then the flames disappear. The flames stay off for 1 round.

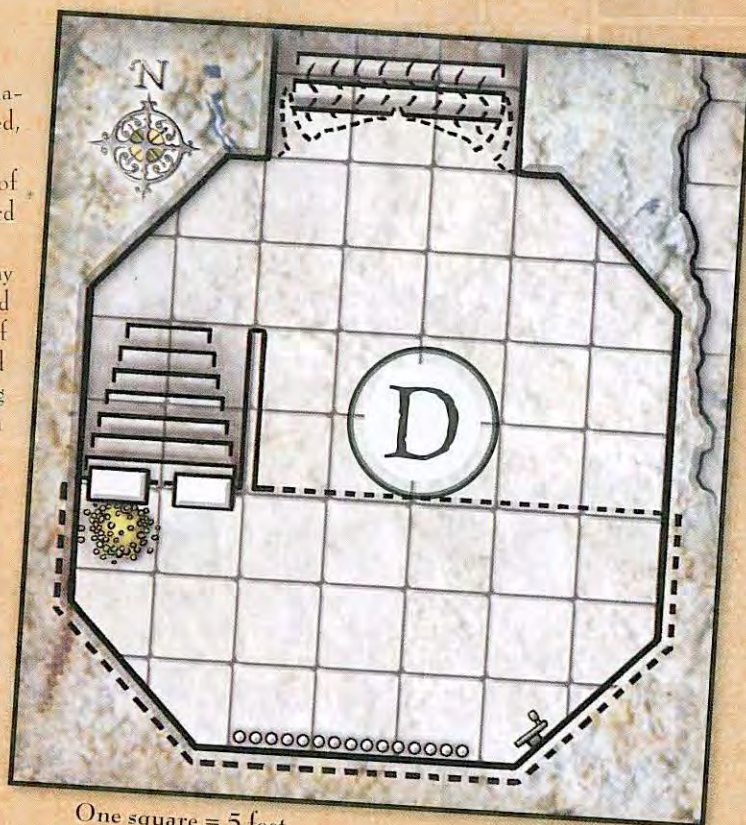
A DC 30 Disable Device check is sufficient to disable the flames. That these arches are coursing a lot more energy than those in the drow temple is obvious to anyone who has seen the latter.

XP Note: Whenever the PCs disable or take damage from a specific fiery demon arch for the first time to pass through it, award XP as if they overcame a CR 6 trap.

Burnished Copper Doors: Hardness 5; 60 hp each. Open southward; vertical handles on both sides of both doors near where they meet. The doors are closed and unlocked; they have no latch or lock.

Steep Stairs: It takes 2 squares of movement to ascend each square. Creatures running or charging down steep stairs must succeed on a DC 10 Balance check, ending their movement 1d2×5 feet later if they fail. Those that fail by 5 or more fall prone at the end of that movement. The DC of Tumble checks increases by 5. Creatures gain a +1 bonus on melee attack rolls against foes below them on the stairs.

Hoard: Orcharix's hoard is a pile underneath the stairs. It isn't much, because the dragon is still young and moves around a lot. Orcharix considers himself all the security his treasure needs. The pile has 925 gp, 18 pp, a set of *feral bracers* (*Player's Guide* 15), and a Slaughtergarde medallion (eye).



One square = 5 feet

Portcullis: The winch to open the portcullis is just south of it on the wall, but opening it takes a DC 25 Strength check performed as a full-round action. Dirt and stones start to pour into the room as soon as the portcullis budes, hinting at the disaster to follow if the gate is opened fully. If it is, all characters within 20 feet must succeed on a DC 15 Reflex save or take 3d6 points of damage from an avalanche of earth.

The area within 10 feet of the portcullis becomes a mound of earth and stone. It takes 2 squares of movement to ascend each square there. Creatures running or charging downhill must succeed on a DC 15 Balance check, ending their movement 1d2×5 feet later if they fail. Those that fail by 5 or more fall prone at the end of that movement. The DC of Tumble checks increases by 5, and the DC of Move Silently checks increases by 2. Creatures gain a +1 bonus on melee attack rolls against foes below them on the slope.

The area from there to 20 feet away from the gate becomes strewn with rubble. It takes 2 squares of movement to enter a square in that area.

TIEFLING QUARTERS

Encounter Level 6

SETUP

The tieflings here are loyal servants of the fang dragon. Although it's just the three of them, they call themselves the Order of the Fang. They might actually fight the PCs in A10, but if the characters rush up the stairs, the battle occurs here.

When PCs start up the stairs, read:

Three humanoids that have short horns on their foreheads glare menacingly at you from atop the stairs—one female and two males. The males are wearing studded leather armor and wield swords in both hands, while the female wears simple brown robes. Their tabards depict a stylized gray-brown open maw. Beyond them, you can make out an austere chamber with arrow slits in the southern wall. The slits are filled with dirt.

2 TIEFLING BLADEMASTERS

CR 3

MM 209

hp 19 each (3 HD)

Male tiefling rogue 3

CE Medium outsider (native)

Init +2; Senses darkvision 60 ft.; Listen +7, Spot +7

Languages Common, Draconic, Infernal

AC 16, touch 12, flat-footed 14

Resist cold 5, evasion, fire 5, electricity 5

Fort +3, Ref +5, Will +2

Speed 30 ft. (6 squares)

Melee mwk longsword +3 (1d8+2/19–20) and
mwk short sword +3 (1d6+1/19–20)

Base Atk +2; Grp +4

Atk Options Combat Reflexes, sneak attack +2d6

Combat Gear *potion of barkskin* +3

Spell-Like Abilities (CL 3rd):

1/day—darkness

Abilities Str 15, Dex 15, Con 14, Int 12, Wis 12, Cha 6

Feats Combat Reflexes, Two-Weapon Fighting

Skills Balance +10, Bluff +6, Diplomacy +2, Hide +10,
Jump +10, Listen +7, Move Silently +8, Sense Motive +7,
Spot +7, Tumble +10

Possessions combat gear plus +1 studded leather,
masterwork longsword, masterwork short sword,
Slaughtergarde medallion (claw), key to a footlocker

TIEFLING WIZARD

CR 3

MM 209

hp 12 (3 HD)

Female tiefling wizard 3

CE Medium outsider (native)

Init +0; Senses darkvision 60 ft.; Listen +1, Spot +1

Languages Abyssal, Common, Draconic, Gnoll, Infernal

AC 11, touch 10, flat-footed 11

Fort +2, Ref +1, Will +4

Speed 30 ft. (6 squares)

Melee mwk dagger +2 (1d4/19–20)

Ranged mwk light crossbow +2 (1d8/19–20)

Base Atk +1; Grp +1

Combat Gear *potion of protection from arrows* 10/magic,
potion of spider climb, scroll of *alter self*, scroll of *mage armor*, 3 scrolls of *protection from good*

Wizard Spells Prepared (CL 3rd):

2nd—*flaming sphere* (DC 15), *scorching ray* (+1 ranged touch)

1st—*color spray* (DC 14), *magic missile*, *shield*

0—*detect magic*, *flare* (2, DC 13), *read magic*

Spell-Like Abilities (CL 3rd):

1/day—darkness

Abilities Str 10, Dex 10, Con 12, Int 17, Wis 13, Cha 12

Feats Combat Casting, Deceitful, Scribe Scroll^B

Skills Bluff +3, Concentration +7 (+11 casting defensively),
Disguise +6, Forgery +8, Hide +2, Knowledge
(arcana) +9, Listen +1, Spellcraft +11, Spot +1

Possessions combat gear plus *bracers of armor* +1,
masterwork dagger, masterwork crossbow with 20 bolts,
Slaughtergarde medallion (claw), key to a footlocker

Spellbook spells prepared plus 0—all in PH; 1st—*cause fear*, *charm person*, *identify*, *mage armor*, *protection from good*; 2nd—*alter self*

ORDER OF THE FANG

As written, the Order of the Fang is just a minor curiosity—tieflings in the service of a fang dragon. But if you're adding an element of intrigue to your game, the Order of the Fang can serve as Orcharix's eyes and ears in Sumberton. By extension, they become Gashkarr's spies as well. That's why they've got unusual clothing in their footlockers.

The tieflings can lurk in Sumberton without drawing undue notice. If the PCs retreat to Sumberton between forays into the Slaughtergarde armory, the tieflings can attack them on the streets of the city or attempt to assassinate them when they let down their guard in an inn. Alternatively, you can introduce the tieflings of the Order of the Fang long before the PCs make it to the armory.

Also left deliberately undefined is the Order of the Fang's larger purpose. On the one hand, they study the combat arts under Orcharix's tutelage. On the other hand, they're tieflings. They could be descendants of some of Slaughtergarde's soldiers, eager to follow in the footsteps of their demonic ancestors.

TACTICS

If they're watching Orcharix fight, the blademasters (B) stand in front of the wizard (W). They take out and drink their *potions of barkskin* on the first round, while the wizard drinks her *potion of protection from arrows*. The wizard then does the following.

Round 1: Casts *shield*.

Round 2: Takes out and uses her scroll of *mage armor*.

Round 3: Takes out and uses her scroll of *protection from good*.

If she has more time, she uses her remaining scrolls of *protection from good* on the blademasters. She also uses her *potion of spider climb*, climbing to escape melee or maneuver to a good position.

If the tieflings don't have time to prepare, they still try to drink potions on the first round. Then they enter the fight. Instead of preparing beforehand, the wizard gets a few defenses up over the course of the battle, in the order described earlier.

The blademasters enter the fray by making Tumble checks to move at half speed into flanking positions (DC 15, check for each enemy passed, DC increases by 2 per enemy after the first). Success against a particular foe means the tiefling doesn't provoke attacks of opportunity from that enemy.

In combat, the blademasters sneak attack, each maneuvering to help the other. If they can't flank a foe, they might resort to making Bluff checks to feint. They only do so if they think it improves their chances of ending the fight quickly.

If the fang dragon is dead, the tieflings fight until slain. But if the dragon fled and two or more tieflings are reduced to 10 hit points or fewer, all the tieflings follow their master. They cast *darkness* on the keys they have on their belts, subsequently tossing them into various corners of the room to improve their chances of escape.

FEATURES OF THE ROOM

The room has the following features.

Illumination: Fire beetle cage; 10 feet of bright illumination; 10 feet of shadowy illumination. The giant fire beetle is alive (MM 285) and docile.

Shadowy illumination comes through the open doors 15 feet into the room if the demon arch in A10 is active.

Burnished Copper Doors: See A10.

Arrow Slits: At one time, these arrow slits looked out over one of the great ramps that led down from the heights of Slaughtergarde. When this section of Slaughtergarde was transposed deep underground, the tower was buried. Now the slits open to countless yards of earth and stone.

Beds: The beds here are a mess, since the tieflings sleep and sit on them.

Underneath the middle bed is a fourth footlocker. This one has a broken padlock on the lid. Inside is a tabard with the same gray-and-brown maw that the PCs have already seen on the tieflings and two other changes of clothes.

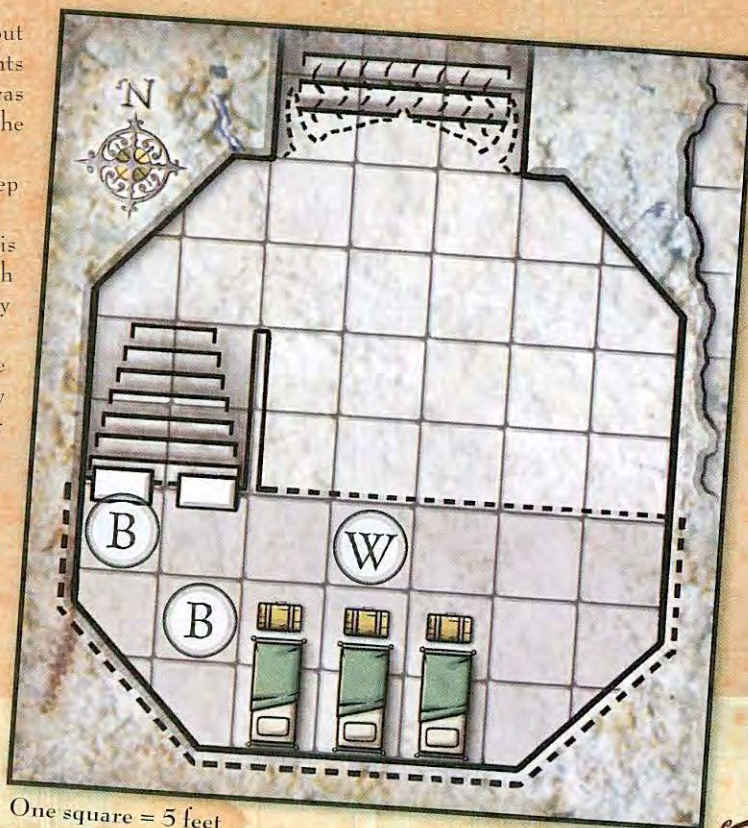
This footlocker belonged to a fourth member of the Order of the Fang. When she disappeared during a spy mission in Sumberton, the other tieflings broke open her footlocker and divided her valuables.

Footlockers: These three small footlockers have the personal effects of the tieflings, mostly changes of clothing, mementoes, and so on. Each chest is locked (DC 20), but it can be bashed open (hardness 5, 20 hp).

Footlocker 1: Clothing, a hooded cloak, two tunics marked with the crest of the Sumberton city watch, and 35 gp.

Footlocker 2: Clothing (female, including a courtier's outfit), a hooded cloak, a spellbook (see the tiefling wizard), a disguise kit, and 50 gp. Inside a sealed envelope is a letter identifying the bearer as Aanali Barvan, a merchant in good standing with the Hundivarst clan of river traders. The letter of transit is a forgery (Forgery DC 18 to detect).

Footlocker 3: Clothing, a hooded cloak, and 65 gp.



SOUTHWESTERN ARSENAL

Encounter Level 6

SETUP

If they heard a battle, the gnolls here are silent and actively listening, awaiting enemies. If they're unaware of intruders, they're going through the armor.

As the gnolls rummage, the PCs might hear sporadic clanks of metal on metal. From beyond the demon arch, a DC 13 Listen check is sufficient. From A13, it's a DC 3 Listen check.

While the gnolls are busy, they aren't totally distracted, and they might hear the characters in turn. If they do, the gnoll priestess starts to cast her preparatory spells. Hearing her do so requires a DC 13 Listen check from PCs outside the demon arch (from within A13, it's DC 3). A character who makes the check by 10 or more can make a Spellcraft check (DC 15 + spell level) to tell what spell is being cast during a given round.

Through this room's wall, a DC 28 Listen check is sufficient to hear the chanting of the shrunken heads on the Ark of the Resurgent Mountain (if they're not stowed).

When the PCs enter, read:

A female gnoll bearing a flail and shield stands near a red-furred, muscular gnoll in this room, which is clearly used to store armor. Wooden racks on the walls hold greaves, epaulets, chainmail, leather leggings, and other armor pieces. A stairway leads down from the northern part of this chamber.

TACTICS

If the gnolls hear intruders nearby, the flind (F) moves to where he thinks he blocks a clear movement to the gnoll priestess (G). The cleric then does the following:

Round 1: Casts *shield of faith* on herself.

Round 2: Casts *divine favor* on herself.

Round 3: Casts *bear's endurance* on herself.

Round 4: Takes out and uses her scroll of *bull's strength* on the flind soldier.

FLIND SOLDIER

CR 5

MM3 62

hp 50 (5 HD)

Male flind fighter 3

CE Medium humanoid (gnoll)

Init +6; **Senses** darkvision 60 ft.; Listen +6, Spot +6

Languages Common, Gnoll

AC 20, touch 12, flat-footed 18; **Dodge**, **Mobility**

Fort +10, **Ref** +3, **Will** +2

Speed 30 ft. (6 squares)

Melee +1 flindbar +12 (2d4+7/19–20)

Base Atk +4; **Grp** +10

Atk Options free disarm

Combat Gear *potion of cure light wounds* (2; 1d8+1)

Abilities Str 22, Dex 15, Con 18, Int 10, Wis 12, Cha 8

Feats Dodge^a, Improved Initiative, Mobility^a, Weapon

Focus (flindbar)

Skills Intimidate +5, Listen +6, Spot +6

Possessions combat gear plus masterwork studded leather armor, +1 heavy wooden shield, +1 flindbar, Slaughtergarde medallion (eye)

Free Disarm (Ex) With a flindbar, a flind soldier that threatens a critical can make a free disarm attempt (+14 on the opposed attack roll; PH 155) without provoking an attack of opportunity

Round 5: Casts *protection from good* on herself.

Once battle begins, the priestess doesn't cast any of the preparatory spells she might have. She instead targets an archer or spellcaster with *spiritual weapon* (a flail). She then casts *doom* on a dangerous melee combatant. *Hold person* she reserves for later in combat, targeting whomever she feels is her most dangerous foe.

The flind soldier just whales away with his flindbar. He tries to keep the priestess from being tied up in melee, but he doesn't risk attacks of opportunity to do so.

If either the priestess or the soldier is reduced below 10 hit points, both gnolls flee down the stairs into A13, withdrawing if possible. They want to protect the Ark of the Resurgent Mountain, but they don't want to die unaided. Leaving the ark to retreat through the arch isn't an option either considers, however.

GNOLL PRIESTESS**CR 3**

MM 130

hp 41 (5 HD)

Female gnoll cleric 3

CE Medium humanoid

Init +1; Senses darkvision 60 ft.; Listen +6, Spot +5

Languages Gnoll

AC 18, touch 11, flat-footed 17

Fort +9, Ref +2, Will +6

Speed 30 ft. (6 squares)

Melee mwk flail +8 (1d8+3)

Base Atk +3; Grp +6

Special Actions rebuke undead 1/day (–2, 2d6+1, 3rd), spontaneous casting (*inflict* spells)Combat Gear scroll of *bull's strength*

Cleric Spells Prepared (CL 3rd; 4th for evil spells):

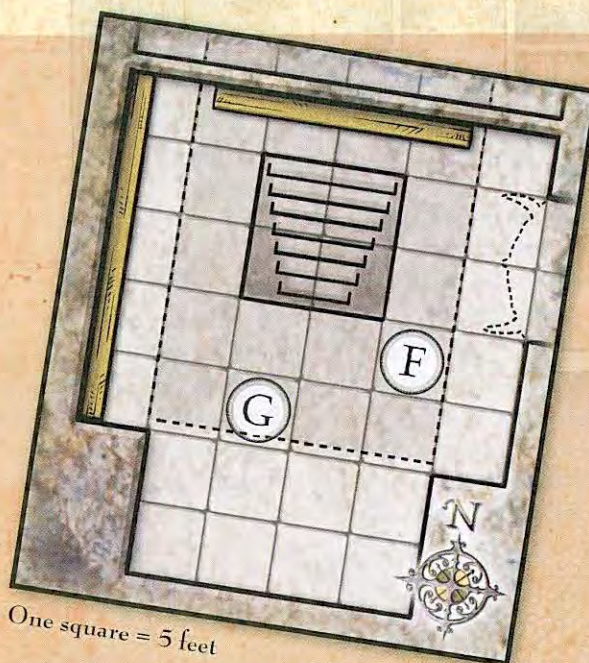
2nd—*bear's endurance*, *hold person* (DC 15), *spiritual weapon*^D1st—*divine favor*, *doom* (DC 14), *protection from good*^D, *shield of faith*0—*cure minor wounds* (4)

D: Domain spell. Domains: Evil, War

Abilities Str 17, Dex 12, Con 16, Int 8, Wis 16, Cha 6

Feats Combat Casting, Martial Weapon Proficiency (flail)^B, Scribe Scroll, Weapon Focus (flail)^B

Skills Concentration +6 (+10 casting defensively), Listen +6, Spot +5

Possessions combat gear plus +1 *studded leather armor*, heavy wooden shield, masterwork flail, Slaughtergarde medallion (claw)

One square = 5 feet

FEATURES OF THE ROOM

The room has the following features.

Illumination: Demon arch (glowing eyes); 20 feet of bright illumination; 20 feet of shadowy illumination.**Demon Arch:** The arch over the eastern doorway is carved to look like the face and open mouth of a fanged demon. Eyes in the face glow red-orange, and a glamer of swirling dark violet energy fills the mouth. The arch has a moderate aura if viewed using *detect magic* (DC 21 Spellcraft check to determine it's illusion). A low hum emitted by the arch increases Listen DCs to hear anything beyond it by 10.**Steep Stairs:** It takes 2 squares of movement to ascend each square. Creatures running or charging down steep stairs must succeed on a DC 10 Balance check, ending their movement 1d2×5 feet later if they fail. Those that fail by 5 or more fall prone and take 1d6 points of damage at the end of that movement. The DC of Tumble checks increases by 5. Creatures gain a +1 bonus on melee attack rolls against foes below them on the stairs.**Armor Racks:** The racks against the wall contain armor that the evil army of Slaughtergarde never got around to using. On the racks are two each of every kind of armor and shield described in the *PH*. The armor isn't assembled, however, so it takes 5 minutes to put any sort of medium or heavy armor together. Most of the armor is sized for Medium creatures, but the racks have a smattering of gear for Large creatures and Small creatures.**CONCLUSION**

If a battle occurs here, the gnoll barbarians and flind soldier in A13 start putting on their armor. It takes the flind 5 rounds to hastily don studded leather. The gnoll barbarians take 1 minute to hastily don their breastplates. If they're still doing this when the battle ends, a DC 5 Listen check is enough to hear them.

If the battle continues for more than 1 round, the priestesses in A14 hear it. They start dismantling the *Ark of the Resurgent Mountain*, a process that takes them 1 minute. Then they start casting preparatory spells as described in their Tactics. If the gnolls are still casting when the battle ends, the PCs might hear them through the wall by succeeding on DC 18 Listen checks. A character who makes the check by 10 or more can make a Spellcraft check (DC 15 + spell level) to tell what spell is being cast.

If 2 minutes pass after the end of a battle, and the PCs still haven't gone down the stairs, the gnolls and flind in A13 take time to properly don their armor. This takes 4 minutes. Then they head up the stairs to this room and investigate.

REPAIR SHOP

Encounter Level 7

SETUP

The flind (F) and gnolls (G) in this room are using the magic tables to maintain their armor, having been helped in the task by a derro from A16. They have to hastily don that armor when they hear battle in A12. This takes the flind 5 rounds and the gnoll barbarians 1 minute. Their statistics assume they donned their armor in this way, but initial parenthetical values show their AC if the gnolls had plenty of time to get ready. It's possible that the PCs reach this room before the inhabitants have their armor on at all, in which case they fight without it and use their unarmored AC value.

From this room, a DC 13 Listen check is sufficient to hear the chanting of the shrunken heads on the *Ark of the Resurgent Mountain* (if they're not stowed).

FLIND SOLDIER

CR 5

MM3 62

hp 50 (5 HD)

Male flind fighter 3

CE Medium humanoid (gnoll)

Init +6; **Senses** darkvision 60 ft.; Listen +6, Spot +6

Languages Common, Gnoll

AC 19 (20, 14 unarmored), touch 12, flat-footed 18 (17, 12 unarmored); Dodge, Mobility

Fort +10, Ref +3, Will +2

Speed 30 ft. (6 squares)

Melee +1 flindbar +12 (2d4+7/19–20)

Base Atk +4; Grp +10

Atk Options free disarm

Combat Gear *potion of cure light wounds*

Abilities Str 22, Dex 15, Con 18, Int 10, Wis 12, Cha 8

Feats Dodge^B, Improved Initiative, Mobility^B, Weapon Focus (flindbar)

Skills Intimidate +5, Listen +6, Spot +6

Possessions combat gear plus masterwork studded leather armor, +1 heavy wooden shield, +1 flindbar, Slaughtergarde medallion (eye)

Free Disarm (Ex) With a flindbar, a flind soldier that threatens a critical can make a free disarm attempt (+14 on the opposed attack roll; PH 155) without provoking an attack of opportunity

2 GNOLL BARBARIANS (RAGING)

CR 3

MM 130

hp 47 each (4 HD)

Male gnoll barbarian 2

CE Medium humanoid

Init +5; **Senses** darkvision 60 ft.; Listen +6, Spot +4

Languages Gnoll

AC 15 (16, 10 unarmored), touch 9, flat-footed 15 (16, 10 unarmored); uncanny dodge

Fort +11, Ref +1, Will +3

Speed 30 ft. in breastplate (6 squares), base speed 40 ft.

Melee mwk greataxe +12 (1d12+10/×3)

Base Atk +3; Grp +10

Special Actions rage 1/day (8 rounds)

Combat Gear *potion of cure moderate wounds*

Abilities Str 24, Dex 13, Con 20, Int 8, Wis 12, Cha 6

Feats Improved Initiative, Weapon Focus (greataxe)

Skills Intimidate +1, Listen +6, Spot +4

Possessions combat gear plus +1 breastplate, masterwork greataxe

When not raging:

AC 17 (18, 12 unarmored), touch 11, flat-footed 17 (18, 12 unarmored)

hp 39

Fort +9, Will +1

Melee mwk greataxe +10 (1d12+7/×3)

Grp +8

Abilities Str 20, Con 16

When the PCs descend the stairs, read:

Two gnolls that carry greataxes share this chamber with a big red-furred gnoll, and they all bare their teeth at you. The many stone tables here have hammers, pliers, and piles of unconnected chain links on them, as well as glowing runes on their edges. Another stairway rises to a chamber above this one.

TACTICS

If the PCs descend the stairs between the fifth round (when the flind has armor on) and the tenth round (when the gnolls have armor on), the flind fights defensively and interposes himself between the PCs and the gnolls.

In battle, the flind attacks whoever appears to be the strongest fighter. The gnoll barbarians just rage and tear into whichever PC is closest.

CONCLUSION

If a battle occurs here, everyone that's alive among the gnolls and flinds in A12 and A14 hears it. The priestesses in A14 start dismantling the *Ark of the Resurgent Mountain*, or the cleric in A12 starts casting her preparatory spells. Once the ark is disassembled, the priestesses in A14 begin casting preparatory spells. Hearing the spellcasting coming from either room requires a DC 3 Listen check. A character who makes the check by 10 or more can make a Spellcraft check (DC 15 + spell level) to tell what spell is being cast.

FEATURES OF THE ROOM

The room has the following features.

Illumination: Fire beetle cage; 10 feet of bright illumination; 10 feet of shadowy illumination. The giant fire beetle is alive (*MM* 285) and docile.

Steep Stairs: It takes 2 squares of movement to ascend each square. Creatures running or charging down steep stairs must succeed on a DC 10 Balance check, ending their movement 1d2×5 feet later if they fail. Those that fail by 5 or more fall prone and take 1d6 points of damage at the end of that movement. The DC of Tumble checks increases by 5. Creatures gain a +1 bonus on melee attack rolls against foes below them on the stairs.

Table: Squares that include a table cost 2 squares of movement to enter. A creature can jump atop a table, gaining a +1 bonus on melee attack rolls against those on the floor. Doing so is automatic for someone who takes a move action from any of the table's squares, or it can be done as part of a larger move action with a DC 24 Jump check (DC 12 with a 20-foot running start).

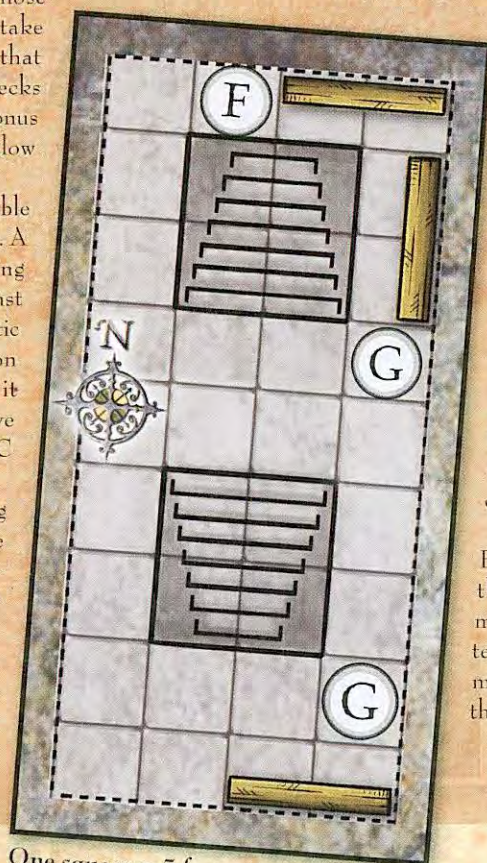
Atop the tables are armorsmithing tools and spare armor parts that are collectively worth 100 gp to an armorsmith. They weigh 100 pounds.

The stone tables themselves are real wonders. They've been ensorcelled to slowly repair any armor

placed upon them, given proper tools and spare parts. Obviously magical, the tables have faintly glowing runes around their edges and a strong aura if viewed using *detect magic* (DC 22 Spellcraft check to determine its transmutation). Occasionally the hammers, pliers, and other tools on the tables shift of their own volition, even when the tables aren't working on armor. A DC 10 Spot check is sufficient to notice tool movement.

Any damaged or incomplete set of armor placed on the table is repaired. Someone with the Craft (armorsmithing) skill must be present at the start of the job to select the right tools and make sure all the chain links, rivets, scales, and other parts are present in the correct quantities. Selecting the right items to place on the table requires a Craft (armorsmithing) check that has a DC 5 points lower than the DC to actually repair the armor. Then the table animates the tools to do the job. The task takes the table twice as long as it would take a living armorsmith. Each table has a Craft (armorsmithing) bonus of +15, but it can only use the skill for repairs and routine maintenance. The tables can't create items.

These tables weigh 2,000 pounds each. Even if the PCs drag them out of the room, the elevators leading to A4 can't carry that much weight. Moving them out of Slaughtergarde is possible but unlikely. If the PCs manage to take the tables to the surface, they're worth 500 gp each.



One square = 5 feet

NORTHWESTERN ARSENAL

Encounter Level 6

SETUP

The gnolls (G) don't want the *Ark of the Resurgent Mountain* to fall into enemy hands. If they hear intruders coming, they take the shrunk heads (which bite and nip, so the priestesses have to be careful) off hooks and stow them in drawers in the side of the platform. That done, the gnolls store the obelisk tip on a shelf on the underside of the platform. Dismantling the *ark* in this way takes a minute, so if danger is close, the gnoll priestesses instead cast spells as indicated in the Tactics section.

From outside the demon arch, a DC 13 Listen check is enough to hear the shrunk heads on the *ark* chanting, unless they're stowed. Hearing the gnoll priestesses disassembling the *ark* or casting spells also requires a DC 13 Listen check. A character who makes the check by 10 or more can make a Spellcraft check (DC 15 + spell level) to tell what spell is being cast during a given round.

The *ark* is pictured in the illustration handouts. Show the illustration when the PCs see the *ark* in its assembled state.

When the PCs enter the room, read:

Three female gnolls in this room snarl at you as you enter, their flails and shields at the ready. Behind them, next to the northern wall, is a carved wooden platform that has long wooden handles.

If the gnolls had time to dismantle the *ark*, read:

An iron framework has been built atop the platform.

If the gnolls didn't dismantle the *ark*, read:

An iron framework has been built atop the platform, and from it many distended, shrunk heads hang. They chant in unison, speaking in a language you don't understand. Suspended in midair above the center of framework is the tip of one of the obelisks you've seen throughout your travels. It's floating upside down.

3 GNOLL PRIESTESSES

CR 3

MM 130

hp 41 each (5 HD)

Female gnoll cleric 3

CE Medium humanoid

Init +1; Senses darkvision 60 ft.; Listen +6, Spot +5

Languages Gnoll

AC 18, touch 11, flat-footed 17

Fort +9, Ref +2, Will +6

Speed 30 ft. (6 squares)

Melee mwk flail +7 (1d8+3)

Base Atk +3; Grp +6

Special Actions rebuke undead 1/day (–2, 2d6+1, 3rd), spontaneous casting (inflict spells)

Combat Gear Priestess 1: wand of cure light wounds (9 charges)

Priestess 2: scroll of hold person (DC 15)

Priestess 3: scroll of spiritual weapon

Cleric Spells Prepared (CL 3rd; 4th with evil spells):

2nd—*bear's endurance*, *bull's strength*, *invisibility*^D

1st—*divine favor*, *doom* (DC 14), *protection from good*^D, *shield of faith*

0—*cure minor wounds* (4)

D: Domain spell. Domains: Evil, Trickery

Abilities Str 17, Dex 12, Con 16, Int 8, Wis 16, Cha 6

Feats Combat Casting, Martial Weapon Proficiency (flail)

Skills Concentration +6 (+10 casting defensively), Listen +6, Spot +5

Possessions combat gear plus +1 studded leather armor, heavy wooden shield, masterwork flail, Slaughtergarde medallion (eye)

TACTICS

Once the priestesses are done dismantling the *Ark of the Resurgent Mountain*, they cast some preparatory spells on themselves.

Round 1: *Shield of faith*.

Round 2: *Divine favor*.

Round 3: *Bear's endurance*.

Round 4: *Bull's strength*.

When they fight the PCs, the two priestesses that have scrolls quickly use them. One priestess targets a heavily armed and armored foe with *hold person*, while the other targets an archer or spellcaster with *spiritual weapon* (a flail). Each priestess also casts *doom* on a different opponent. Then they enter melee, but the priestess that has the wand of cure light wounds keeps it handy to heal herself and her comrades.

The priestesses stay near the *ark* at all times. If the PCs look like they're getting the upper hand, two cast *invisibility* on themselves, while the third casts *invisibility* on the *ark*. The invisible gnolls pick up the *ark* and run down the stairs toward the northwestern elevator to A4. If they make it, they flee to A19 with the *ark*. They stay in A19 if they make it, but Gashkarr sends the mezzoloth to kill the intruders.

Covering their retreat as best she can, the third priestess fights defensively (−4 penalty on attack rolls, +2 to AC). She tries to block easy access to the demon arch.

CONCLUSION

If a battle occurs here, the flind and gnolls in A13 hastily don their armor as described in that encounter. If they're still doing this when the battle ends, a DC 5 Listen check is enough to hear them.

If the battle continues for more than 1 round, the gnolls in A12 hear it. The priestess there starts casting preparatory spells as described in A12's Tactics. If she's still casting when the battle ends, the PCs might hear her through the wall by succeeding on DC 18 Listen checks. A character who makes the check by 10 or more can make a Spellcraft check (DC 15 + spell level) to tell what spell is being cast.

FEATURES OF THE ROOM

The room has the following features.

Illumination: Demon arch (glowing eyes); 20 feet of bright illumination; 20 feet of shadowy illumination.

Demon Arch: The arch over the eastern doorway is carved to look like the face and open mouth of a fanged demon. Eyes in the face glow red-orange, and a glamer of swirling dark violet energy fills the mouth. The arch has a moderate aura if viewed using *detect magic* (DC 21 Spellcraft check to determine it's illusion). A low hum emitted by the arch increases Listen DCs to hear anything beyond it by 10.

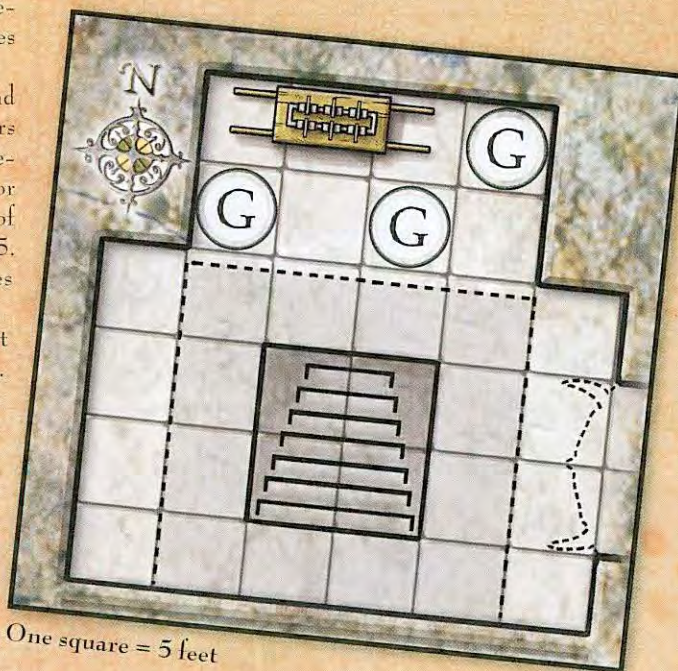
Steep Stairs: It takes 2 squares of movement to ascend each square. Creatures running or charging down steep stairs must succeed on a DC 10 Balance check, ending their movement 1d2×5 feet later if they fail. Those that fail by 5 or more fall prone and take 1d6 points of damage at the end of that movement. The DC of Tumble checks increases by 5. Creatures gain a +1 bonus on melee attack rolls against foes below them on the stairs.

Ark of the Resurgent Mountain: The *ark* is an important part of the gnolls' plans for opening the gate to the Abyss. Containing an obelisk piece corrupted by foul magic, it is the "force for good, bound and reversed." It weighs 80 pounds, and it's so cumbersome that it takes two people to carry, reducing their speed by 10 feet. The *ark* has a strong evil aura if viewed using *detect evil* and a strong magic aura if viewed using *detect magic* (DC 22 Spellcraft check to determine it's conjuration).

Recognizing the *ark* for what it is requires a successful DC 25 Spellcraft check if it's assembled, or a DC 30 Spellcraft check if it's disassembled. Reassembling the

ark requires recognizing it and a successful DC 20 Spellcraft check.

If the PCs wish to destroy the *ark*, it has hardness 10 and 200 hp. It can also be destroyed by smashing the heads (automatic with any blow) and the obelisk piece (hardness 8, 40 hp). Leaving the framework, however, leaves the possibility of the *ark* being rebuilt.



FOUNDRY FOYER

Encounter Level 7

SETUP

The PCs can hear the foundry from quite a distance. Describe the sounds to the players as the characters descend the stairs toward the doors here.

A troll mercenary (T), one of Gashkarr's favorite servants, guards the foundry against anyone but Orcharix or Gashkarr. Sharp-eyed, the troll also relies on scent to identify intruders. Noise from the foundry increases the DC of any Listen check the troll has to make by 10, so she's unlikely to hear stealthy PCs. If the PCs carry light, however, the troll becomes suspicious (she knows the other members of her group can see in the dark) but waits to see if it's a patrol. She notices if the doors to the foundry open.

DERRO CONVERSATION

Starting on the round after the derro bar the door, the PCs begin hearing the mad dwarves' conversation. Apparently the characters are meant to hear—the derro are yelling. A high, squeaky voice works well for the derro, but follow your own sense of dark comedy. Here is a sample conversation.

"Oh, I think she's eating someone!"

"Five gold on the troll!"

"You're crazy! I think she just lost a limb!"

"They're still fighting out there!"

"If they beat her, should we let them in?"

"Of course, but only if they knock."

"Ten gold on the intruders! Any takers!"

"That's worse than your first offer."

"She'll win if she doesn't get distracted by eating her kills."

"Hey, you! You out there! Having fun getting trolled over?"

"Is that the troll screaming, or one of them?"

"Who's cleaning up all the blood? Not it!"

"She'll clean it up . . . well, sort of."

Feel free to invent your own dialogue, of course. Non sequitur is just fine for your ad-libbing—the derro are nuts.

If the PCs strike up a conversation with the derro during or after the battle, the mad dwarves happily engage. They promise a grim demise for anyone foolish enough to come through the doors, but they won't reveal what's in their room, and they have no reason to leave the foundry. Continue the conversation as long as everyone is enjoying it, then end it with a series of high-pitched and receding giggles from the derro, followed by ominous silence.

TROLL MERCENARY

CR 7

MM 247

hp 106 (8 HD); **Regeneration** 5

Female troll fighter 2

CE Large giant

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Listen +0, Spot +9

Languages Giant, Gnoll

HD 8

AC 23, touch 12, flat-footed 20

Fort +16, **Ref** +6, **Will** +2

Speed 20 ft. in breastplate (4 squares), base speed 30 ft.

Melee +7 *greatsword* +16/+11 (3d6+14/19–20) and bite +13 (1d6+4) or

Melee 2 claws +14 each (1d6+9 plus rend) and bite +13 (1d6+4)

Ranged mwk composite longbow +10 (2d6+9/×3)

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

Base Atk +6; **Grp** +19

Atk Options Cleave, Power Attack, rend

Abilities Str 28, Dex 18, Con 26, Int 4, Wis 10, Cha 6

Feats Cleave^B, Multiattack, Power Attack^B, Weapon Focus (bite), Weapon Focus (greatsword)

Skills Listen +0, Speak Language (Gnoll), Spot +9

Possessions +1 *breastplate*, +1 *greatsword*, masterwork composite longbow (+9 Str bonus), *Heward's handy haversack*, Slaughtergarde medallion (eye), 75 gp

Regeneration (Ex) Fire and acid deal normal damage to a troll.

Rend (Ex) If the troll mercenary hits with both claw attacks, she latches on and tears flesh, dealing an extra 2d6+14 points of damage.

A DC 23 Listen check is sufficient to hear the troll's heavy breathing from around the corner, over the foundry's machinery. If PCs peek around the corner, pit their Hide checks against the troll's Spot check. The troll attacks anyone that doesn't look like part of the gnoll band, but it's possible to surprise her.

When the PCs hear the foundry, read:

You hear loud clanking and a sound like the rhythmic and rapid breathing of some huge beast.

When the PCs round the corner, read:

A thin, wiry giant that has green skin stands in front of four copper doors at the end of this wide hallway. She has a greatsword as tall as a man in her clawed hands, and she's wearing a shining breastplate. The sounds you've been hearing come from beyond the doors.

TACTICS

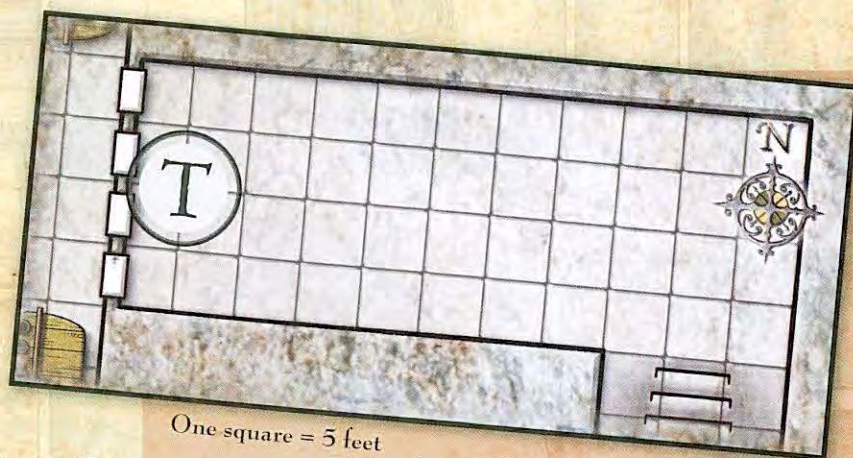
Because the troll has regeneration, track lethal damage (fire and acid) separately from nonlethal damage (everything else). She goes down when her total damage exceeds her hit points.

She loves to maximize her Power Attack, and she's dumb enough to do so against heavily armored foes. If she misses three times in a row with that tactic, though, she gives up and makes regular attacks.

The troll fights until slain. She thinks she can bounce back from anything the PCs can dish out.

CONCLUSION

If a battle occurs here, the derro in A16 might hear it (Listen DC 5; Listen +1). If they do, they bar the doors on initiative count 0 during the next round. Then they start yelling (see the sidebar). If you really want to play out the derro conversation detailed in the sidebar, instead of rolling their Listen checks, just assume the derro hear the battle.



One square = 5 feet

FEATURES OF THE ROOM

The room has the following features.

Illumination: Fire beetle cage; 10 feet of bright illumination; 10 feet of shadowy illumination. The giant fire beetle is alive (MM 285) and docile.

Smoke Stains: A DC 15 Spot check is sufficient to notice that the uppermost few feet of the corridor walls are dingier than elsewhere. A DC 10 Search check made from a square adjacent to the doors reveals the presence of soot and smoke stains on the masonry.

Burnished Copper Doors: Hardness 5; 60 hp each. Open westward; vertical handles on both sides of both doors near where they meet. The doors are closed but unlocked; they have no latch or lock, but they might be barred (see Conclusion).

If the doors are barred, it takes a DC 30 Strength check to break the bar and open them. If the doors aren't barred, a DC 21 Listen check is sufficient to hear the derro chattering, giggling, and babbling over the machinery of the foundry.

A DC 25 Spot or Search check reveals thin wisps of smoke emerging from the cracks between and around the doors. A PC who has scent automatically smells the smoke from the foundry. The doors are noticeably warm to the touch.

Steep Stairs: It takes 2 squares of movement to ascend each square. Creatures running or charging down steep stairs must succeed on a DC 10 Balance check, ending their movement 1d2×5 feet later if they fail. Those that fail by 5 or more fall prone and take 1d6 points of damage at the end of that movement. The DC of Tumble checks increases by 5. Creatures gain a +1 bonus on melee attack rolls against foes below them on the stairs.

FOUNDRY

Encounter Level 6

SETUP

Gashkarr hired derro artisans—a minor mistake on his part—to create a replacement for the missing sigil on the gate in A19. The derro (D) have just recently finished a sigil based on the designs shown in the *Tome of Slaughtergarde*, but they haven't left the complex. Instead, they're romping around the foundry, unaware the fire elemental that has powered the machinery for many lonely centuries has taken a liking to them.

If the derro heard a battle in A15, they barred the doors and taunted the PCs. Then they hid. The PCs must beat down the door.

When you call for initiative checks, remember that the bellows move on initiative counts 10 and 5, and the crane and crucible move on initiative count 0. Make this movement clear to the players so they can time their characters' actions appropriately.

When the PCs open the doors, read:

This huge foundry is lit by the orange glow of the molten material that must be contained in two rail-lined pits centered along the northern and southern walls. To either side of the doors are immense furnaces with attached bellows that slowly compress, then spring upward with great force. On the far end of the room are two drum-shaped crucibles. Above you is a crane that is slowly dipping an attached bucket into the northern pit. A massive anvil in the center of the room appears to have a stone atop it.

When the PCs see the derro, read:

Three blue dwarflike creatures are here, each aiming a crossbow at you.

TACTICS

The derro open with *sound burst*. They then move within 30 feet of flat-footed or stunned foes and shoot their crossbows as ranged sneak attacks. Avoiding melee as long as possible, the crazed creatures continue shooting poisoned bolts.

If a derro is caught in melee, another joins him so they can flank their foes and make sneak attacks. If pressed, they cast *darkness* on their swords and rely on Blind-Fight to let them reroll the associated 20% miss chance.

3 DERRO ARTISANS

CR 3

MM 49

hp 21 each (4 HD)

Male derro expert 1

CE Small monstrous humanoid

Init +6; Senses darkvision 60 ft.; Listen +1, Spot -3

Languages Common

AC 18, touch 13, flat-footed 16

Immune *confusion, insanity*

SR 15

Fort +2, Ref +5, Will +8

Weakness vulnerability to sunlight (1 Con/hour)

Speed 20 ft. (4 squares)

Melee short sword +4 (1d4/19–20)

Ranged repeating crossbow +6 (1d6/19–20 plus poison)

Base Atk +3; Grp -1

Atk Options Blind-Fight, poison (greenblood oil; Fort DC 13, 1 Con/1d2 Con), sneak attack +1d6

Spell-Like Abilities (CL 3rd):

At will—*darkness, ghost sound*

1/day—*daze, sound burst*

Abilities Str 11, Dex 14, Con 13, Int 10, Wis 5, Cha 16

SQ madness (use Charisma bonus on Will saves)

Feats Blind-Fight, Improved Initiative

Skills Bluff +6, Craft (*) +6, Hide +12, Listen +1, Move Silently +9, Spot -3

* One derro has Craft (armorsmithing), another Craft (masonry), and the other Craft (blacksmithing)

Possessions masterwork studded leather armor, short sword, repeating light crossbow with 5 poisoned bolts, 25 gp

Understanding how the foundry works, the derro try to lure PCs (or bull rush Small opponents, PH 154) into positions where they wind up catapulted by the bellows or covered in magma poured from a crucible. *Darkness* is their friend in this too. PCs might inadvertently maneuver into a dangerous area in the dark.

Derro that are hard pressed might risk being catapulted by the bellows in hopes of grabbing onto the crane. See Furnaces and Bellows in the Features of the Room.

While playing out the combat, ad-lib the derro's dark humor, even at their own misfortune. Continue along the lines of the conversation that occurred in A15.

CONCLUSION

If only one derro remains conscious, the entire chamber starts to quake. Go to encounter A17.

FEATURES OF THE ROOM

The room has the following features.

Illumination: Glowing magma; the magma pits provide bright illumination throughout this room.

Ceiling: The ceiling here is 50 feet high.

Burnished Copper Doors: See A15.

Two iron bars are either leaning against the wall to the north of the doors (if the derro are unaware) or threaded through the handles (if the derro heard a fight in A15). It takes a move action to pick up a bar and another to thread the bar through the handles. If the doors are barred, it takes a DC 30 Strength check to break the bar and open them.

Magma Pits: The railing lining these pits is iron, and it provides a +4 circumstance bonus on the Strength check to resist being bull rushed into a pit (*PH* 154). The railing isn't harmed by someone being bull rushed over it.

Falling into one of these pits deals 2d6 points of damage from the 20-foot fall. Creatures that merely touch the magma take 2d6 points of fire damage. Immersed creatures take 20d6 points of fire damage per round. Damage from magma continues for 1d3 rounds after exposure ceases, but this damage is only 1d6 points of fire damage per round (for a touch) or 10d6 points of fire damage per round (for immersion).

Moving through the magma requires a DC 10 Swim check. Climbing back up to the foundry takes a DC 15 Climb checks.

Furnace and Bellows: The exterior of these furnaces are painfully hot to the touch, dealing 1d6 points of fire damage. To the east of the furnaces are attached bellows that slowly compress downward until initiative count 10, then spring back up on initiative count 5.

During their time working in the foundry, the derro have learned the bellows work as more than just bellows. If a creature stands on the bellows, which are only a foot high when compressed, that creature is catapulted across the room when the bellows expand. Xs mark the squares on the map where creatures have to stand atop the bellows; corresponding landing spots are marked with Ls. The bellows hurl creatures 60 feet through the air to land in front of a crucible—the flight deals 6d6 points of damage and the creature lands prone.

A hurled creature can make a DC 20 Reflex save to grab the crane or the track on which the crane rides. Which one depends on where the crane is at the time (see Crane and Crucibles). Success means that creature is hanging from the track or the crane above one of the magma pits. Scrambling safely onto the crane requires a successful DC 15 Climb check. Those unfortunate enough to grab the track must make a DC 15 Reflex save

to grab the crane as it comes along the track. Those who fail fall into the magma pit 70 feet below (7d6 points of damage), but those who succeed can attempt to climb safely onto the crane.

From the crane, a DC 15 Climb check is sufficient to clamber to the end. Doing so gives the climber the opportunity to jump to safety when the crane's bucket lowers to empty into a crucible.

Anvil: The massive anvil has upon it a chunk of stone that has a silver sigil on it—a replacement part for the damaged gate in A19. The 10-pound sigil has a strong aura if viewed using *detect magic* (DC 21 Spellcraft check to determine its conjuration). The sigil has hardness 10 and 40 hp.

Crane and Crucibles: Overhead in this room is a crane with a bucket that dips into the magma and fills the crucibles in the western part of the room. When full, the crucibles tip over to dump magma back into the magma pit.

The crane follows a set pattern, always moving on initiative count 0.

Round 1: Crane dumps magma into northern crucible.

Round 2: Crane dumps magma into northern crucible.

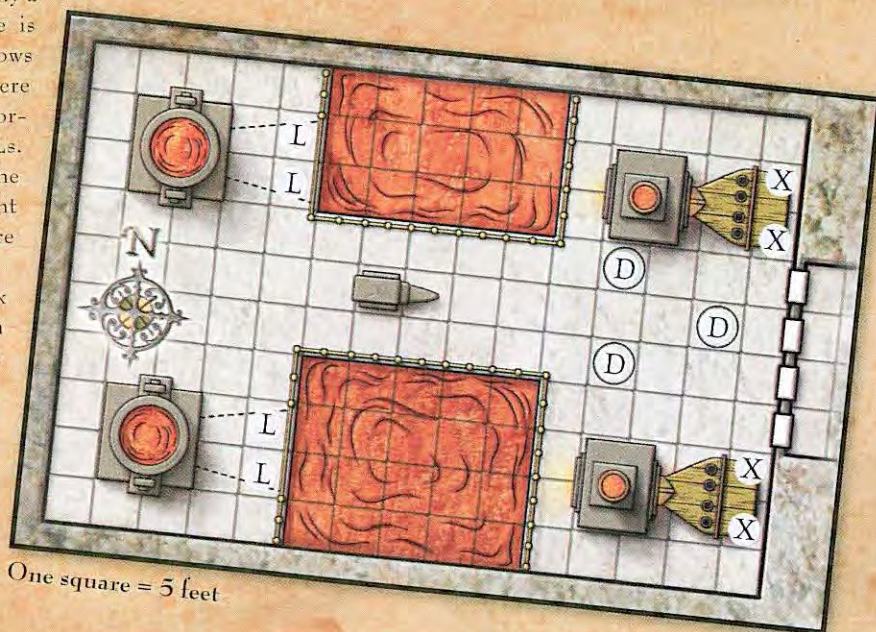
Round 3: Northern crucible tips over, dumping magma back into pit. Crane shifts to southern side of room. Crucible rights itself.

Round 4: Crane dumps magma into southern crucible.

Round 5: Crane dumps magma into southern crucible.

Round 0: Southern crucible tips over, dumping magma back into pit. Crane shifts to northern side of room. Crucible rights itself.

Any creature standing between the crucible and the pit when it dumps takes 5d6 points of fire damage from the magma and 2d6 points of fire damage per round for 1d3 rounds thereafter.



LIVING FIRE

Encounter Level 7

SETUP

The shaking that started during encounter A16 continues into a second round. At the start of the third round, everyone in the room must succeed on a DC 15 Dexterity check or fall prone, and throughout that round, spellcasters must succeed on Concentration checks (DC 20 + spell level) to cast a spell successfully. At the start of the fourth round, the shaking stops, the machinery halts, the magma starts to rise, and a Huge fire elemental emerges from the magma. The fire elemental (F) arises from the magma in the northern pit and immediately starts climbing the wall there. Roll initiative for it at that point.

The magma in the magma pits starts to rise at the beginning of this encounter. On initiative count 0, the magma rises 2 feet. That means that at the end of the eleventh round, magma covers the floor of A16 and spills out into A15. To avoid taking damage from the magma (see Magma Pits in the Features of the Room), the PCs must reach the stairs southeast of A15 by then.

Anyone adjacent to a pit sees that the magma has risen. Others know only that the light in the room is becoming brighter, and it's not just the fire elemental.

CATCHING ON FIRE

A creature that catches on fire from the elemental's attacks takes 1d6 points of fire damage immediately and burns for up to 1d4 rounds. Each subsequent round, the burning creature must succeed on another DC 22 Reflex save or take another 1d6 points of fire damage. Success means the fire goes out, and the creature is no longer on fire. Rolling on the ground to extinguish the fire grants a creature a +4 bonus on the save. If the creature is wearing flammable clothing or equipment, a DC 22 Reflex save is required for each piece of equipment. Failure indicates the equipment also takes 1d6 points of fire damage (divided by 2 before applying the object's hardness).

When the shaking stops, read:

The bellows stop compressing and the crane halts. With a blast of flame, a 30-foot being of living fire emerges from the northern magma pit. It begins to clamber out, bellowing in a crackling hiss, "Kar ka chaan! Thru hau kar ka chaan!" (Anyone who speaks Ignan understands this as, "My tiny friends! You killed my tiny friends!")

TACTICS

It takes at least a standard action and a move action for the fire elemental to make two DC 15 Climb checks to climb out of the magma pit (losing its Dexterity bonus to AC as it does so). Once out of the pit, the elemental moves to where it has as many foes as possible within its prodigious reach. Using Combat Reflexes, it can make up to eight attacks of opportunity per round, which it uses primarily against foes that try to close for melee combat.

The elemental uses Dodge against whoever dealt it the largest amount of damage with a ranged or melee attack in the previous round. It uses Spring Attack to move toward the closest enemy, attack, and move again to keep its foes at reach. With this technique, it doesn't provoke attacks of opportunity from the opponent it attacks, and Mobility gives it a +4 bonus to AC against attacks of opportunity from other combatants. It can also maneuver away from those engaging it in melee, opening them up to attacks of opportunity if they try to close again.

Enraged beyond reason, the fire elemental fights until slain. However, it doesn't chase its enemies beyond the doors of the foundry—it can't stand up in Slaughtergarde's 15-foot-high hallways.

HUGE FIRE ELEMENTAL**CR 7**

MM 98

hp 136 (16 HD); DR 5/—

N Huge elemental (fire)

Init +11; Senses darkvision 60 ft.; Listen +11,
Spot +12

Languages Ignan

AC 19, touch 15, flat-footed 12; Dodge, Mobility

Immune fire

Fort +9, Ref +17, Will +7

Weakness vulnerability to cold (+50% damage)

Speed 60 ft. (12 squares); Spring Attack

Melee 2 slams +17 (2d8+4 plus 2d8 fire plus
burn)

Space 15 ft.; Reach 15 ft.

Base Atk +12; Grp +24

Atk Options burn, Combat Reflexes

Abilities Str 18, Dex 25, Con 18, Int 6, Wis 11,
Cha 11

SQ elemental traits (MM 308)

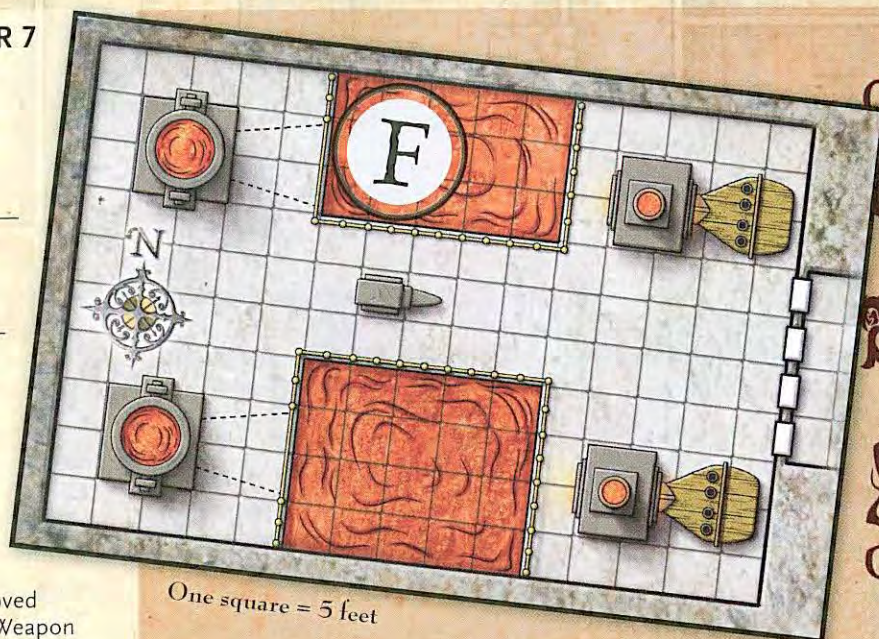
Feats Alertness, Combat Reflexes, Dodge, Improved
Initiative^B, Iron Will, Mobility, Spring Attack, Weapon
Finesse^B

Skills Climb +4, Listen +11, Spot +12

Burn (Ex) Those who strike the elemental with natural
weapons or unarmed attacks take 2d8 points of fire
damage and might catch fire as if struck by a slam.
Those struck by a slam must succeed on a DC 22 Reflex
save or catch fire (see the Catching on Fire sidebar).**CONCLUSION**

If the PCs destroy the fire elemental, then the magma immediately starts to recede at a rate of 2 feet per round. Over the course of several hours it all seeps away, leaving two pits several hundred feet deep with a jumble of rock at the bottom.

If the magma rises to the point where it spills onto the foundry floor, then it stops rising. After 24 hours, it recedes at the rate of 2 feet per hour until it returns to its original level, 20 feet below the floor of the foundry.

**FEATURES OF THE ROOM**

The room has the following features.

Illumination: Glowing magma; the magma pits provide bright illumination throughout this room.

Ceiling: The ceiling here is 50 feet high.

Burnished Copper Doors: See A15 and A16.

Magma Pits: Falling into one of these pits deals 2d6 points of damage from the 20-foot fall. Creatures that merely touch the magma take 2d6 points of fire damage. Immersed creatures take 20d6 points of fire damage per round. Damage from magma continues for 1d3 rounds after exposure ceases, but this damage is only 1d6 points of fire damage per round (for a touch) or 10d6 points of fire damage per round (for immersion).

Moving through the magma requires a DC 10 Swim check. Climbing back up to the foundry takes DC 15 Climb checks. Creatures without a climb speed climb at quarter speed—half speed if they accept a –5 penalty on the Climb check.

Furnace and Bellows: The furnaces stop functioning and cool off once the fire elemental emerges. The bellows no longer move.

Anvil: The massive anvil has upon it a chunk of stone that has a silver sigil on it—a replacement part for the damaged gate in A19. The 10-pound sigil has a strong aura if viewed using *detect magic* (DC 21 Spellcraft to determine its conjuration). The sigil has hardness 10 and 40 hp.

Crane and Crucibles: The crane is still overhead, but it no longer moves. The crucibles don't tip over anymore either. Depending on when encounter A16 ended, one crucible might still have magma in it.

GATE ANTECHAMBER

Encounter Level 7

SETUP

Describe the area, and let the characters do what they will.

When the PCs look around the corner at the bottom of the stairs, read:

Directly in front of you is a pool of water that stretches beyond the crumbling wall to the northwest. Sagging timbers brace the ceiling. Across the pool is a beautiful woman in purple robes. She's standing next to a fire beetle cage. Behind her, to the east, are four copper doors.

"If you got this far, you must be capable," she says. "I need capable allies."

UNMASKING THE SUCCUBUS

Laurazhi (S) is pretending to be a sorceress who used "illusion magic" to sneak down this far because she heard of a "gate of great power." The PCs have ways to learn the truth, though.

- She has a strong evil aura if viewed using *detect evil*.
- A Spot check that beats Laurazhi's Disguise check lets a PC know she isn't human, but no more. Laurazhi takes a –2 penalty on the Disguise check because she's disguised as a different race.
- She can't actually cast spells. An observer who beats Laurazhi's Bluff check with a Spellcraft check (both checks made secretly by you) knows the succubus is faking her spellcasting.

If found out, Laurazhi admits to being a demon. She says she only wants to return to the Abyss and "couldn't care less about petty squabbles among childish mortals."

NEGOTIATION

Laurazhi's primary goal is to get back to the Abyss. She's close, but Gashkarr has intimated that she's going to have to "earn" her way back home. She's a demon in distress.

Enter the PCs. They're capable of taking down the gnolls and getting the *ark*, *tome*, and sigil required to reopen the gate. On the other hand, if Gashkarr defeats the PCs, Laurazhi wants credit for luring them into a trap. So Laurazhi is unsure how much help she should provide. The PCs' negotiations can swing her attitude.

Starting Attitude: Indifferent.

Modifiers: PCs have the *Ark of the Resurgent Mountain* (+2); PCs have a sigil (+4); PCs look badly wounded (–2); a PC is obviously a cleric or paladin of a good deity (–2); a PC is obviously a cleric or paladin of a lawful deity (–4).

If Unfriendly (1 or lower): "What you seek lies beyond the door. Do not tarry, lest they prepare for your arrival." Laurazhi says whatever it takes to get the PCs past the doors. Then she turns on the PCs when they appear vulnerable.

If Indifferent (2–14): "The gate is restless now with the gnoll warchief's meddling. Defeat the guardian and the warchief, and it's yours to do with what you will." Laurazhi tries to avoid antagonizing the PCs. Once they enter A19, she stays out of the fight until it's clear who's going to win. Then she joins the winning side.

If Friendly (15–29): "The gnoll and his mezzoloth minion can manipulate the gate, but they currently lack two items required to open it." Laurazhi briefly explains how the gate works with relation to the *Ark of the Resurgent Mountain* and the missing sigil (see *Intact Gate* in A19's *Features of the Room*), but she leaves out how the *Tome of Slaughtergarde* controls the gate. She fights alongside the PCs against the mezzoloth and Gashkarr, and she tries to grab the *Tome of Slaughtergarde* from Gashkarr if she gets a chance.

If Helpful (30 or more): As friendly, except that Laurazhi also explains that the *Tome of Slaughtergarde* controls the gate (but not how). After a battle against the mezzoloth and Gashkarr in which the PCs are victorious, she helps place the sigil and the *ark*, and she volunteers to use the *tome* to close the gate. She closes it all right—from the other side, after she has absconded with the *tome*.

TACTICS

Laurazhi knows that a stand-up fight isn't her forte, so she avoids melee. *Ethereal jaunt* and *greater teleport* let her put distance between herself and her foes, and *charm monster* and *suggestion* can get others to fight on her behalf.

LAURAZHI THE SUCCUBUS

CR 7

MM 47

hp 33 (6 HD); DR 10/cold iron or good

CE Medium outsider (chaotic, extraplanar, evil, tanar'ri)

Init +1; Senses darkvision 60 ft.; Listen +19, Spot +19

Languages Abyssal, telepathy 100 ft., tongues

AC 20, touch 11, flat-footed 19; Dodge, Mobility

Immune electricity, poison

Resist acid 10, cold 10, fire 10; SR 18

Fort +6, Ref +6, Will +7

Speed 30 ft. (6 squares), fly 50 ft. (average)

Melee 2 claws +7 each (1d6+1) or

Melee touch +7 (starts grapple to energy drain)

Base Atk +6; Grp +7

Atk Options aligned strike, energy drain

Special Actions summon tanar'ri

Spell-Like Abilities (CL 12th):

At will—*charm monster* (DC 22), *detect good*, *detect**thoughts* (DC 20), *ethereal jaunt* (self plus 50 lb.),*suggestion* (DC 21), *greater teleport* (self plus 50 lb.)

Abilities Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 26

SQ change shape

Feats Dodge, Mobility, Persuasive

Skills Bluff +19, Concentration +10, Diplomacy +12, Disguise +17 (+19 acting), Escape Artist +10, Hide +10, Intimidate +19, Knowledge (the planes) +12, Listen +19, Move Silently +10, Search +12, Spot +19, Survival +2 (+4 to follow tracks), Use Rope +1 (+3 to escape bindings)

Aligned Strike (Su) A succubus's natural attacks and any weapon it wields are considered chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.**Energy Drain (Su)** Living creatures kissed by a succubus gain one negative level. A succubus must grapple an unwilling target, provoking an attack of opportunity. A DC 21 Fortitude save is required to remove a negative level.The kiss also subjects the target to a *suggestion* to accept another kiss from the succubus. A DC 21 Will save negates this effect.**Summon Tanar'ri (Sp)** A succubus can summon a vrook (MM 48) once per day with a 30% chance of success. The vrook arrives the same round and serves for up to an hour. It cannot use its summon ability during that hour. This ability is the equivalent of a 3rd-level spell.**Change Shape (Su)** A succubus can assume the form of any Small or Medium humanoid. +10 on Disguise checks when using this ability.

FEATURES OF THE ROOM

The room has the following features.

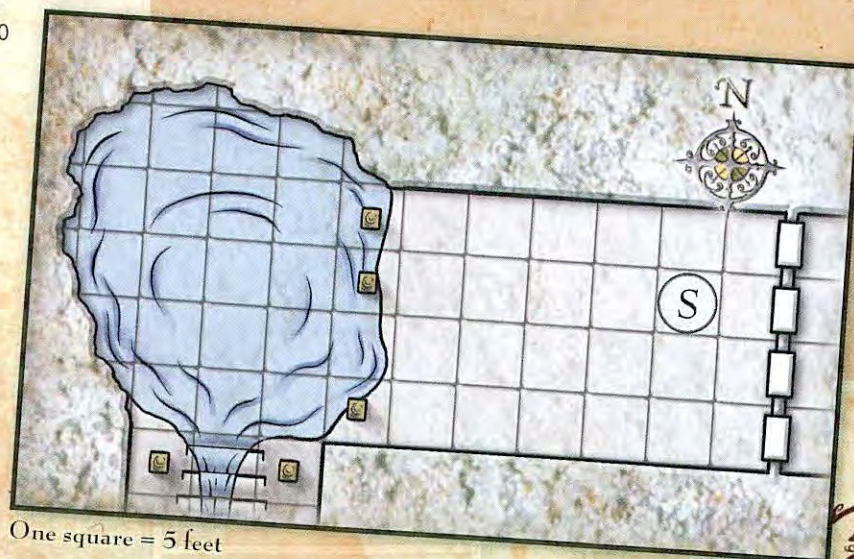
Illumination: Fire beetle cage; 10 feet of bright illumination; 10 feet of shadowy illumination. The giant fire beetle is alive (MM 285) and docile.**Burnished Copper Doors:** Hardness 5; 60 hp each. Open eastward; vertical handles on both sides of both doors near where they meet. The doors are closed but unlocked; they have no latch or lock.**Pool:** Water running down from A9 seeps underground at this point, and it has carved out part of the wall. If PCs observe something floating in the pool, they can see that the water is slowly flowing to the northwest.

The floor drops off quickly where the water starts; the pool is about 4 feet deep throughout. It costs Medium or larger creatures 4 squares of movement to move into a water square, or they can swim if they wish. Small or smaller creatures must swim.

At its depth, the water provides cover (+4 bonus to AC, +2 bonus on Reflex saves) for Medium or larger creatures. Small or smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain improved cover. Creatures that have improved cover due to the water take a -10 penalty on attacks against creatures that aren't also mostly underwater. The pool imposes a -2 circumstance penalty on Move Silently checks. Tumbling is impossible within the pool.

Posts: Timber posts hold up the chamber's ceiling, which still sags to only 10 feet above the pool. A character can stand in the same square as a post, gaining a +2 bonus to Armor Class and a +1 bonus on Reflex saves (as if it were a tree, DMG 87).

Each post is AC 4, hardness 5, and 75 hp. If one post is destroyed, dust and pebbles fall from the ceiling, and the remaining timbers creak ominously. If a second post falls, every square adjacent to and including a post is subject to a cave-in (DMG 66). The room becomes impassable until it's dug out. Because of the risk of future cave-ins, it takes one person an hour to clear each 5-foot section of the room. Double the digging time if the excavators don't have picks and shovels.



SHATTERED GATES

Encounter Level 6

SETUP

Encounters A19 and A20 take place in the same room, but they're split up because the PCs must tackle each of them separately.

The encounter begins when the PCs open the doors from the western corridor. The mezzoloth (M) immediately attacks.

The nearly intact gate is pictured in the illustration handouts. Show the illustration when the PCs actually see the gate.

When the PCs open the doors, read:

An upright insectile creature treads the center of this room, wielding a trident with one of its two pairs of arms and carrying a large metal shield. In deep alcoves to the north and south are immense, crumbling gate arches like the ones you saw in the ruins inhabited by the goblins and the drow. Similar alcoves are set in the northeastern and southeastern corners, but you can't see what's in them.

USING THE TOME

The *Tome of Slaughtergarde* has extensive lists that correlate sigil combinations with astrology, and the book is decipherable by anyone who can read. Finding the right combination takes a successful DC 20 Intelligence check. No consequences exist for failure, so even a person of average Intelligence can eventually find the right combination. Calling out the sigils requires 5 consecutive rounds of careful intonation; one sigil glows after each round is completed.

Calling out the right combination without the other components required to open the gate merely brings a portion of the Abyss to the Material Plane for 1d6 rounds. The intoner must continue to chant to keep the Abyss materialized for that time, as Gashkarr does in the next scene. The contents of the materialized Abyss function as the hezrou in A20 does, but Gashkarr just gets lucky when the hezrou materializes. The only constant is that any creature forced to materialize by the intonation is not hostile to the intoner, and it returns to the Abyss after 1d6 rounds.

Of all the items in this adventure series, the *Tome of Slaughtergarde* is the most difficult to destroy. Since the minor artifact contains the workings of Slaughtergarde's gates to the Abyss, good characters will want to do so. How they must go about that task is another story—one for you to devise.

The vaulted ceiling is at least 100 feet high. Iron spiral staircases ascend to a lit balcony high on the eastern wall.

MEZZOLOTH

CR 6

MM3 201

hp 95 (10 HD); DR 10/good

NE Medium outsider (evil, extraplanar, yugoloth)

Init +5; Senses darkvision 60 ft.; Listen +13, Spot +13

Languages Abyssal, Draconic, Infernal, telepathy 100 ft.

AC 21, touch 11, flat-footed 20

Immune acid, poison

Resist cold 10, electricity 10, fire 10; SR 22

Fort +12, Ref +8, Will +7

Speed 40 ft. (8 squares)

Melee +1 trident +15/+10 (1d8+4/19–20) or

Melee 2 claws with produce flame +13 each (1d4+3 plus 1d6+5 fire)

Ranged +1 trident +13 (1d8+4/19–20) or

Ranged produce flame +11 touch (1d6+5 fire)

Base Atk +10; Grp +13

Atk Options aligned strike, Power Attack

Special Actions summon yugoloth

Spell-Like Abilities (CL 10th):

At will—cause fear (DC 13), darkness, desecrate, produce flame, see invisibility

2/day—cloudkill (DC 17), dispel magic, greater teleport (CL 14th, self plus 50 lb.)

Abilities Str 16, Dex 12, Con 21, Int 7, Wis 10, Cha 14

Feats Improved Critical (trident), Improved Initiative, Power Attack, Weapon Focus (trident)

Skills Hide +12, Intimidate +15, Knowledge (the planes) +11, Listen +13, Move Silently +12, Spot +13

Possessions heavy steel shield, +1 trident, Slaughtergarde medallion (eye)

Aligned Strike (Su) A mezzoloth's natural attacks and any weapon it wields are considered evil-aligned for the purpose of overcoming damage reduction.

Summon Yugoloth (Sp) A mezzoloth can summon another mezzoloth once per day with a 40% chance of success. The new mezzoloth arrives the same round and serves for up to an hour. It cannot use its summon ability during that hour. This ability is the equivalent of a 3rd-level spell.

TACTICS

Since it's immune to poison, the mezzoloth centers *cloudkill* on itself first, filling a 20-foot-radius spread with gas that obscures all sight beyond 5 feet and provides concealment within 5 feet (20% miss chance). It's willing to take the miss chance because those within the cloud take 1d4 points of Constitution damage (Fortitude DC 17 half). (If a PC is lower than 6th level, the save prevents death, and that character take 1d4 points of Constitution damage per round.) The cloud lasts for 10 minutes, and it moves away

form the mezzoloth at 10 feet per round, but it can't climb stairs or sink into water. The mezzoloth moves with the cloud. If the PCs manage to deal with the *cloudkill*, the mezzoloth can always use *greater teleport* to get away, then cast a second *cloudkill* to repeat the tactic.

If the mezzoloth is somehow disarmed or elects to throw its +1 *trident*, it casts *produce flame*. It then makes claw attacks or ranged attacks with that spell. Each time it uses the ranged version, it spends 1 minute of duration. The mezzoloth can use its claws without the extra fire damage provided by *produce flame*, but it usually just uses the spell-like ability again as needed.

Against a party obviously dripping with protective magic, the mezzoloth uses an area *dispel magic* (30-foot radius, 1d20 + 10 against 11 + caster level, eliminate up to one spell per creature or object, eliminate ongoing spells). It saves the other *dispel magic* in case it needs to get rid of some harmful ongoing spell the PCs cast on it.

Once in the fight, the mezzoloth might be foolish enough to try *cause fear* against a PC. It has to fail a DC 10

Intelligence check to do so. Those who are 6th level or higher are immune to the ability.

If the mezzoloth has 10 hit points or fewer remaining, it casts *darkness* on its shield (unless it's still concealed by *cloudkill*) and then uses *greater teleport* to get away. It might return to Slaughtergarde later if you wish.

CONCLUSION

On the third round of the fight, Gashkarr begins chanting while crouching on the balcony. The partially intact gate starts to respond. It takes a DC 15 Listen check for someone on the floor of the chamber to notice the chanting over the battle. A DC 15 Spot check is enough to see baleful flashes from the gate.

While Gashkarr doesn't have the gate working, the *Tome of Slaughtergarde* can let him briefly transpose a bit of the Abyss onto the Material Plane. That's why he's chanting. He keeps chanting until the mezzoloth falls. Encounter A20 starts when that happens.

FEATURES OF THE ROOM

The room has the following features.

Illumination: Fire beetle cages; 10 feet of bright illumination; 10 feet of shadowy illumination. The giant fire beetles are alive (*MM* 285) and docile.

Ceiling: The ceiling here is 100 feet high, but the ceiling of the balcony is only 10 feet high.

Burnished Copper Doors: See A18.

Nearly Intact Gate: The gate in the northeastern alcove isn't as damaged as the other ones, and the gnolls or the PCs might get it working. To do so:

- Someone must replace the missing sigil, either with the copy the derro made in A16 or with a piece taken from the gate in T24. It takes a DC 10 Craft (masonry) check to fit the glyph into place.

- A "force of good, bound and reversed" must be brought into the vicinity of the gate. This is the purpose of the *Ark of the Resurgent Mountain*. If the *ark* isn't available, good-aligned cleric or paladin can be brought, bound and gagged, before the gate.

- Finally, someone on either side of the gate must call out the correct combination of sigils. This combination changes constantly, based on the alignment of the stars. See the sidebar on the *Tome of Slaughtergarde*.

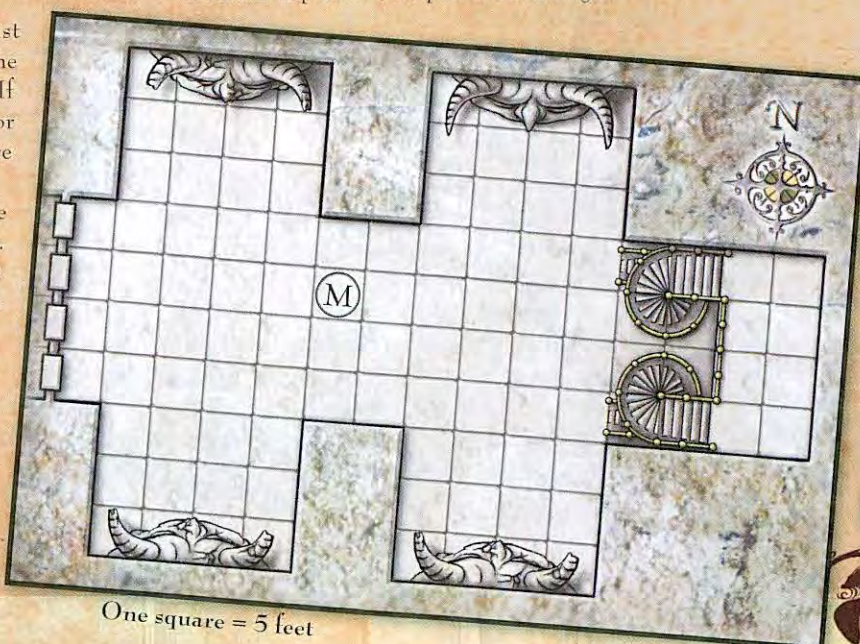
Once the conditions have been met and the sigil combination is complete, the gate opens between the Material Plane and the Abyss. It remains open in one direction or both, as the intoner of the sigils chooses, for 1 minute.

Shattered Gates: The other gates are irretrievably ruined. They're similar to gates in

L17 and T24. Despite being broken, the gates have faint auras if viewed using *detect magic* (DC 24 Spellcraft check to determine it's conjuration).

Spiral Staircases: It takes 2 squares of movement to ascend each square. Creatures running down the stairs must succeed on a DC 10 Balance check, ending their movement 1d2×5 feet later if they fail. Those that fail by 5 or more fall prone and take 1d6 points of damage at the end of that movement. The DC of Tumble checks increases by 5. Creatures gain a +1 bonus on melee attack rolls against foes below them on the stairs.

Balcony: Gashkarr, the gnoll warchief, is up here studying the *Tome of Slaughtergarde*. PCs can't see him yet. The balcony is 90 feet above the chamber floor and has no railing. A fall from the top deals 9d6 points of damage.



THE WARCHIEF

Encounter Level 9

SETUP

This encounter starts as soon as the PCs finish fighting the mezzoloth. On initiative count 0, Gashkarr (G) finishes his intoning and extrudes a small part of the Abyss through the intact gate. The intent of the initial part of the encounter is to scare the players. When the PCs see the hezrou (H), a DC 21 Knowledge (the planes) check is sufficient to identify the creature as a fiend that is very powerful compared to the characters. The players should then know their characters are overmatched, and if they're smart enough to act on their observations, they won't continue to engage the hezrou.

After the mezzoloth falls or flees, read:

"If you can't go to the Abyss, by Yeenoghu, bring the Abyss to you!" bellows a powerfully built gnoll who suddenly stands up atop the eastern balcony, ending his rant with a howl of diabolic laughter. Then he begins chanting as he ducks down again.

Before you can react, the remaining sigils on the northeastern gate flash briefly. A blast of fetid and hot wind slams into you, carrying on it the screams of the tormented. In a wavelike mass, a vast pile of skulls crashes through the gate. The skulls spill across a large portion of the room, many crumbling to dust as they tumble. Amid all the skulls lurches a massive toadlike creature that has wicked spines running down its back. It rumbles and growls, turning its awful gaze on you as it extends its clawed fingers. A flickering bubble of translucent energy surrounds it and the skulls, and a tendril of the same energy extends back into the center of the gate.

TACTICS

Gashkarr has to chant to keep the hezrou on the Material Plane, and he takes cover deeper on the balcony so the PCs no longer have line of sight on him from the floor. His summoning fails after 4 rounds anyway.

The hezrou is actually still partly on the Abyss; it can't move beyond the squares that have skulls in them. Initially, skulls cover every square within 8 squares of the northeastern gate. On initiative count 0 during every round after the hezrou appears, the skulls move back 10

HEZROU

CR 11

MM 44

hp 138 (10 HD); DR 10/good

CE Large outsider (chaotic, evil, extraplanar, tanar'ri)

Init +0; Senses darkvision 60 ft.; Listen +23, Spot +23

Languages Abyssal, Celestial, Draconic, telepathy 100 ft.

AC 23, touch 9, flat-footed 23

Immune electricity, poison

Resist acid 10, cold 10, fire 10; SR 19

Fort +16, Ref +7, Will +9

Speed 30 ft. (6 squares)

Melee bite +14 (4d4+5) and

2 claws +9 each (1d8+2)

Space 10 ft.; Reach 10 ft.

Base Atk +10; Grp +19

Atk Options aligned strike, Blind-Fight, Cleave, improved grab, Power Attack

Special Actions stench, summon tanar'ri

Spell-Like Abilities (CL 13th):

At will—*chaos hammer* (DC 18), *greater teleport* (self plus 50 lb.), *unholy blight* (DC 18)

3/day—*blasphemy* (DC 21), *gaseous form*

Abilities Str 21, Dex 10, Con 29, Int 14, Wis 14, Cha 18

Feats Blind-Fight, Cleave, Power Attack, Toughness

Skills Climb +18, Concentration +22, Hide +13, Escape

Artist +13, Intimidate +17, Listen +23, Move Silently +13,

Search +15, Spellcraft +15, Spot +23, Survival +2

(+4 following tracks), Use Rope +0 (+2 with bindings)

Aligned Strike (Su) A hezrou's natural attacks and any weapon it wields are considered chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Improved Grab (Su) To use this ability, a hezrou must hit a Medium or smaller opponent with both claws. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Stench (Ex) 10-ft. radius, all living creatures (besides demons) must succeed on a DC 24 Fortitude save or be nauseated as long as they remain in the area and for 1d4 rounds afterward. Creatures that successfully save are sickened as long as they remain in the area. Those immune or resistant to poison are similarly resistant to the stench. *Delay poison* or *neutralize poison* removes the effect from a sickened creature.

Summon Tanar'ri (Sp) A hezrou can summon 4d10 dretches (MM 42) or another hezrou once per day with a 35% chance of success. The summoned creatures arrive in the same round and serve for up to an hour. They cannot use their summon abilities during that hour. This ability is the equivalent of a 4th-level spell.

feet toward the gate. After 4 rounds, the fiend is forced against the gate and must return to the Abyss along with

GASHKARR, GNOLL WARCHIEF**CR 9**

MM 130

hp 80 (10 HD)

Male gnoll ranger 5/blackguard 3

CE Medium humanoid

Init +2; Senses darkvision 60 ft.; Listen +10, Spot +10

Aura despair

Languages Common, Draconic, Giant, Gnoll

AC 19, touch 12, flat-footed 17

Fort +15, Ref +9, Will +4

Speed 30 ft. (6 squares)

Melee +1 falchion +16/+11 (2d4+10/15–20)

Ranged +1 composite longbow +10/+10/+5 (1d8+7/×3 [plus poison for 12 shots])

Base Atk +9; Grp +15

Atk Options Cleave, favored enemy humans +4, favored enemy elves +2, Improved Sunder, poison (Large scorpion, DC 18, 1d6 Con/1d6 Cor), Power Attack, smite good 1/day (+2 attack, +3 damage)

Special Actions rebuke undead 5/day (+4, 2d6+3, 1st)

Combat Gear *potion of cure moderate wounds*, *potion of shield of faith*

Spell-Like Abilities (CL 3rd):

At will—*detect good*

Abilities Str 22, Dex 14, Con 16, Int 14, Wis 11, Cha 14

SQ wild empathy +7 (+3 magical beasts)

Feats Cleave, Endurance^B, Improved Critical (falchion), Improved Sunder, Power Attack, Rapid Shot^B, Track^B

Skills Hide +10, Intimidate +8, Knowledge (the planes) +4, Knowledge (religion) +5, Listen +10, Move Silently +9, Spot +10, Survival +10

Possessions combat gear plus +1 mithral chainmail, +1 falchion, +1 composite longbow (+6 Str bonus) with 12 poisoned arrows and 20 arrows, *gauntlets of ogre power*, *Tome of Slaughtergarde*, Slaughtergarde medallion (eye)

Aura of Despair (Su) Enemies within 10 feet of Gashkarr take a –2 penalty on all saves.

to save him as a recurring villain. In that case, he might be able to use the *tome* in a way that allows him to flee through the gate. He could emerge from the Abyss months or years later, horribly changed by the demons there.

CONCLUSION

With Gashkarr out of the picture, the PCs control the armory gate. What they do to or with the ancient gateway is up to them. Destroying the gate is as easy as removing and destroying its sigils (each has hardness 10 and 40 hit points). The *Tome of Slaughtergarde* is the real problem, since it contains instructions on how to rebuild and work the gates.

FEATURES OF THE ROOM

The room has the following features.

Ceiling: The ceiling here is 100 feet high, but the ceiling of the balcony is only 10 feet high.

Spiral Staircases: It takes 2 squares of movement to ascend each square. Creatures running down the stairs must succeed on a DC 10 Balance check, ending their movement 1d2×5 feet later if they fail. Those that fail by 5 or more fall prone and take 1d6 points of damage at the end of that movement. The DC of Tumble checks increases by 5. Creatures gain a +1 bonus on melee attack rolls against foes below them on the stairs.

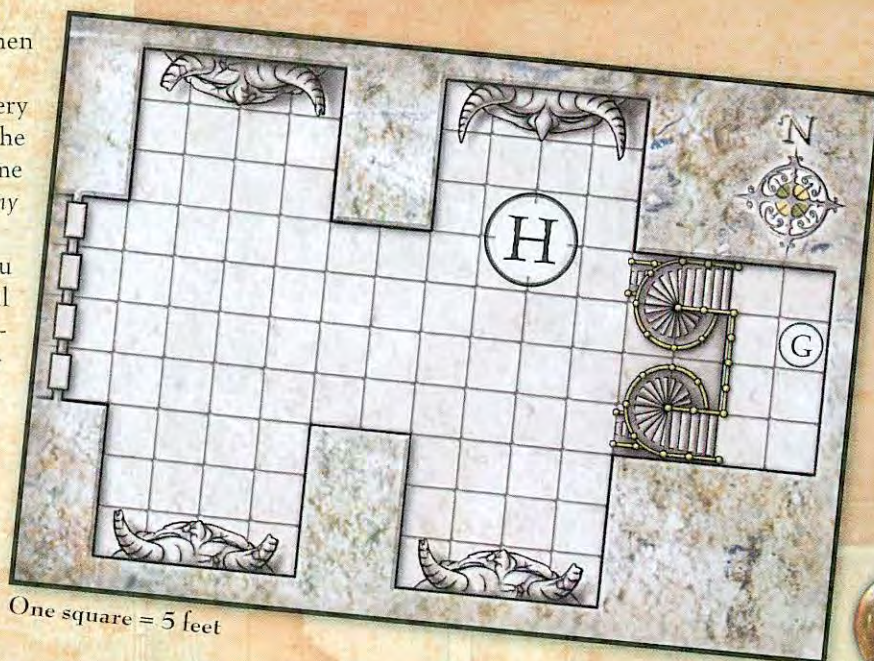
Balcony: The balcony is 90 feet high and has no railing. A fall from the top deals 9d6 points of damage.

the skulls. The skulls crumble into dust when stepped on.

The hezrou exudes stench and attacks a PC every round. It casts *chaos hammer* or *unholy blight* if the PCs refuse to engage it in melee. It's aware its time is short, so it doesn't use its summon or *blasphemy* abilities. It wants to kill.

Gashkarr attacks the PCs as soon as the hezrou is gone. He no longer needs to chant. If he's still at range, he fires poisoned arrows at those climbing the stairs. Once melee is joined, Gashkarr uses Improved Sunder against capable combatants, giving up if a weapon is still intact after two sunder attempts. He might also try to bull rush PCs off the balcony.

Gashkarr is on the cusp of realizing his evil dream. He fights until slain, unless you want





DUNGEONS
&
DRAGONS

The SHATTERED GATES OF SLAUGHTERGARDENTM

Adventure Sites

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SLAUGHTERGARDE LABORATORY

The entrance to the Slaughtergarde laboratory is in a box canyon on Kurkle Ridge. It's a rough opening seemingly hewn from the ground, and signs indicate that it might have once been a natural fissure or crack in the earth. Around the opening and above the laboratory, the atmosphere feels tainted with a hint of otherworldly evil, which might explain why the goblinoids gathered here in the first place.

DUNGEON FEATURES

The laboratory complex has several features that remain similar throughout. Deviations from these norms are noted in the description of a particular room.

Illumination: Light changes as described in each room. Halls are unlit except by ambient light from other areas. The goblinoids keep torches lit in various chambers so they can see color for their work or play.

Ceilings: Ceilings are 15 feet high. L1, L2, and L13 have ceilings made of earth and rock shored up with timbers. They might collapse, as detailed in the room descriptions. L9, L10, and L14 have rocky and irregular ceilings like those found in any natural cavern. In other areas, the ceilings are made of smooth gray or gray-green stone. The stress of Slaughtergarde's destruction cracked the stone enough that it's possible for a skilled climber to climb upside-down on the ceiling by making a DC 25 Climb check. Ceilings are unadorned, although smoke stains and strange scorch marks appear periodically throughout the laboratory.

Walls: Rooms that have natural ceilings also have natural rock walls (Climb DC 15). Constructed sections have walls of finished masonry (Climb DC 20) similar in color to the ceilings. The walls are usually 1 foot thick (break DC 35, hardness 8, 90 hit points), but beyond the masonry is solid dirt or rock, so breaking a hole in a wall rarely accomplishes anything. A few of the walls are partially caved in.

Doors: Two significant types of doors exist in the laboratory. Most common are sets of burnished copper doors engraved to depict leering demonic faces. Carved arches that look like demonic faces adorn other doorways. These were once ensorcelled, but their magic didn't survive Slaughtergarde's destruction or the long years of the lab's existence on the Material Plane.

Floors: The unworked chambers, such as L2, have floors of packed dirt, with occasional clumps of light rubble or other obstacles. Intact sections of the Slaughtergarde laboratory have flagstone floors that have weathered Slaughtergarde's destruction and transposition into the Material Plane well.

Lingering Magic: When Mu-Tahn Laa ruled Slaughtergarde, he employed all sorts of dark sorcery to keep his invading army strong and ready for battle. Most of that magic faded when Slaughtergarde was rent asunder. One key bit remains.

While within the Slaughtergarde laboratory, including the excavated and natural chambers, living creatures don't need to eat or drink. Appetite and thirst disappear. Such creatures can consume food and water if they wish—taste and elimination are normal. If creatures leave Slaughtergarde, they regain their thirst and appetite as if they had eaten the moment they left the laboratory. They aren't instantly ravenous and parched.

Animals and vermin, and other creatures that have Intelligence scores of 2 or lower, are driven to eat by instinct. They sometimes consume food or attack prey even though they don't need to.

ORGANIZATION

The goblinoids are bandits, and they're poorly organized. Therefore, they don't mount an effective defense of their home. On a room-by-room basis, they fight effectively, but they usually don't come to one another's aid. Obstacles posed by dangerous creatures and treacherous areas keep the goblinoids from moving around much. Internecine fights are common enough that the sounds of battle don't necessarily arouse suspicion or even curiosity. The goblinoids know that spectators are often drawn into such conflicts.

If the players need an extra challenge, or you want the goblinoids to be more organized, go for it. It's your game, and you can customize Slaughtergarde as you like. Here are some ways you can change the adventure to make the laboratory into a more demanding adventure site.

Add a Patrol: Three goblin scroungers (EL 1) make a good patrol. The patrol's simple path starts in L6, heads through L17 and L16, then turns south all the way to L15. It then goes west past the entrance through L13 all the way to L9, then north to L11. The patrol goes back along the same path to the beginning. Assume that the patrollers have mushrooms to hold off the lizard in L13, and they take their time in L14. If you prefer, the patrol can instead ignore L15 and leave the complex through L18, reentering through L1 to patrol L2, L3, L5, L9, and L11.

It's not worth the effort required to track the location of the patrol at all times. Simply stipulate that the PCs have a 10% chance of meeting the patrol for every 10 minutes the characters spend in a room along the patrol path.

If the patrollers meet the PCs, they attack. If they run across evidence of intrusion, they run back to inform their leader, the cleric in L16.

Add More Rooms: If you've got encounters you'd like to add to the Slaughtergarde laboratory, it's easiest to add them along the western edge of the map. If you want more chambers that the goblins excavated themselves, extend the hallway from L3 west beyond L9, adding whatever you like. If you want more intact laboratory rooms, connect them to L11 heading west, L15 heading east or south, or L8 heading north. Areas beyond L8 probably have no goblinoids, since they fear the howler.

TREACHEROUS TUNNEL

SETUP

Laboratory inhabitants use this steep tunnel as their main entrance. The tunnel is usually unoccupied, but you might need to run a battle here if the characters retreat and the goblins pursue. See the Tunnel in the Features of the Room section.

When the characters are 60 feet in, warn them that light is diminishing and establish what light sources they're carrying, as well as what else they have in hand. Refer the players to PH 164 if they need to know how good their lights are.

The PCs know they're going into danger, so they might try to be stealthy as they descend through the tunnel. No monsters are here, but this is a good opportunity for the players to make Hide and Move Silently checks (basically to build some tension).

The check results don't matter. Guards in L2 at the bottom of the tunnel are used to goblin scroungers coming and going, so they barely notice the sound of footsteps and clattering stones. Even a conversation, if it's reasonably quiet, won't alert the hobgoblins. Sounds in the tunnel echo enough that the guards aren't able to tell what language they're hearing.

When the PCs peer down into the tunnel, read:

This 10-foot-wide tunnel descends into the darkness. Timbers shore up its walls and ceiling, and loose stone litters the floor. A long rope has been attached to the middle of the tunnel floor with pitons every 20 feet or so.

FEATURES OF THE ROOM

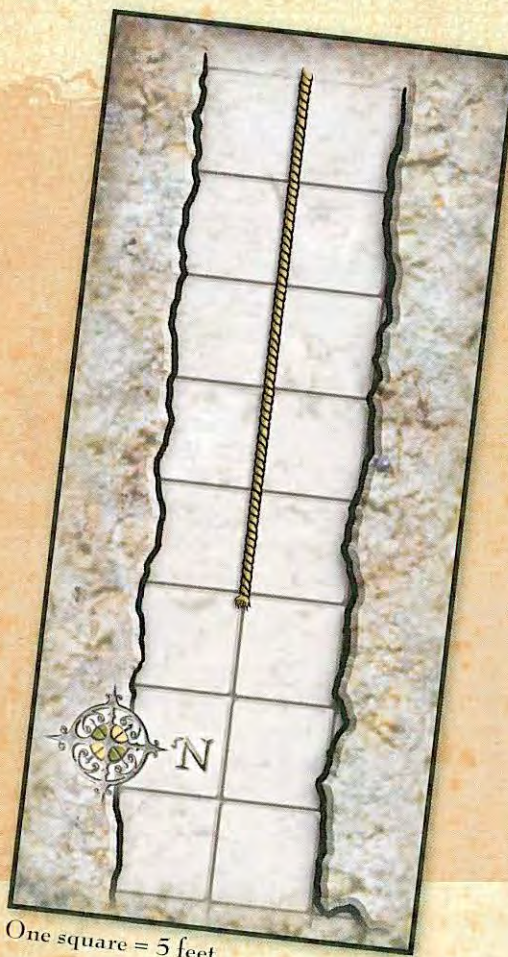
The room has the following features.

Illumination: Tunnel entrance (only during daylight); 60 feet of bright illumination; 60 feet of shadowy illumination. At night, the tunnel is dark, and the PCs need light immediately if they don't have darkvision.

Ceiling: The ceiling here is 10 feet high.

Tunnel: This tunnel, steeply sloped and littered with gravel, goes downward from the surface for 200 feet until it reaches L2. It takes 2 squares of movement to ascend each square. Creatures running or charging downhill must succeed on a DC 15 Balance check, ending their movement 1d2×5 feet later if they fail. Those that fail by 5 or more fall prone at the end of that movement. The DC of Tumble checks increases by 5, and the DC of Move Silently checks increases by 2. Creatures gain a +1 bonus on melee attack rolls against foes below them on the slope.

Rope: The goblinoids have fastened 200 feet of hempen rope (2 hp; DC 23 Strength check to break) to the middle of the tunnel's floor with eleven pitons. Creatures that grab onto the rope from any square next to it gain a +2 bonus on Balance checks and can move at their normal speed uphill. A creature must have a free hand to grasp the rope this way.



One square = 5 feet

LAB ENTRANCE

Encounter Level 2

SETUP

As soon as a PC rounds the corner, describe the room, but don't show the archer (A). He tries to hide from the intruders (see Tactics). If the character doesn't peek far enough around the corner, don't show the alcove or the ladder yet.

The hobgoblins (H) attack anyone who isn't a member of their band.

When a PC reaches the end of the tunnel, read:

The tunnel opens into a roughly square chamber shored up by timbers. Four similar posts hold up the ceiling. A torch set in a stonce to the east of the doors lights the room. Two hobgoblins in heavy armor lean on the far wall, guarding burnished copper doors engraved with leering demonic faces. Unlike the earthen walls in the other parts of the room, the walls that flank the doors are made of gray-green masonry. A hay bale is set near the eastern wall, arrows sticking out of it.

If a player asks about the hay, read:

This bale of hay has three arrows sticking sideways out of it, their fletching pointing west. At least two others are on the floor nearby.

TACTICS

The impalers charge the nearest foe, or they move and attack if they can't charge. They don't use the posts for cover until they see a PC do so (see Posts in the Features of the Room). Then they grunt (in Common), "Good idea!" They then fight from a square that has a post if possible.

The hobgoblin archer tries to hide until he has a chance to shoot an arrow at someone who isn't in melee. Shadowy illumination is required for him to make a Hide check. If the torch in this room is the only light source, the alcove is shadowy. But if the PCs bring a light that sheds bright illumination on the alcove, he doesn't have the necessary concealment to hide. He can't effectively hide from characters who have darkvision (PH 164).

2 HOBGOBLIN IMPALERS

CR 1/2

MM 153

hp 6 each (1 HD)

Male hobgoblin warrior 1

LE Medium humanoid (goblinoid)

Init +1; Senses darkvision 60 ft.; Listen +2, Spot +2

Languages Common, Goblin

AC 19, touch 10, flat-footed 19

Fort +4, Ref +1, Will -1

Speed 20 ft. in half-plate (4 squares, run at 3 × speed), base speed 30 ft.

Melee heavy pick +2 (1d6+1/×4)

Base Atk +1; Grp +2

Abilities Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8

Feats Alertness

Skills Hide -7, Listen +2, Move Silently -3, Spot +2

Possessions half-plate armor, heavy wooden shield, heavy pick

The archer prefers to shoot at foes not engaged in melee. If he makes melee attacks from the alcove against PCs on the floor, he gets a +1 bonus on his attack rolls due to higher ground. Conversely, the lip of the alcove affords him cover (+4 to AC, +2 on Reflex saves) against melee attacks from the ground.

The archer's best defense is to take a move action to kick the ladder away from the alcove. He does that as soon as he thinks a foe might engage him in melee. If a character is on the ladder, then the archer provokes an attack of opportunity as he kicks the ladder away.

Picking the kicked ladder up and setting it in place takes two move actions. Attacking from the ladder causes a PC to lose his Dexterity bonus to AC, and a climbing character can't use a shield. If the character moves off the ladder into the alcove, he provokes an attack of opportunity from the archer for moving from one threatened square to another.

Climbing into the alcove without the ladder takes a DC 5 Climb check. While doing so, a character loses his Dexterity bonus to AC and provokes an attack of opportunity from the archer.

HOBGOBLIN ARCHER

MM 153

hp 6

Male hobgoblin warrior 1

LE Medium humanoid (goblinoid)

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

Languages Common, Goblin

HD 1

AC 17, touch 12, flat-footed 15

Fort +4, Ref +2, Will -1

Speed 20 ft. in breastplate (4 squares), base speed 30 ft.

Melee handaxe +1 (1d6/×3)

Ranged shortbow +4 (1d6/×3)

Base Atk +1; Grp +1

Abilities Str 11, Dex 15, Con 14, Int 10, Wis 9, Cha 8

Feats Weapon Focus (shortbow)

Skills Hide -1, Listen +0, Move Silently +3, Spot +0

Possessions breastplate, handaxe, shortbow with 12 arrows

CR 1/2

CONCLUSION

If a hobgoblin is down to 1 hit point and can arrive at the copper doors in a single move, that hobgoblin risks attacks of opportunity to do so. Another move action is required to open one of the doors, and the hobgoblin then yells for help at the goblins in L3.

FEATURES OF THE ROOM

The room has the following features.

Illumination: Torch; 20 feet of bright illumination; 20 feet of shadowy illumination. The torch is on a wall sconce to the east of the northern doors.

Ceiling: The ceiling here is 10 feet high.

Burnished Copper Doors: Hardness 5; 60 hp each. Open southward; vertical handles on both sides of both doors near where they meet. The doors are closed but unlocked; they have no latch or lock.

If the goblins in L3 aren't aware of impending danger, a DC 7 Listen check is sufficient to hear the clink of coins and the goblins bantering in Goblin. A DC 17 check allows the listener to actually hear what's being said, and those that make such a check and speak Goblin know the goblins are talking about the game they're playing.

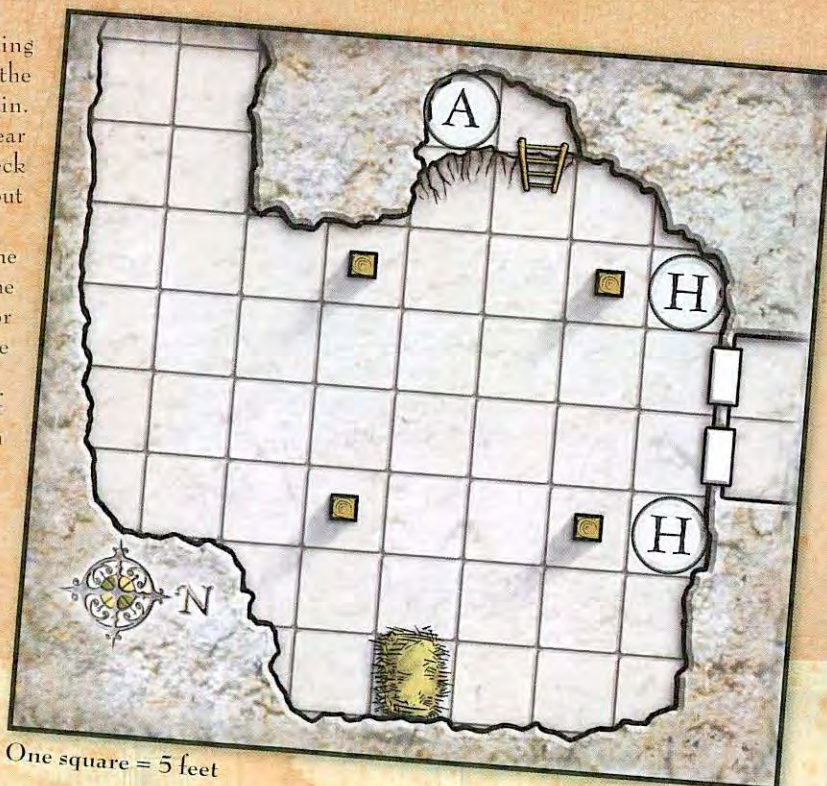
Posts: Timber posts hold up the center of the chamber's ceiling. A character can stand in the same square as the post, gaining a +2 bonus to Armor Class and a +1 bonus on Reflex saves (as if it were a tree, *DMG* 87).

Each post is AC 4, hardness 5, and 75 hp. If one post is destroyed, dust and pebbles fall from the ceiling, and the remaining timbers creak ominously. If a second post falls, every square adjacent to and including a post is subject to a cave-in (*DMG* 66). The room becomes impassable until it's dug out. Because of the risk of future cave-ins, it takes one person an hour to clear

each 5-foot section of the room. Double the digging time if the excavators don't have picks or shovels.

Hay Bale: A normal bale of hay is set next to the eastern wall. Six usable arrows and two broken ones are in or near the hay bale.

Archer's Alcove: An alcove is 5 feet up on the western wall. The Tactics section details the advantages of the nook. A small ladder makes it easy to climb into.



GAOL

Encounter Level 1

SETUP

The goblins here (G) are waiting for some comrades to wake up and join them on a raid down in the valley. While they wait, they're amusing themselves with a Three-Dragon Ante card game.

If the goblin scroungers are aware of the PCs from a battle in L2, they're hiding in the corners behind crates and barrels, as shown on the map. PCs who can see into the room must make Spot checks opposed by the goblins' Hide checks. If the PCs don't see the scroungers, the goblins can take one action each before the PCs can react (a surprise round)—see Tactics. Then roll initiative; each PC is flat-footed until he acts.

If the goblins aren't expecting danger, they're playing cards at the round table in the middle of the room. Sneaky PCs can pit their Move Silently checks against the goblins' Listen checks. If the PCs open the doors without the scroungers hearing them, the characters are the ones who receive a surprise round, and the goblins are flat-footed until they act.

When the PCs open the doors from L2, read:

Torchlight reveals a wide and high chamber of gray-green stone. Chains and manacles hang from the walls. A round wooden table surrounded by four chairs sits in the middle, and copper doors are set in the northern wall beyond. Painted in red across those doors is a word of some sort. (The word painted on the doors is skruun, which is Goblin for "danger.")

When the PCs can see the corners, read:

Piled in the corners of the room are crates and burlap bags, some of them marked with the same moon-and-sheaf sigil you saw on the Sumberton city pennants. To the east and west are passages; the arches over them are fashioned to look like demons' gaping maws.

3 GOBLIN SCROUNGERS

CR 1/3

MM 133

hp 5 each (1 HD)

Male goblin warrior 1

NE Small humanoid (goblinoid)

Init +1; Senses darkvision 60 ft.; Listen +2, Spot +2

Languages Goblin

AC 15, touch 12, flat-footed 14

Fort +3, Ref +1, Will -1

Speed 30 ft. (6 squares)

Melee short sword +2 (1d4/19-20)

Ranged javelin +3 ranged (1d4)

Base Atk +1; Grp -3

Abilities Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6

Feats Alertness

Skills Hide +5, Listen +2, Move Silently +5, Spot +2

Possessions studded leather armor, short sword, 3 javelins

One of the goblins has a card (the druid) hidden in his sleeve (Search DC 11 to find). Another goblin has the key that opens footlocker 2 in L7.

When the PCs see the goblins read:

These goblins wear mismatched pieces of leather, and they carry javelins and notched short swords. (Describe whether the goblins are attacking, hiding, or playing cards.)

TACTICS

If the PCs surprise the goblins, the scroungers fight however they're forced to, ganging up on a single opponent to gain flanking bonuses if possible. They like to target whoever dealt them the most damage in the previous round, but they have a slight preference for taking out other Small characters.

If they hid and remain unseen, the goblins wait until they think everyone's in the room before throwing their javelins from the cover of their hiding places (see Containers in the Features of the Room). They keep throwing javelins until the characters engage them in melee, then they fight much as they would have had they been surprised.

FEATURES OF THE ROOM

The room has the following features.

Illumination: Torch; 20 feet of bright illumination; 20 feet of shadowy illumination. The torch is on a wall sconce to the west of the northern doors.

Burnished Copper Doors (both sets): Hardness 5; 60 hp each. Open southward; vertical handles on both sides of both doors near where they meet. The doors are closed but unlocked; they have no latch or lock.

Northern Doors: Since they haven't disarmed the trap in L4, the goblins painted the warning and barred these doors. A wooden bar is threaded through the handles on the southern side. It takes a move action to remove the bar (from the south only) or a DC 25 Strength check to break the bar.

Demon Arches: The arches over the eastern and western exits are carved to look like the faces and open mouths of fanged demons. They look dangerous, but they're harmless.

Chains: On the walls of this room are eight pairs of dark iron manacles attached to rings driven into the stone. All have hasps for a padlock, but none are actually locked. Most are attached about 7 feet up the wall, hanging down enough for Medium creatures. But the ones on the southern wall are separated more widely and are attached 11 feet up the wall.

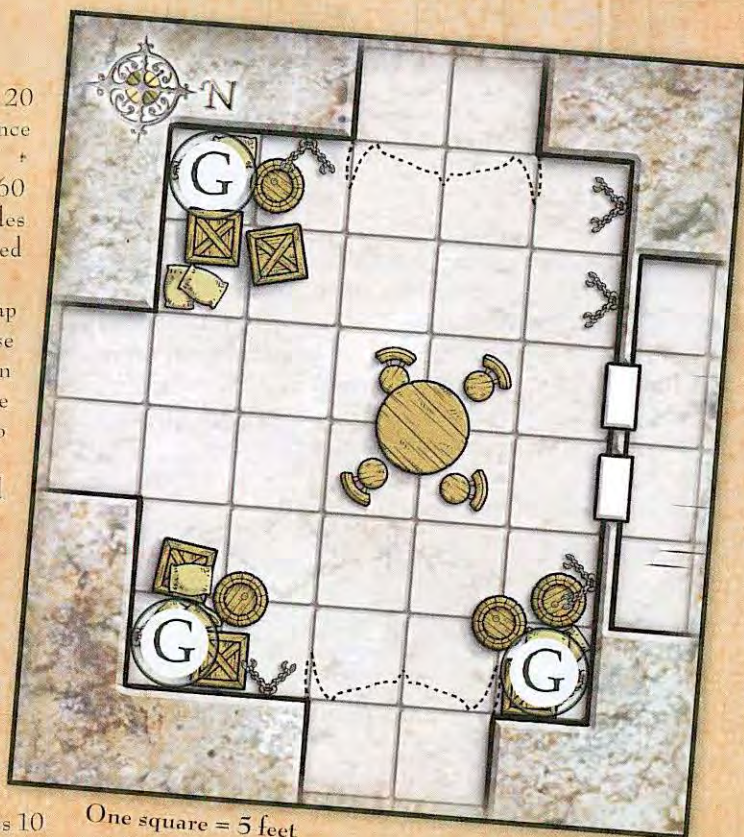
The chains are 8 feet long, and each link has hardness 10 and 5 hp. A DC 26 Strength check is required to burst them.

Containers: The barrels, sacks, and crates in the corners are piled high enough to provide cover (+4 to AC, +2 on Reflex saves) for Small creatures. The squares they occupy cost 2 squares of movement to enter.

Three of the missing Chicane Guild crates are here. Each contains spices and weighs 30 pounds—a DC 20 Appraise check is sufficient to tell the spices are worth 20 gp per pound.

The other containers hold mundane trade goods, including wheat berries, cloth, feathers, tobacco, raw copper ore, and the like. If the PCs want to take any or all of it, they need a wagon. In total, the containers comprise about 800 pounds of trade goods worth 80 gp.

Table: The table is goblin-sized—about 2 feet tall. Squares that include the table cost 2 squares of movement to enter. A creature can jump atop the table, gaining a +1 bonus on melee attack rolls against those on the floor. Doing so is automatic for someone who takes a move action from any of the table's squares, or it can be done as part of a larger move action with a DC 16 Jump check (DC 8 with a 20-foot running start).



One square = 5 feet

Atop it are a fine Three-Dragon Ante deck (10 gp) and 150 sp. The deck has sixty-nine cards, each painted with a representation of a dragon, dragon deity, or mortal—the seventieth card is in a goblin's sleeve. PCs recognize the deck as a popular gambling game in which players play cards to win each round's stakes and ultimately amass the largest hoard. These cards weren't made by goblins, but it's obvious the scroungers knew how to play.

Built into the floor underneath the table is a box that has a stone lid. A DC 15 Search check is enough to find it. It's locked. The key is long gone, and the lid has seen some abuse. A DC 30 Open Lock check is sufficient to open the lid, which has hardness 8 and 30 hp. Inside is a jumble of rock from where part of the box was lost as Slaughtergarde exploded. A single good padlock (80 gp) made of dark iron lies atop the rubble.

SCYTHER ROOM

Encounter Level 1

SETUP

When you provide the players a map, don't put the numbers shown on your map on the players' map. Describe the room, then wait for the PCs to move in. It's important that you know where the PCs are standing when they're dealing with the trap in this chamber.

This area is pictured in the illustration handouts. Show the illustration when the PCs trigger the trap.

When the PCs open the doors, read:

As the doors open, flame ignites atop six tiny copper braziers resting in holes cut into and equal number of short partitions jutting from the eastern and western walls of this dusty room. In the illumination they provide, you see that roughly parallel scratches run along four sections of the floor, perpendicular to sets of copper doors—one you entered through and another across the room. The ceiling has four dark slots cut into it along matching paths. You can't see into the slots, which are about 3 inches wide and run the length of the room.

SCYTHER TRAP

The trap triggers when someone steps into the room. When that happens, roll 1d4 three times and compare the resulting numbers to those on the map. Scythe blades drop out of the slots in the indicated columns and sweep through those columns.

The scythes sweep from north to south. If two or more PCs are in the path of the same scythe, then the scythe attacks the first one normally. If the first character takes damage, PCs farther down that path gain a +4 bonus to Armor Class. The northernmost character soaked up some of the scythe's momentum, providing cover to the others.

If the same number comes up twice or three times, then just send the scythe along that path once. For example, if all the dice come up 1, a single scythe swings through the three squares along the western wall—the column of squares marked with a 1.

Each square of the floor is a pressure plate that can activate the trap independently, and each plate resets automatically when weight is taken off it. If a PC steps into the room and triggers the trap, that square won't trigger the trap again until the character steps out of that square and someone steps back into it. However, the trap can't be triggered more than once per round.

Scything Blade Trap: CR 1; mechanical; location trigger; automatic reset; Atk +8 melee (1d8/x3); Search DC 21, Disable Device DC 20.

BEATING THE TRAP

The PCs have lots of options at their disposal to foil the trap.

Disable Device: Someone that knows this skill can use materials from L3 to improvise shims to place in the cracks in the floor masonry. That keeps the pressure plates beneath the floor from activating. One check takes 2d4 rounds and is sufficient to disarm the triggers along a single path to the northern doors.

Lucking Out: The PCs might just decide to brave the blades. This isn't too risky except that the northern doors are barred from the other side, so the characters have to break them open.

Ceiling Slots: A permanent image of black clouds blocks the PCs' view of the scythe mechanism, and simply poking up into the slots won't damage the machinery. The slots have a moderate aura if viewed using *detect magic* (DC 21 Spellcraft check to determine it's illusion).

Attacking Scythes: If PCs want to attack the scythes when the blades swoop down, they can ready an action to do so. Those that do can make a single attack against one scythe whose path takes it adjacent to that PC. The scythes have AC 8, hardness 10, and 5 hit points.

Blocking Scythes: The PCs can scrounge debris to place the path of a scythe. This is trickier than it sounds, because the scythes don't arc downward along exactly the same path each time, as the scratches on the floor demonstrate. It takes about 400 pounds of solid material to catch a scythe, preventing it from continuing along its path or retracting back into the ceiling. If the PCs gather all the contents of L3, they've got enough to block two scythes in this way.

Bypass Switch: Behind a concealed panel (Search DC 25) to the west of the northern doors is a simple lever in the up position. If it's moved to the down position, all the floor triggers are disabled. The PCs need to find the switch, and they must open the panel to flip the lever.

CONCLUSION

If the PCs set off this trap, the hobgoblins in L6 hear it, and it might awaken the goblins in L7 (Listen DC 16; Listen +2), but anyone who hears just continues to listen. Subsequently breaking open the northern doors in this room alerts goblinoids that are awake, and they prepare for

battle. If the goblins in L7 didn't awaken to the sounds of the trap, they do when the northern doors break open.

It takes the goblins in L7 6 rounds to ready for a fight—5 rounds to don armor hastily and 1 round to ready their weapons. If they wait more than a few minutes for intruders to show up, they spend another 5 rounds donning their armor properly.

FEATURES OF THE ROOM

The room has the following features.

Illumination: If either set of doors is opened, the equivalent of a *continual flame* spell springs forth from each of the six tiny copper braziers set into the wall partitions, filling the room with bright light. Each brazier has a faint aura if viewed using *detect magic* (DC 16 Spellcraft check to determine its evocation), but it ceases to function if removed from its resting place. The braziers can easily be picked up, and each piece of ancient craftsmanship is worth 50 gp to a collector.

Partitions: The wall partitions that contain the braziers are 6 inches thick and about 2 feet wide. They don't hamper movement or provide cover from the scythes.

Dust: A DC 10 Search check reveals that the dust near the door has been disturbed and that the center two scratches have a brown stain near them. A character can make this check from the hallway.

Someone that has the Track feat can learn even more by making a DC 20 Survival check. A Small humanoid wearing boots took a few steps into the room, was knocked prone, and was then dragged back out the southern doors by its feet.

The tracker's assessment is accurate. Four days ago, one of the goblins came in on a dare, was sliced to ribbons by the trap, and was dragged out by his heels.

Burnished Copper Doors (both sets): Hardness 5; 60 hp each. Vertical handles on both sides of both doors near where they meet. The doors are closed and unlocked; they have no latch or lock, but they are barred (see below).

Southern Doors: Open southward. If the PCs enter from the north without having opened or unbarred these doors while in L3, a wooden bar is threaded through the handles on the southern side. It takes a move action to remove the



One square = 5 feet

bar (from the south only) or a DC 25 Strength check to break the bar.

Northern Doors: Open northward. A wooden bar is threaded through the handles on the northern side. It takes a move action to remove the bar (from the north only) or a DC 25 Strength check to break the bar.

A DC 13 Listen check is sufficient to hear occasional murmuring from the hobgoblins in L6. If the listener speaks Goblin, that character might hear snatches of a conversation about arrows by rolling a 23 or higher on the check. The hobgoblins in L6 are fletching in their spare time.

Scratches: The scratches are about a quarter-inch deep at their deepest. No individual scratch runs the entire length of the floor; most are between 5 feet and 10 feet long.

BARRACKS

Encounter Level 2

SETUP

The goblins (G) are both distracted—one is sorting through goods, and the other is rolling dice—and they assume battle sounds are results of their comrades' mischief. Once the party is at the bottom of the stairs from L3 or the far side of the bridge in L9, each goblin makes a Listen check every round against the PCs' Move Silently checks +5. The goblin that is rolling dice can make a Spot check each round against the PCs' Hide checks, but he sees anyone carrying a light. In either case, DCs for the goblins increase by 1 per 10 feet of distance from the characters.

When the PCs can see into the room, read:

Lit by a gently flickering torch, the nearby chamber is indeterminately wide from your vantage. You can see a heavily armored goblin. He's crouched, and he's picking up something and dropping it on the floor in front of him near a battleaxe. (If the PCs continue to watch, tell the players that he's rolling dice.)

When the PCs reach a doorway, read:

Similarly armed, another goblin stands near crates and barrels on the southern wall. A row of four triple-bunk beds lines the northern wall.



One square = 5 feet

2 GOBLIN TROOPERS

CR 1

MM 133

hp 12 each (1 HD)

Male goblin fighter 1

NE Small humanoid (goblinoid)

Init +2; Senses darkvision 60 ft.; Listen +4, Spot +4

Languages Goblin

AC 19, touch 11, flat-footed 19

Fort +4, Ref +2, Will +1

Speed 20 ft. in half-plate (4 squares, run at 3 × speed), ase speed 30 ft.

Melee battleaxe +4 (1d6+1/×3)

Base Atk +1; Grp -2

Abilities Str 13, Dex 15, Con 14, Int 10, Wis 12, Cha 6

Feats Alertness, Weapon Focus^B (battleaxe)

Skills Hide -1, Listen +4, Move Silently -1, Spot +4

Possessions half-plate armor, light steel shield, battleaxe (one has dice)

CONCLUSION

If either goblin is reduced to 1 hit point, he flees into L9 and then L11. All the remaining troopers make a stand in L11.

FEATURES OF THE ROOM

The room has the following features.

Illumination: Torch; 20 feet of bright illumination; 20 feet of shadowy illumination. The torch is on a wall sconce to the north of the eastern archway.

Demon Arch: The arch over the eastern doorway is carved to look like the face and open mouth of a fanged demon.

Bunk Beds: Most members of the gang sleep here. These beds are undersized for Medium creatures and roomy for Small ones. Medium creatures must spend a move action to crawl 5 feet through bed squares, provoking attacks of opportunity for doing so. Small creatures can walk.

Containers: It costs 2 squares of movement to enter a square where the barrels, sacks, and crates are piled in disarray.

One open box contains two shovels and two picks. A small strongbox that has a broken padlock on it holds 225 gp. Three of the missing Chicane Guild crates are also here. Each contains spices and weighs 30 pounds—a DC 20 Appraise check is sufficient to tell the spices are worth 20 gp per pound. In total, all the other containers comprise about 500 pounds of trade goods worth only 50 gp.

OPERATING ROOM

Encounter Level 1

SETUP

A battle in L7, L8, or L17, or the sound of a breaking door in L4, alerts the hobgoblin impalers (H). Otherwise, they're sitting 10 feet from the closed doors, increasing their Listen DCs for hearing sounds from beyond those doors by 6. Goblins in L7 might become involved in this fight (see Conclusion).

When the PCs can see the room, read:

Two hobgoblins, each wearing half-plate and carrying a shield and pick, occupy this torchlit room. A table here has a stool at either end, as well as a pile of arrows atop it. Unusual tools are mounted on the walls, a bloodstain running from each to the floor. Channels around the edges of the room lead to a drain in the center. A railed balcony overlooks the northwestern corner, explaining the high ceiling.

2 HOBGOBLIN IMPALERS

CR 1/2

MM 153

hp 6 each (1 HD)

Male hobgoblin warrior 1

LE Medium humanoid (goblinoid)

Init +1; Senses darkvision 60 ft.; Listen +2, Spot +2

Languages Common, Goblin

AC 19, touch 10, flat-footed 19

Fort +4, Ref +1, Will -1

Speed 20 ft. in half-plate (4 squares, run at $3 \times$ speed), base speed 30 ft.

Melee heavy pick +2 (1d6+1/ $\times 4$)

Base Atk +1; Grp +2

Abilities Str 13, Dex 13, Con 14, Int 10; Wis 9, Cha 8

Feats Alertness

Skills Hide -7, Listen +2, Move Silently -3, Spot +2 (one has Hide -8 and Craft [fletching] +1)

Possessions half-plate armor, heavy wooden shield, heavy pick

CONCLUSION

If a battle occurs here, the goblins in L7 wake and ready for battle. It takes them 6 rounds to do that—5 rounds to don armor hastily and 1 round to ready their weapons. Once they're ready, they throw javelins from the balcony.

FEATURES OF THE ROOM

The room has the following features.

Illumination: Torch; 20 feet of bright illumination; 20 feet of shadowy illumination. The torch is on a wall sconce on the eastern wall, just south of the stairs.

Ceiling: The ceiling here is 25 feet high.

Burnished Copper Doors: Hardness 5; 60 hp each. Open eastward; vertical handles on both sides of both doors near where they meet. The doors are closed but unlocked they have no latch or lock.

Balcony: The balcony is 10 feet high and has a sturdy wooden railing. A fall from the top deals 1d6 points of damage. DC 20 Climb checks are required to scale the wall; DC 15 in the northwestern corner.

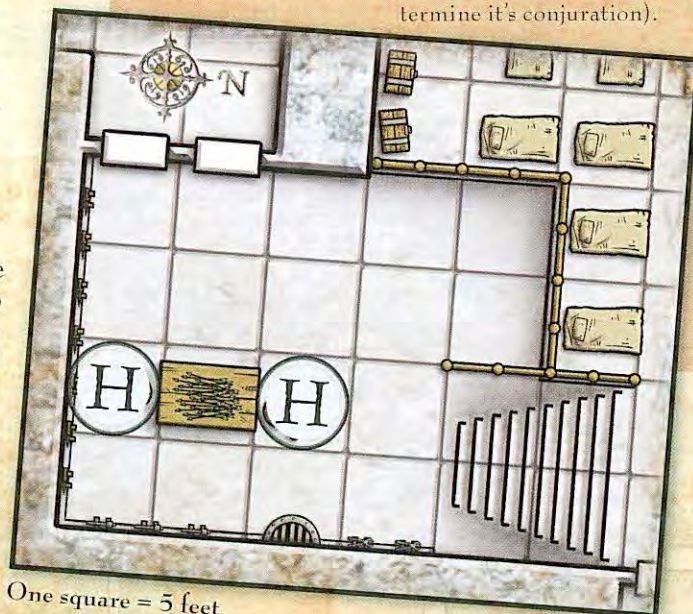
Steep Stairs: It takes 2 squares of movement to ascend each square. Creatures running or charging down steep stairs must succeed on a DC 10 Balance check, ending their movement 1d2 $\times$ 5 feet later if they fail. Those that fail by 5 or more fall prone and take 1d6 points of damage at the end of that movement. The DC of Tumble checks increases by 5. Creatures gain a +1 bonus on melee attack rolls against foes below them on the stairs.

Table: A creature can jump onto the table, but the table breaks if someone does (DC 15 Reflex save or fall prone). Jumping this way is automatic as a move action from an adjacent square, or it can be done as part of a larger move action with a DC 24 Jump check.

Atop the table are a hundred functional arrows.

Demonic Instruments: Mounted on the walls are three scalpels, four daggers, two forceps, and three light hammers. All are masterwork, but the scalpels (250 gp each) and forceps (150 gp each) aren't weapons.

These implements seep a few drops of blood each hour, so the goblinoids think they're cursed. If viewed using *detect magic*, each has a faint aura (DC 20 Spellcraft check to determine it's conjuration).



One square = 5 feet

BALCONY

Encounter Level 1

SETUP

The goblins here (G) are sleeping. Their statistics assume they donned their armor hastily after being awakened by a nearby disturbance, but initial parenthetical values show the same statistics if the goblins had plenty of time.

An exceptionally stealthy party might surprise the goblins in their sleep. In this case, the goblins aren't wearing armor (use unarmored AC). They surrender and acquiesce to reasonable demands.

When the PCs can see onto the balcony, read:

A dozen simple bedrolls are spread on the floor. Wooden rails guard balconies to the northwest and southeast. Four small footlockers are here as well. (Add the goblins, sleeping or otherwise, if they're still here.)

3 GOBLIN SCROUNGERS

CR 1/3

MM 133

hp 5 each (1 HD)

Male goblin warrior 1

NE Small humanoid (goblinoid)

Init +1; Senses darkvision 60 ft.; Listen +2, Spot +2

Languages Goblin

AC 14 (15, 12 unarmored), touch 12, flat-footed 13 (14, 11 unarmored)

Fort +3, Ref +1, Will -1

Speed 30 ft. (6 squares)

Melee short sword +2 (1d4/19-20)

Ranged javelin +3 ranged (1d4)

Base Atk +1; Grp -3

Abilities Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6

Feats Alertness

Skills Hide +4 (+5, +6 unarmored), Listen +2, Move Silently +4 (+5, +6 unarmored), Spot +2

Possessions studded leather armor, short sword, 3 javelins (one has a key to footlocker 1)

TACTICS

The goblins prefer to throw javelins from the balcony. If forced into melee, they flank enemies to bring down one at a time. They avoid putting their backs to the balconies' railing while fighting.

CONCLUSION

If a battle occurs here, the hobgoblins in L6 hear it if they're still alive, and they join the battle immediately.

FEATURES OF THE ROOM

The room has the following features.

Illumination: Shadowy illumination from the torch in L6. It's dark if that torch is out. Darkness pervades the northwestern corner of this room regardless of that torch.

Burnished Copper Doors: Hardness 5; 60 hp each. Open eastward; vertical handles on both sides of both doors near where they meet. The doors are closed but unlocked; they have no latch or lock.

Balconies: It's a 10-foot drop (1d6 points of damage) down into L8 and L6. DC 20 Climb checks are required to climb down; DC 15 in another room's corner.

The railing provides a +2 circumstance bonus on the Strength check to resist being bull rushed off the balcony (PH 154). Creatures pushed off the balcony break the railing for that 5-foot square.

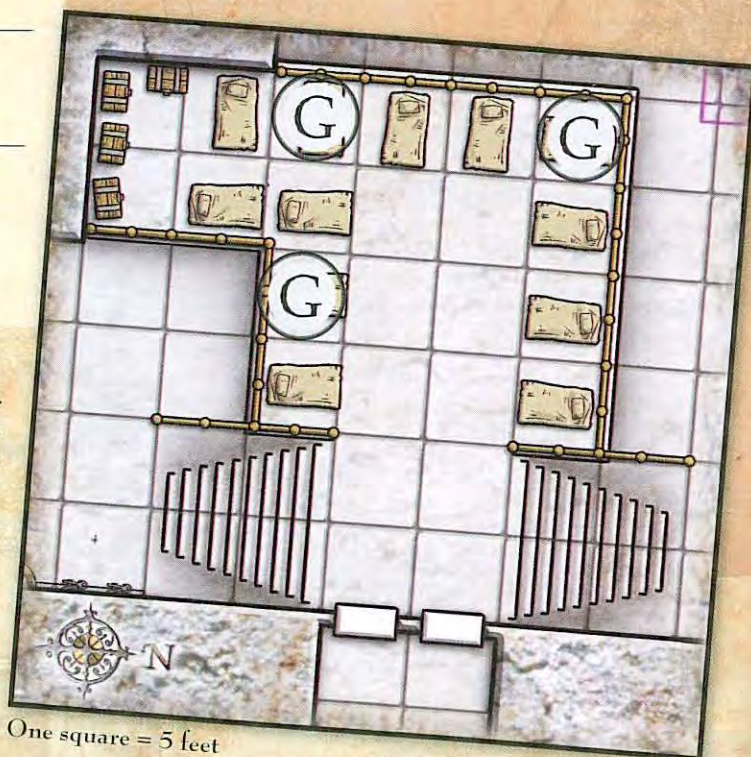
Footlockers: The footlockers are all locked (Open Lock DC 15). They can be bashed open (hardness 5, 20 hp), but doing so to footlocker 3 ruins the plate inside.

Footlocker 1: Goblin clothing and an ivory figurine (50 gp).

Footlocker 2: Goblin clothing, opal earrings (100 gp), and 12 gp.

Footlocker 3: Goblin clothing and a porcelain plate (350 gp).

Footlocker 4: Goblin clothing and 33 gp. This locker's owner is not in the complex.



HOWLER TRAP

Encounter Level 3

SETUP

If the PCs are carrying a light or the howler (H) becomes aware of them, it attacks, howling as it goes. The goblins in L7 might become involved in this fight (see Conclusion).

This area is pictured in the illustration handouts. Show the illustration when the howler attacks.

When the PCs can see most of the room, read:

This immense chamber's floor is inscribed with a mazelike pattern, the lines of which glow purple. A large doglike monster that has a mane of long quills paces in the center of the pattern. Overlooking the southeastern portion of the room is a railed balcony.

TACTICS

When the howler moves, the center point of its miniature must follow the path of the howler trap on the map exactly. Constrained by the pattern, the howler tries to maneuver so it's adjacent to as many PCs as possible. If the PCs retreat and use ranged weapons, the howler flees as far as it can.

CONCLUSION

If a battle occurs here, the hobgoblins in L6 are alerted, and the goblins in L7 wake and ready for battle. It takes them 5 rounds to don armor hastily and 1 round to ready their weapons. Once they're ready, they throw javelins at PCs here.

HOWLER

CR 3

MM 154

hp 39 (6 HD)

CE Large outsider (chaotic, evil, extraplanar)

Init +7; Senses darkvision 60 ft.; Listen +13, Spot +13

Languages understands Abyssal

AC 17, touch 12, flat-footed 14

Fort +7, Ref +8, Will +7

Speed 60 ft. (12 squares)

Melee bite +10 (2d8+5) and 1d4 quills +5 (1d6+2 plus quills)

Base Atk +6; Grp +15

Special Actions howl (free action)

Abilities Str 21, Dex 17, Con 15, Int 6, Wis 14, Cha 8

Feats Alertness, Combat Reflexes, Improved Initiative

Skills Climb +14, Hide +8, Listen +13, Move Silently +12,

Search +7, Spot +13, Survival +2

Quills (Ex) Those hit by quills must succeed on a DC 16 Reflex save or a quill sticks in the victim's flesh, imposing a -1 penalty on attacks, saves, and checks per quill. A DC 20 Heal check removes the quill without it dealing another 1d6 points of damage as it's removed.

Howl (Ex) 1 point of Wis damage (Will DC 12 negates) if heard for an hour or longer. Save required each hour.

FEATURES OF THE ROOM

The room has the following features.

Illumination: Shadowy illumination lights the squares the howler trap touches. It's dark otherwise.

Ceiling: The ceiling here is 25 feet high.

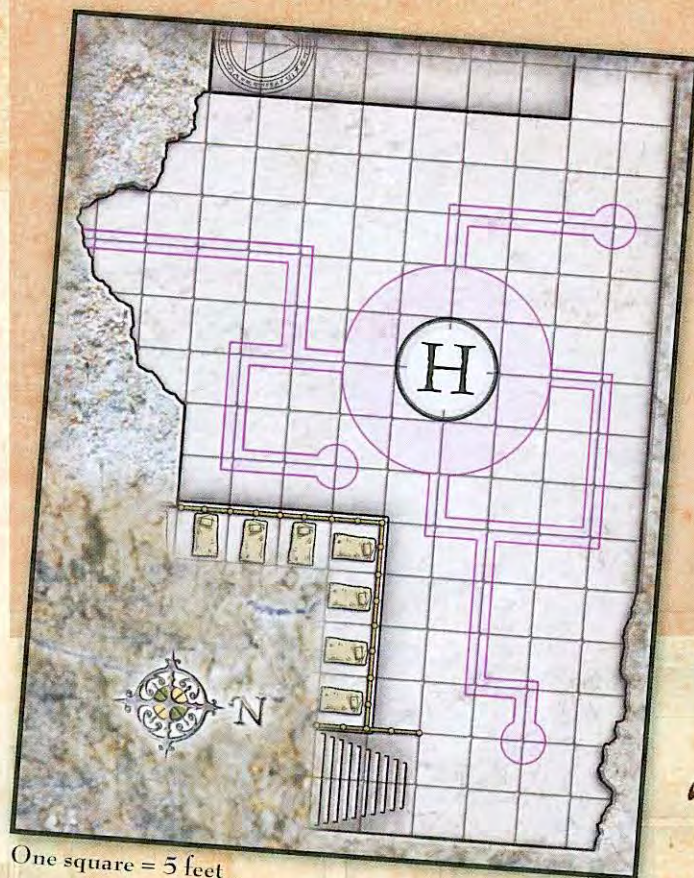
Steep Stairs: It takes 2 squares of movement to ascend each square. Creatures running or charging down steep stairs must succeed on a DC 10 Balance check, ending their movement 1d2×5 feet later if they fail. Those that fail by 5 or more fall prone and take 1d6 points of damage at the end of that movement. The DC of Tumble checks increases by 5. Creatures gain a +1 bonus on melee attack rolls against foes below them on the stairs.

Howler Trap: The magic pattern traps the howler. If viewed using *detect magic*, the pattern has a strong aura (DC 21 Spellcraft check to determine its abjuration).

Balcony: The balcony that leads to L7 is 10 feet up and has a sturdy wooden railing. A fall from the top deals 1d6 points of damage. DC 20 Climb checks are required to scale the wall; DC 15 in the southeastern corner.

Precipice: It's a 20-foot drop to L12—a fall from the top deals 2d6 points of damage. Characters at the bottom face DC 20 Climb checks to scramble back up. A ladder leads down to L12. Going up or down the ladder takes a DC 0 Climb check.

Characters can peer down into L12 from here.



RIFT

Encounter Level 1

SETUP

This is the northern section of a big chamber (L10 describes the southern area). Show only as much of the room as the PCs can see. If they head north, roll a Listen check every round for the dire rats (R), adding 1 to the DC for every 10 feet the characters are from the rats. Once the dire rats hear someone coming, they climb the cliff and attack nongoblinoids.

When the PCs enter, read:

A wooden plank bridge suspended from posts leads into this natural cavern. You can see rocks and dirt about 20 feet below the bridge. It looks like this cavern stretches north and south. Running through the middle is a raised earthen pathway.

CONCLUSION

PCs might decide to overnight here, since this is one of the most defensible rooms available. A DC 15 Survival check is sufficient to determine that removing the bridges makes this room a good place to rest.

If the PCs wreck the bridges, then the goblins don't attempt to reclaim this room. They post guards in L5

3 DIRE RATS

CR 1/3

MM 64

hp 5 each (1 HD)

N Small animal

Init +3; Senses low-light vision, scent; Listen +4, Spot +4
Languages —

AC 15, touch 14, flat-footed 12

Fort +3, Ref +5, Will +3

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

Melee bite +4 (1d4 plus disease)

Base Atk +0; Grp -4

Atk Options disease

Abilities Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4

Feats Alertness, Weapon Finesse^B

Skills Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11

Disease (Su) Filth fever; bite, Fortitude DC 11, incubation 1d3 days, 1d3 Dex and 1d3 Con.

if the goblins in that room were killed. The guards are three goblin scroungers, much like those in L3. Due to the howler and the maug, they don't reinforce L11 even if the goblins there were slain.

If the PCs wreck the bridges but leave rope, the goblins wait several hours then send three goblin scroungers to climb across the rope and attack the PCs.

FEATURES OF THE ROOM

The room has the following features.

Illumination: Shadowy illumination from the torch in L5 extends to just beyond the southeastern suspension bridge. It's dark otherwise.

Suspension Bridges: The bridges are sturdy enough so that they impose no movement penalty, although

they sway slightly whenever someone steps on them. The PCs or their foes might try to destroy a bridge. Doing so means disconnecting two ropes either by untying them (two full-round actions that provoke attacks of opportunity) or cutting them (dealing 8 points of damage with an attack from a slashing weapon). Hitting a rope is automatic; just roll damage.

If only one rope is disconnected, it takes a DC 13 Balance check to cross a bridge. Each success allows a character to move at half speed as a full-round action or at quarter speed as a move action. A failed check means no progress. Failure by 5 or more means a fall into the depths of the cavern for 2d6 points of damage.

Cliffs: It's a 20-foot drop off the raised earthen pathway. A fall from the top deals 2d6 points of damage. Characters in the bottom face DC 10 Climb checks to clamber back up.



One square = 5 feet

MIDDEN HEAP

Encounter Level 3

SETUP

This encounter occurs in part of the same chamber as L9. L9's dire rats fear the ankheg (A), and they won't come near the midden heap.

The ankheg has tremorsense (MM 316), so it senses any PC in contact with the ground who's within 60 feet. It's used to goblins throwing garbage here, so it doesn't attack those on the raised path until it's attacked or someone comes too close.

When the PCs peer over the cliff to the south, read:

About 20 feet below you is an insectile creature that's 10 feet long, and it has pincers as large as a human arm. The creature sits half-buried in a massive pile of debris—lots of rotted food, smashed crates, and a few corpses. A ladder lies on the ground near the edge of the cliff.

TACTICS

The ankheg prefers to bite, so it doesn't spit unless it has fewer than 15 hit points left or can't reach anyone to bite.

If the PCs stay atop the ledge and make ranged attacks, the ankheg spits acid then burrows into the base of the earthen pathway and up to the PCs. It takes a round for the ankheg to accomplish this. When it reaches the top, it emerges and attacks.

FEATURES OF THE ROOM

The room has the following features.

Illumination: It's dark here.

Cliffs: It's a 20-foot drop off the raised earthen pathway. A fall from the top deals 2d6 points of damage. Characters in the bottom face DC 10 Climb checks to clamber back up.

It takes a move action to grab the ladder and another move action to set it in place. Once that's done, going up or down the ladder takes a DC 0 Climb check.

Midden Heap: This is a nasty, smelly pile of trash. It costs 2 squares of movement to enter a square in the heap. The goblins have accumulated worthless junk during their raids, and they put anything they can't use or eventually trade here. Nothing of value can be found here, and all of the bodies are long-dead goblins.

ANKHEG

MM 14

hp 28 (3 HD)

N: Large magical beast

Init +0; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Listen +6, Spot +3

Languages —

AC 18, touch 9, flat-footed 18

Fort +6, Ref +3, Will +2

Speed 30 ft. (6 squares), burrow 20 ft.

Melee bite +7 (2d6+7 plus 1d4 acid [if it hasn't spit acid])

Base Atk +3; Grp +12

Atk Options improved grab

Special Actions spit acid

Abilities Str 21, Dex 10, Con 17, Int 1, Wis 13, Cha 6

Feats Alertness, Toughness

Skills Climb +8, Listen +6, Spot +3

Improved Grab (Ex) To use this ability, an ankheg must hit a Medium or smaller opponent with a bite. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Spit Acid (Ex) 30-ft. line, 1/6 hours; 4d4 acid (Reflex DC 14 half). Bite doesn't deal acid damage for 6 hours after spit.

It can't occupy enemy squares, so it squeezes into a smaller space if it must (PH 148). It can occupy a space 2 squares long and 1 wide, but doing so forces it to take a –4 penalty to AC and on attack rolls. If it can't find a suitable space, it continues to burrow until it can.

The ankheg doesn't chase fleeing PCs. If it drops to 5 hit points or fewer, it burrows into the ground and flees.



MIRROR HALL

Encounter Level 2

SETUP

The goblins here only react to sounds such as footsteps on the stairs (or a fleeing fellow trooper from L5). A battle in L9 causes them to assume their comrades are up to mischief with the dire rats. They're assigned to make sure the maug down in L12 doesn't leave that area, so they're focused on doing just that.

If PCs enter L12 and interact with the maug, make Move Silently checks for the goblin troopers and position them in the squares marked B on the map. Make Hide checks for them there. If the PCs don't beat the goblins' Move Silently and Hide checks with respective Listen and Spot checks, the goblins receive a surprise round when the characters climb the precipice from L12 to L11.

If the PCs sneak up the stairs after fighting the dire rats in L9, pit their Move Silently checks against the goblins' Listen checks. If the troopers don't hear the PCs, place the goblins in the squares marked A on the map. Give the PCs a surprise round.

If the goblins hear someone coming up the stairs, they become suspicious. They know other goblins aren't supposed to come here any time soon, so they try to hide and ambush intruders as described above. If the "intruder" turns out to be a trooper from L5, all the goblins that are here prepare an ambush in the areas marked B.

When PCs reach the room, read:

Four mirrors that have green, glowing frames are mounted on the western and northern walls. Most are cracked. The eastern portion of the room has no wall. Instead, the precipice there apparently leads to a much larger room. A long ladder lies flat near the edge.

When PCs see the goblins, read:

Two goblins in half-plate armor move toward you with grim resolve.

TACTICS

Whether the goblins were able to ambush the PCs or not, they flank their foes whenever possible, trying to bring down one enemy at a time. A trooper might try to bull rush a Small opponent off the precipice (PH 154) into L12, hoping the maug kills that PC. The maug won't.

2 GOBLIN TROOPERS

CR 1

MM 133

hp 12 each (1 HD)

Male goblin fighter 1

NE Small humanoid (goblinoid)

Init +2; Senses darkvision 60 ft.; Listen +4, Spot +4

Languages Goblin

AC 19, touch 11, flat-footed 19

Fort +4, Ref +2, Will +1

Speed 20 ft. in half-plate (4 squares, run at 3 × speed), base speed 30 ft.

Melee battleaxe +4 (1d6+1/×3)

Base Atk +1; Grp -2

Abilities Str 13, Dex 15, Con 14, Int 10, Wis 12, Cha 6

Feats Alertness, Weapon Focus^B (battleaxe)

Skills Hide -1, Listen +4, Move Silently -1, Spot +4

Possessions half-plate armor, light steel shield, battleaxe (one has the key that opens footlocker 3 in L7)

If a trooper is knocked down into L12 and survives the fall, he cowers at the bottom of the precipice, awaiting his doom at the hands of the maug. Heavy armor prevents the trooper from climbing out of L12. The maug does indeed attack and kill the fallen goblin, subsequently tossing the trooper's body back up into L11.

Unless they can retreat toward L9, the goblins fight to the death. They fear the maug more than anything, so they won't retreat through L12. If they make it to L9, they try to cover their escape by cutting the suspension bridge there (see L9).

CONCLUSION

If a goblin actually escapes this chamber, he runs all the way to Nambrakh in L16. The hobgoblin cleric then warns the emissary in L18. A dark creeper then bars the door to L18, and Nambrakh takes his skeletons to L7. If he doesn't find the PCs there, he exits through L18, reenters the complex through L1, and heads for L11, trying to find the characters and rousing his minions along the way.

When this encounter ends, flip ahead to T25 and make a note of the condition the PCs leave L11 in. When they reach T25, they have the chance to peer back into this room.

FEATURES OF THE ROOM

The room has the following features.

Illumination: Glowing mirror frames; shadowy illumination fills the room. Darkness pervades L12 to the east, except for the faint glow of the summoning circles there.

Ceiling: The ceiling here is 25 feet high.

Precipice: It's a 20-foot drop to L12—a fall from the top deals 2d6 points of damage. Characters at the bottom face DC 20 Climb checks to scramble back up.

It takes a move action to grab the ladder at the edge and another move action to set it in place. Once that's done, going up or down the ladder takes a DC 0 Climb check.

Characters can peer down into L12 from here.

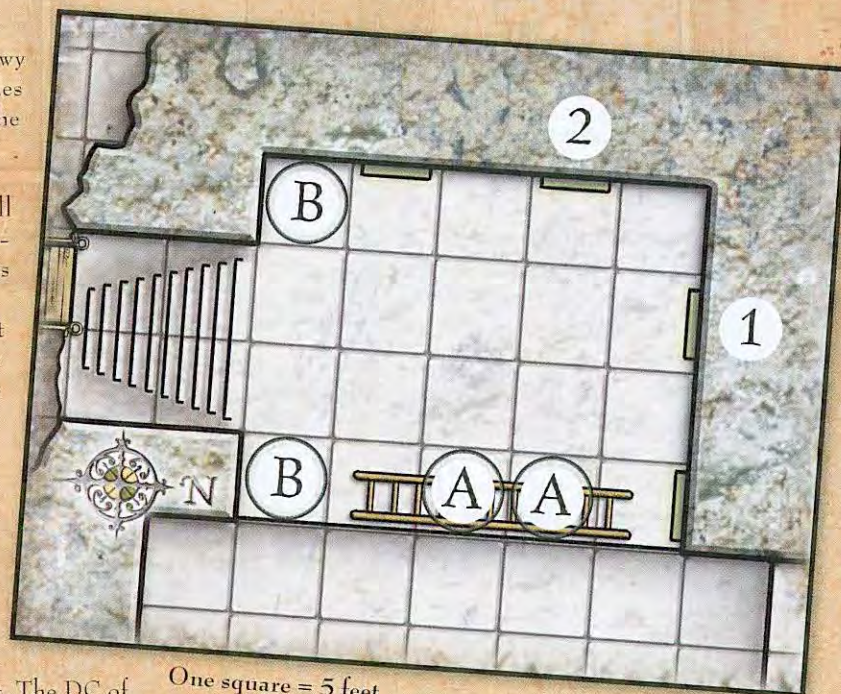
Steep Stairs: It takes 2 squares of movement to ascend each square. Creatures running or charging down steep stairs must succeed on a DC 10 Balance check, ending their movement 1d2×5 feet later if they fail. Those that fail by 5 or more fall prone and take 1d6 points of damage at the end of that movement. The DC of Tumble checks increases by 5. Creatures gain a +1 bonus on melee attack rolls against foes below them on the stairs.

Broken Mirrors: Each mirror has a faint aura if viewed using *detect magic* (DC 18 Spellcraft check to determine it's illusion). They once enabled communication with other parts of Slaughtergarde, but they were destroyed when the fortress was torn apart. Other than their glow, they don't do anything. (If you wish, you can make more mirrors here functional to foreshadow other events in your campaign or to simply show some interesting scene.)

Intact Mirrors: Two mirrors are damaged but still functional. If characters spend any time in the room when they aren't distracted by combat, have them make DC 15 Spot checks. Success means that they catch a glimpse the moving images in mirror 2, so they know at least one of the mirrors is functional.

Mirror 1: This mirror retains a connection to T25. The drow would know that the mirrors in the temple section work, but they haven't gained control of T25. Because the electrom clockwork horror there never moves, the goblins don't know how this mirror works. When a PC stands adjacent to the mirror and peers in, read:

Looking into the mirror, you don't see your reflection, but instead you see a square room that has piles of ruined armor on the floor. Squatting



One square = 5 feet

in the center is a metallic beetle the size of a dog. Glowing mirrors line the walls. A corridor leads to your right, and a bright light comes from somewhere down that passage.

If a creature stands before this mirror at the same time another stands before mirror 1 in T25, each is able to see and talk to the other. The mirror has a strong aura if viewed using *detect magic* (DC 20 Spellcraft check to determine it's divination).

Mirror 2: This mirror was also a communication device. The room it connected to was destroyed with the rest of Slaughtergarde, but the mirror replays distorted images of the last three creatures to use it. Those who watch the mirror for about a minute see a beautiful, black-haired woman (DC 13 Spot check to tell she's not human; subsequent DC 16 Knowledge [the planes] check to tell she's a succubus), a toadlike creature whose massive maw nearly fills the mirror image (a hezrou, pictured on MM 43; DC 21 Knowledge [the planes] check to tell), and a bearded man whose eyes and nose are obscured by a black cloak. Each appears in the mirror for a few seconds and seems to be shouting angrily, although no sound emerges from the mirror.

Mirror 2, like the broken mirrors, has a faint illusion aura.

SUMMONING PIT

Encounter Level 3

SETUP

The encounter begins with the PCs standing above the summoning pit on a ledge, either to the north (if they're in L8) or the west (if they're in L11). Place the maug (M) as indicated on the tactical map. When it is not otherwise engaged, the maug slowly walks a patrol in this room, circling clockwise and always avoiding the summoning circles, not pausing even while it talks to the PCs.

The maug fights only if PCs attack it first or it has reason to believe that the party is in league with demons. It thinks the goblins are allies of demons, so it's suspicious of anyone who cooperates with them.

This area is pictured in the illustration handouts. Show the illustration when the howler attacks.

When the characters can see the chamber, read:

Four circles of glowing red sigils are carved on the floor of the large chamber 20 feet below you. A massive creature seemingly formed of stone walks around them, a two-bladed sword held in its rocky gauntlet. It pauses and turns its head to look at you, then resumes its walk among the glowing circles. On the far side of the chamber (specify "to the north" or "to the west," as appropriate) is another ledge like the one you're standing on.

WHY IS THE MAUG HERE?

This maug is a mercenary from the plane of Acheron, hired by the celestial army for the battle that ended with Slaughtergarde's destruction. In the middle of the battle, the maug was ordered to guard this chamber against summoners that might arrive and call demons using the summoning circles. That was centuries ago. The maug is still waiting, and it continues to follow its orders until a superior officer—now long gone to Acheron—relieves it of duty.

Not a mindless automaton, the maug is conscious that centuries have passed, and it's keenly aware that no battle seems to be afoot. But it's endlessly patient, and recent clashes with the goblins have led it to suspect that the demons are returning.

Depending on your sense of the dramatic, you can play the maug as a patient if somewhat world-weary soldier, as a machinelike creature driven mad by its long wait in the chamber, or something in between.

MAUG

CR 3

Fiend Folio 121

hp 41 (2 HD); rapid repair

LN Large construct (extraplanar)

Init +2; Senses darkvision 60 ft., low-light vision; Listen +7, Spot +7

Languages Common, Draconic, Giant

AC 25, touch 10, flat-footed 24

Immune ability damage and drain, critical hits, death effects, disease, energy drain, exhaustion and fatigue, Fort save effects that don't affect objects, mind-affecting spells and abilities, necromancy effects, nonlethal damage, paralysis, poison, sleep, stunning

SR 14

Fort +0, Ref +2, Will +0

Speed 40 ft. (8 squares, can't run)

Melee mwk two-bladed sword +5 (2d6+5/19–20) or

Melee mwk two-bladed sword +3/+3 (2d6+5/19–20) or

Melee slam +6 (1d8+7)

Space 10 ft.; Reach 10 ft.

Base Atk +1; Grp +10

Atk Options locking hand

Abilities Str 20, Dex 15, Con —, Int 13, Wis 11, Cha 12

SQ construct traits

Feats Alertness^B, Two-Weapon Fighting

Skills Intimidate +6, Listen +7, Profession (soldier) +5, Spot +7, Survival +5

Possessions masterwork full plate armor, masterwork two-bladed sword

Rapid Repair (Ex) Repair 1 hp per hour when resting.

Locking Hand (Ex) A maug gets a +5 bonus on rolls to avoid being disarmed and catch itself when falling, on grapple checks to maintain the grapple, and on Climb checks to hang on when damaged while climbing.

NEGOTIATION

The maug is focused on its duty of guarding the summoning circles, but if the PCs want to negotiate, it talks to those who aren't overtly threatening. Let the conversation run as long as everyone seems interested, then call for the relevant skill check (usually Diplomacy), applying circumstance modifiers and results from the following information.

Starting Attitude: Indifferent.

Modifiers: PC is obviously a paladin or cleric of a neutral good, lawful good, or lawful neutral deity (+2); the PCs fought the goblins in L11 (+2); PCs tell maug about the howler in L8 (+8); PCs demonstrate that the circles are harmless (+2); PC is obviously a cleric of a chaotic neutral, chaotic evil, or neutral evil deity (–4); PCs threaten the maug (–2); PCs urge maug to desert its post (–2); PCs don't seem concerned about demonic invasion (–2); PCs deface the summoning circles (–4); maug sees the PCs cooperating with goblins (–8).

If **Unfriendly** (1 or lower): Warns PCs to leave the chamber immediately. If they tarry, it attacks.

If **Indifferent** (2–14): Says, "Do not interfere with my mission. Your presence will be reported." Then it resumes its circuit around the chamber and ignores further dialogue. The PCs can move about the chamber freely.

If **Friendly** (15–29): Explains, "I was ordered by the Thulkarr to guard this chamber against intrusion during the battle that destroyed most of Slaughtergarde. I remain here until the Thulkarr orders me otherwise." The maug can also answer basic questions about the history of Slaughtergarde.

If **Helpful** (30 or more): Regards the PCs as allies in the war against the demons. Willing to assist in a battle against the howler in L8 or the goblins in L11, but it won't move any farther away from the summoning circles.

TACTICS

The maug attacks a single foe until that enemy goes down, then moves on to the next. Given a choice, it attacks archers first, melee combatants second, and spellcasters last.

Believing that the circles might still function, the maug won't enter any square that has a summoning circle in it, even if it sees others do so. It doesn't chase foes beyond L12, mindful of its orders.

CONCLUSION

If the PCs improve the maug's attitude to friendly or helpful, or they defeat it in combat, then they earn full experience. If they otherwise bypass the encounter without defeating the maug, then they earn no experience.



One square = 5 feet

FEATURES OF THE ROOM

The room has the following features.

Illumination: Shadowy illumination fills the summoning circles within their bounds. It's dark otherwise.

Ceiling: The ceiling here is 45 feet from the floor.

Precipices: It's a 20-foot climb from L12 to L8 or to L11. A fall from the top deals 2d6 points of damage. Characters in the bottom face DC 20 Climb checks to scale the wall.

A ladder lies at the top of the wall in L11 (see Precipice in L11), and another ladder leads from L12 to L8. Going up or down a ladder takes a DC 0 Climb check.

Summoning Circles: At the height of Slaughtergarde's power, these circles were used to call demons. They don't work anymore, but each still has a faint aura if viewed using *detect magic* (DC 21 Spellcraft check to determine its conjuration).

LIZARD LAIR

Encounter Level 2

SETUP

The monitor lizard (L) is ready for intruders unless the PCs approach stealthily and without light. When you describe the room, don't show the players the deep mud squares.

When the PCs can see the room, read:

The flagstones flooring the passage give way to a natural cavern that has a muddy floor. A fat green lizard almost five feet long rests in the mud to the west. Three timbers brace the ceiling. A pair of copper doors is set into the southern wall near the southeastern corner.

TACTICS

The lizard attacks anyone not bearing gray truffle mushrooms, fighting until slain. It knows of and avoids the deep mud.

FEATURES OF THE ROOM

The room has the following features.

Illumination: It's dark here.

Ceiling: The ceiling here is 10 feet high.

Gray Truffle Mushrooms: A successful DC 20 Search check is sufficient to notice the button-sized mushrooms growing in the mud near the doorways. The monitor lizard can't stand the smell of the mushrooms, so it won't cross either threshold and leave the room.

Burnished Copper Doors: Hardness 5; 60 hp each. Open southward; vertical handles on both sides of both doors near where they meet. The doors are closed but unlocked; they have no latch or lock.

Posts: Timber posts hold up the center of the chamber's ceiling. A character can stand in the same square as a post, gaining a +2 bonus to Armor Class and a +1 bonus on Reflex saves (as if it were a tree, *DMG* 87).

Each post is AC 4, hardness 5, and 75 hp. If one post is destroyed, dust and pebbles fall from the ceiling, and the remaining timbers creak ominously. If a second post falls, every square adjacent to and including a post is subject to a cave-in (*DMG* 66). The room becomes impassable until it's dug out. Because of the risk of future cave-ins, it takes one person an hour to clear each 5-foot section of the room. Double the digging time if the excavators don't have picks and shovels.

MONITOR LIZARD

CR 2

MM 275

hp 22 (3 HD)

N Medium animal

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

Languages —

AC 15, touch 12, flat-footed 13

Fort +8, Ref +5, Will +2

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

Melee bite +5 (1d8+4)

Base Atk +2; Grp +5

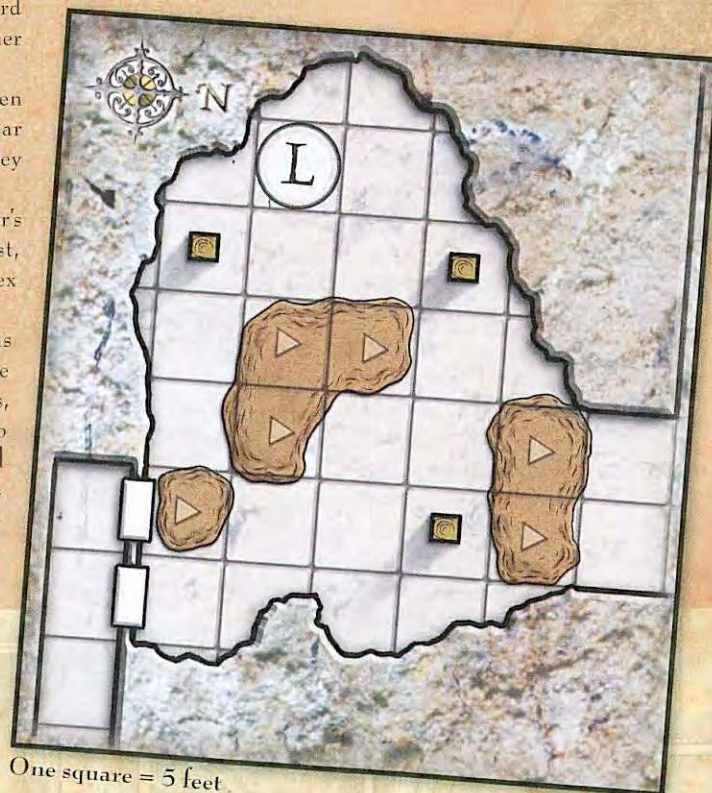
Abilities Str 17, Dex 15, Con 17, Int 1, Wis 12, Cha 2

Feats Alertness, Great Fortitude

Skills Climb +7, Hide +6, Listen +4, Move Silently +6,

Spot +4, Swim +11

Deep Mud: The squares marked as deep mud cost 2 squares of movement to enter, and the DC of Tumble checks in such squares increases by 2. As a move action, a PC can prod an adjacent square with a long implement to see whether it has deep mud. Moving into the square gives the same information. Mark each square of deep mud as the PCs discover it.



One square = 5 feet

SINKING PIT

Encounter Level 2

SETUP

With its steeply sloping southern ingress, this room is a dangerous obstacle. A DC 8 Survival check is sufficient to tell that the watery mud here is like quicksand. When the PCs start heading over the planks, have them roll initiative so everyone acts in turn. Where people are standing is important.

When the PCs reach the edge of the room, read:

Little more than a wide spot in the narrow tunnel, this room's floor is nothing but watery mud. Rivulets of water run down the walls. A series of narrow planks stretches across the mud to another passageway.

SINKING PIT

Rickety planks cross this sinkhole.

Tools: Three shovels, three unlit torches, and 20 feet of muddy rope lie near the southern entrance.

Plank Bridge: A DC 15 Balance check is required to walk along the planks across the mud; each successful check lets a PC move at half speed for 1 round. PCs who get a result between 11 and 14 teeter precariously and don't make any progress that round. Those who fail by 5 or more fall into one of the sinking pit squares. Determine which one by rolling 1d6 and consulting the map.

Falling In: A character who falls into the sinking pit can attempt a DC 10 Swim check every round to stay at the surface or a DC 15 Swim check to move 5 feet. Someone who fails the check by 1 to 4 makes no progress, but a PC who fails by 5 or more sinks below the surface and begins to drown (see the Swim skill, PH 84).

Rescuing: A rescuer needs a long tool that can reach the victim. A DC 15 Strength check is sufficient to pull an adjacent victim out, but the victim must succeed on a DC 10 Strength check to hang on. If the PCs use a rope, others can assist using the aid another action (DC 10 Strength check, +2 on the rescuer's check for each successful helper). If both rescuer and victim succeed, the victim moves 5 feet toward safety. If either check fails, the victim is still at the same place in the mud.

Rescuing while standing on the plank bridge takes a DC 20 Balance check. If the check fails by 1 to 4, the rescuer can't attempt the rescue that round. Failure by 5 or more means the rescuer falls in too.

CONCLUSION

If the PCs head toward L16, and Nambrakh is still there, they hear chanting. It's a repetitious intonation of a couple statements. PCs who make DC 10 Listen checks and speak Goblin understand it as, "Oh, Maglubiyet! Great Maglubiyet!" Any PC who makes the Listen check and a DC 10 Knowledge (religion) check can pick out "Maglubiyet" and recall that Maglubiyet is the evil deity of all goblinoids.

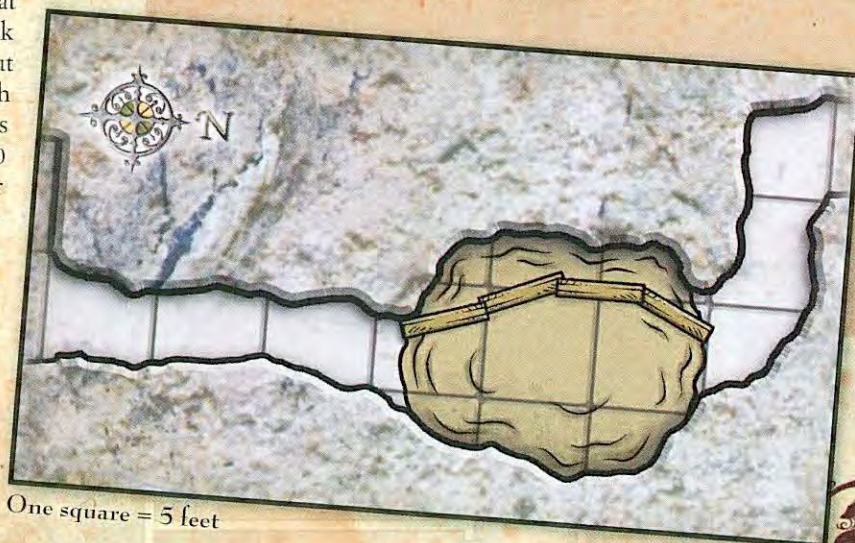
FEATURES OF THE ROOM

The room has the following features.

Illumination: It's dark here.

Steep Slope: The southern passage is steeply sloped. It takes 2 squares of movement to ascend each square. Creatures running or charging downhill must succeed on a DC 10 Balance check, ending their movement 1d2×5 feet later if they fail. Those that fail by 5 or more fall prone at the end of that movement. The DC of Tumble checks increases by 2. Creatures gain a +1 bonus on melee attack rolls against foes below them on the slope.

Gradual Slope: The northern passage is sloped but not enough to affect movement. Creatures still gain a +1 bonus on melee attack rolls against foes below them on the slope.



LIBRARY

Encounter Level 2

SETUP

Ranking members of the goblin band live in this chamber, but only the goblin underboss, Bruntalgoik (B), is here now. Bruntalgoik answers solely to Nambrakh, the hobgoblin cleric currently in L16. The others respect the underboss because he has a knack for leading successful raids.

If he heard a battle in L13 or a commotion in L14, he's standing in the middle of the room with his hyena (H) at his side. He's expecting an opportunity to ridicule his underlings for bumbling about in the sinking pit or running afoul of the monitor lizard. However, if he recognized the sounds he heard as coming from nongoblinoids, he's instead ready for battle. In either case, he's armed with his scimitar and carrying his shield.

Otherwise, he's lounging in a hammock, amusing himself with the pictures on some of the papers here. His hyena is resting underneath the hammock. In this latter case, the underboss and the hyena are surprised if the PCs arrive in the room unheard.

When the PCs enter, read:

Massive bookshelves and burgundy carpet distinguish this chamber from others you've seen. A few books lie on the shelves, and you spy a couple boxes with the Sumberton sigil on them. Papers are scattered across the floor, and the carpet has muddy tracks on it that form a path through the room. Hammocks hang between the bookshelves. (Based on their location, describe Bruntalgoik, a stout goblin clad in chain and armed with a scimitar and shield, and his hyena.)

PRONE

A prone attacker takes a -4 penalty on melee attack rolls and can only use a crossbow or shuriken for ranged attacks. A prone defender takes a -4 penalty to Armor Class against melee attacks, but gains a +4 bonus to AC against ranged attacks. Standing up is a move action that provokes an attack of opportunity. A character can instead crawl into an adjacent square as a move action, which also provokes an attack of opportunity.

BRUNTALGOIK, GOBLIN UNDERBOSS

CR 1

MM 133

hp 9 (1 HD)

Male goblin ranger 1

NE Small humanoid (goblinoid)

Init +3; Senses darkvision 60 ft.; Listen +5, Spot +5

Languages Goblin

AC 19, touch 14, flat-footed 16

Fort +3, Ref +5, Will +1

Speed 30 ft. (6 squares)

Melee mwk scimitar +5 (1d4+1/18-20)

Ranged mwk shortbow +6 (1d6/x3)

Base Atk +1; Grp -2

Atk Options favored enemy humans +2

Abilities Str 13, Dex 16, Con 13, Int 10, Wis 12, Cha 6

SQ wild empathy -1 (-5 magical beasts)

Feats Track^B, Weapon Focus (scimitar)

Skills Handle Animal +2, Hide +9, Listen +5, Move

Silently +9, Spot +5, Survival +5

Possessions masterwork chain shirt, light steel shield, masterwork scimitar, masterwork shortbow with 15 arrows, pouch with gray truffle mushrooms (which repel the lizard in L13)

HYENA

CR 1

MM 274

hp 13 (2 HD)

N Medium animal

Init +2; Senses low-light vision, scent; Listen +6, Spot +4

Languages —

AC 14, touch 12, flat-footed 12

Fort +5, Ref +5, Will +1

Speed 50 ft. (10 squares)

Melee bite +3 (1d6+3 plus free trip)

Base Atk +1; Grp +3

Abilities Str 14, Dex 15, Con 15, Int 2, Wis 13, Cha 6

Feats Alertness

Skills Hide +3, Listen +6, Spot +4

Tricks (Ex) This hyena understands the attack, defend, down, guard, and track commands (PH 74).

TACTICS

Speaking in Goblin and attempting a DC 10 Handle Animal check made as a move action, Bruntalgoik orders the hyena to attack. The hyena does so if the check is successful. Bruntalgoik continues to use move actions to order the hyena to attack until he succeeds.

If he goes first in the initiative order, the underboss uses a standard action to ready an attack against the first PC to approach him. If his readied attack happens, his new place in the initiative order becomes the count on which his attack occurred. Bruntalgoik prefers human targets for himself and his hyena. He also prefers to attack PCs whom the hyena has tripped (see below).

The hyena attacks once Bruntalgoik successfully handles it, but it fights back if it takes damage before it's successfully handled. It then engages whoever injured it.

If the hyena hits with a bite, it deals normal damage and makes a free trip attack (PH 158). To do so, it makes a Strength check opposed by its target's choice of a Strength or Dexterity check. If the hyena wins the opposed check, its target falls prone.

His reputation at stake, Bruntalgoik grimly fights to the death if he must. The hyena won't leave its master's side.

FEATURES OF THE ROOM

The room has the following features.

Illumination: Torch; 20 feet of bright illumination; 20 feet of shadowy illumination. The torch is on a wall sconce to the east of the northern passageway.

Ramp: The western passageway is a ramp that isn't steep enough to affect movement. Creatures gain a +1 bonus on melee attack rolls against foes below them on the slope.

Carpet: The library has wall-to-wall burgundy carpet that the goblins have tracked mud across, mostly between the two doorways. A PC who has the Track feat who succeeds on a Survival check can learn the following information, including that from lower DCs.

DC 10: Lots of Small and Medium creatures pass this way. It looks like their boots are muddy from sources in both directions.

DC 15: A hyena passes through here too.

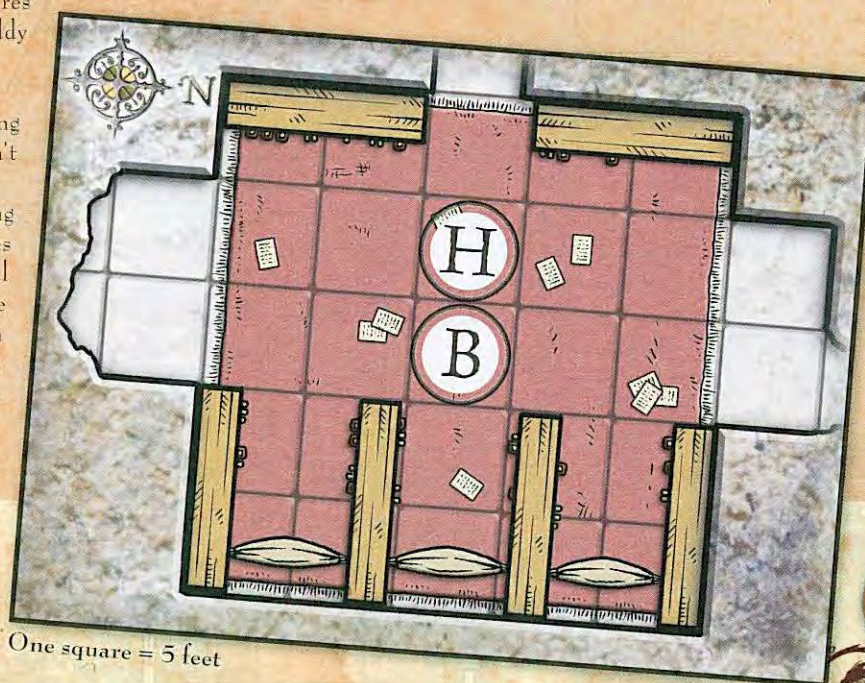
DC 20: Some of Medium creatures are dragging their feet as if they're tired or wounded. (Don't tell the PCs, but these are zombie tracks).

Books and Papers: The library was looted long before the goblins arrived, but some valuables remain. Only those who can read the Abyssal language can tell what's valuable among the mundane books and papers, but any wizard can tell that the spellbook is potentially useful. It takes one PC 2 hours to check out the materials throughout the library. Divide the time by the number of able PCs who take part in the sorting.

The party can instead carry all 50 pounds of reading material away to sort it later.

Among the worthless and meaningless bits are eight rare history texts (50 gp each) and a spellbook. The spellbook contains *burning hands*, *cause fear*, *charm person*, *chill touch*, *comprehend languages*, *endure elements*, *magic weapon*, *protection from good*, *protection from law*, *ray of enfeeblement*, *reduce person*, and *summon monster I*. It's worth 615 gp, and a wizard can try to learn the spells within (PH 179).

Containers: Two of the missing Chicane Guild crates are here on the lower shelves of a bookshelf. Each contains spices and weighs 30 pounds—a DC 20 Appraise check is sufficient to tell the spices are worth 20 gp per pound.



SHRINE

Encounter Level 4

SETUP

Nambrakh (N), the bandit gang's leader and priest, is chanting and praying loudly and ecstatically, so he isn't making effective Listen checks. The embalming strips hanging from the ceiling might obstruct his sight enough to allow the PCs to sneak very close (and the strips might affect combat as detailed in Features of the Room). Ordered to attend him, the skeletons (S) aren't paying attention to their surroundings either. Even if a battle occurred in L17 or a commotion went on in L14, the cleric didn't hear it. PCs receive a +10 bonus on their Move Silently checks against the creatures here, but Nambrakh and his skeletons readily notice any new light sources. If the PCs arrive in the room without drawing attention, they receive a surprise round.

When the PCs enter the room, read:

The chanting you've been hearing comes from this large chamber, which appears to be roughly octagonal and walled with worked red stone. A dim light issues from the east. Strips of gauzy cloth that look like bandages hang from rows of iron reels on the ceiling, draping down to the floor in places. They form veritable curtains

If embalming strips block line of sight to Nambrakh, read:

The curtains of bandages block your view of whoever is chanting here.

When any PC can see Nambrakh, read:

A hobgoblin in a chain shirt is the chant's source; he holds a mace aloft in front of a black altar as he sways and intones. Black candles on the altar flicker in unison with his swaying. Three hobgoblin skeletons in chain shirts surround him, holding spears up and silently moving their jaws as if joining in the unholy praise. A pile of coins lies at the base of the altar.

NAMBRAKH

CR 3

MM 153

hp 23 (3 HD)

Male hobgoblin cleric 3

LE Medium humanoid (goblinoid)

Init +1; **Senses** darkvision 60 ft.; Listen +2, Spot +2

Languages Common, Goblin

AC 15, touch 11, flat-footed 14

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

Speed 30 ft. (6 squares)

Melee spontaneous *inflict moderate wounds* +4 touch (2d8+3, Will DC 14 half)

Melee mwk heavy mace +5 (1d8+3 [used two-handed])

Base Atk +2; **Grp** +4

Special Actions rebuke undead 4/day (+1, 2d6+4, 3rd), spontaneous casting (*inflict spells*)

Cleric Spells Prepared (CL 3rd; 4th with evil spells):

2nd—*animate dead*, *hold person* (DC 14), *invisibility*^D

1st—*cause fear* (DC 13), *cure light wounds*, *protection from good*^D, *shield of faith*

0—*cure minor wounds* (3), *guidance*

D: Domain spell. Domains: Evil, Trickery

Abilities Str 14, Dex 12, Con 15, Int 8, Wis 15, Cha 12

Feats Combat Casting, Skill Focus (Concentration)

Skills Concentration +9 (+13 casting defensively), Listen +2, Move Silently +4, Spot +2

Possessions chain shirt, masterwork heavy mace

3 HOBGOBLIN SKELETONS

CR 1/3

MM 225

hp 6 each (1 HD); **DR** 5/bludgeoning

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Listen +0, Spot +0

Languages understands creator's commands

AC 19, touch 12, flat-footed 17

Immune ability damage to physical ability scores, ability drain, cold, critical hits, death effects, disease, energy drain, exhaustion and fatigue, Fort save effects that don't affect objects, mind-affecting spells and abilities, nonlethal damage, paralysis, poison, sleep, stunning

Fort +0, **Ref** +2, **Will** +2

Speed 30 ft. (6 squares)

Melee spear +1 (1d6+1/x3)

Base Atk +0; **Grp** +1

Abilities Str 13, Dex 15, Con —, Int —, Wis 10, Cha 1

SQ undead traits

Feats Improved Initiative

Skills Listen +0, Spot +0

Possessions chain shirt, light steel shield, spear

TACTICS

Skeletons interpose themselves between the PCs and Nambrakh, whom they're instructed to guard. They attack the closest enemy and provide the cleric with flanks.

Nambrakh casts *shield of faith*, defensively if opponents beset him in melee, then *protection from good* if he thinks he has time. If he sees a good cleric among the PCs, he casts *hold person* on that character. Hoping to prevent turning attempts, he subsequently orders his skeletons to destroy the enemy cleric. He uses *cause fear* on the most threatening melee combatant or a cleric against whom *hold person* failed. After spontaneously exchanging *animate dead* for *inflict moderate wounds*, he touches a foe in melee with him. He spends the rest of the fight using his mace two-handed.

When he has taken 13 or more points of damage, Nambrakh casts *cure light wounds* on himself. If reduced to 10 hit points or fewer after that, he casts *invisibility* and makes his escape. He sneaks out of Slaughtergarde and doesn't return. You can have him make an appearance in a later adventure if you wish.

CONCLUSION

If a battle occurs here, the dark creepers in L18 hear it. One bars the copper doors from the western side on initiative count 0 during the third round of combat. Once the doors are barred, a PC must make a DC 25 Strength check to break the bar and open them from the east.

FEATURES OF THE ROOM

The room has the following features.

Illumination: Candles; 5 feet of shadowy illumination. The candles are on the altar.

Embalming Strips: Strips of cloth hang from the ceiling where indicated on the map. They provide concealment (20% miss chance) for anyone behind them, but they don't obstruct movement.

Burnished Copper Doors: Hardness 5; 60 hp each. Open westward; vertical handles on both sides of both doors near where they meet. The doors are closed but unlocked; they have no latch or lock, but they might be barred (see Conclusion).

Demon Arch: The arch over the northern doorway is carved to look like the face and open mouth of a fanged demon.

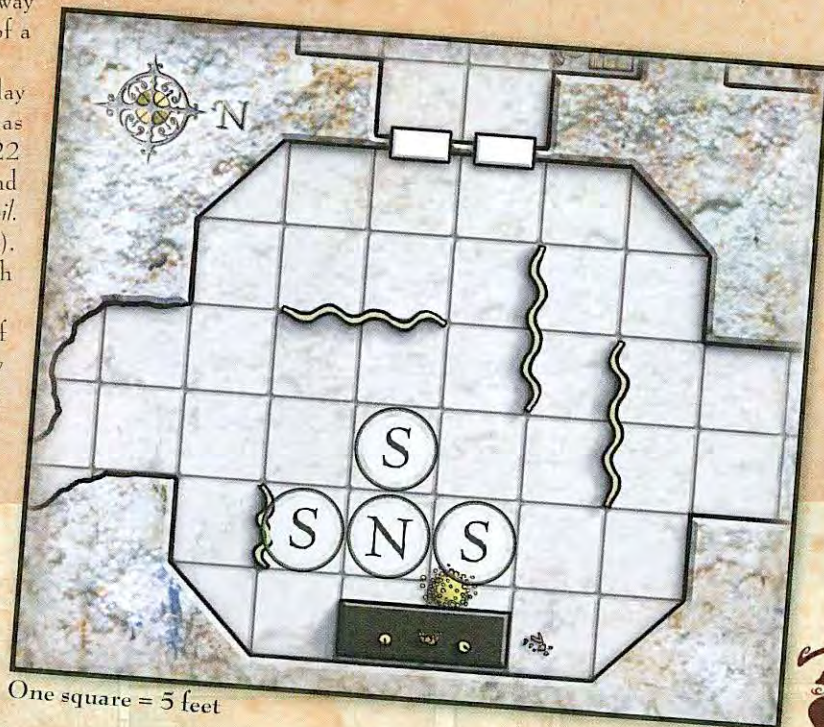
Altar: Atop the altar are two candles and a clay figurine of a muscle-bound hobgoblin. The altar has a strong aura if viewed using *detect magic* (DC 22 Spellcraft check to determine it's necromancy), and it has a strong evil aura if viewed using *detect evil*. The altar can be destroyed (hardness 8, 250 hp). Dealing it half this much damage defaces it enough to ruin its magic.

Any evil cleric who prepares spells in front of the altar can prepare necromancy spells as if they were one level lower. Using the power of the altar, Nambrakh prepares *animate dead* as a 2nd-level spell. But the altar's power comes at a price—a

DC 20 Will save is required with each use. Failure on the save grants the cleric a negative level that goes away after 24 hours.

A broken statuette is just north of the altar. By taking a minute to piece the statuette together, a PC discovers that it was a robed figure with four arms wielding kris daggers. This statuette matches the statue on an altar in T11 in the Slaughtergarde temple.

In a pile at the foot of the altar are 355 gp, 82 pp, 6 black candles, a jade bracelet (200 gp), and three decorative silver arrowheads (not weapons, 50 gp each). Under the coins is a divine scroll that has *delay poison* and *resist energy* on it (caster level 3rd).



SHATTERED GATE

Encounter Level 2

SETUP

The zombies here (Z) serve Nambrakh, and they attack anyone who isn't a goblinoid. Nambrakh suspects that the shattered gate is important, so he keeps it under guard.

The gate is pictured in the illustration handouts. Show the illustration when the howler attacks.

When the PCs reach the room, read:

Four zombies, all obviously once hobgoblins, shuffle listlessly across the floor of this room. An ornately carved arch takes up the entire western wall. It's a larger, more detailed version of the demon arches you've seen, but this arch doesn't just have a blank wall beyond it. Two of the smaller demon arches, one you came through, pierce the southern wall.

CONCLUSION

If a battle occurs here, the hobgoblins in L6 hear it and prepare as indicated in that encounter. The goblins in L7 might hear it (Listen DC 12; Listen +2), awakening and preparing for battle if they do. It takes them 6 rounds to prepare—5 rounds to don armor hastily and 1 round to ready their weapons. Once they're ready, they hunker down and await intruders. If they wait for more than a few minutes, they take another 5 rounds to don their armor properly.

If the PCs head toward L16, and Nambrakh is still there, they hear chanting. It's a repetitious intonation of a couple of statements. PCs who make DC 10 Listen checks and speak Goblin understand it as, "Oh, Maglubiyet! Great Maglubiyet!" A PC who makes the Listen check and a DC 10 Knowledge (religion) check can pick out "Maglubiyet" and recall that Maglubiyet is the evil deity of all goblinoids.

4 HOBGOBLIN ZOMBIES

CR 1/2

MM 265

hp 16 each (2 HD); DR 5/slashing

NE Medium undead

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

Languages understands creator's commands

AC 14, touch 10, flat-footed 14

Immune ability damage to physical ability scores, ability drain, critical hits, death effects, disease, energy drain, exhaustion and fatigue, Fort save effects that don't affect objects, mind-affecting spells and abilities, nonlethal damage, paralysis, poison, sleep, stunning

Fort +0, Ref +0, Will +2

Speed 30 ft. (6 squares, can't run)

Melee battleaxe +3 (1d8+2/x3)

Base Atk +1; Grp +3

Abilities Str 15, Dex 11, Con —, Int —, Wis 10, Cha 1

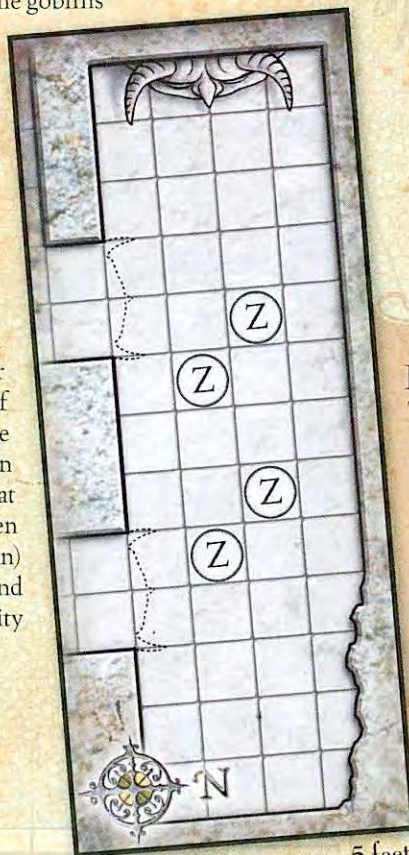
SQ single actions, undead traits

Feats Toughness

Skills Listen +0, Spot +0

Possessions leather armor, battleaxe

Single Actions (Ex) One move or attack action per round. Can move its speed and attack if charging.



FEATURES OF THE ROOM

The room has the following features.

Illumination: It's dark here.

Demon Arches: The arch over each southern doorway is carved to look like the face and open mouth of a fanged demon.

Shattered Gate: This is a gate that is irretrievably ruined. It's similar to the gates in T24 and A19. Despite being broken, it has a faint aura if viewed using *detect magic* (DC 24 Spellcraft check to determine its conjuration).

EMISSARY'S ROOM

Encounter Level 5

SETUP

One of the dark creepers (D) is an emissary from the drow in the Slaughtergarde temple, sent to learn about this part of Slaughtergarde. The other is his companion and bodyguard. Their work isn't done, so they don't immediately flee. When they hear a battle in L16, one bars the doors and the other douses the candle on the desk. They're curious as to what's going on, but they know the darkness is to their advantage.

When the PCs burst in, read:

The doors fly open to reveal a small, black-cloaked humanoid with pallid skin and sinister features. Next to him is a similar creature that appears to be female. Beyond them is a room that contains a wooden desk and a single wide bedroll. In the southwestern corner is a narrow tunnel that leads upward. By the smell of the room, which is fresher than other areas of this forsaken ruin, and the slight draft, you'd guess that tunnel leads to the surface.

2 DARK CREEPERS

Fiend Folio 38

hp 5 each (1 HD)

CN Small humanoid

Init +3; Senses blindsight 60 ft.; Listen +3, Spot +3

Languages Dark One, Goblin, Undercommon

AC 17, touch 14, flat-footed 14

Miss Chance shadow cloak

Resist evasion

Fort +1, Ref +7, Will +2

Weakness light sensitivity

Speed 30 ft. (6 squares)

Melee dagger +2 (1d3+1)

Ranged dagger +4 (1d3+1)

Base Atk +0; Grp -3

Atk Options sneak attack +2d6

Special Actions shadow cloak

Abilities Str 12, Dex 17, Con 13, Int 10, Wis 15, Cha 10

Feats Lightning Reflexes

Skills Hide +8 (+16 in shadows), Listen +3, Move Silently +4 (+8 in shadows), Sleight of Hand +4, Speak Language (Goblin), Spot +3, Tumble +4

Possessions leather armor, 6 daggers

The female has a filigreed gold ring (50 gp) and a naga bone ring (snake biting its tail, 250 gp); the male has a platinum ring set with a ruby (800 gp).

Shadow Cloak (Su) 3/day for 1 minute; provides 20% miss chance in bright light and 40% miss chance in shadows.

Light Sensitivity (Ex) -2 morale penalty on attacks, damage, saves, and checks within sunlight or a daylight spell.

CR 3

TACTICS

Maneuvering to provide each other flanking, the dark creepers continue to fight as long as they can make sneak attacks. When both are wounded, they flee up the southwestern tunnel, withdrawing if possible (PH 143). If one dies, the other tries to escape in the same manner.

FEATURES OF THE ROOM

The room has the following features.

Illumination: Candle; 5 feet of shadowy illumination. The candle is on the desk. If a dark creeper doused the candle, it's dark here.

Desk: Squares that include the desk cost 2 squares of movement to enter. A creature can jump atop the desk, gaining a +1 bonus on melee attack rolls against those on the floor. Doing so is automatic for someone who takes a move action from any of the desk's squares, or it can be done as part of a larger move action with a DC 16 Jump check (DC 8 with a 20-foot running start).

Inside the desk are thirteen parchment sheets, a pen, chalk, and ink (PH 128). Among the parchments are two notes. One is a sketch of the shattered gate in L17, with a note that reads, "Ruined! No salvageable sigils." The other is a sketched map marked "Surrinak Hunting Lodge" shows a path through the forest to a square marked "cabin," then a scrawled "trapdoor hearthstone," stairs leading down, and a demon arch. Both notes are in Undercommon.

Tunnel: The southwestern tunnel is about 3 feet wide, and gradually slopes, winding its way upward for 600 feet, where it emerges in a hollow tree on the surface. Fighting in the tunnel is unwise and requires squeezing for Medium and Small creatures (PH 148). Creatures still gain a +1 bonus on melee attack rolls against foes below them on the slope.



SLAUGHTERGARDE TEMPLE

In a copse about 5 miles from Castle Surrinak is a simple hunting lodge that the Surrinak family uses each autumn. A few nobles used to come here to brave the demonic ruin of Slaughtergarde's temple section, but now that the drow have come, the Surrinaks stay away unless they're called. A few young Surrinaks are working with the drow, and once a week, a Surrinak guard and a caretaker check on the lodge, but it's otherwise unvisited.

The lodge's front door is unlocked, and the inside is bare except for a stone hearth and chimney. It's clean and maintained, but it feels creepy. Surrinak hunters bring their gear and furniture with them when they plan on staying in the lodge for a significant amount of time.

Access to the temple is simple. The lodge's hearth is made of an old millstone that's hinged and opens to reveal a stairway down to T1. A DC 15 Search check is sufficient to notice the unusual placement of the millstone, but the PCs probably already know it's there from the information found in L18.

The staircase down is actually 50 feet long; the last 15 feet are in T1. Light from the demon arch in T1 can be seen from the top of the stairs as a dim glow, but the staircase is dark until the PCs enter T1.

Further, these stairs are steep. It takes 2 squares of movement to ascend each square. Creatures running or charging down steep stairs must succeed on a DC 10 Balance check, ending their movement 1d2×5 feet later if they fail. Those that fail by 5 or more fall prone and take 1d6 points of damage at the end of that movement. The DC of Tumble checks increases by 5. Creatures gain a +1 bonus on melee attack rolls against foes below them on the stairs.

DUNGEON FEATURES

When the PCs delve into Slaughtergarde's temple section, some of the architectural features seem familiar. But players who expect the same experience are in for some surprises. Changes from these norms are found in specific room descriptions.

Illumination: Light changes as described in each room. Halls are unlit, except by ambient light from other areas.

Ceilings: Ceilings are 15 feet high. They're made of smooth gray or gray-green stone. Ceilings here are not cracked, and they're impossible to climb without a natural climb speed or the aid of magic. Only T10 has a ceiling of earth and stone in part of the room.

Walls: Finished masonry (Climb DC 20) makes up the walls. The walls are 1 foot thick (break DC 35, hardness 8, 90 hit points), but beyond the masonry is solid dirt. A few of the "walls" are actually cave-ins.

Doors: Burnished copper doors are common in the temple, as are demon arches. Most of the arches here have active magic, however. Demon arches within the temple

come in two varieties—illusory curtains and fiery curtains. The arches are described in detail where they appear.

A fiery demon arch is pictured in the illustration hand-outs. Show the illustration when the PCs first see an active fiery arch.

Floors: The temple section uses the same sort of flagstone floors that the PCs saw in the laboratory section. Some chambers and corridors have an inlaid mosaic of clawed footprints. When the temple was an active part of the mountain-fortress, the mosaic was intended to guide worshipers from shrine to shrine and direct them away from off-limits sections of the temple.

Lingering Magic: As with the laboratory, living creatures don't need to eat or drink within the Slaughtergarde temple. The spiders in T19, T20, and T21 still kill and eat prey.

ORGANIZATION

The drow think they have the run of the place. They now prefer static guards, and Lanthurrae, their priestess and leader, has directed them to protect certain sections from intruders. They react to nearby battles by preparing for battle themselves, but they don't usually leave their posts. The penalty for failure is too dire.

The temple section radiates outward from a central point. If you want to tailor the temple, be careful to keep tougher encounters on the outer edges of the map. You don't want the PCs stumbling into such encounters before they're ready. If you want to tinker with the dungeon, consider the following options.

Add a Patrol: If you want to keep the PCs from camping out in the temple, add a patrol that walks through the rooms under drow control. A group of two arcane guards or of three Lolth's strings (both EL 3) makes a good patrol. The PCs have a 10% chance to meet the patrol every 10 minutes the characters spend in a room that the drow control. If the patrol runs across evidence of intrusion, they warn Lanthurrae first, and she sends them to find the invaders.

Add More Rooms: If you want to add more drow, the easiest place to do so is among the barracks in the southeastern corner of the map. If you want to add more demonic strangeness, anything south of the magma hurler in T22 is fair game.

Customize the Shrines: Intentional vagueness exists about just whom the shrines in this temple are devoted to. They could be dedicated to obscure demon-princes, demigods, or forgotten aspects of existing gods. The altars might be places of worship, or they might just be monuments to champions of evil. It's up to you. Change the shrine decorations to match the chaotic evil entities in your campaign. You could even invent a ritual that activates the crone statues in T16 and place that ritual in another adventure—or this one.

TAPESTRY HALL

Encounter Level 2

SETUP

The PCs can see T1 from the final 15 feet of the stairs. If the guards (G) hear intruders, they load their bows to shoot as soon as they see enemies.

A demon arch that has violet energy in its archway is pictured in the illustration handouts. Show the illustration when the PCs can see this room.

When the PCs near the bottom of the stairs, read:

About 15 feet from the bottom of the stairs, you pass beneath the ceiling of a room of gray stone. Two dusky-skinned warriors with longbows guard a demon arch that has glowing eyes and a violet gas swirling in its mouth. Burnished copper double doors are set into the walls to the north and south. Tapestries hanging from the walls in this room depict horned, crimson-skinned humanoid warriors marching across volcanic mountains.

CONCLUSION

If a battle occurs here, the grimlocks in T2 hear it. On initiative count 0 during the third round, one grimlock bars the southern doors. A PC must then make a DC 30 Strength check to break the bar and open the doors.

The Lolth's stings in T15 might hear (Listen DC 17; Listen +7). If they do, they sneak into the hall toward T1 (Hide +7, Move Silently +7), retreating to T15 and waiting

in ambush if they see intruders. However, the PCs might meet them in the hall.

FEATURES OF THE ROOM

The room has the following features.

Illumination: Demon arch (glowing eyes); 20 feet of bright illumination; 20 feet of shadowy illumination.

Demon Arch: The arch over the eastern doorway is carved to look like the face and open mouth of a fanged demon. Eyes in the face glow red-orange, and a glamor of swirling dark violet energy fills the mouth. The arch has a moderate aura if viewed using *detect magic* (DC 21 Spellcraft check to determine it's illusion). A low hum emitted by the arch increases Listen DCs to hear anything beyond it by 10, but a DC 13 Listen check is sufficient to hear occasional grunts and hisses from the riding lizards in T4.

Burnished Copper Doors (both sets): Hardness 5; 60 hp each. Vertical handles on both sides of both doors near where they meet. The doors are closed but unlocked; they have no latch or lock.

Northern Doors: Open northward.

Southern Doors: Open southward. These doors might be barred from the south (see Conclusion).

A DC 8 Listen check is sufficient to hear occasional grunts from the grimlocks in T2, whether a fight in this room has alerted them or not. A DC 11 Listen check is sufficient to hear the quaggoth in T6 breaking a rock every other round, but this sound is hard to identify accurately.

Tapestries: Eight tapestries here measure 15 feet high and 8 feet across; each is worth 100 gp. The tapestries weigh 100 pounds each and are quite cumbersome.

2 SURRINAK HOUSE GUARDS

CR 1

Races of Faerûn 62

hp 9 each (1 HD)

Male half-drow ranger 1

CE Medium humanoid (elf)

Init +2; Senses darkvision 60 ft., low-light vision; Listen +6, Spot +6

Languages Common, Elven

AC 17, touch 12, flat-footed 15

Immune sleep

Fort +3, Ref +4, Will +1

Speed 20 ft. in breastplate (4 squares), base speed 30 ft.

Melee mwk longsword +5 (1d8+2/19-20)

Ranged composite longbow +3 (1d8+2/+3)

Base Atk +1; Grp +3

Atk Options favored enemy elves +2

Abilities Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8

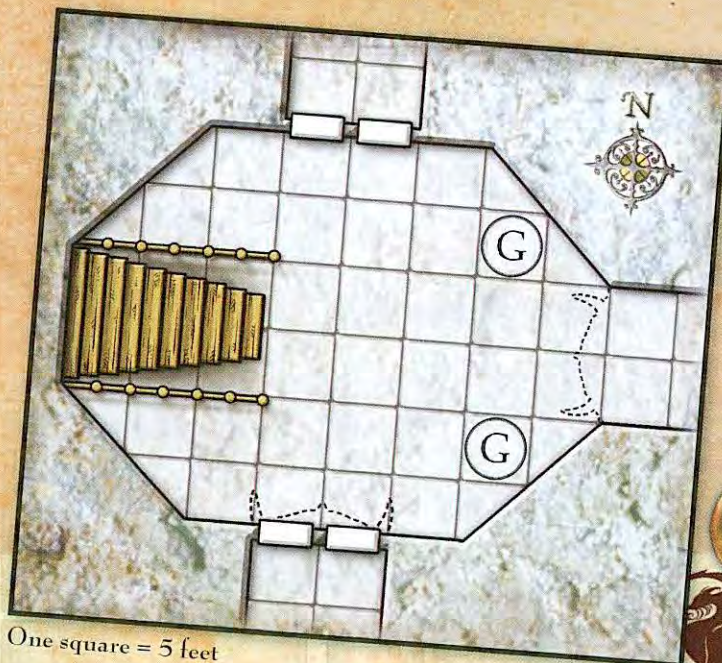
SQ wild empathy +0 (-4 magical beasts)

Feats Track^B, Weapon Focus (longsword)

Skills Diplomacy +3, Gather Information +1, Hide +3,

Listen +6, Move Silently +3, Search +1, Spot +6, Survival +5

Possessions masterwork breastplate, masterwork longsword, composite longbow (+2 Str bonus) with 20 arrows



SPRING

Encounter Level 2

SETUP

The grimlocks here (G) are filling containers for an upcoming expedition. If the PCs battled in T1, T6, or T22, the grimlocks expect trouble.

From the doors exiting T1 or T22, a DC 6 Listen check is sufficient to hear the quaggoth in T6 break a rock every other round.

When the PCs can see the center of the room, read:

In the center of this wide intersection stand two muscular, gray-skinned humanoids in loincloths. They have blank sockets where their eyes should be, and they carry greataxes:

2 GRIMLOCKS

CR 1

MM 140

hp 11 each (2 HD)

NE Medium monstrous humanoid

Init +1; Senses blindsight 40 ft., scent; Listen +5, Spot +3

Languages Common, Grimlock

AC 15, touch 11, flat-footed 14

Immune gaze attacks, visual effects, illusions

Fort +1, Ref +4, Will +2

Speed 30 ft. (6 squares)

Melee greataxe +4 (1d12+3/×3)

Base Atk +2; Grp +4

Abilities Str 15, Dex 13, Con 13, Int 10, Wis 8, Cha 6

Feats Alertness, Track^B

Skills Climb +4, Hide +3, Listen +5, Spot +3

Possessions greataxe

A mosaic of clawed footprints runs through the hallway from east to west. The floor in the middle of the intersection slopes gently downward to a pool of water that bubbles softly.

FEATURES OF THE ROOM

The room has the following features.

Illumination: Demon arch (glowing eyes); 20 feet of bright illumination; 20 feet of shadowy illumination—just enough to reveal the pool in the middle of the intersection.

Burnished Copper Doors (both sets): Hardness 5; 60 hp each. Vertical handles on both sides of both doors near where they meet. The doors are closed but unlocked; they have no latch or lock.

Northern Doors: Open southward. An iron bar is either leaning against the wall to the west of the doors (if the grimlocks are unaware) or threaded through the

handles (if the grimlocks heard a fight in T1). It takes a move action to pick up the bar and another to thread the bar through the handles. If the doors are barred, it takes a DC 30 Strength check to break the bar and open them.

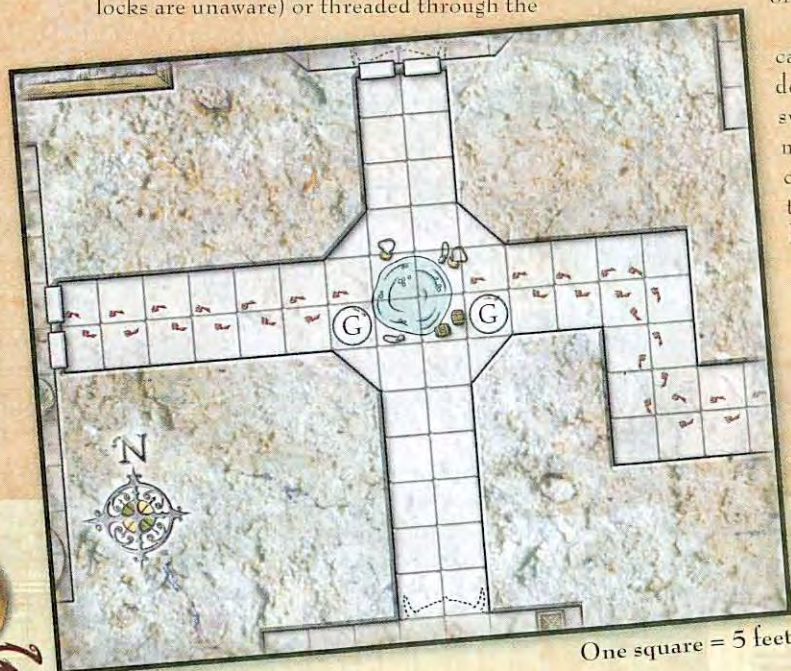
Western Doors: Open eastward. “Alhuriam—Trua’hil Vannaesh” is written in chalk on the eastern side of one door. That’s Undercommon for, “Danger—uncontrolled elemental.”

An iron bar is threaded through the handles on the eastern side. It takes a move action to remove the bar (from the east only) or a DC 30 Strength check to break the bar.

A DC 8 Listen check is sufficient to hear the rumbling of the magma hurler in T22.

Demon Arch: The arch over the southern passage is carved to look like the face and open mouth of a fanged demon. Eyes in the face glow red-orange, and a glamor of swirling dark violet energy fills the mouth. The arch has a moderate aura if viewed using *detect magic* (DC 21 Spellcraft check to determine it’s illusion). A low hum emitted by the arch increases Listen DCs to hear anything beyond it by 10.

Spring: The flagstone floor in this room has settled by several feet and water seeps up through the cracks, creating a natural spring. At its deepest point, the pool is about a foot deep. It costs 2 squares of movement to move into a pool square, and the DC of Tumble checks in such squares increases by 2. Four canteens and two small casks are scattered about the edges of the pool.



STORAGE

Encounter Level 2

SETUP

Fighting in T2 alerted the guards here (G), but they don't leave their post.

When the PCs come through the demon arch, read:

Guarding this room are two dusky-skinned men wearing breastplates and carrying longwords. Crates line the eastern wall, and a round table and four chairs sit in the middle of the room. In the southwestern corner is an ironbound chest that has a glowing rune on its top.

TACTICS

If one guard goes down and the situation looks hopeless, the other maneuvers toward the warded chest. If he arrives at the chest before the PCs stop him, he opens it and shouts, "I'm taking you with me!" His opening the chest provokes an attack of opportunity—the glyph doesn't go off if such an attack knocks out or kills the guard.

2 SURRINAK HOUSE GUARDS

CR 1

Races of Faerûn 62

hp 9 each (1 HD)

Male half-drow ranger 1

CE Medium humanoid (elf)

Init +2; Senses darkvision 60 ft., low-light vision; Listen +6, Spot +6

Languages Common, Elven

AC 17, touch 12, flat-footed 15

Immune sleep

Fort +3, Ref +4, Will +1

Speed 20 ft. in breastplate (4 squares), base speed 30 ft.

Melee mwk longsword +5 (1d8+2/19–20)

Ranged composite longbow +3 (1d8+2/×3)

Base Atk +1; Grp +3

Atk Options favored enemy elves +2

Abilities Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8

SQ wild empathy +0 (–4 magical beasts)

Feats Track⁵, Weapon Focus (longsword)

Skills Diplomacy +3, Gather Information +1, Hide +3, Listen +6, Move Silently +3, Search +1, Spot +6, Survival +5

Possessions masterwork breastplate, masterwork longsword, composite longbow (+2 Str bonus) with 20 arrows

FEATURES OF THE ROOM

The room has the following features

Illumination: Demon arch (glowing eyes); 20 feet of bright illumination; 20 feet of shadowy illumination.

Demon Arch: See T2.

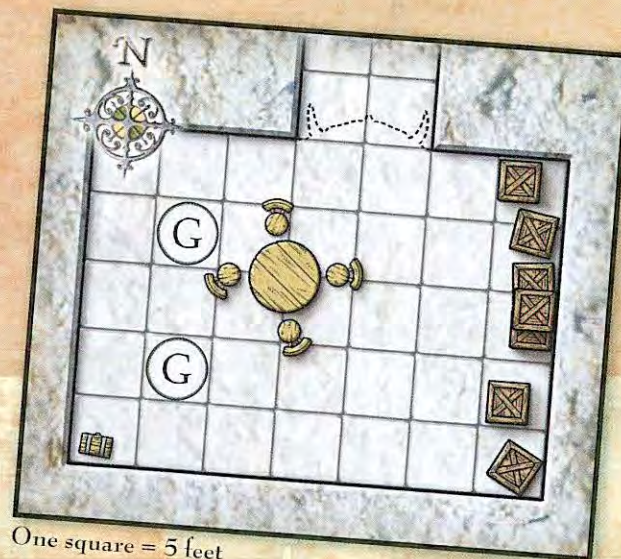
Crates: Most of these crates are mundane goods—food, chain links for armor repair, harnesses for beasts of burden, and excavation tools. None of the food has been opened or eaten, but it's all preserved so it's still good.

All told, these goods weigh about 200 pounds and are worth 400 gp. A DC 12 Appraise check is sufficient to determine this, but that takes 30 minutes and requires some of the crates to be opened.

Table: Squares that include the table cost 2 squares of movement to enter. A creature can jump atop the table, gaining a +1 bonus on melee attack rolls against those on the floor. Doing so is automatic for someone who takes a move action from any of the table's squares, or it can be done as part of a larger move action with a DC 24 Jump check.

Ironbound Chest: The chest is unlocked; it has hardness 10 and 60 hp. It's warded with a *glyph of warding* that goes off if anyone other than Lanthurrae opens it. If viewed using *detect magic*, the glyph has a faint aura (DC 18 Spellcraft check to determine its abjuration). If someone uses read magic on the *glyph*, a DC 13 Spellcraft check is sufficient to identify it and its effect (acid blast). Inside the chest are a scroll of *restoration* (caster level 7th, 800 gp), 20 pp, and a sapphire necklace (450 gp).

Glyph of Warding (Blast): CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 5th-level cleric, 2d8 acid, Reflex DC 14 half); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.



STABLE

Encounter Level 4

SETUP

If the drow rider (D) hears battle in T1 or T6, he takes 3 rounds to saddle up and take a position where he can charge those who enter the room. He remains battle ready, his mount saddled, but he dismounts after 10 minutes of silence. He cares about the lizards (L), so he doesn't leave them.

If the characters manage to sneak into this room, the rider is adjusting the saddle on the riding lizard. It takes him a full-round action that provokes attacks of opportunity to buckle the saddle down. On the following round, he attempts a fast mount as a free action (Ride DC 20), then moves to attack. If he fails the Ride check, he has to use a move action to mount up.

When the PCs enter the room, read:

Three upright lizards the size of horses are tied to the northern wall, each nosing a pile of mushrooms on the floor there. Another stands nearby on its powerful hind legs, ridden by a drow in heavy armor who's carrying a lance.

A mosaic depicting clawed footprints emerges from under copper double doors to the east, heads into the middle of the room, then turns south, where it disappears under double doors there.

DROW RIDER

CR 3

MM 103

hp 15 (2 HD)

Male drow fighter 2

NE Medium humanoid (elf)

Init +3; **Senses** darkvision 120 ft.; Listen +3, Spot +3

Languages Abyssal, Common, Elven, Undercommon

AC 19, touch 11, flat-footed 18

Immune sleep

SR 13

Fort +3, **Ref** +3, **Will** +1; +2 against spells and spell-like abilities

Weakness light blindness

Speed 20 feet in full plate (4 squares, run at 3 × speed), base speed 30 ft.; Ride-By-Attack

Melee mwk lance +6 (1d8+2/×3) or

Melee mwk longsword +5 (1d8+2/19–20)

Reach 10 ft. with lance

Base Atk +2; **Grp** +4

Atk Options Mounted Combat

Combat Gear *potion of cure light wounds*

Spell-Like Abilities (CL 2nd):

1/day—*dancing lights*, *darkness*, *faerie fire*

Abilities Str 15, Dex 16, Con 11, Int 12, Wis 12, Cha 10

Feats Mounted Combat^B, Ride-By Attack^B, Weapon Focus (lance)

Skills Handle Animal +5, Intimidate +5, Listen +3, Ride +10, Search +3, Spot +3

Possessions combat gear plus masterwork full plate, masterwork lance, masterwork longsword, key (to footlocker 1 in T7)

Light Blindness (Ex) Blinded for 1 round in *daylight*, then dazzled while still in *daylight*.

4 RIDING LIZARDS

CR 2

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hp 30 each (4 HD)

N Large animal

Init +2; **Senses** low-light vision, scent; Listen +3, Spot +3

Languages —

AC 14, touch 11, flat-footed 12

Fort +7, **Ref** +6, **Will** +2

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

Melee bite +6 (2d4+4) and

2 claws +1 each (1d3+2)

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

Base Atk +3; **Grp** +11

Abilities Str 19, Dex 15, Con 17, Int 2, Wis 12, Cha 10

Feats Alertness, Endurance

Skills Climb +14, Hide +0, Jump +11, Listen +3, Spot +3

TACTICS

The drow rider prefers to initiate combat by charging and thereby dealing double damage with his lance. He can charge while mounted and move his mount's speed after making the attack, taking no attacks of opportunity from the foe attacked (Ride-By-Attack). Once per round, the rider can try to beat the attack roll of someone who attacked his mount by making a Ride check, negating the hit if he succeeds (Mounted Combat). While he's mounted, he gains a +1 bonus on melee attack rolls against Medium and smaller foes on the ground. He reserves his longsword for fighting adjacent foes.

His riding lizard is trained for war, and it attacks any enemy within reach. It attacks on the same initiative count as but after the rider, favoring the target the rider attacked.

The other three riding lizards are tied to spikes driven into the northern wall, and they ignore the fight unless one of them is attacked. In that case, the lizards attack their attacker if they can reach. The leads around their necks prevent them from moving but don't impede them in combat against adjacent foes. A lizard can pull its lead loose by succeeding on a DC 15 Strength check. If that happens, the free lizard moves to keep fighting those who attacked it.

The rider fights to the death to protect the lizards from intruders. If reduced to 10 hit points or fewer, a riding lizard that has no rider instinctively flees south to T6 and into the Underdark through the tunnel there.

FEATURES OF THE ROOM

The room has the following features.

Illumination: Demon arch (glowing eyes); 20 feet of bright illumination; 20 feet of shadowy illumination.

Demon Arch: The arch over the western doorway is carved to look like the face and open mouth of a fanged demon. Eyes in the face glow red-orange, and a glamor of swirling dark violet energy fills the mouth. The arch has a moderate aura if viewed using *detect magic* (DC 21 Spellcraft check to determine it's illusion). A low hum emitted by the arch increases Listen DCs to hear anything beyond it by 10.

Burnished Copper Doors (both sets): Hardness 5; 60 hp each. Vertical handles on both sides of both doors near where they meet. The doors are closed but unlocked; they have no latch or lock.

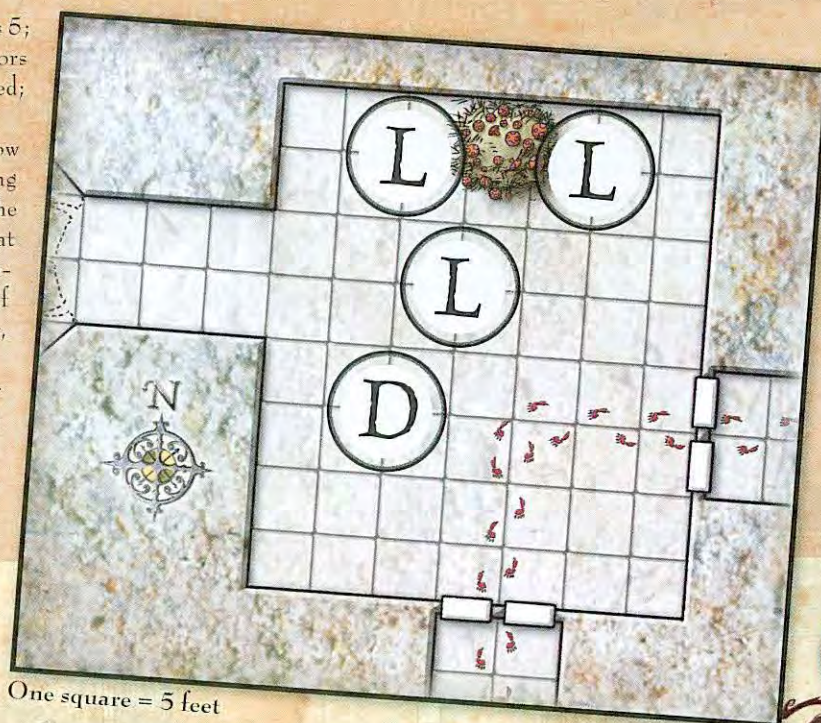
Eastern Doors: Open westward. If the PCs somehow arrive at this doorway without those in T5 hearing them, a DC 24 Listen check is sufficient to hear the arcane guard and doom fists whispering. Making that check by 10 or more allows a PC to make out a mundane conversation in Common on the tediousness of guard duty. If a fight occurred here in T4, however, the denizens of T5 are silent.

Southern Doors: Open southward. An iron bar leans against the wall to the west of the doors. It takes a move action to pick up the bar and another to thread the bar through the handles. If the doors

are barred, it takes a DC 30 Strength check to break the bar and open them.

A DC 3 Listen check is sufficient to hear the quaggoth in T6 break a rock every other round.

Underdark Morels: These edible mushrooms are a staple of the riding lizard diet, and two days worth of feed is here (eight days for a single lizard). The lizards aren't hungry because they're within Slaughtergarde, but they idly nuzzle the mushrooms. They enjoy the smell, and it gives them something to do.



EASTERN INTERSECTION

Encounter Level 4

SETUP

Unless the PCs were quiet in T4, the drow and hobgoblins stationed here are ready for them. They prepare as described in Tactics and stand in the center of the intersection. The read-aloud text assumes this.

If the PCs can catch the guards unaware, the arcane guard (A) is standing along the northeastern wall of the intersection, and the doom fist monks (D) are standing along the northwestern and southwestern walls. This means that PCs coming from T4 probably don't see the monks from their initial vantage.

When the PCs open the doors from T4, read:

Two corridors cross ahead of you. Standing in the intersection are two burly hobgoblins in simple red breeches and tunics. Beyond them is a male drow in a shining chain shirt. He has a spiked chain in one hand and a piece of parchment in the other.

Mosaic footprints lead from the northern passageway into the intersection, where they turn west and head toward you.

2 DOOM FIST MONKS

CR 1

MM 153

hp 10 each (1 HD)

Male hobgoblin monk 1

LE Medium humanoid (goblinoid)

Init +7; **Senses** darkvision 60 ft.; Listen +5, Spot +1

Languages Common, Goblin

AC 14, touch 14, flat-footed 11

Fort +4, Ref +5, Will +3

Speed 30 ft. (6 squares)

Melee unarmed +2 (1d6+2) or

Melee unarmed +0/+0 (1d6+2)

Ranged mwk dagger +4 (1d4+2) or

Ranged dagger +3 (1d4+2)

Base Atk +0; Grp +2

Atk Options Stunning Fist 1/day (DC 11)

Combat Gear *potion of cure light wounds, potion of mage armor*

Abilities Str 15, Dex 16, Con 15, Int 10, Wis 12, Cha 8

Feats Improved Initiative, Stunning Fist^B

Skills Hide +7, Listen +5, Move Silently +11, Spot +1, Tumble +7

Possessions combat gear plus masterwork dagger, 3 daggers

ARCANE GUARD

CR 3

MM 103

hp 14 (2 HD)

Male drow fighter 1/wizard 1

CE Medium humanoid (elf)

Init +1; **Senses** darkvision 120 ft.; Listen +5, Spot +5

Languages Abyssal, Common, Drow Sign Language, Elven, Undercommon

AC 15, touch 11, flat-footed 14

Immune sleep

SR 13

Fort +3, Ref +1, Will +3; +2 against spells and spell-like abilities

Weakness light blindness

Speed 30 ft. (6 squares)

Melee mwk spiked chain +5 (2d4+3)

Reach 10 ft. with chain (can attack adjacent)

Base Atk +1; Grp +3

Combat Gear *potion of cure moderate wounds, scroll of fireball*

Wizard Spells Prepared (CL 1st; 10% spell failure chance):

1st—*expeditious retreat, ray of enfeeblement* (+2 ranged touch), *shield*

0—*detect magic* (3)

Spell-Like Abilities (CL 2nd):

1/day—*dancing lights, darkness, faerie fire*

Abilities Str 15, Dex 12, Con 12, Int 15, Wis 12, Cha 10

Feats Exotic Weapon Proficiency (spiked chain), Scribe Scroll^B, Weapon Focus (spiked chain)^B

Skills Concentration +5, Listen +5, Search +4, Spellcraft +6, Spot +5

Possessions combat gear plus mithral chain shirt, masterwork spiked chain, key (to broken footlocker in T8, where his spellbook is stored)

Spellbook spells prepared plus 0—*mending, message, prestidigitation, read magic*; 1st—*cause fear, Tenser's floating disk*

Light Blindness (Ex) Blinded for 1 round in *daylight*, then dazzled while still in *daylight*.

TACTICS

If the drow and hobgoblins hear a battle in T4, they prepare as follows.

Round 1: The arcane guard casts *shield*. Monks take out and drink *potions of mage armor*.

Round 2: Monks draw masterwork daggers. The arcane guard takes out his scroll of *fireball*.

When the PCs appear, the hobgoblins throw their daggers if they must wait for the arcane guard to use the scroll of *fireball*. Safely using the scroll requires the guard to make a DC 6 level check, followed by a DC 5 Wisdom check if he fails. Failing the Wisdom check causes a burst of illusory blue fire to engulf the intersection harmlessly. When the *fireball* goes off, the monks rush into melee.

On round 2 of battle, the arcane guard casts *ray of enfeeblement* on a strong PC. After that, he joins the melee, trying to disarm capable melee combatants. He has a +11 bonus for the opposed attack roll to disarm a foe.

If two of the three NPCs here fall in battle, the third one withdraws to the south, kicking away the melted wax under the demon arch as a free action. This reignites the fiery curtain in the arch. Then that NPC joins the arcane guards in T7.

CONCLUSION

If a battle occurs here, the wererats in T11 hear it. They observe the battle while hiding in the intersection north of T5 (Hide +5), but they're too cowardly to aid the guards. If the PCs then head north, the wererats shoot crossbows down the hall, then flee into T11.

FEATURES OF THE ROOM

The room has the following features.

Illumination: It's dark here. If the southern fiery demon arch is reactivated, it provides 20 feet of bright illumination and 20 feet of shadowy illumination.

From the intersection, the glow of the fiery arch at T10 is visible in the northern corridor. It provides shadowy illumination almost to the intersection.

Burnished Copper Doors (both sets): Hardness 5; 60 hp each. Open westward; vertical handles on both sides of both doors near where they meet. The doors are closed but unlocked; they have no latch or lock.

Fiery Demon Arch (Disabled): The arch over the southern doorway is carved to look like the face and open mouth of a fanged demon. Designed to burn those who pass through, it has been disabled by the drow, who carefully melted a candle over some runes in the threshold. The arch has a moderate aura if viewed using *detect magic* (DC 21 Spellcraft check to determine its evocation).

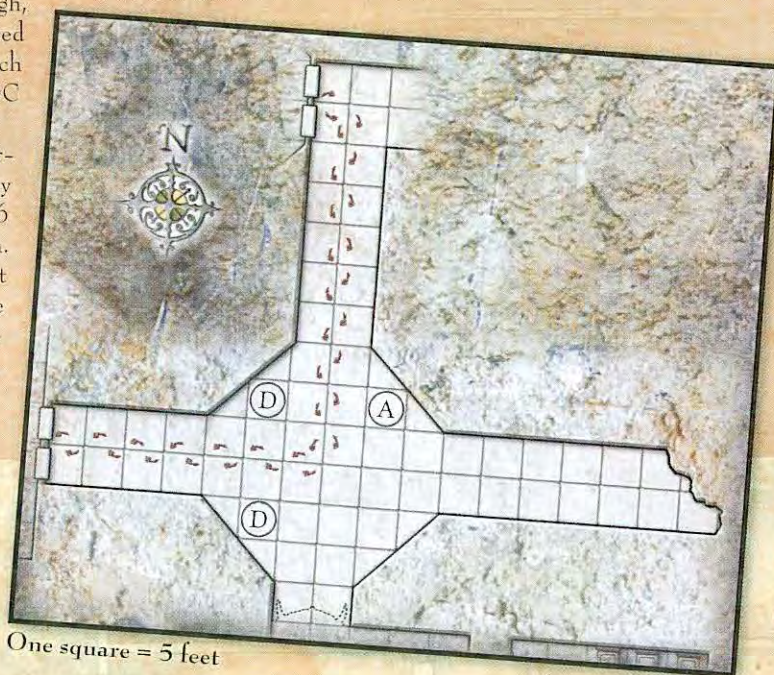
The fiery demon arches in this part of Slaughtergarde all connect to the same diminished energy source—when they're all working, each deals 1d6 points of fire damage to anyone who passes through. An arch can be disabled by covering some of the faint runes on the floor at its threshold (base Disable Device DC 12). When an arch is disabled, however, more energy enters the other ones. For each disabled arch, add 1d6 fire damage to the other arches and increase the Disable Device DC by 2. When the PCs first

explore this part of Slaughtergarde, two of the arches are disabled: this one and the one in T13.

If someone reactivates this one, sheets of flame swathe the doorway, blocking line of sight, and it deals 2d6 points of fire damage to anyone passing through it (Disable Device DC 14). The activated arch's flames emit crackling that increases the Listen DCs to hear anything beyond them by 10.

A PC who makes a Search or Disable Device check on one of the arches automatically notices if another seems hotter or cooler.

XP Note: Whenever the PCs disable or take damage from a specific fiery demon arch for the first time to pass through it, award XP as if they overcame a CR 3 trap.



One square = 5 feet

SHRINE OF THE SINUOUS SERPENT

Encounter Level 3

SETUP

If the PCs battled in T2 or T4, or they approach with a light source, the quaggoth (Q) expects them. It's breaking rocks, so it hears only the noise of its work every other round.

When the PCs enter the room, read:

A tall gray-furred humanoid that has an ursine head and carries a hammerlike club is this octagonal room's only inhabitant. It stands amid crushed rock.

Intertwining snakes of differing sizes are carved in relief on the walls and ceiling. A black marble altar is set against each of the room's remaining walls. Each altar has a strange object on it.

Mosaic clawed footprints lead from the northern passageway to the center of the chamber, where they turn west and head out of the room.

FEATURES OF THE ROOM

The room has the following features.

Illumination: It's dark here.

Ceiling: The ceiling here is 20 feet high.

Burnished Copper Doors: Hardness 5; 60 hp each. Open southward; vertical handles on both sides of both doors near where they meet. The doors are closed but unlocked; they have no latch or lock.

A DC 9 Listen check is sufficient to hear occasional grunts and hisses from the riding lizards in T4.

Altars: Each altar pays homage part of a snake's life. The northwestern altar has three fist-sized silver eggs. On the northeastern altar is a basalt carving of a tangle of tiny snakes in a ball that vaguely resembles a humanoid head. The southeastern altar has two ruby-eyed snakes carved in granite, each swallowing the other's tail. An ivory statue of a snake skeleton, coiled as if ready to strike, sits

QUAGGOTH

Monsters of Faerûn 75

hp 19 (3 HD)

NE Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft., scent; Listen +5, Spot +3

Languages Undercommon

AC 14 (10 if raging), touch 10, flat-footed 14

Immune fear

Fort +3, Ref +3, Will +4

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

Melee greatclub +7 (1d10+6) or

Melee 2 claws +7 each (+9 if raging) (1d4+4 [+6 if raging])

and

bite +2 (+4 if raging) (1d4+2 [+3 if raging])

Special Actions rage

Base Atk +3; **Crp** +7 (+9 if raging)

Abilities Str 18 (22 if raging), Dex 11, Con 15, Int 7, Wis 12, Cha 10

Feats Alertness, Improved Initiative

Skills Climb +12, Hide +2 (+4 in shadows), Listen +5,

Spot +3, Survival +3

Possessions greatclub

Rage (Ex) A quaggoth has a 1 in 6 chance to rage at the start of its next turn when wounded. If it does, it drops its greatclub and uses its "if raging" statistics. It can't voluntarily end the rage; the rage ends when all foes are slain.

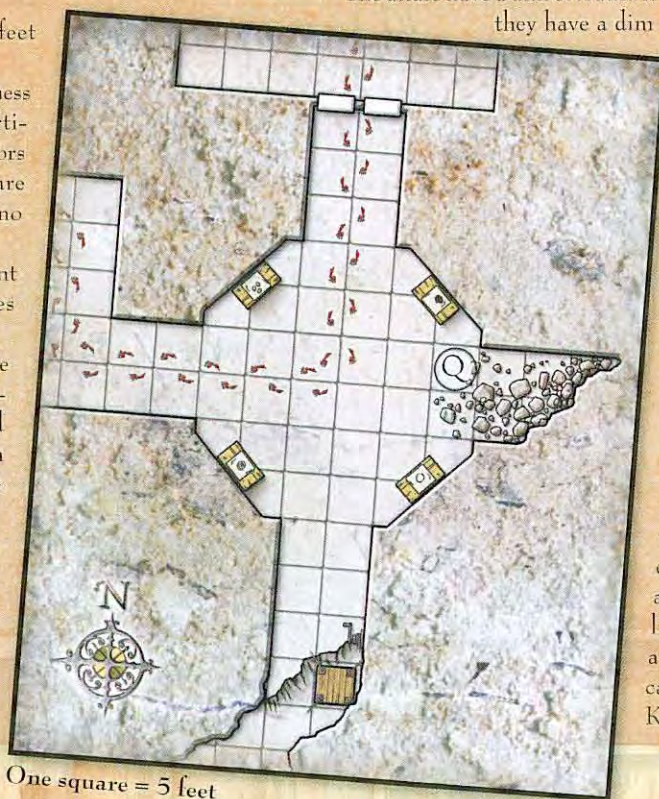
on the southwestern altar. These objects are worth 100 gp each (500 gp as a set).

The altars have a dim evil aura if viewed using *detect evil*, and they have a dim aura if viewed using *detect*

magic (DC 21 Spellcraft check to determine it's divination). Each altar can be destroyed (hardness 8, 250 hp).

Dig Site: Each square marked with rubble costs 2 squares of movement to enter. Balance and Tumble DCs increase by 5, and Move Silently DCs increase by 2.

Tunnel to Underdark: After a 10-foot drop, the southern tunnel descends into the Underdark. Here the drow set up a makeshift elevator made of ropes and a stone platform to aid in lifting. About 40 miles away, through mazelike caverns, is the drow outpost Karkanna Amon.



One square = 5 feet

NORTHERN QUARTERS

Encounter Level 5

SETUP

Two arcane guards (A) here are preparing for an expedition out of the complex. They're ready for battle anyway, but they're awaiting trouble if a battle occurred in T5.

When the PCs open the door, read:

Two male drow in chain shirts glare at you, spiked chains at the ready. Six beds take up most of the room, and two footlockers are set against the eastern wall.

2 ARCANES GUARDS

CR 3

MM 103

hp 14 each (2 HD)

Male drow fighter 1/wizard 1

CE Medium humanoid (elf)

Init +1; Senses darkvision 120 ft.; Listen +5, Spot +5

Languages Abyssal, Common, Drow Sign Language, Elven, Undercommon

AC 15, touch 11, flat-footed 14

Immune sleep

SR 13

Fort +3, Ref +1, Will +3; +2 against spells and spell-like abilities

Weakness light blindness

Speed 30 ft. (6 squares)

Melee mwk spiked chain +5 (2d4+3)

Reach 10 ft. with chain (can attack adjacent)

Base Atk +1; Grp +3

Combat Gear *potion of cure moderate wounds*

Guard 1: scroll of *fireball*

Guard 2: scroll of *deep slumber*, wand of magic missile (25 charges)

Wizard Spells Prepared (CL 1st; 10% spell failure chance):

1st—*expeditious retreat*, *ray of enfeeblement* (+2 ranged touch), *shield*

0—*detect magic* (3)

Spell-Like Abilities (CL 2nd):

1/day—*dancing lights*, *darkness*, *faerie fire*

Abilities Str 15, Dex 12, Con 12, Int 15, Wis 12, Cha 10

Feats Exotic Weapon Proficiency (spiked chain), Scribe

Scroll^a, Weapon Focus (spiked chain)^b

Skills Concentration +5, Listen +5, Search +4, Spellcraft +6, Spot +5

Possessions combat gear plus mithral chain shirt, masterwork spiked chain, travel spellbook

Spellbook spells prepared plus 0—*mending*, *message*, *prestidigitation*, *read magic*; 1st—*cause fear*, *Tenser's floating disk*

Light Blindness (Ex) Blinded for 1 round in *daylight*, then dazzled while still in *daylight*.

TACTICS

If they have warning, the guards cast *shield*. Guard 1 moves to cover the door with his chain.

When the PCs enter, guard 2 unleashes the scroll of *deep slumber* as soon as possible. Safely using the scroll requires the guard to make a DC 4 level check, followed by a DC 5 Wisdom check if he fails. Failing the Wisdom check means the spell's burst is centered on him.

In subsequent rounds, guard 1 fights at the door, disarming opponents if he can (+11 on the opposed attack roll). Guard 2 casts spells or uses his wand, only joining the melee when he has to. If the situation looks hopeless, guard 1 uses his scroll of *fireball* to engulf the whole room. He must make a level check (as above) to do so. Failing the Wisdom check deals him 3d6 points of fire damage.

FEATURES OF THE ROOM

The room has the following features.

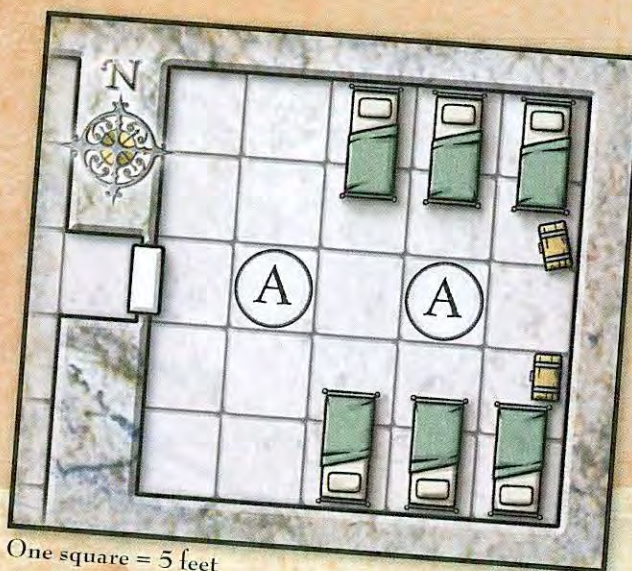
Illumination: It's dark here.

Burnished Copper Door: Hardness 5; 60 hp. Opens eastward; vertical handles on the southern side of both sides of the door. The door is closed and unlocked; it has no latch or lock.

Footlockers: The footlockers are locked (Open Lock DC 20). They can be bashed open (hardness 5, 20 hp).

Footlocker 1: Drow clothing and 170 gp.

Footlocker 2: Drow clothing and an ivory brush (30 gp).



SOUTHERN QUARTERS

Encounter Level 4

SETUP

A gargoyle (G) recently slipped in through the tunnel in T10, and it was slightly burned by the fiery arch there. It has since been sneaking around, taking whatever it can.

The gargoyle might have heard a battle in T5 (Listen DC 6), and it certainly heard one in T7. If so, it's hiding behind the table in the northeastern corner (use the higher Hide bonus). If not, the PCs might surprise it pilfering the pewter flatware.

When the PCs open the door, read:

Two beds are set against the northern wall of this small chamber, footlockers at their feet, while three beds are set against the southern wall with no accompanying lockers. A round table sits in the northeastern corner. Three places on it are set with pewter flatware.

If the PCs surprise the gargoyle, read:

A grotesque, winged humanoid that has stony skin, claws, and horns stands next to the table. Over its shoulder is a leather satchel.

TACTICS

The gargoyle prefers to attack PCs who are blocking a clear path out of the room. It keeps fighting until it can flee, making for T10 when it can. It doesn't fly while in T8, but as soon as it gets into the hall, it starts flying.

FEATURES OF THE ROOM

The room has the following features.

Illumination: It's dark here.

Burnished Copper Door: Opens eastward; see T9.

Table: Squares that include the table cost 2 squares of movement to enter. A creature can jump atop the table, gaining a +1 bonus on melee attack rolls against those on the floor. Doing so is automatic for someone who takes a move action from any of the table's squares, or it can be done as part of a larger move action with a DC 24 Jump check (DC 12 with a 20-foot running start).

Atop it are three place settings of pewter flatware worth 5 sp each.

Footlockers: One is unlocked and empty. The other has a broken lock and contains drow clothes.

GARGOYLE

CR 4

MM 113

hp 30 (full normal 37) (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)

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 +7 (+15 near stone), Listen +4, Spot +4

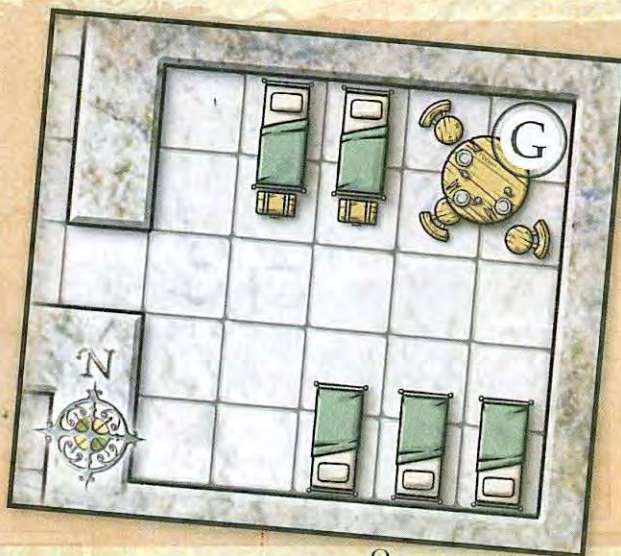
Possessions satchel (contents described in Conclusion)

Freeze (Ex) A gargoyle can appear to be a statue; DC 20 Spot check to tell it's not.

CONCLUSION

If the gargoyle flees to T10, it once again braves the fiery arch, flees from the dire bats, and heads to the surface.

If the PCs take the gargoyle's satchel, they discover it contains two kris daggers (each has a dim evil aura if viewed using *detect evil*), an arcane guard's travel spellbook (see the statistics in T7 for the spells within), and 66 gp.



PRIESTESS QUARTERS

Encounter Level 2

SETUP

This room contains two zombies (Z) that don't react to occurrences outside this chamber unless they're attacked from the hallway—see Tactics. Since they're better armed than typical zombies and this unholy room duplicates the effects of a *desecrate* spell (see Features of the Room), these zombies are more of a challenge.

When the PCs open the door, read:

Two drow in heavy armor, each carrying a shield and longsword, guard this chamber. Their shuffling gait and unsettling pallor mark them clearly as undead. Beyond them are five beds along the southern wall and a small table that has a box on it.

TACTICS

The zombies just attack anyone that enters other than Lanthurrae or her acolytes. If they're attacked from the hallway, they fight back. They fight until slain, but they don't leave the room to pursue retreating PCs. A zombie closes the door behind fleeing characters.

2 DROW ZOMBIES

MM 265

hp 18 each (2 HD); DR 5/slashing

NE Medium undead

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

Languages understands creator's commands

AC 20, touch 10, flat-footed 20

Immune ability damage to physical ability scores, ability drain, critical hits, death effects, disease, energy drain, exhaustion and fatigue, Fort save effects that don't affect objects, mind-affecting spells and abilities, nonlethal damage, paralysis, poison, sleep, stunning

Fort +1, Ref +1, Will +3

Speed 20 ft. in half-plate (4 squares, can't run), base speed 30 ft.

Melee longsword +4 (1d8+3/19–20)

Base Atk +1; Grp +3

Abilities Str 15, Dex 11, Con —, Int —, Wis 10, Cha 1

SQ single actions, undead traits

Feats Toughness

Skills Listen +0, Spot +0

Possessions half-plate armor, light steel shield, longsword

Single Actions (Ex) One move or attack action per round.

Can move its speed and attack if charging.

CR 1

FEATURES OF THE ROOM

The room has the following features.

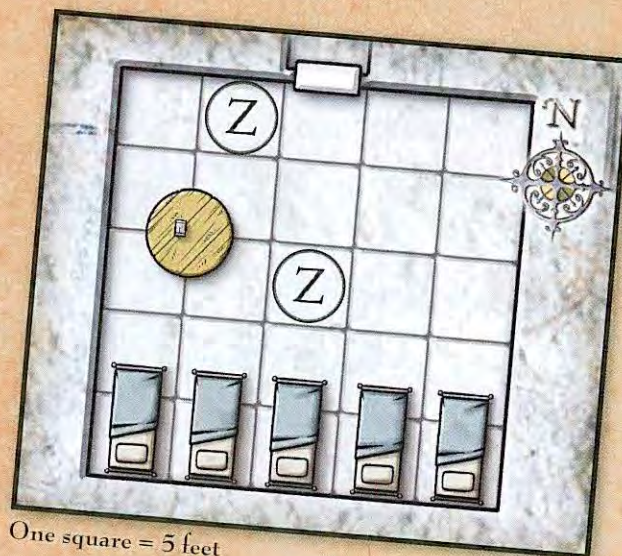
Illumination: It's dark here.

Burnished Copper Door: Hardness 5; 60 hp. Opens southward; vertical handles on the western side of both sides of the door. The door is closed and unlocked; it has no latch or lock.

Desecrated: This room once housed demonic priests and the evil here is palpable. Charisma checks made to turn undead take a –3 profane penalty, and undead gain a +1 profane bonus on attack rolls, damage rolls, and saving throws (included in the zombies' statistics). Undead created here, such as the room's guardians, gain +1 hp per Hit Die. The room has a faint evil aura if viewed using *detect evil*.

Table: This table functions like the one in T8.

Atop the table is a jewelry box with a puzzle clasp that involves pressing the eight studs on the lid in a specific order. A DC 20 Open Lock check is sufficient to open it, or it can be smashed (hardness 5, 10 hp). Trying all the possible combinations also works, but it takes 3 hours to open the box that way. Inside the box are a set of fine silver eating utensils (50 gp), a silver necklace with a spider pendant (150 gp), and three uncut diamonds (100 gp each). The box alone is worth 30 gp.



BAT LAIR

Encounter Level 4

SETUP

Noise made near the arch might alert the dire bats (D). They pay no attention to sounds that are farther away than that.

When the PCs come through the fiery arch, read:

Clearly subject to a cave-in, the eastern part of the room is cavelike. Two horse-sized bats hang there.

TACTICS

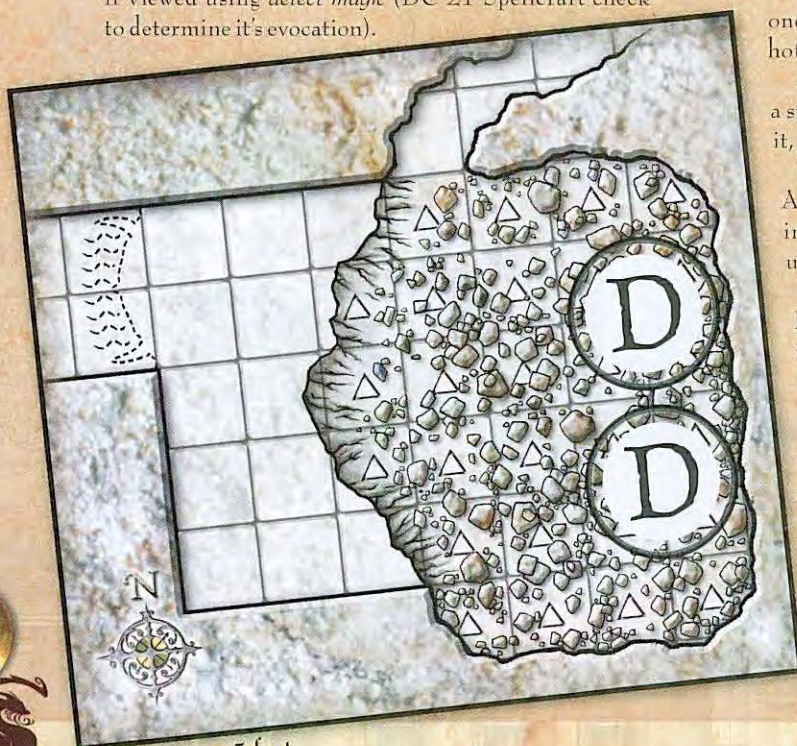
The bats hover (DMG 20) to fight.

FEATURES OF THE ROOM

The room has the following features.

Illumination: Demon arch; 20 feet of bright illumination; 20 feet of shadowy illumination. If the arch is disabled, the area is dark.

Fiery Demon Arch: The arch over the doorway is carved to look like the face and open mouth of a fanged demon. Eyes on the face glow red-orange. If none of the other fiery demon arches have been activated or disabled (see below), sheets of flame swathe this doorway, blocking line of sight and dealing 3d6 points of fire damage to anyone passing through it. Crackling from the flames increases the Listen DCs to hear anything beyond them by 10. The arch has a moderate aura if viewed using *detect magic* (DC 21 Spellcraft check to determine its evocation).



One square = 5 feet

2 DIRE BATS

MM 62

hp 30 each (4 HD)

N Large animal

Init +6; Senses blindsense 40 ft.; Listen +12, Spot +8

AC 20, touch 15, flat-footed 14

Fort +7, Ref +10, Will +6

Speed 20 ft. (4 squares), fly 40 ft. (good)

Melee bite +5 (1d8+4)

Space 10 ft.; Reach 5 ft.

Base Atk +3; Grp +10

Abilities Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6

Feats Alertness, Stealthy

Skills Hide +4, Listen +12, Move Silently +11, Spot +8

CR 2

CONCLUSION

If a dire bat is reduced to 10 hit points or fewer, it flees through the tunnel, revealing the fissure's presence.

A DC 16 Disable Device check disables this arch, subsequently increasing the danger posed by the remaining active ones.

The fiery demon arches in this part of Slaughtergarde all connect to the same diminished energy source—when they're all working, each deals 1d6 points of fire damage to anyone who passes through. An arch can be disabled by covering some of the faint runes on the floor at its threshold (base Disable Device DC 12). When an arch is disabled, however, more energy enters the other ones. For each disabled arch, add 1d6 fire damage to the other arches and increase the Disable Device DC by 2. When the PCs first explore this part of Slaughtergarde, two of the arches are disabled: one in T5 and one in T13.

A PC who makes a Search or Disable Device check on one of the arches automatically notices if another seems hotter or cooler.

XP Note: Whenever the PCs disable or take damage from a specific fiery demon arch for the first time to pass through it, award XP as if they overcame a CR 3 trap.

Cliff: It's a 20-foot drop to the eastern part of the room. A fall from the top deals 2d6 points of damage. Characters in the bottom face DC 15 Climb checks to climb back up.

Rubble: The area east of the cliff is a field of dense rubble. Each square east of the cliff costs 2 squares of movement to enter. Balance and Tumble DCs increase by 5, and Move Silently DCs increase by 2.

Tunnel: More of a natural fissure, the northern tunnel is about 5 feet wide in most places—it was a tight squeeze for the dire bats. Finding it from the floor requires a DC 25 Search check. Scaling the 30 feet up to the tunnel entrance requires DC 15 Climb checks. A fall from that height deals 3d6 points of damage. Once in the tunnel, characters must make DC 10 Climb checks to reach the surface after 200 feet. Falls in the tunnel are for 1d4×10 feet.

SHRINE OF THE FOUR ARMS

Encounter Level 4

SETUP

The wererats (W) have been pressed into guarding T12. If they're somehow unaware of the PCs, they're watching T12, and the eastern doors are open. Otherwise, the doors are closed and the wererats are aiming crossbows at them.

When the PCs enter, read:

Two furry, rat-headed humanoid armed with crossbows are here. Turned on its side in the middle of the room is a table surrounded by broken chairs and other debris. Nearby, a small lamp provides soft light. A red stone altar is set against the western wall, topped by a four-armed statue that has wavy daggers. Red stone streaked with purple makes up the walls, looking disturbingly like flesh.

Mosaic footprints emerge from the northern hallway, pass under the debris pile, and head out the door where you are.

2 WERERATS

MM 171

hp 12 each (2 HD); DR 10/silver

Male wererat warrior 1

LE Medium humanoid (human, shapechanger)

Init +3; Senses low-light vision, scent; Listen +4, Spot +4

Languages Common, rat empathy

AC 16, touch 13, flat-footed 13; Dodge

Fort +6, Ref +5, Will +4

Speed 30 ft. (6 squares)

Melee rapier +4 (1d6+1/18–20) and bite –1 (1d6 plus disease and curse of lycanthropy)

Ranged light crossbow +4 (1d8/19–20)

Base Atk +1; Grp +2

Atk Options curse of lycanthropy, disease

Abilities Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 8
SQ alternate form

Feats Alertness, Dodge, Iron Will^B, Weapon Finesse^B

Skills Climb +3, Handle Animal +3, Hide +5, Listen +4, Move Silently +4, Spot +4, Swim +11

Possessions rapier, light crossbow with 10 bolts

Rat Empathy (Ex) Communicate with rats and dire rats. +4 on Charisma checks against them.

Curse of Lycanthropy (Su) A humanoid or giant bitten by a wererat must make a DC 15 Fortitude save or contract lycanthropy (wererat).

Disease (Su) Filth fever; bite, Fortitude DC 13, incubation 1d3 days, 1d3 Dex and 1d3 Con.

Alternate Form (Su) Can assume human form, hybrid form, and dire rat form (MM 173).

CR 2

TACTICS

If a wererat takes any damage, he tries to withdraw through the eastern doors, attacking anyone in the way rather than taking attacks of opportunity.

CONCLUSION

If a battle occurs here, Garanaach in T12 watches around the corner with glee (Hide +8) so the PCs might see her. See Setup for T12.

If the wererats run, they flee through T5, T4, and T1 to T15. At T15, they either join the Lolth's stings or make a last stand by themselves.

FEATURES OF THE ROOM

The room has the following features.

Illumination: Filigreed lamp (100 gp); 15 feet of bright illumination; 30 feet of shadowy illumination. It's on the floor near the debris.

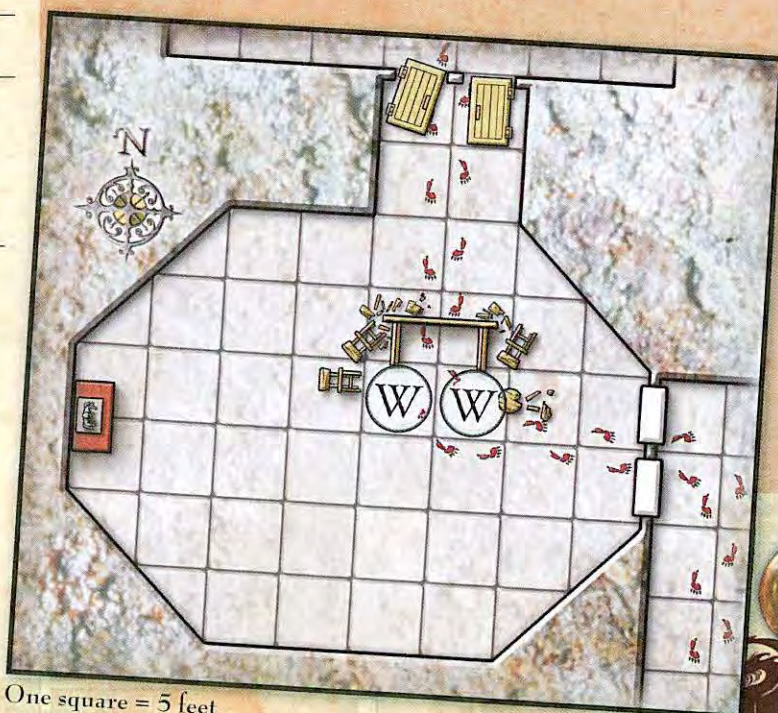
Ceiling: The ceiling here is 20 feet high.

Burnished Copper Doors: See T5.

Broken Doors: See T12.

Debris: This makeshift fort gives the wererats cover (+4 to AC, +2 on Reflex saves) against attacks from the north. Debris squares function like rubble squares in T10.

Altar: A marble statue of a cloaked, four-armed figure stands on this altar, wielding a kris dagger in each hand. The altar has a dim evil aura if viewed using *detect evil*. This figure is similar to the broken statue in L16 (DC 15 Intelligence check). The altar can be destroyed (hardness 8, 250 hp).



DRAGON'S LAIR

Encounter Level 4

SETUP

Garanaach the dragon (D) and her adoptive father, the yuan-ti Shenn (see T13), discovered the temple section of Slaughtergarde before the drow arrived. They spent two months in blissful supplication in T6 before Shenn decided to withdraw to this area rather than face the encroaching drow and their spiders.

Garanaach watches the battle in T11, but when the battle ends, she moves to a spot along the northern wall where the corners near the southern entrance provide enough cover to enable a Hide check. The PCs might hear her move, so make a Move Silently check for her as she does.

When the PCs are about to enter, read:

From the gloom comes a black dragon almost the size of a man, its gullet wide open. Beyond the dragon is a room that has suffered a cave-in along the northern wall. A passageway leaves the room to the east, passing under a demon arch that has neither dark energy nor flames in it.

The western wall has a fresco of a ziggurat, a starry sky is painted on the southern wall, and roiling clouds and lightning adorn the eastern wall. To the north, mosaic footprints emerge from under tons of rock and dirt, heading south toward you.

TACTICS

Garanaach initiates combat as soon as the first PCs reach the broken doors (see the Features of the Room). She starts by breathing a line of acid at them, and she uses her breath weapon again whenever it's ready and she can hit two or more foes with the line. If Garanaach aims the line along the border between two squares (due south, for example), she effectively makes a line that's 10 feet wide—the line affects every square it touches.

Garanaach uses Flyby Attack to maneuver into good positions for using her breath weapon. The feat allows her to take a standard action anywhere along the course of a move.

GARANAACH

CR 4

MM 70

hp 52 (7 HD)

Female very young black dragon

CE Small dragon (water)

Init +0; **Senses** blindsense 60 ft., darkvision 120 ft., keen senses; Listen +6, Spot +8

Languages Draconic

AC 17, touch 11, flat-footed 17

Immune acid, paralysis, sleep

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

Speed 60 ft. (12 squares), fly 100 ft. (average), swim 60 ft.

Melee bite +9 (1d6+1) and

2 claws +7 each (1d4)

Base Atk +7; **Grp** +4

Atk Options Flyby Attack

Special Actions breath weapon

Abilities Str 13, Dex 10, Con 13, Int 8, Wis 11, Cha 8

SQ water breathing

Feats Ability Focus (breath weapon), Flyby Attack, Multiattack

Skills Hide +8, Intimidate +7, Listen +6, Move Silently +6, Search +5, Sense Motive +6, Spot +8, Swim +15

Breath Weapon (Su) 40-ft. line, once every 1d4 rounds, 4d4 acid, Reflex DC 16 half.

Water Breathing (Ex) A black dragon can breathe underwater indefinitely.

On the wing, Garanaach can't hover and she must fly 50 feet per round to stay aloft. She can make 45-degree turns every 5 feet; 90-degree turns cost her 5 feet of movement. She must fly level for 5 feet before she can ascend, and vice versa. She flies at half speed when ascending.

Shenn in T13 certainly hears the battle. Roll initiative for him. Starting in the second round, Shenn observes from around the corner, first using the *chameleon* power spell-like ability to receive a Hide bonus of +20.

If Garanaach is reduced to 20 hit points or fewer, Shenn begins casting *cause fear* on his next turn, targeting those who look like they're hurting Garanaach the most. He uses *cause fear* three times before joining the melee.

If reduced to 10 hit points or fewer, Garanaach flees into T13. There she fights alongside Shenn.

FEATURES OF THE ROOM

The room has the following features.

Illumination: It's dark here. If the fiery demon arch is reactivated, it provides 20 feet of bright illumination and 20 feet of shadowy illumination.

Broken Doors: Two burnished copper doors lie in the southern doorway. They're lying unevenly and smooth despite the engraving on them, so moving through the squares they occupy requires a DC 12 Balance check.

Fiery Demon Arch (Disabled): The arch over the eastern doorway is carved to look like the face and open mouth of a fanged demon. Shenn, the yuan-ti in T13, disabled this arch by carefully defacing some of the runes carved on the floor at the threshold. It still has a moderate aura if viewed using *detect magic* (DC 21 Spellcraft check to determine its evocation).

The fiery demon arches in this part of Slaughtergarde all connect to the same diminished energy source—when they're all working, each deals 1d6 points of fire damage to anyone who passes through. An arch can be disabled by covering some of the faint runes on the floor at its threshold (base Disable Device DC 12). When an arch is disabled, however, more energy enters the other ones. For each disabled arch, add 1d6 fire damage to the other arches and increase the Disable Device DC by 2. When the PCs first explore this part of Slaughtergarde, two of the arches are disabled: this one and the one in T5.

If someone reactivates this one, sheets of flame swathe the doorway, blocking line of sight, and it deals 2d6 points of fire damage to anyone passing through it (Disable Device DC 14). The activated arch's flames emit crackling that increases the Listen DCs to hear anything beyond them by 10.

A PC who makes a Search or Disable Device check on one of the arches automatically notices if another seems hotter or cooler.

XP Note: Whenever the PCs disable or take damage from a specific fiery demon arch for the first time to pass through it, award XP as if they overcame a CR 3 trap.

Wall Frescoes: The eastern, southern, and western walls have elaborate frescoes on them.

Eastern Wall: Dark gray clouds adorn the wall from floor to ceiling, and jagged red lightning arcs outward from the demon arch. Lightning moves across the wall and the clouds roil when the demon arch is active. The fresco has a faint aura if viewed using *detect magic* (DC 18 Spellcraft check to determine its illusion).



One square = 5 feet

Southern Wall: A starry, cloudless sky is painted on this wall, and some of the stars seem to twinkle or pulse. A DC 25 Knowledge (arcana) check is sufficient to reveal that this arrangement of stars last occurred hundreds of years ago, shortly before the Battle of Slaughtergarde. The fresco has a faint aura if viewed using *detect magic* (DC 18 Spellcraft check to determine its illusion).

Western Wall: A massive ziggurat stands in the middle of a green plain, and thousands of humans bow before it or struggle to move its final blocks into place. Next to the ziggurat is a red and scaly biped as tall as the ziggurat—probably several hundred feet, judging from the size of the humans. It has wings and a serpentine tail, and it's holding a golden capstone just above the structure. The wall has been gouged away where the giant creature's head would be. Debris from this section of the painting is still on the floor—Garanaach defaced the fresco.

Cave-In: This room was once much larger, but it was cut in half when Slaughtergarde was destroyed. The northern wall is a mix of natural rock and dirt (Climb DC 15).

YUAN-TI LAIR

Encounter Level 5

SETUP

Shenn the yuan-ti (Y) has been spending his time here plotting what to do about the wererats and drow. He probably enters the fight in T13, but he considers the PCs possible tools, so he might not kill them if it comes down to that.

When PCs arrive at the doorway, read:

Beyond the demon arch is a snake-headed man with a scimitar and shield, appearing seemingly out of nowhere. The room he guards has a lectern at the northern end and four long pews. A tunnel leads upward from the northeastern corner of the room, which apparently collapsed in the past.

TACTICS

It's likely Shenn used *cause fear* during the battle in T12. If he has some *cause fear* uses left, he employs them as soon as possible to split the PCs up and attack them piecemeal. Then he takes a turn to activate *produce acid*. Once engaged, Shenn makes a full attack every round he can, trying to poison all his foes.

If Garanaach fled here, she prefers to keep her distance and use her breath weapon. Shenn orders her to escape as soon as he thinks he's going to lose the battle. She retreats through the tunnel to the surface.

When reduced to 10 hit points or fewer, Shenn withdraws out the tunnel to the northeast. As he leaves, if he believes one of the poisoned or severely injured characters has a poor Will save, he uses *suggestion* on that PC, saying, "You must save yourself. Go back and surrender to the first drow you can find." Shenn hopes that the characters worry about their comrade rather than pursuing him.

If Shenn doesn't think that *suggestion* can work, he casts *deeper darkness* on his shield, hoping the 20% miss chance provided by the shadowy illumination improves his odds of surviving until he can reach the surface. His Blind-Fight feat means he can reroll his miss chance, giving him an advantage against pursuers. If that doesn't seem to be working, he transforms into a Tiny viper while within the darkness and slithers away.

If Shenn believes he can win, he offers the PCs terms. If Garanaach has been killed, he only does so after taking at least one PC down.

SHENN

CR 5

MM 264

hp 38 (7 HD)

Male yuan-ti halfblood

CE Medium monstrous humanoid

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

Languages Abyssal, Common, Draconic, Yuan-Ti

AC 20, touch 11, flat-footed 19; Dodge

SR 16

Fort +3, Ref +6, Will +9

Speed 30 ft. (6 squares)

Melee mwk scimitar +10/+5 (1d6+2/18–20) and bite +4 (1d4+1 plus poison)

Ranged mwk composite longbow +9 (1d8+2/x3)

Base Atk +7; Grp +9

Atk Options poison (DC 14; 1d6 Con/1d6 Con)

Special Actions produce acid

Spell-Like Abilities (CL 8th):

3/day—*animal trance* (DC 15), *cause fear* (DC 14), *entangle* (DC 14)

1/day—*deeper darkness*, *neutralize poison*, *suggestion* (DC 16)

Abilities Str 15, Dex 13, Con 13, Int 18, Wis 18, Cha 16

SQ alternate form, *chameleon power*, *detect poison*

Feats Alertness^B, Blind-Fight^B, Combat Expertise, Dodge, Improved Initiative

Skills Concentration +11, Disable Device +9, Hide +10, Knowledge (arcana) +14, Listen +16, Spot +16

Possessions masterwork studded leather, masterwork heavy steel shield, masterwork scimitar, masterwork composite longbow (+2 Str bonus) with 20 arrows

Produce Acid (Sp) Shenn has the ability to psionically exude acid from his body, dealing 3d6 points of acid damage to the next creature he touches, including a creature hit by his bite attack. If Shenn is grappling or pinning a foe when he uses this power, his grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves Shenn's body, and Shenn is immune to its effects.

Alternate Form (Sp) Shenn can assume the form of a Tiny, Small, Medium, or Large viper.

Chameleon Power (Sp) Shenn can psionically change the color of his equipment and skin, granting him a +10 circumstance bonus on Hide checks.

SHENN'S TERMS

Shenn doesn't negotiate in the traditional sense. But he has no love for the drow, and he's smart enough to realize that the PCs might be able to break the dark elves' grip on Slaughtergarde's temple section. He wants the characters to leave him alone and kill the drow. If Garanaach is still alive, the yuan-ti even offers to use *neutralize poison* on a PC he poisoned.

Shenn doesn't know anything about Slaughtergarde's history, nor does he care overmuch. He just wants to pray with Garanaach at the snake shrine in T6 until he learns where more dragon eggs are located. Shenn does know or believe the following.

- "Roughly twenty drow now occupy this ruin. There used to be more, but we have killed many a foolish dark elf!" (This is an exaggeration; Shenn and Garanaach killed a few.)

- "The drow high priestess is named Lanthurrae. She has recently used her dark power to create undead guardians. She also travels with a fiery-eyed undead creature."

- "Most of the drow are warriors, but a few clerics and wizards are among them. A couple hobgoblins recently arrived, and you've seen that the drow have other allies."

- "Spiders, accursed pets of the accursed drow, occupy chambers to the west. One among them is of immense size and supernatural origin."

- "At least three shrines remain in the temple section, and they all retain a measure of their power from a bygone age."

Even if the PCs agree to leave Shenn be and drive out the drow, the yuan-ti uses *suggestion* to reinforce his desires, saying, "This is a good deal for you, and you should fulfill it to the letter by killing all the drow and leaving this place to me."

CONCLUSION

If Shenn escapes, he doesn't come back to Slaughtergarde. He's obsessed with dragons and dragon eggs. Unless the PCs killed Garanaach, he doesn't let his personal desires for revenge interfere with his obsession. But if your campaign needs a recurring villain, Shenn has the power and motivation to make a good one.

FEATURES OF THE ROOM

The room has the following features.

Illumination: It's dark here. If the fiery demon arch is reactivated, it provides 20 feet of bright illumination and 20 feet of shadowy illumination.

Fiery Demon Arch (Disabled): See T12.

Pews: These wooden pews provide cover (+4 to AC, +2 on Reflex saves) for Small PCs, but they make maneuvering difficult. It takes 2 squares of movement to move through a pew square. As a move action, a creature can step up and stand on a pew. Creatures on the pews gain a +1 bonus on melee attack rolls against foes on the floor.

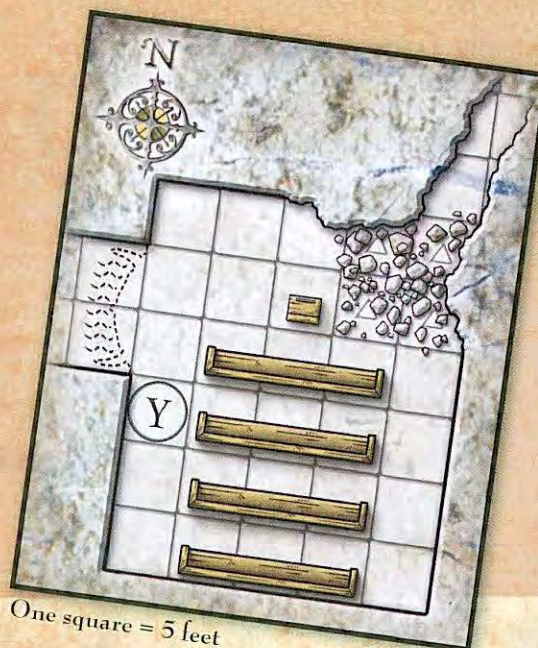
Lectern: The carved wooden lectern has a hidden drawer (Search DC 10). The drawer is empty unless you want to place some cryptic notes Shenn has on dragons living in the Vaathwood, Laughing Woods, or Blackreach Mountains here. Maybe the yuan-ti is involved with the dark presence in the Vaathwood, or he knows about it.

Woodworking on the lectern is nice enough and the wood exotic enough that the whole piece is worth 100 gp, but the demonic iconography might make it hard to sell. It's bulky and weighs 75 pounds.

Rubble: Squares marked on the map and the tunnel to the northeast have loose rocks strewn on the floor. Each square marked with rubble costs 2 squares of movement to

enter. Balance and Tumble DCs increase by 5, and Move Silently DCs increase by 2.

Tunnel: This tunnel stretches about a quarter-mile to the surface. It slopes upward gently, so no climbing is required. About 5 feet in diameter in most places, the tunnel sometimes squeezes down to 2 feet wide or tall.



BELL CHAMBER

Encounter Level 4

SETUP

The wererats here (W) are trying to figure out how the bells work, so their Listen check DCs increase by 5. If they heard a battle in T1 (Listen DC 16) or T15 (Listen DC 20), or they hear noise near the arch, they can't be surprised. They don't leave this room to investigate.

The PCs see the empty vials in front of the arch. A DC 5 Listen check at the arch is sufficient to hear sporadic chimes from the bells, and a DC 25 Listen check is enough to hear the wererats whispering. Making that check by 10 or more allows a character to hear that they're conversing about the bell mechanism.

The numbering on the map is for your reference when bells start to fall off the bell mechanism during combat in this room (see Bell Mechanism in Features of the Room). Don't put those numbers on a map the players can see.

This area is pictured in the illustration handouts. Show the illustration when the PCs pass through the fiery arch and into the room.

When the PCs reach the arch, read:

You face a demon arch, its crackling curtain of flame cascading to the floor. Two empty glass vials lie abandoned on the floor nearby.

When the PCs pass through the arch, read:

Two furred humanoids that have the heads of rats are using rapiers to poke upward at massive bells hanging from two racks about 10 feet off the chamber floor. Wooden struts connect each bell to a cluster of levers on the far end of each rack. The northern end of the room angles to the northeast.

TACTICS

These wererats stay in hybrid form—their best form for combat. One wererat rushes the PCs while the other shoots. If the wererats see a spell being cast, the one hanging back starts pulling levers, trying to deafen the PCs (see Bell Mechanism in Features of the Room).

If reduced to 6 hit points or fewer, a wererat withdraws through the fiery arch to T1, then east toward his brethren in T11. If the PCs disabled the demon arch, the retreat is straightforward. But if the arch is active, the wounded wererat must take out and quaff his potion (a move action and a standard action, both of which provoke attacks of opportunity) and make for the arch on the following round.

2 WERERATS

CR 2

MM 171

hp 12 each (2 HD); DR 10/silver

Male wererat warrior 1

LE Medium humanoid (human, shapechanger)

Init +3; Senses low-light vision, scent; Listen +4, Spot +4

Languages Common, rat empathy

AC 16, touch 13, flat-footed 13; Dodge

Fort +6, Ref +5, Will +4

Speed 30 ft. (6 squares)

Melee rapier +4 (1d6+1/18–20) and

bite –1 (1d6 plus disease and curse of lycanthropy)

Ranged light crossbow +4 (1d8/19–20)

Base Atk +1; Grp +2

Atk Options curse of lycanthropy, disease

Combat Gear *potion of resist energy* (fire)

Abilities Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 8

SQ alternate form

Feats Alertness, Dodge, Iron Will^B, Weapon Finesse^B

Skills Climb +3, Handle Animal +3, Hide +5, Listen +4,

Move Silently +4, Spot +4, Swim +11

Possessions combat gear plus rapier, light crossbow with 10 bolts

Rat Empathy (Ex) Communicate with rats and dire rats. +4 on Charisma checks against them.

Curse of Lycanthropy (Su) A humanoid or giant bitten by a wererat must make a DC 15 Fortitude save or contract lycanthropy (wererat).

Disease (Su) Filth fever; bite, Fortitude DC 13, incubation 1d3 days, 1d3 Dex and 1d3 Con.

Alternate Form (Su) Can assume human form, hybrid form, and dire rat form (MM 173).

CONCLUSION

If the bells reverberate (just ringing them isn't enough), the sound alerts other intelligent denizens in Slaughtergarde. The guards in T3 check on the grimlocks in T2, then return to T3 and anxiously await orders. In T4, the rider saddles up and remains on alert for 10 minutes. Guards from T5 do a quick walking patrol of rooms T4, T11, and the open area outside T7 before returning to their post. The rogues in T15 sneak toward T14 (Hide +7, Move Silently +7). If they see intruders, they sneak back and try to ambush anyone who comes into T15.

FEATURES OF THE ROOM

The room has the following features.

Illumination: Demon arch; 20 feet of bright illumination; 20 feet of shadowy illumination. If the arch is disabled, the area is dark.

Ceiling: The ceiling here is 25 feet high to accommodate the massive bell mechanism bolted to it.

Fiery Demon Arch: The arch over the southern doorway is carved to look like the face and open mouth of a fanged demon. Eyes on the face glow red-orange. If none of the other fiery demon arches have been activated or disabled (see below), sheets of flame swathe this doorway, blocking line of sight and dealing 3d6 points of fire damage to anyone passing through it. Crackling from the flames increases the Listen DCs to hear anything beyond them by 10. The arch has a moderate aura if viewed using *detect magic* (DC 21 Spellcraft check to determine its evocation). A DC 16 Disable Device check disables this arch, subsequently increasing the danger posed by the remaining active ones.

The fiery demon arches in this part of Slaughtergarde all connect to the same diminished energy source—when they're all working, each deals 1d6 points of fire damage to anyone who passes through. An arch can be disabled by covering some of the faint runes on the floor at its threshold (base Disable Device DC 12). When an arch is disabled, however, more energy enters the other ones. For each disabled arch, add 1d6 fire damage to the other arches and increase the Disable Device DC by 2. When the PCs first explore this part of Slaughtergarde, two of the arches are disabled: one in T5 and one in T13.

A PC who makes a Search or Disable Device check on one of the arches automatically notices if another seems hotter or cooler.

XP Note: Whenever the PCs disable or take damage from a specific fiery demon arch for the first time to pass through it, award XP as if they overcame a CR 3 trap.

Bell Mechanism: The bells were once an important part of ceremonies, and they still function. But playing them is fiendishly complex.

Pulling each lever rings some of the bells, but which bells ring is a function of the position of all the other levers. For example, the leftmost lever might ring bells 3, 6, and 7 if the next lever is in the up position, but bells 3, 8, 9, and 11 if the next lever is pointed down. Unless a bell-ringer has specific training on this mechanism, it takes a half-hour of trial and error and a DC 30 Perform check to make the bells play any sort of recognizable tune.

Ringing the bells too vigorously has other risks. If a creature spends a full-round action just yanking on levers as fast as possible, which provokes attacks of opportunity, the reverberation of the bells reaches a painful volume, and the rickety bell rack starts to fall apart.

- While bells reverberate, and for 1d4 rounds thereafter, all creatures in T14 are deafened.

- At the end of the ringer's turn, bells fall off the rack. One bell falls during the first round the bells reverberate, and two bells fall each round after that. When a bell falls, roll 1d12 and consult the numbering on the map to determine which bell falls. A creature in that square takes 3d6 points of damage from the heavy iron bell (Reflex DC 15 half).

Once six bells have fallen off a given rack, the reverberation ends. The bells can still toll after that, but they're no longer loud enough to deafen or further damage the rack.

Cave-In: The northern passageway used to lead to a special chamber where the denizens of Slaughtergarde could listen to the bells, but the hallway broke in two when Slaughtergarde exploded. The northern wall is a mix of natural rock and dirt (Climb DC 15).



BAPTISMAL FONT

Encounter Level 4

SETUP

The drow rogues here (R) are carefully searching the room, eventually intending to disable the fiery arch, so they take a -5 penalty on their Listen checks in addition to the penalty from the arches. If they're expecting trouble, they have their hand crossbows out and are waiting to ambush the PCs. If they're still working, a DC 26 Listen check (from beyond the southern arch) or a DC 25 Listen check (from beyond the western arch) is sufficient to hear them whispering. Succeeding on the check by 10 or more allows a PC to discern that the rogues are conversing in Elven about their work and the room.

When the PCs enter the room, read:

Two drow in studded leather armor crouch near a demon arch in the southwestern corner of this room. They have rapiers and hand crossbows. In the middle of the room is a pool of still liquid. The pool has an iridescent, oily sheen on the surface, and you can't tell how deep it is.

In the northeastern and northwestern corners of the room are massive statues of sinister elephants. Their trunks point downward, ending just above the surface of the water. They have spiked collars carved around their necks.

TACTICS

On the first round, these two rogues use their hand crossbows against flat-footed PCs if possible, dealing both a dose of poison and 1d6 points of sneak attack damage. Then they flank a foe and attack with their rapiers, maneuvering as necessary to maintain flanking positions as long as possible. When one can't flank, she might Bluff (standard action against an opponent's Sense Motive) to deny her opponent his Dexterity modifier to AC. If she succeeds, she sneak attacks that foe on her next turn.

If reduced to 2 hit points or fewer, a rogue shouts (in Elven), "Aid us, oh favored of Lolth!" Due to the proximity of Lanthurrae, both rogues fight until slain.

2 LOLTH'S STINGS

CR 2

MM 103

hp 7 each (1 HD)

Female drow rogue 1

CE Medium humanoid (elf)

Init +7; Senses darkvision 120 ft.; Listen +7, Spot +7

Languages Abyssal, Common, Elven, Undercommon

AC 16, touch 13, flat-footed 13

Immune sleep

SR 12

Fort +1, Ref +5, Will +1; +2 against spells and spell-like abilities

Weakness light blindness

Speed 30 ft. (6 squares)

Melee mwk rapier +2 (1d6+1/18-20)

Ranged hand crossbow +3 (1d4 plus poison)

Base Atk +0; Grp +1

Atk Options poison (drow sleep poison, DC 13, unconsciousness/unconsciousness for 2d4 hours), sneak attack +1d6

Spell-Like Abilities (CL 1st):

1/day—*dancing lights*, *darkness*, *faerie fire*

Abilities Str 13, Dex 17, Con 12, Int 12, Wis 12, Cha 10

Feats Improved Initiative

Skills Balance +7, Bluff +4, Disable Device +5, Hide +7, Jump +5, Listen +7, Move Silently +7, Search +3, Spot +7, Tumble +7

Possessions masterwork studded leather, masterwork rapier, hand crossbow with 4 poisoned bolts

Light Blindness (Ex) Blinded for 1 round in *daylight*, then dazzled while still in *daylight*.

CONCLUSION

If a battle occurs here, Lanthurrae hears it from T16. She casts *shield of faith* the next round. If the battle is over, a DC 12 Listen check from near the fiery demon arch is sufficient to hear her doing so. A DC 22 Listen check, followed by a successful DC 16 Spellcraft check, is enough to know she cast *shield of faith*.

FEATURES OF THE ROOM

The room has the following features.

Illumination: Both demon arches; 20 feet of bright illumination; 20 feet of shadowy illumination. If an arch is disabled, it stops shedding light.

Fiery Demon Arch: The arch over the western doorway is carved to look like the face and open mouth of a fanged demon. Eyes on the face glow red-orange. If none of the other fiery demon arches have been activated or disabled (see below), sheets of flame swathe this doorway, blocking line of sight and dealing 3d6 points of fire damage to anyone passing through it. Crackling from the flames increases the Listen DCs to hear anything beyond them by 10. The arch has a moderate aura if viewed using *detect magic* (DC 21 Spellcraft check to determine it's evocation). A DC 16 Disable Device check disables this arch, subsequently increasing the danger posed by the remaining active ones.

The fiery demon arches in this part of Slaughtergarde all connect to the same diminished energy source—when they're all working, each deals 1d6 points of fire damage to anyone who passes through. An arch can be disabled by covering some of the faint runes on the floor at its threshold (base Disable Device DC 12). When an arch is disabled, however, more energy enters the other ones. For each disabled arch, add 1d6 fire damage to the other arches and increase the Disable Device DC by 2. When the PCs first explore this part of Slaughtergarde, two of the arches are disabled: one in T5 and one in T13.

A PC who makes a Search or Disable Device check on one of the arches automatically notices if another seems hotter or cooler.

XP Note: Whenever the PCs disable or take damage from a specific fiery demon arch for the first time to pass through it, award XP as if they overcame a CR 3 trap.

Demon Arch: The arch over the southern doorway is carved to look like the face and open mouth of a fanged demon. Eyes in the face glow red-orange, and a glamor of swirling dark violet energy fills the mouth. The arch has a moderate aura if viewed using *detect magic* (DC 21 Spellcraft check to determine it's illusion). A low hum emitted by the arch increases Listen DCs to hear anything beyond it by 10.

Pool: This pool of demonically tainted water was used to baptize new thralls of Mu-Tahn Laa. It's 3 feet deep and still radiates a strong evil aura if viewed using *detect evil*, as well as a strong magic aura if viewed using *detect magic* (DC 21 Spellcraft check to determine it's transmutation).

If a character willingly steps into the pool, roll on the following table. Roll for a new effect each minute the PC remains in the water. A creature that unwillingly enters the pool must make a DC 20 Will save and another saving throw each minute to avoid the effects of the water. Any effect the pool generates can be countered by *remove curse*.

Drinking from the pool has the same effect as willingly entering it, and those who are forced to drink can make a saving throw as indicated earlier. The water tastes foul. Anyone who drinks it is nauseated for 1 minute and sickened for another. Water taken from the baptismal pool is no longer magic.

d%	Effect	Duration
01–05	–6 decrease to a random ability score (minimum 1)	1 hour
06–25	Character's hair turns white	1 month
26–40	Character's skin turns bright red	1 week
41–55	Character's eyes turn white	1 month
56–65	Character speaks Abyssal instead of Common	1 week
66–75	Character grows a sixth finger on each hand	1 week
76–85	Character's ears occasionally emit wisps of steam	1 month
86–90	Character leaves wet footprints	1 week
91–95	Character drools and spits constantly	1 week
96–100	–4 penalty on attacks, saves, and checks	1 hour

Elephant Statues: When Slaughtergarde was a functioning fortress, the trunks on the statues magically circulated the water in the baptismal pool. The magic faded since Slaughtergarde was destroyed, so the water in the pool is stagnant.



SHRINE OF THE CRONE

Encounter Level 6

SETUP

Lanthurrae (L), high priestess and leader of the drow explorers, is trying to activate the altars here by putting offerings in the bowls. If any disturbance happened nearby, Lanthurrae has already cast *shield of faith*. Disabling the fiery arch between T15 and T16 also alerts the priestess. Otherwise, stealthy PCs might surprise her.

When the PCs enter the room, read:

A drow female wearing chainmail and elaborate robes stands in the middle of this octagonal room. To either side of her are muscular gray humanoids wearing loincloths and bearing greataxes. These creatures have no eyes.

Four altars are evenly spaced around the walls. Each has a statue depicting an elderly woman holding a crooked staff. Mosaic footprints lead from southern doors into the middle of the room, then turn west and head underneath double doors in the western wall.

TACTICS

As soon as she senses danger is near, the high priestess casts *shield of faith*. Then she assesses her foes, casting *contagion* (blinding sickness, DMG 292) on someone who seems to be a rogue or arcane spellcaster, and *bestow curse* on someone who looks like a fighter. She follows up by casting *spiritual weapon* (creates a whip), favoring a spellcaster as the target. Her *wand of sound burst* is reserved for clustered PCs she can hit without harming her bodyguards. She uses *hold person* and *cause fear* to buy time and possibly create a good grouping for her wand.

In melee, Lanthurrae favors spontaneously casting *inflict* spells, and her statistics show the damage she deals for exchanging a spell slot of the indicated level for an *inflict* spell. Her dagger attack is weak, and she knows it. She can use her smite power on the first touch attack she makes to deliver an *inflict* spell. Lanthurrae also likes to kill *held* enemies using her *inflict* spells.

If reduced to 15 hit points or fewer, the high priestess casts *invisibility*. She then takes out her *potion of cure moderate wounds* and drinks it. Then she flees through T20 to T21.

HIGH PRIESTESS LANTHURRAE

CR 6

MM 103

hp 31 (5 HD)

Female drow cleric 5

CE Medium humanoid (elf)

Init +2; Senses darkvision 120 ft.; Listen +5, Spot +5

Languages Abyssal, Common, Elven, Undercommon

AC 18, touch 12, flat-footed 16

Immune sleep

SR 16

Fort +5, Ref +3, Will +7; +2 against spells and spell-like abilities

Weakness light blindness

Speed 20 ft. in chainmail (4 squares), base speed 30 ft.

Melee spontaneous *inflict* spell +5 touch (3rd 3d8+5, Will DC 16 half; 2nd 2d8+5; Will DC 15 half; or 1st 1d8+5, Will DC 14 half) or

Melee mwk dagger +6 (1d4–1/19–20)

Base Atk +3; Grp +2

Atk Options smite 1/day (melee attack, +4 attack, +5 damage)

Special Actions rebuke undead 5/day (+4, 2d6+7, 5th), spontaneous casting (*inflict* spells)

Combat Gear *potion of cure moderate wounds*, *pearl of power* (1st), 2 scrolls of *resist energy* (fire), *wand of sound burst* (10 charges)

Cleric Spells Prepared (CL 5th):

3rd—*bestow curse* (DC 16), *contagion*^D (DC 16), *dispel magic*

2nd—*hold person* (2, DC 15), *invisibility*^D, *spiritual weapon*

1st—*cause fear* (2; DC 14), *cure light wounds*, *inflict light wounds*^D, *shield of faith*

0—*detect magic* (2), *cure minor wounds* (3)

D: Domain spell. Domains: Destruction, Trickery

Spell-Like Abilities (CL 5th):

1/day—*dancing lights*, *darkness*, *faerie fire*

Abilities Str 8, Dex 15, Con 12, Int 12, Wis 16, Cha 14

Feats Combat Casting, Weapon Finesse

Skills Concentration +9 (+13 casting defensively), Knowledge (religion) +9, Listen +5, Search +3, Spellcraft +9, Spot +5

Possessions combat gear plus +1 *chainmail*, masterwork dagger

Light Blindness (Ex) Blinded for 1 round in *daylight*, then dazzled while still in *daylight*.

The grimlocks (G) interpose themselves between the PCs and the high priestess, protecting her as best they can. If an enemy is out of commission from *hold person*, they prefer to attack active foes. They fight as long as Lanthurrae does, then they cover her retreat even if it means their deaths.

2 GRIMLOCKS

CR 1

MM 140

hp 11 each (2 HD)

NE Medium monstrous humanoid

Init +1; Senses blindsight 40 ft., scent; Listen +5, Spot +3

Languages Common, Grimlock

AC 15, touch 11, flat-footed 14

Immune gaze attacks, visual effects, illusions

Fort +1, Ref +4, Will +2

Speed 30 ft. (6 squares)

Melee greataxe +4 (1d12+3/×3)

Base Atk +2; Grp +4

Abilities Str 15, Dex 13, Con 13, Int 10, Wis 8, Cha 6

Feats Alertness, Track^a

Skills Climb +4, Hide +3, Listen +5, Spot +3

Possessions greataxe

FEATURES OF THE ROOM

The room has the following features.

Illumination: Demon arch; 20 feet of bright illumination; 20 feet of shadowy illumination. If the arch is disabled, the area is dark.

Ceiling: The ceiling here is 20 feet high.

Fiery Demon Arch: See T15.

Burnished Copper Doors (both sets): Hardness 5; 60 hp each. Open southward; vertical handles on both sides of both doors near where they meet. The doors are closed but unlocked; they have no latch or lock.

Southern Doors: An iron bar leans against the wall to the west of the doors. It takes a move action to pick up the bar and another to thread the bar through the handles. If the doors are barred, it takes a DC 30 Strength check to break the bar and open them.

A DC 15 Listen check is sufficient to hear the low rumbling of the magma hurler in T22.

Western Doors: A DC 22 Listen check is sufficient to hear scuttling from the spiders in T19 and T20.

Altars: The four altars have statues that depict a hideous, bent elderly woman leaning on a crook. The exact pose of the statue varies from altar to altar. Each statue has a silver bowl (20 gp) at its base. What the magic of the altars does is lost to history.

Northwestern Altar: The crone is holding her right arm out with her palm up. Her eyes are closed. The bowl holds 25 pp.

Northeastern Altar: The crone is holding her right arm out with her palm out and fingers curled in a clawing pose. Her fanged mouth is open. The bowl holds a gold necklace worth (400 gp).

Southeastern Altar: The crone is holding her crook out with both hands like it's a divining rod. Here eyes are wide. The bowl holds a vial of pressurized ungol dust (DMG 297; inhaled poison, DC 15, initial damage 1 point of Charisma, secondary damage 1d6 points of Charisma plus 1 point of

CONCLUSION

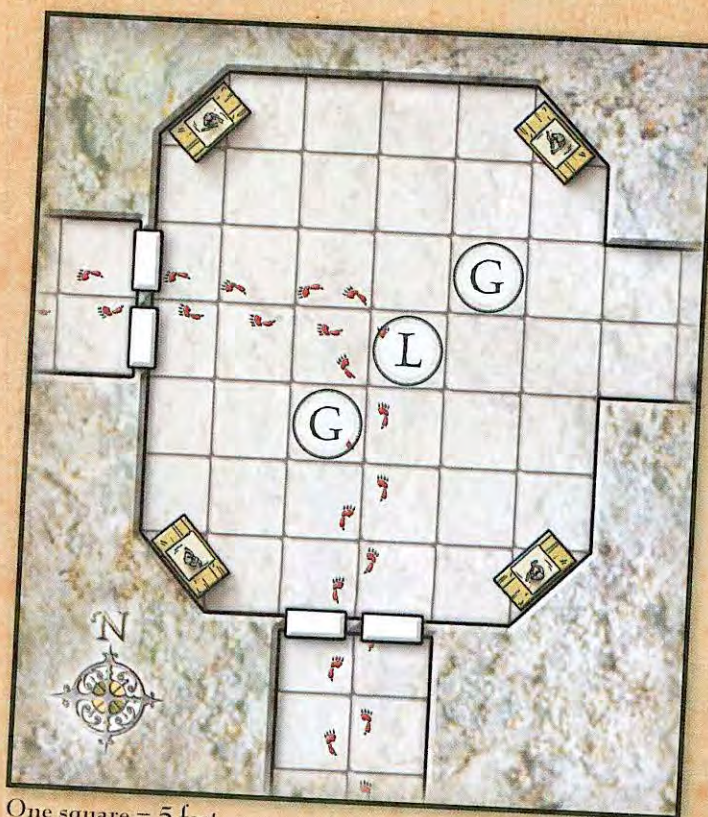
If a battle occurs here, the drow in T15 (if they're still alive) hear it and start to disable the fiery arch. Doing so takes them 6 rounds. They then attack intruders still in this room or try sneak around and find intruders elsewhere in the complex.

If Lanthurrae makes it to T21, she carefully moves past the floor webs and casts *cure light wounds* on herself if she needs to. She hopes the Huge fiendish spider can kill intruders who chase her.

Charisma drain) that flies into the face of the holder if it's opened.

Southwestern Statue: The crone is clutching her crook to her chest with both hands. Her eye sockets are empty. The bowl holds two sapphire rings (150 gp each) and 50 gp.

Each of the altars has a strong aura if viewed using *detect magic* (DC 22 Spellcraft check to determine it's conjuration). An altar can be destroyed (hardness 8, 250 hp). Dealing it half this much damage defaces it enough to ruin its magic.



One square = 5 feet

LIVING PICTURES

Encounter Level 3

SETUP

Lanthurrae stationed a wight (W) here to watch T22. It certainly heard any nearby battles, but it doesn't leave its post. If PCs approach from the north, it can hide at the nearby corner, potentially surprising them.

This area is pictured in the illustration handouts. Show the illustration when the PCs see the wight.

When the PCs reach the alcove, read:

A pale drow that has burning red eyes menaces you from the corner of a sizable alcove in the western wall. Beyond the drow are three large frescoes depicting disturbing images. A demon arch filled with violet energy thrums in the wall to the east. Clawed mosaic footprints run down the hall's center.

CONCLUSION

If a battle occurs here, the acolytes in T18 and Lanthurrae in T16 hear it. They cast spells as shown in their Tactics. A DC 12 Listen check outside the demon arch is sufficient to hear the acolytes preparing for battle. A DC 22 Listen check is sufficient to actually make out what they're casting, and a subsequent DC 16 Spellcraft check is enough to tell what

WIGHT

CR 3

MM 255

hp 26 (4 HD)

LE Medium undead

Init +1; Senses darkvision 60 ft.; Listen +10, Spot +10

Languages Common, Elven, Undercommon

AC 15, touch 11, flat-footed 14

Immune ability damage to physical ability scores, ability drain, critical hits, death effects, disease, energy drain, exhaustion and fatigue, Fort save effects that don't affect objects, mind-affecting spells and abilities, nonlethal damage, paralysis, poison, sleep, stunning

Fort +1, Ref +2, Will +5

Speed 30 ft. (6 squares)

Melee slam +3 (1d4+1 plus energy drain)

Base Atk +2; Grp +3

Attack Options energy drain

Special Actions create spawn

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

SQ undead traits

Feats Alertness, Blind-Fight

Skills Hide +8, Listen +10, Move Silently +16, Spot +10

Energy Drain (Su) Bestows 1 negative level; grants wight 5 temporary hp.

Create Spawn (Su) Humanoids slain become wights in 1d4 rounds.

spells are being cast on a given round.

At the copper door, a DC 6 Listen check is sufficient to hear Lanthurrae's casting (DC 16 to be able to make the DC 16 Spellcraft check).

a glamer of swirling dark violet energy fills the mouth. The arch has a moderate aura if viewed using *detect magic* (DC 21 Spellcraft check to determine it's illusion). A low hum emitted by the arch increases Listen DCs to hear anything beyond it by 10.

Frescoes: The painting on the northwestern wall depicts red dragons and winged demons soaring over a city. On the western wall, two marilith demons (picture on MM 41) have their arms and tails intertwined. Angels hanging from gallows and chained to torture racks are shown to the southwest.

Whenever blood is spilled within 30 feet of the frescoes, the dragons breathe fire on the city, the mariliths writhe in decidedly unwholesome ways, and the angels twist in their nooses and strain against the racks.

Each image has a strong aura if viewed using *detect magic* (DC 18 Spellcraft check to determine it's illusion).

FEATURES OF THE ROOM

The room has the following features.

Illumination: Demon arch (glowing eyes); 20 feet of bright illumination; 20 feet of shadowy illumination.

Burnished Copper Doors (both sets): See T16.

Demon Arch: The arch over the eastern doorway is carved to look like the face and open mouth of a fanged demon. Eyes in the face glow red-orange, and



One square = 5 feet

AUDIENCE HALL

Encounter Level 5

SETUP

If the PCs somehow arrive here without alerting the acolytes, the acolytes (A) are working on searching the room's papers for valuable information. In that case, a DC 12 Listen check at the arch is sufficient to hear them talking. Those who make the check by 10 or more can discern that the conversation is in Elven and about the scrolls and the tediousness of the work.

When the PCs enter the room, read:

Three female drow in robes and chainmail stand before the racks of scrolls that line the walls of this room. On the eastern wall is a massive iron chair, bolted to the floor and buttressed with thick beams. Loose pieces of parchment litter the floor.

3 DROW ACOLYTES

CR 2

MM 103

hp 9 each (1 HD)

Female drow cleric 1

CE Medium humanoid (elf)

Init +2; Senses darkvision 120 ft.; Listen +4, Spot +4

Languages Abyssal, Common, Elven, Undercommon

AC 17, touch 12, flat-footed 15

Immune sleep

SR 12

Fort +3, Ref +2, Will +4; +2 against spells and spell-like abilities

Weakness light blindness

Speed 20 ft. in chainmail (4 squares), base speed 30 ft.

Melee mwk dagger +2 (1d4+1)

Ranged mwk hand crossbow +3 (1d4 plus poison)

Base Atk +0; Grp +1

Atk Options poison (drow sleep poison, DC 13, unconsciousness/unconsciousness for 2d4 hours), smite 1/day (melee attack, +4 attack, +1 damage)

Special Actions rebuke undead 3/day (+0, 2d6+1, 1st), spontaneous casting (*inflict* spells)

Cleric Spells Prepared (CL 1st; 2nd with evil spells):

1st—*divine favor*, *protection from good*^D, *shield of faith*

0—*cure minor wounds* (2), *message*

D: Domain spell. Domains: Evil, Destruction

Spell-Like Abilities (CL 1st):

1/day—*dancing lights*, *darkness*, *faerie fire*

Abilities Str 13, Dex 14, Con 12, Int 12, Wis 15, Cha 10

Feats Combat Casting

Skills Concentration +5 (+9 casting defensively), Knowledge (religion) +5, Listen +4, Search +3, Spellcraft +5, Spot +4

Possessions masterwork chainmail, masterwork dagger, masterwork hand crossbow with 4 poisoned bolts

Light Blindness (Ex) Blinded for 1 round in *daylight*, then dazzled while still in *daylight*.

TACTICS

If the acolytes have forewarning of intruders, they cast spells on themselves, limited by the time they have.

Round 1: *Shield of faith*.

Round 2: *Divine favor*.

Round 3: *Protection from good*.

In a battle, two rush forward and attack with daggers, using their smite power on the first attack. The third one hangs back, firing her hand crossbow. Desperate to impress the high priestess, they fight until slain.

FEATURES OF THE ROOM

The room has the following features.

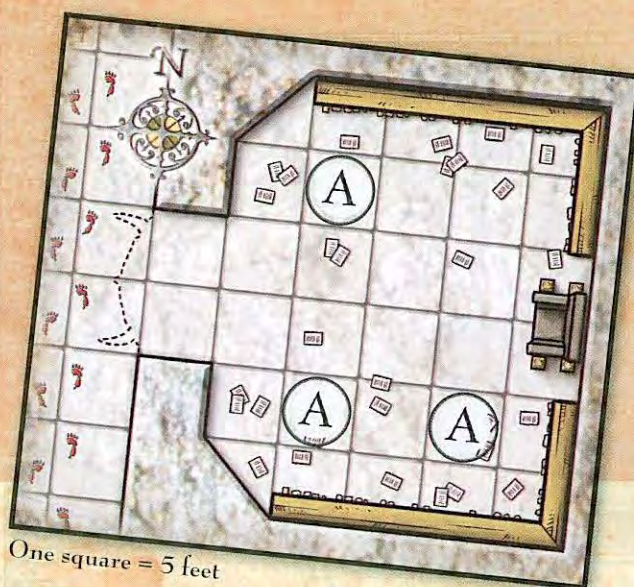
Illumination: Demon arch (glowing eyes); 20 feet of bright illumination; 20 feet of shadowy illumination.

Demon Arch: See T17.

Scroll Racks: The wooden racks hold hundreds of scrolls originally placed here for the reference of the demon lord hearing petitions. During the Battle of Slaughtergarde, this room was sacked, so the scrolls are in disarray, some lying on the floor, others burned, and still others torn apart.

PCs who examine the scrolls and can read the Abyssal language see that they all list names—the cultists, mercenaries, and evildoers who fought for Slaughtergarde when it was transposed to the Material Plane.

Throne: Fashioned for a Large creature, this chair retains a dim aura of evil if viewed using *detect evil*.



COLLAPSED ROOM

Encounter Level 3

SETUP

Their tremorsense alerts the spiders (S) to the PCs right after the characters come out of T16. They don't attack drow, so they wait to see who's coming.

When the PCs leave T16, read:

Mosaic footprints depicting clawed feet run west to a wide T-intersection. There they turn south.

When the PCs reach the doorway, read:

Three spiders the size of wolves creep along the floor of this chamber, the northern end of which has clearly collapsed. Marble debris litters the southwestern corner, and a statue of a robed human male sitting cross-legged is in the southeastern corner. Carved into the southern wall are inscriptions in a strange language.

CONCLUSION

If a battle occurs here, you can have the spiders from T20 join the fight. Roll initiative for them at the start of the third round, placing them in the hall just outside T20.

3 HUNTING SPIDERS

MM 288

hp 11 each (2 HD)

N Medium vermin

Init +3; Senses darkvision 60 ft., tremorsense 60 ft.; Listen +0, Spot +8

Languages —

AC 14, touch 13, flat-footed 11

Immune mind-affecting spells and abilities

Fort +4, Ref +3, Will +0

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

Melee bite +4 (1d6 plus poison)

Base Atk +1; Grp +1

Atk Options poison (DC 12, 1d4 Str/1d4 Str)

Abilities Str 11, Dex 17, Con 12, Int —, Wis 10, Cha 2
SQ vermin traits

Feats Weapon Finesse^B

Skills Climb +11, Hide +7, Jump +14, Listen +0, Spot +8

CR 1

FEATURES OF THE ROOM

The room has the following features.

Illumination: It's dark here.

Cave-In: This room used to be a lot bigger, and it had more statues. The northern wall is a mix of natural rock and dirt (Climb DC 15).

Statue: The statue in the southeastern part of the room depicts a bald, elderly human male. He's wearing ornate robes and sitting cross-legged on a carpet (the details of which are carved into the stone floor). A DC 15 Search check is sufficient to see that the statue is an extrusion of the floor, not a separate piece of stone.

An inscription in Abyssal on the eastern wall behind the statue reads, "Shahd Bahkhut the Mad, Architect of Slaughtergarde."

Broken Statue: This statue was once that of a succubus clad in robes, but it was dashed into hundreds of pieces when Slaughtergarde was destroyed. Nothing short of a *make whole* spell or similar magic reveals what the statue was supposed to look like. The light rubble marked on the map increases the DC of Balance and Tumble checks by 2.

An inscription in Abyssal on the western wall near the debris reads, "Minauchtra the Brazen, Corruptor of Souls."

Inscription: Carved into the masonry along the southern wall in imposing Abyssal letters is a message that reads, "Gaze and be inspired! The champions in this chamber have served Mu-Tahn Laa long and well. They have been found worthy in his fiery gaze. Treat their words as the expressed will of Mu-Tahn Laa. Strive fiercely for Slaughtergarde, that someday you might join the champions assembled here!"



One square = 5 feet

SANCTUARY

Encounter Level 3

SETUP

Hiding among the cobwebs are web-spinning spiders. If the PCs don't spot them, the spiders (S) receive a surprise round. Like their cousins in T19, they wait until they see intruders or sense a fight before attacking.

When the PCs near the room, read:

The hallway widens to reveal a room where cobwebs hang from the ceiling, and slightly sticky webbing blankets the floor. To the east are pews running north-south. Despite the webbing, you can see that mosaic footprints continue south through this room to a set of copper doors.

When the spiders reveal themselves, add:

Three spiders as big as dwarves skitter out from behind the cobwebs.

3 WEB-SPINNING SPIDERS

CR 1

MM 288

hp 11 each (2 HD)

N Medium vermin

Init +3; Senses darkvision 60 ft., tremorsense 60 ft.;

Listen +0, Spot +4

Languages —

AC 14, touch 13, flat-footed 11

Immune mind-affecting spells and abilities

Fort +4, Ref +3, Will +0

Speed 30 ft. (6 squares), climb 20 ft.

Melee bite +4 (1d6 plus poison)

Ranged web +4 touch (entangle)

Base Atk +1; Grp +1

Atk Options poison (DC 12, 1d4 Str/1d4 Str)

Abilities Str 11, Dex 17, Con 12, Int —, Wis 10, Cha 2

SQ vermin traits

Feats Weapon Finesse^B

Skills Climb +11, Hide +7 (+11 in webs), Jump +0, Listen +0, Move Silently +3 (+11 in webs), Spot +4

Webs (Ex) A spider can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Small size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 12 Escape Artist check or burst the web with a DC 16 Strength check. The web has 6 hp.

TACTICS

These spiders try to entangle Small PCs first, and then they move in to bite entangled enemies. They don't risk attacks of opportunity to do so, however.

FEATURES OF THE ROOM

The room has the following features.

Illumination: It's dark here.

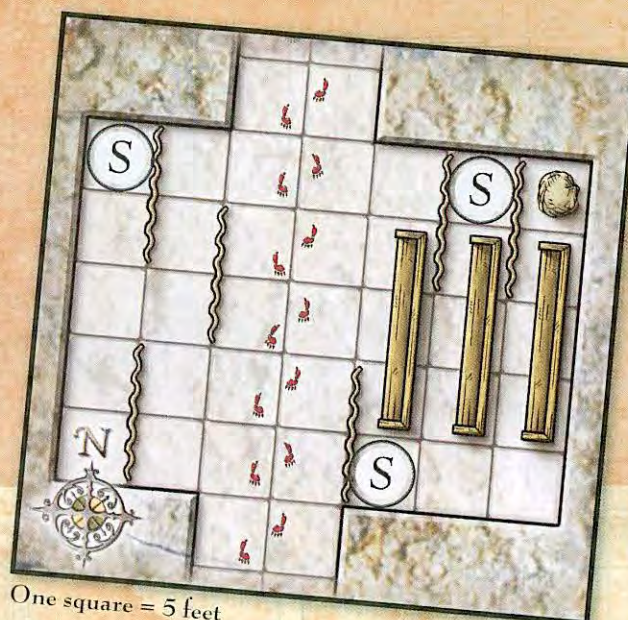
Burnished Copper Doors: Hardness 5; 60 hp each. Open southward; vertical handles on both sides of both doors near where they meet. The doors are closed but unlocked; they have no latch or lock.

A DC 23 Listen check is sufficient to hear the raspy breathing of the Huge spider in T21.

Cobwebs: These sheets of webbing aren't sticky, but they obstruct vision. They provide concealment (20% miss chance) for anyone behind them, but they don't obstruct movement. They aren't magic webs, so they don't burn.

Pews: These wooden pews provide cover (+4 to AC, +2 on Reflex saves) for Small PCs, but they make maneuvering difficult. It takes 2 squares of movement to move through a pew square. As a move action, a creature can step up and stand on a pew. Creatures on the pews gain a +1 bonus on melee attack rolls against foes on the floor.

Cocoon: Inside is a Medium humanoid, hanging upside down. If the PCs cut open the webbing (6 hp), they find the corpse of a drow male who angered Lanthurrae. He has a masterwork rapier, masterwork studded leather, and a key that opens footlocker 2 in T7.



SHRINE OF THE DEATH-DEALER

Encounter Level 7

SETUP

The fiendish spider here (S) doesn't react to sounds outside the doors. When you show PCs the map for this room, don't show them the floor webbing marked on the map. See the Floor Webs section.

When the PCs enter the room, read:

A red-eyed spider the size of a small hut crouches to the south. Beyond it, upon a black altar, an idol of a hulking figure wearing spiked armor and wielding a halberd glows with baleful green light. The western wall of the room is an avalanche of stone and dirt, and this cavernous chamber might be natural. It's hard to make out details. Thick webs that have bones among them enshroud the room and obscure the floor, but it seems like something on the altar is glittering in the green light.

FLOOR WEBS

Sticky webbing is spun across the floor as marked on the map. When a character is about to step into a square that has floor webs, have that PC make a DC 20 Spot check. Success indicates the character catches a glimpse of webbing on the floor and can choose whether to proceed. Anyone who doesn't spot the webbing walks right into it.

Walking into one of the webbed spaces entangles as the spider's web (see Webs in the statistics). In addition to making Escape Artist or Strength checks to pull free, an entangled PC can attack the floor webs. Hitting them is automatic; they have hardness 5 and 14 hit points.

Scanning the room for more webs takes a standard action and a successful DC 20 Spot check. Success reveals the floor webs nearest the PC, and a character can describe its location to allies as a free action. Put the floor web on the map when that happens.

The fiendish spider can walk through its floor webs with impunity.

HUGE FIENDISH SPIDER

CR 7

MM 107 and 289

hp 52 (8 HD); DR 5/magic

NE Huge magical beast (augmented vermin, extraplanar)

Init +3; Senses darkvision 60 ft., tremorsense 60 ft.;

Listen +0, Spot +4

Languages —

AC 16, touch 11, flat-footed 13

Immune mind-affecting spells and abilities

Resist cold 10, fire 10; SR 13

Fort +8, Ref +5, Will +2

Speed 30 ft. (6 squares), climb 20 ft.

Melee bite +8 (2d6+6 plus poison)

Ranged web +7 touch (entangle)

Space 15 ft.; Reach 10 ft.

Base Atk +6; Grp +18

Atk Options poison (DC 16, 1d8 Str/1d8 Str), smite good
1/day (+8 damage against good foe)

Abilities Str 19, Dex 17, Con 14, Int —, Wis 10, Cha 2

SQ vermin traits

Feats —

Skills Climb +12, Hide -1 (+7 in webs), Jump +4, Listen +0,
Move Silently +3 (+11 in webs), Spot +4

Webs (Ex) A spider can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Large size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 16 Escape Artist check or burst the web with a DC 20 Strength check. The web has 14 hp.

TACTICS

The fiendish spider is a cunning killer. On the first round, it skitters to one side of the room, then shoots an entangling web at the nearest foe. During the second round, it moves to the other side, hoping to draw its attackers into another section of floor web. Between the floor webs and the webs it slings, the spider tries to keep the PCs split up. It then uses its superior reach and potent poison to take them down one by one.

The spider is smart enough to fling the doors open or slam them closed with its legs.

FEATURES OF THE ROOM

The room has the following features.

Illumination: Glowing idol; 10 feet of bright illumination; 10 feet of shadowy illumination.

Ceiling: The ceiling here is 20 feet high.

Burnished Copper Doors: See T20.

Walls: Unlike the masonry prominent throughout this part of Slaughtergarde, this room is walled with solid slabs that have intentionally been carved to look like natural stone. A DC 20 Search check made on any section of wall is sufficient to find a stray chisel mark or other indication that the walls aren't as natural as they appear.

Mosaic Footprints: If the players ask about the mosaic, tell them the webbing in the room obscures the floor. The mosaic actually does continue through this room, turning west and disappearing under the cave-in.

Cave-In: Before Slaughtergarde's destruction, this shrine led to more passageways and more shrines, but they're lost forever. The western wall is a mix of natural rock and dirt (Climb DC 15).

Altar: The altar radiates a strong aura if viewed using *detect magic* (DC 22 Spellcraft check to determine its divination). The altar can be destroyed (hardness 8, 250 hp). Dealing it half this much damage defaces it enough to ruin its magic.

Any evil cleric who prepares spells in front of the altar can prepare divination spells as if they were one level lower. In the last few months, Lanthurrae has used the power of the altar to prepare *divination* as a 3rd-level spell. But she senses the risk involved with using the altar, so she's reluctant to do it too often.

A cleric must succeed on a DC 20 Will save every time the altar's power is used to prepare spells. Each failed save earns the cleric a negative level that goes away automatically when 24 hours have elapsed.

The statue of the halberdier atop the altar has a divination quality as well. If a creature places an item or items worth at least 50 gp on the altar, the halberdier intones a sentence or two of prophetic wisdom. While accurate, the altar doesn't respond to specific questions. It speaks without regard to those standing before it, and it treats all comers as if they seek evil ends.

Tailor prophecies to specific events in your campaign. If you have plans for events beyond *Shattered Gates of Slaughtergarde*, you can foreshadow them here. You can add hints about the armory section of Slaughtergarde, as well as meaningless or humorous phrases. For example:

"Beware the Knights Luminous, for they seek to keep us forever buried."

"Beneath the mark left by this dread mountain, a doorway to our home will open soon."

"Within Sumberton, a tenebrous evil grows. Seek allies there."

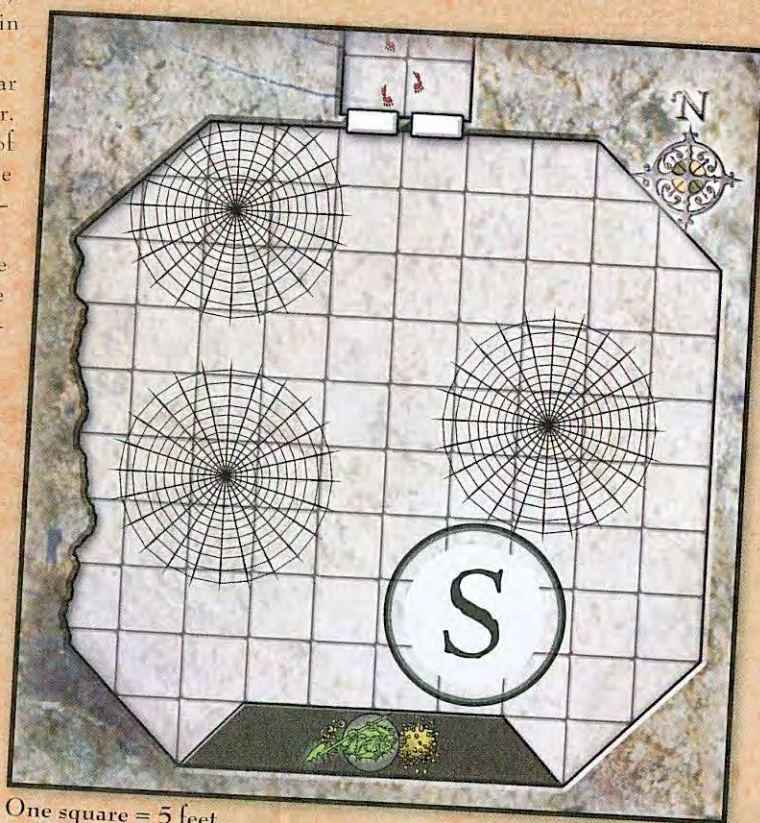
"The Regalia of the Screaming Sorcerer will one day be reunited, but only after his scepter is retrieved from the depths of the Vaathwood."

"Beware the red poppies that travel on the wind."

"When songbirds fall from the sky, sharpen your blade, and loosen your boots."

Atop the altar are 300 gp and silver bracers that are inlaid with jade (200 gp). If the PCs take the items, the halberdier says, "Leave the homage you've paid for foresight, or face the future without knowledge." This serves as a hint that the statue can speak, but the halberdier won't speak to the specific PC who took the treasure unless the items are returned to the altar. It doesn't give a prophecy when the items are returned.

If addressed with a question about its function, the statue replies, "My sight transcends time, but my advice comes only with sacrifice."



One square = 5 feet

STATUE HALL

Encounter Level 4

SETUP

This is a room beyond the control of the drow—it's home to a magma hurler (M) that has guarded it since the destruction of Slaughtergarde. The magma hurler doesn't react to PCs until they enter the room or attack it. Stealthy PCs might be able to surprise or sneak past the hurler.

This area is pictured in the illustration handouts. Show the illustration as you describe the room.

When the PCs have a good view of the room, read:

A figure made entirely out of molten lava strides among the statues in this room, leaving a pall of smoke behind it. In the northern section is a massive sarcophagus with a marble statue atop it of a cloaked figure wielding a scythe and riding a horse that has fiery hooves. In the southern part is a collection of macabre statues, most depicting fiends. Two fiery demon arches are in the southwestern corner. Near these appear to be chests and scattered coins

The mosaic footprints lead from the double doors in the east past the sarcophagus and up the northern corridor.

TACTICS

The magma hurler prefers to hurl its magma balls, so it takes 5-foot steps to make its ranged attack while avoiding attacks of opportunity from melee combatants. If it would take an attack of opportunity for making a ranged attack, it does so on a 1 to 3 on a d6.

If the PCs flee beyond the room, the magma hurler doesn't chase them. It does keep hurling magma balls at them as long as it has line of sight to do so.

FALSE TREASURE

Four chests of coins appear to be in this room, two at the base of the hezrou's statue in the northwestern corner and two in the southwestern corner. Each is a lure for the unwary that the original inhabitants of Slaughtergarde knew to avoid.

Coins picked up off the floor (35 of them are scattered about) disappear in a flash of baleful green light

ADVANCED MAGMA HURLER

CR 4

Miniatures Handbook 65

hp 69 (6 HD)

CE Medium elemental (earth, extraplanar, fire)

Init +5; Senses darkvision 60 ft.; Listen +6, Spot +5

Languages Ignan

AC 15, touch 11, flat-footed 14; can't be flanked

Immune critical hits, fire, paralysis, poison, sleep, stunning

Fort +12, Ref +6, Will +5

Weakness vulnerable to cold (+50% damage)

Speed 20 ft. (4 squares)

Melee slam +12 (1d6+12)

Ranged magma ball +6 (3d10+8 plus 1d6 fire)

Base Atk +4; Grp +12

Abilities Str 26, Dex 13, Con 24, Int 7, Wis 12, Cha 11

Feats Improved Initiative, Iron Will, Weapon Focus (magma ball)

Skills Listen +6, Spot +5

Magma Ball (Ex) A magma hurler can spit a ball of magma into its hand as move action; it can throw the ball as standard action. Range increment 30 feet (150 feet maximum).

accompanied by a scream of agony. If a chest is opened and the coins within touched, all its contents scream and disappear similarly in a cascade of screaming and light, creating an effect like a thunderstone combined with a *glitterdust* spell. Each character within a 10-foot-radius spread must succeed on a DC 14 Will save or be blinded and take a –40 penalty on Hide checks for 10 rounds. Further, every creature within a 10-foot radius must succeed on a DC 15 Fortitude save or be deafened for 1 hour. These chests radiate a faint aura if viewed using *detect magic* (DC 16 Spellcraft check to determine its conjuration). No way exists to “disarm” the coins, which do not reappear once they go off.

The chests are ancient relics that might be worth 50 gp each to a collector once their noisy contents have been removed.

CONCLUSION

If a battle occurs here, or screams issue from the room's strange treasure, the acolytes in T18 hear it and Lanthurrae and her grimlocks might hear it (T16; Listen DC 7; Listen +5). Those who hear cast their preparatory spells as described in their Tactics.

FEATURES OF THE ROOM

The room has the following features.

Illumination: Magma hurler; 20 feet of bright illumination; 20 feet of shadowy illumination.

Demon Arches; 20 feet of bright illumination; 20 feet of shadowy illumination. If an arch is disabled, it stops shedding light.

Ceiling: The ceiling here is 20 feet high.

Burnished Copper Doors: Hardness 5; 60 hp each. Open eastward; vertical handles on both sides of both doors near where they meet. The doors are closed but unlocked; they have no latch or lock, but they are barred (see below).

An iron bar is threaded through the handles on the eastern side. It takes a move action to remove the bar (from the east only) or a DC 30 Strength check to break the bar.

A DC 8 Listen check is sufficient to hear occasional grunts from the grimlocks in T2 if they're still alive.

Fiery Demon Arches: The arch over each of the western and southern doorways is carved to look like the face and open mouth of a fanged demon. Eyes on each face glow red-orange. If none of the other fiery demon arches have been activated or disabled (see below), sheets of flame swathe each doorway, blocking line of sight and dealing 3d6 points of fire damage to anyone passing through it. The arches emit crackling that increases Listen DCs to hear anything beyond them by 10. Each has a moderate aura if viewed using *detect magic* (DC 21 Spellcraft check to determine its evocation). A DC 16 Disable Device check disables an arch, subsequently increasing the danger posed by the remaining active ones.

The fiery demon arches in this part of Slaughtergarde all connect to the same diminished energy source—when they're all working, each deals 1d6 points of fire damage to anyone who passes through. An arch can be disabled by covering some of the faint runes on the floor at its threshold (base Disable Device DC 12). When an arch is disabled, however, more energy enters the other ones. For each disabled arch, add 1d6 fire damage to the other arches and increase the Disable Device DC by 2. When the PCs first explore this part of Slaughtergarde, two of the arches are disabled: one in T5 and one in T13.

A PC who makes a Search or Disable Device check on one of the arches automatically notices if another seems hotter or cooler.

XP Note: Whenever the PCs disable or take damage from a specific fiery demon arch for the first time to pass through it, award XP as if they overcame a CR 3 trap.

Statues: Not including the sarcophagus, the statues here are artworks, not depictions of specific champions of the Slaughtergarde forces. PCs who have ranks in Knowledge (the planes)

might know what kind of demons the statues represent; everyone else just knows that they're "fiends." Specifically, the statues are:

A Large toadlike creature with an immense maw and spines running down its back. This is a hezrou (picture on MM 43). The Knowledge (the planes) DC to identify is 21.

A beautiful, bat-winged woman. This is a succubus (picture on MM 45). The Knowledge (the planes) DC is 17.

A four-armed insectile biped with a trident. This is a mezzoloth (picture on MM 3 201). The Knowledge (the planes) DC is 16.

A gaunt creature with vicious fangs and a curved horn rising from the back of its head. This is a babau (picture on MM 43). The Knowledge (the planes) DC is 16.

A distorted version of a human woman that has warty skin and clawed hands. This is a night hag (picture on MM 193). The Knowledge (the planes) DC is 17.

A Large vulture-headed demon that has wings, wiry limbs, and long claws. This is a vroek (picture on MM 48). The Knowledge (the planes) DC is 19.

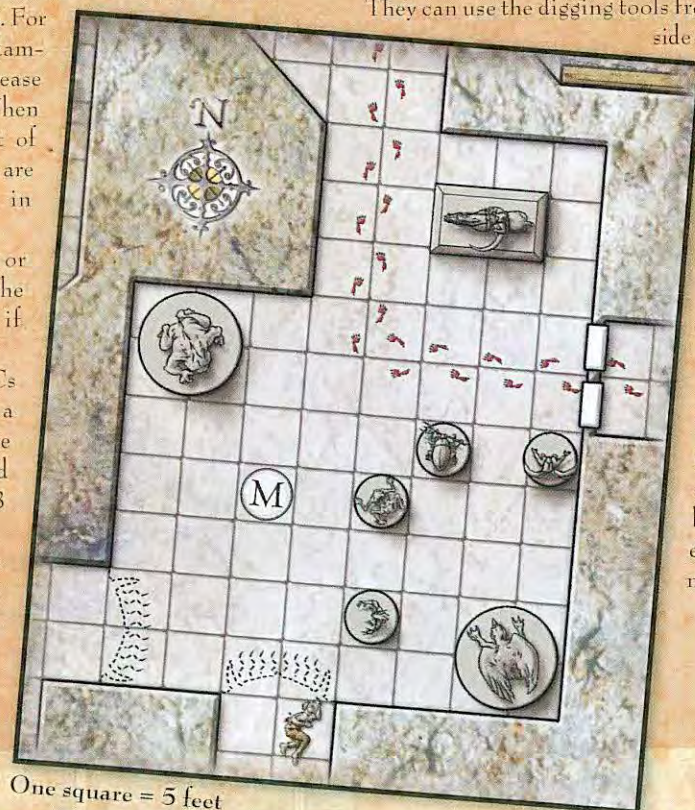
Sarcophagus: The statue atop the sarcophagus stretches nearly to the ceiling, and a DC 15 Knowledge (the planes) check identifies the "horse" as a nightmare. An Abyssal inscription around the base says, "Here lies Goramnus, harvester of good and evil alike. Fight well for Slaughtergarde, lest he awaken and find you unworthy."

Inside are the bones of Goramnus, a blackguard of great repute who died several centuries before Slaughtergarde was built. Goramnus is just an ordinary skeletal corpse. He was interred with some ceremonial regalia, a *dragonrider shield* (red dragon, *Player's Guide* 15), and a +1 *longsword*.

Because of the statue, the sarcophagus lid weighs about 6,000 pounds. Lifting it requires a Strength score far beyond what the PCs can muster. Curious PCs won't let a heavy lid stop them, however.

They can use the digging tools from T3 to crack open the side of the sarcophagus (hard-

ness 8, 120 hp). If the PCs tie a rope to the top of the statue and all pull in concert, a DC 30 Strength check is enough to tip the statue and bring it crashing down. One PC makes the check while other make DC 10 Strength checks. Those who succeed on the DC 10 Strength checks grant the PC making the overall Strength check a +2 bonus. The PCs know that either of these tactics can make a lot of noise.



One square = 5 feet

SACRIFICE QUARTERS

6 STIRGES

MM 236

hp 5 each (1 HD)

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 (AC 12 when attached)

Fort +2, Ref +6, Will +1

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

Melee pincers +7 melee touch (attach)

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

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

Special Actions drain blood (see Tactics)**Abilities** Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6**Feats** Alertness, Weapon Finesse^B**Skills** Hide +14, Listen +4, Spot +4

CR 1/2

Encounter Level 4

SETUP

One stirge (S) is just inside the tunnel shown on the map, and if it notices the PCs, all the stirges fly into the room. Stealthy groups without light sources might avoid notice.

When the PCs enter the room, read:

Neatly made beds line this room's northern and southern walls. A padded manacle with a four-foot chain bolted to the floor is at the foot of each bed. The western wall is an avalanche of rock and dirt unlike the masonry on the other walls.

Strange creatures that look like bats with needlelike snouts suddenly fly from a crevice there.

FEATURES OF THE ROOM

The room has the following features.

Illumination: Demon arch; 20 feet of bright illumination; 20 feet of shadowy illumination. If the arch is disabled, the area is dark.

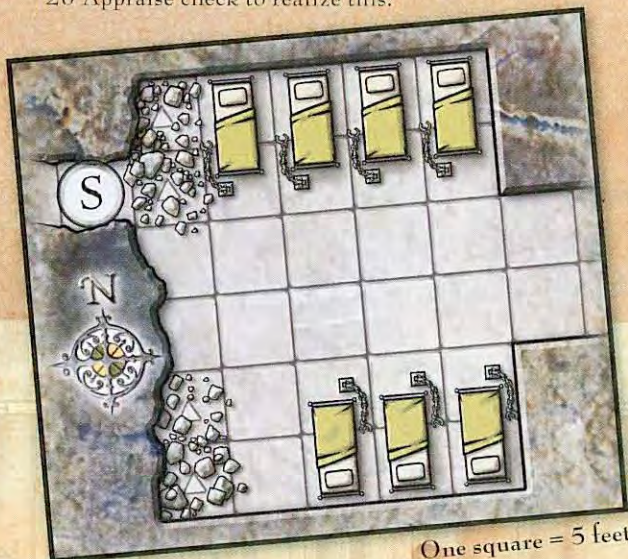
Fiery Demon Arch: See T22.

Cave-In: This was a much larger room before Slaughtergarde was rent asunder. The western wall is a mix of natural rock and dirt (Climb DC 15).

Light Rubble: The light rubble marked on the map increases the DC of Balance and Tumble checks by 2.

Tunnel: This tunnel is a foot in diameter. It rises steeply, reaching the surface in about 200 feet.

Beds: The beds were for those waiting to be sacrificed at one of Slaughtergarde's altars. By Mu-Tahn Laa's order, victims were kept comfortable until their turn. Seven sets of silk sheets here are worth 50 gp each, but it takes a DC 20 Appraise check to realize this.



TACTICS

The stirges split up among the PCs. Stirges have no reach, so they have to enter their target's square to attack. PCs who aren't flat-footed can make attacks of opportunity against stirges that do so. The stirges can't hover, so they have to fly at half speed each round to stay aloft, possibly provoking attacks of opportunity.

If a stirge starts its turn attached to a PC, it automatically deals 1d4 points of Constitution damage. Even if the damage roll indicates a stirge could deal more than 4 points of Constitution damage, no single stirge can deal more than that—it's full of blood. A stirge that has consumed 4 points of Constitution detaches and flies for the tunnel, withdrawing if possible.

REMOVING A STIRGE

Characters can grapple attached stirges or attack them with melee weapons. Those who make a successful unarmed melee touch attack against an attached stirge can make a grapple check to gain a hold. Attached stirges can't make attacks of opportunity. A PC who has a hold on a stirge can remove that stirge by making another successful grapple check to pin it.

SHATTERED GATE

Encounter Level 5

SETUP

The whitespawn hordelings are incapable of moving or acting until the PCs free them. The Shattered Gate in Features of the Room describes how that might happen.

The gate is pictured in the illustration handouts. Show the illustration as you describe the room.

When the PCs enter the room, read:

A massive stone gate, like the one you found among the goblins, dominates the western end of this room. Parts of the arch have sagged and crumbled, and entire blocks are missing. This gate has a shimmering gray field. Black cracks radiate out from the center, making it look like an immense shattered mirror.

Four small figures have emerged halfway from whatever lies beyond the gray field. They have dragonlike heads, white scaly skin, and stubby wings.

The floor is littered with crumbling skeletons.

4 WHITESPAWN HORDELINGS

CR 1

MM4 156

hp 13 each (2 HD)

CE Small monstrous humanoid (cold, dragonblood)

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

Languages Draconic

AC 13, touch 11, flat-footed 13

Immune cold

Fort +2, Ref +3, Will +2

Weakness vulnerability to fire (+50% damage)

Speed 40 ft. (8 squares), fly 20 ft. (clumsy)

Melee short sword +3 (1d4/19–20) and

bite +1 (1d4) or

Melee short sword +1/+1 (1d4/19–20) and

bite +1 (1d4)

Ranged dart +3 (1d3)

Base Atk +2; Grp -2

Special Actions breath weapon

Abilities Str 11, Dex 10, Con 14, Int 4, Wis 9, Cha 9

Feats Multiattack, Two-Weapon Fighting^a

Skills Balance +10, Climb +5, Hide +4, Jump +4,

Listen -1, Spot -1

Possessions 2 short swords, 4 darts

Breath Weapon (Su) 30-ft. cone, once every 1d4

rounds, damage 1d6 cold, Reflex DC 13 half.

FEATURES OF THE ROOM

The room has the following features.

Illumination: Shattered gate; 10 feet of bright illumination; 10 feet of shadowy illumination.

Shattered Gate: The gate on the western wall is irretrievably ruined. It's similar to the gates in L17 and A19. Despite being broken, it has a faint aura if viewed using *detect magic* (DC 24 Spellcraft check to determine its conjuration).

The gate has four whitespawn hordelings sticking halfway out of it, caught between planes when the gate was shattered. They're paralyzed when the PCs first enter the room, and they stay that way until the PCs do what's required to release them.

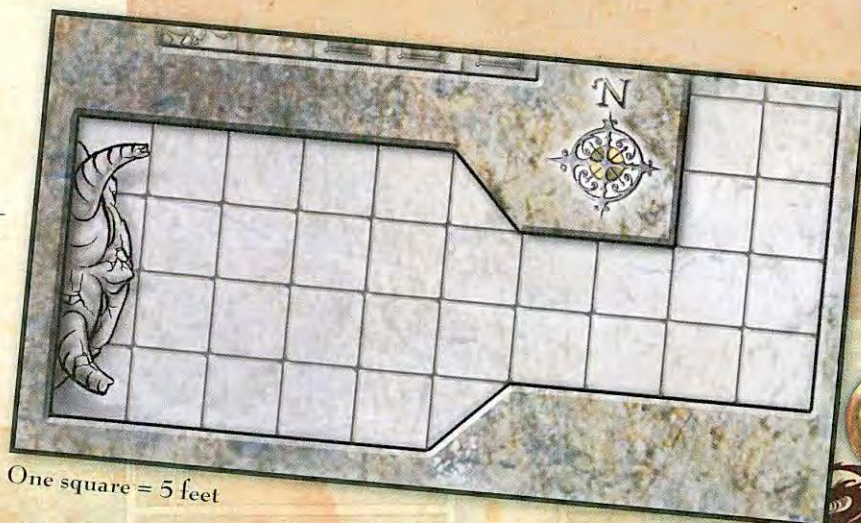
The faintest amount of kinetic energy frees a whitespawn hordeling. If anything touches or attacks one, it fully emerges from the shattered gate and attacks.

Proximity to an ongoing spell or spell-like ability also frees a whitespawn hordeling. If a PC steps adjacent to a whitespawn hordeling, find out whether that PC has any ongoing magic effects. If so, then the shattered gate makes a dispel check against each effect in turn (1d20 + 10 for the dispel check; the DC is 11 + the spell's caster level). Each successful dispel check ends the effect it dispelled and frees one whitespawn hordeling.

This shattered gate has the sigil that the gate in A19 lacks. It takes a DC 10 Craft (masonry) check to remove the glyph.

Skeletons: The skeletons were all soldiers who perished in a great explosion when the gate shattered. PCs who make successful DC 15 Spot checks notice that they're all facing the same direction and that many of the bones have been sawed apart (by the horror in T25). None are armed or armored.

Every square is filled with bones. They increase the DC of Balance and Tumble checks by 2, but they just crumble when stepped on.



MIRROR HALL

Encounter Level 4

SETUP

The electrum clockwork horror (E) was trapped here after the fiery arches stopped responding to its medallion. It shoots any creature that enters. It's silent until it attacks, so it probably surprises the characters.

PCs who make DC 15 Intelligence checks realize they saw this room through the magic mirror in L11.

When the PCs move into the room, read:

In the center of the room is a metallic scarablike creature the size of a dog. It squats among several piles of metal. With a whir, it hunches to life, a blade buzzing where its mouth should be.

The corpse of a drow female in studded leather armor lies at your feet. Mirrors that have green glowing frames hang from the walls.

ELECTRUM CLOCKWORK HORROR

CR 4

MM2 47

hp 32 (4 HD)

LE Small construct

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

Languages Clockwork Horror

AC 19, touch 12, flat-footed 18

Immune ability damage and drain, critical hits, death effects, disease, electricity, energy drain, exhaustion and fatigue, Fort save effects that don't affect objects, mind-affecting spells and abilities, necromancy effects, nonlethal damage, paralysis, poison, sleep, stunning

SR 17

Fort +1, Ref +2, Will +3

Weakness *shatter* blinds it for 1d4+1 rounds

Speed 30 ft. (6 squares)

Melee razor saw +5 (1d8+1)

Ranged pressure dart +5 (2d4+1)

Base Atk +3; Grp +1

Abilities Str 12, Dex 13, Con —, Int 5, Wis 14, Cha 5

SQ construct traits

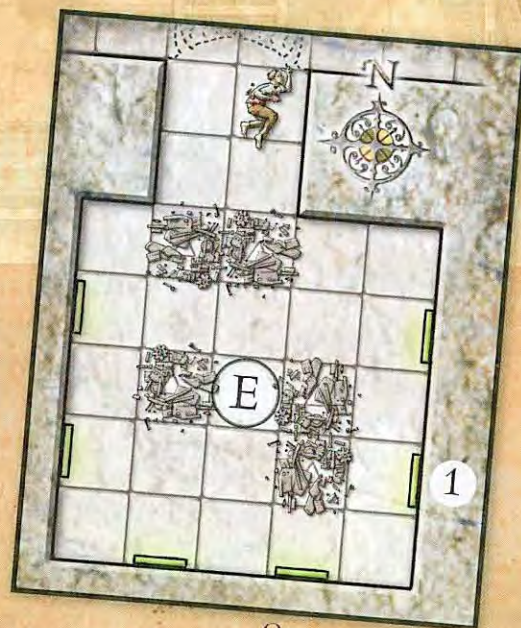
Feats Point Blank Shot, Precise Shot

Skills Climb +8, Listen +2, Spot +2

Possessions built-in Slaughtergarde medallion (claw)

MEDALLION

This round piece of electrum has a stylized claw sigil on it, is worth 75 gp, and has a faint aura if viewed using *detect magic* (DC 18 Spellcraft check to determine its abjuration). If the PCs take the medallion, they can use it in the Slaughtergarde armory.



FEATURES OF THE ROOM

The room has the following features.

Illumination: Demon arch; 20 feet of bright illumination; 20 feet of shadowy illumination. If the arch is disabled, it stops shedding light.

Glowing Mirror Frames: shadowy illumination fills the room if the mirror frames are the only light.

Fiery Demon Arch: See T22.

Drow Corpse: The clockwork horror killed this drow. She has masterwork studded leather and a hand crossbow.

Scrap Piles: The clockwork horror scavenged arms from the fallen shortly after Slaughtergarde's destruction. It cut most of the metal into pieces. A breastplate, a masterwork rapier, a chain shirt, and two heavy steel shields remain.

Squares on the map show the piles. Each square marked as a pile costs 2 squares of movement to enter. Balance and Tumble DCs increase by 5, and Move Silently DCs increase by 2.

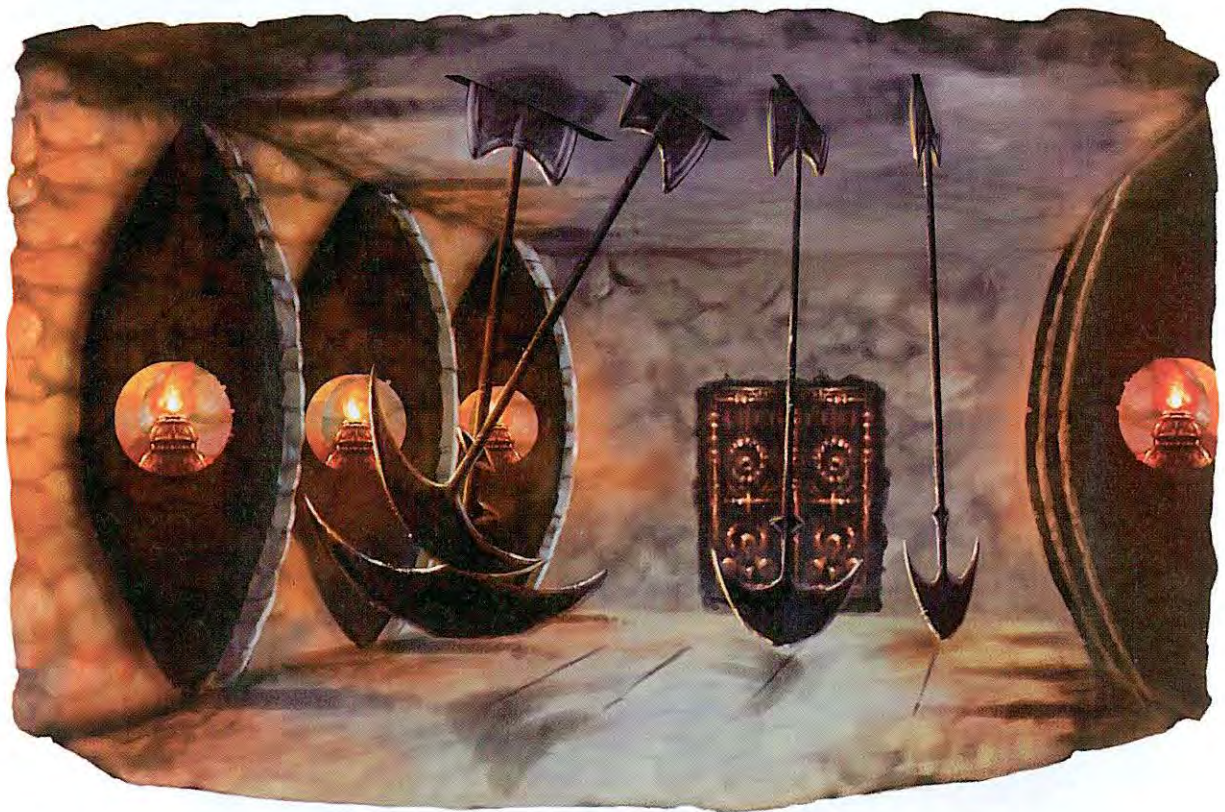
Mirrors: All the mirrors have a faint aura if viewed using *detect magic* (DC 18 Spellcraft check to determine its illusion).

Intact Mirror: The mirror marked with a 1 functions. It looks into L11. When someone looks into it, read:

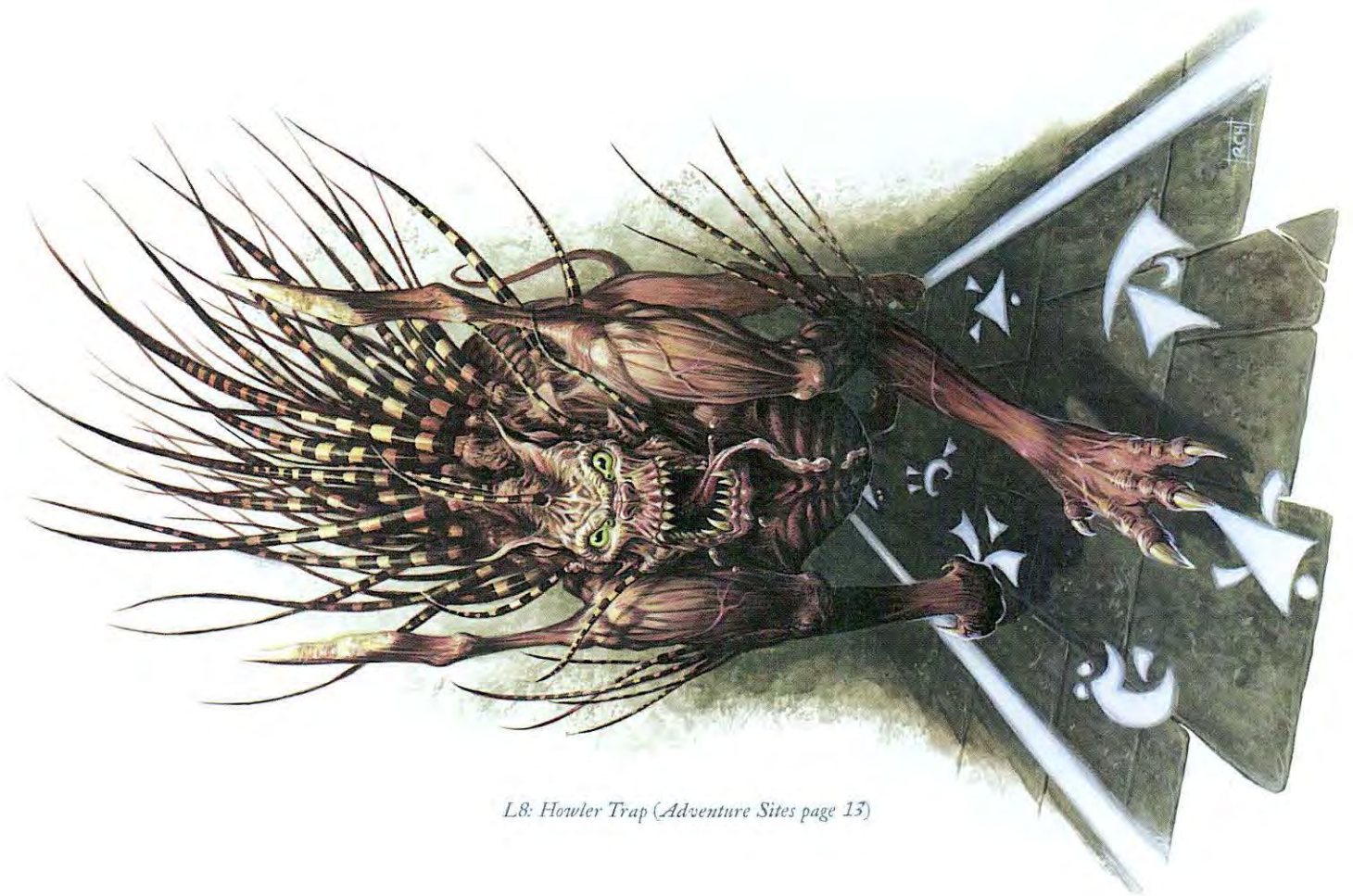
Cracked mirrors are mounted on the walls of a shadowy room, and each mirror has a frame glowing with green light. That glow is the only illumination for the chamber. The room ends in a precipice that apparently drops into a much larger room. A long ladder lies flat near the edge. (Remember to add the condition in which the PCs left L11.)

TACTICS

The clockwork horror continues firing pressure darts until the PCs engage it in melee. It prefers targets that have metal armor and weapons.



L4: Scythe Room (*Adventure Sites* page 8)



L8: Howler Trap (*Adventure Sites* page 13)



Violet Energy Demon Arch (Adventure Sites page 29)



Fiery Demon Arch (Adventure Sites page 28)



A19: Nearly Intact Gate (Campaign Guide page 60)



Sunberton, City of Bridges . . . and ale! (Campaign Guide page 5)



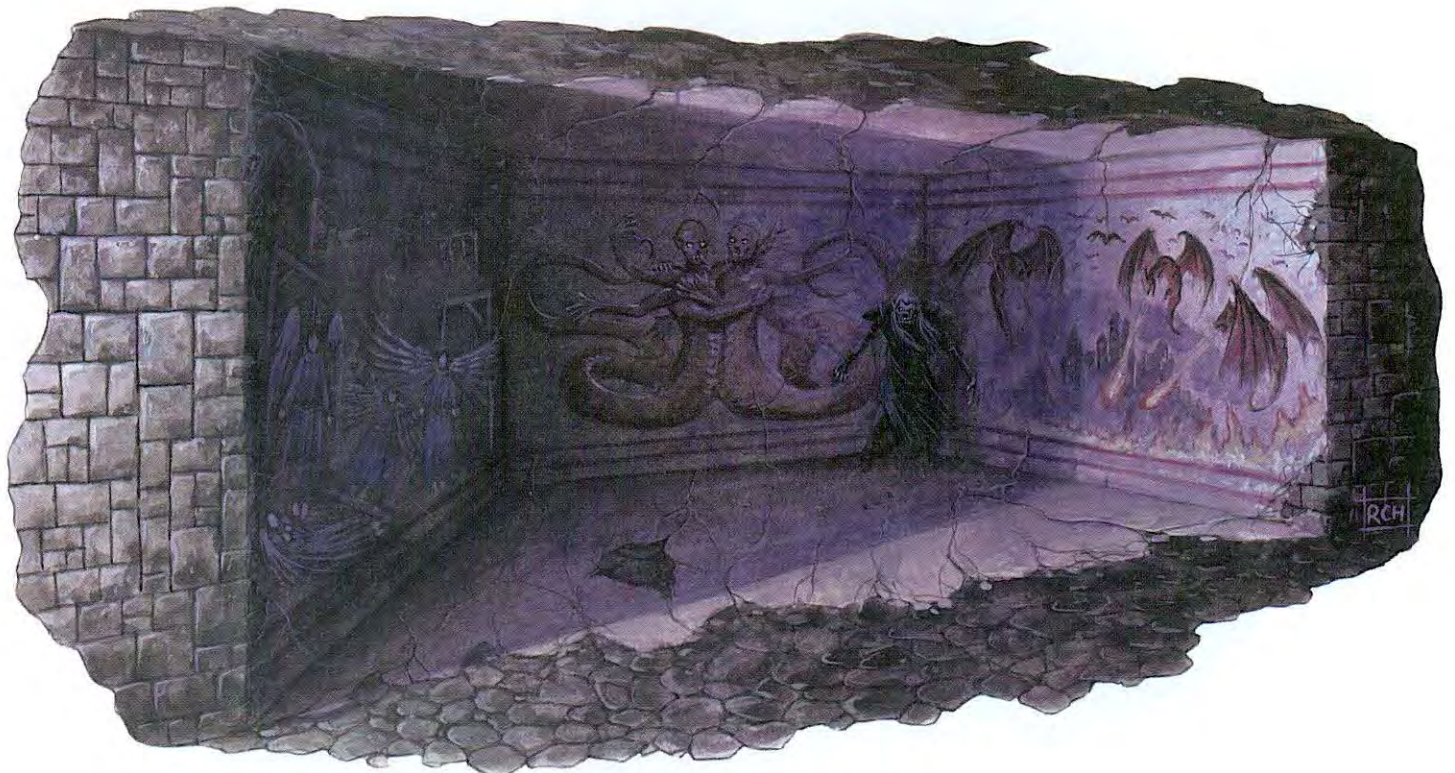
A10: Fang Dragon (Campaign Guide page 42)



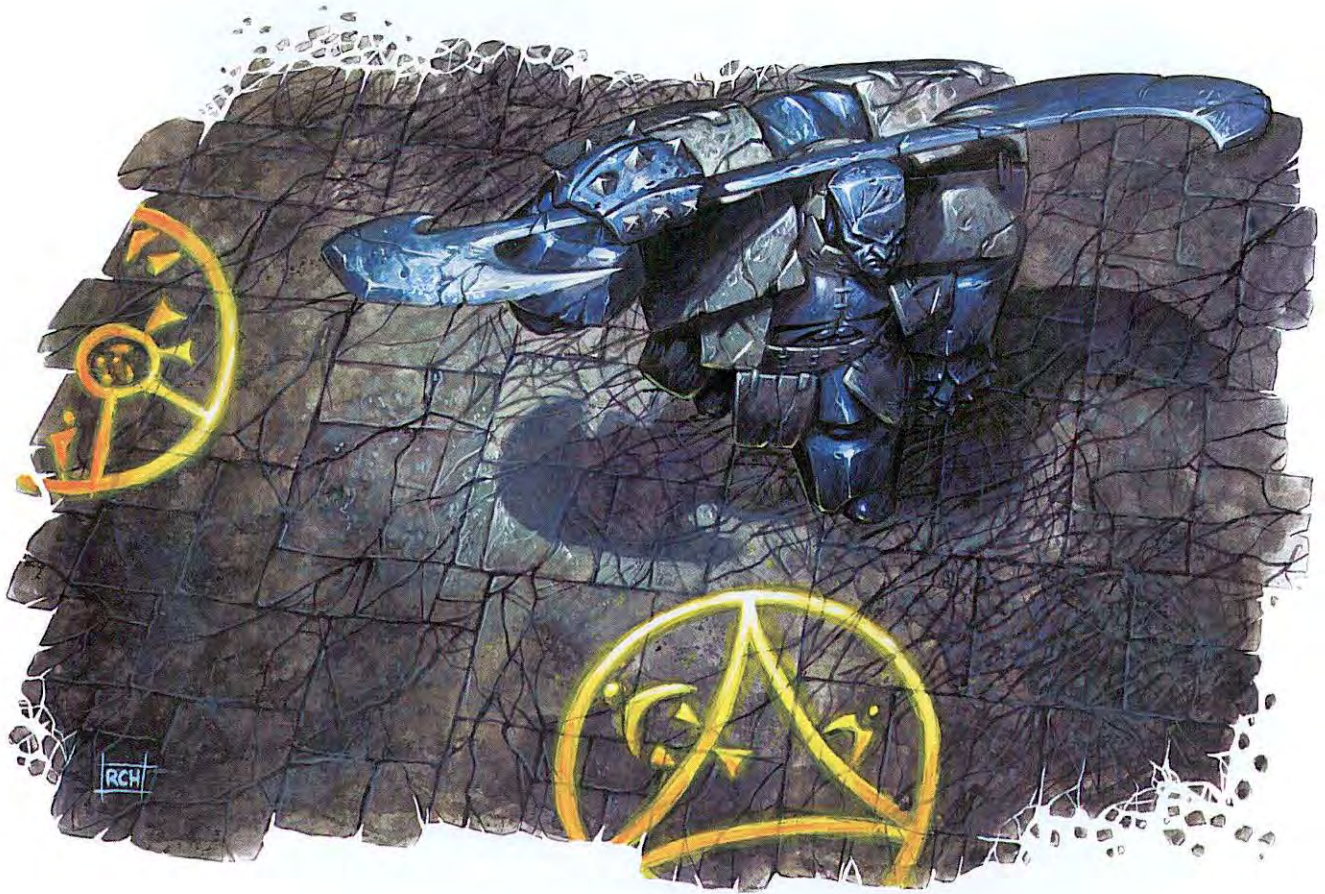
Ark of the Resurgent Mountain (Campaign Guide page 50)



T14: Bell Chamber (Adventure Sites page 46)



T17: Living Pictures (Adventure Sites page 52)



L12: Summoning Pit (Adventure Sites page 18)



L17: Shattered Gate (Adventure Sites page 26)



A3: Blind Troll (Campaign Guide page 30)



A4: Elevator Room (Campaign Guide page 32)



T22: Statue Hall (Adventure Sites page 58)



T24: Shattered Gate (Adventure Sites page 61)

OREST ENCOUNTERS

While traveling through the woodlands in the Valley of Obelisks, characters have an 8% chance per hour of having an encounter. Each forest has a selection of possible encounters below. Roll d% to determine what the PCs meet.

Andrall Forest

01–20 1d3 wolves
21–30 1 krenshar
31–40 1 black bear
41–60 1 boar
61–70 1 dire badger
71–80 1 dire wolverine
81–90 1 dire wolf
91–100 1d3 1st-level half-elf druids

Chance Forest

01–10 1d4+4 kobolds
11–20 1d3 grigs
21–30 1d3 wolves
31–40 1 krenshar
41–70 1d3 1st-level forest gnome bards
71–80 1 black bear
81–90 1 boar
91–100 1 dryad

Cloudhoof Forest

01–10 1 pixie
11–20 1d3 dire wolves
21–30 1d3 dire boars
31–40 1d3 owlbears
41–50 1d3 black bears
51–70 1d3 centaurs (Starakasps)
71–90 1d3 centaurs (Gurgan)
91–100 giant stag beetle

Dapplewood

01–20 1d3 dire apes
21–30 1d4+2 wolves
31–40 1d3 krenshars
41–50 1d3 black bears
51–60 1 dire wolf
61–70 1d3 boars
71–80 1 giant praying mantis
81–100 1 owlbear

Forest of Turlek

01–10 1d4+2 orcs
11–20 1 ogre
21–30 1 allip
31–40 1d3 ghouls
41–50 1 gargoyle
51–60 1d3 worgs
61–70 1d4+2 wolves
71–90 1 werewolf
91–100 1d3 werewolves

Grove of Icicles

01–10 1d3 grigs
11–30 1d3 albino wolves
31–40 1 krenshar
41–50 1 black bear
51–60 1 boar
61–70 1 Large monstrous spider
71–80 1 dryad
81–90 1 assassin vine
91–100 1 albino dire wolf

Laughing Woods

01–10 1d3 dire wolves
11–20 1d3 dire boars
21–30 1d3 wereboars
31–40 1d3 pixies
41–50 1 pixie (has *Otto's irresistible dance*),
51–60 1 nymph
61–90 1 treant
91–100 1 juvenile green dragon

Oakwood

01–10 1d3 grigs
11–20 1d3 wolves
21–30 1 dire wolf
31–40 1 boar
41–60 1d3 1st-level elf rangers
61–80 1d3 Medium monstrous spiders
81–90 1d2 Large monstrous spiders
91–100 1d3 unicorns

Redbark Grove

01–10 1d3 grigs
11–20 1d4+2 wolves
21–30 1d3 krenshars
31–40 1d3 black bears
41–50 1 dire wolf
51–60 1d3 boars
61–80 1 assassin vine
81–100 1 dryad

Vaathwood

01–10 1d3 black bears
11–20 1d3 dire wolves
21–30 1d3 dire boars
31–40 1d3 werewolves
41–60 1d4+2 1st-level elf rangers
61–70 1d3 owlbears
71–80 1 pixie
81–90 1d3 wyrmling green dragons
91–100 1 young green dragon

West Oakwood

01–10 1d3 grigs
11–20 1d3 wolves
21–30 1 krenshar
31–40 1 black bear
41–50 1 boar
51–60 1 Large monstrous spider
61–70 1d4+2 bandits¹
71–80 1d3 1st-level half-elf druids
81–90 1 satyr (no pipes)
91–100 1 satyr (with pipes)

¹ Bandits are often 1st-level human or goblinoid warriors, but they're occasionally orcs and half-orcs.

HILL AND MOUNTAIN ENCOUNTERS

While traveling through the hills and mountains in the Valley of Obelisks, characters have an 8% chance per hour of having an encounter. In the Slaughterscar, this chance increases to 12%. Each region has a selection of possible encounters detailed below. Roll d% to determine what the PCs meet.

Areshau Valley

01–10 1d4+2 displacer beasts
11–20 1d4+2 griffons
21–30 1 bulette
31–40 1 chimera
41–50 1 ogre barbarian
51–60 1d3 wyverns
61–70 1 behir
71–80 1d3 gauths
81–90 1d3 ettins
91–100 1d3 ogre magi

Blackreach Mountains

01–10 1d3 bugbears
11–20 1d3 giant eagles
21–40 1 ogre
41–50 1 displacer beast
51–60 1 ettin
61–80 1 young white dragon
81–100 1d3 trolls

Headwater Hills

01–10 1d4+2 ogres
11–20 1d3 displacer beasts
21–30 1d3 griffons
31–40 1 wyvern
41–50 1 gauth
51–60 1 behir
61–70 1 chimera
71–90 1 bulette
91–100 1 athach

Jurorakk Foothills

01–10 1d3 hippogriffs
11–20 1 displacer beast
21–60 1d4+2 gnolls
61–70 1d4+4 bandits¹
71–80 1 ogre
81–90 1 phase spider
91–100 1 rast

Kurkle Ridge

01–10 1 hippogriff
11–20 1d3 ghouls
21–30 1 allip
31–40 1d3 dire weasels
41–80 1d4+2 bandits¹
81–90 1d3 wolves
91–100 1 ogre

Painted Canyons

01–10 1d3 ogres
11–20 1d3 hippogriffs
21–30 1d3 displacer beasts
31–40 1 phase spider
41–50 1 rast
51–60 1 wyvern
61–70 1 ettin
71–80 1 gauth
81–90 1d4+2 ogres
91–100 1d3 wyverns

Sardarian Hills

01–10 1 hippogriff
11–20 1d3 ghouls
21–30 1 ogre
31–60 1d4+2 bandits¹
61–70 1d4+2 dwarves
71–80 1d3 dire weasels
81–90 1 shadow
91–100 1 carrion crawler

Slaughterscar

01–10 1d3 allips
11–20 1d4+2 ghosts
21–30 1d3 shadows
31–50 1d3 wights
51–70 1d3 vampire spawn
71–80 1d3 wraiths
81–90 1 spectre
91–100 1 greater shadow

Strezabo Foothills

01–10 1d3 ogres
11–20 1d3 hippogriffs
21–30 1 displacer beast
31–40 1 phase spider
41–50 1 rast
51–60 1 wyvern
61–70 1 ettin
71–80 1 gauth
81–90 1d3 ogres
91–100 1d3 displacer beasts

Tangletuft Mountains

01–10 1 giant eagle
11–30 1 ogre
31–70 1d3+2 bugbears
71–80 1 displacer beast
81–100 1 ettin

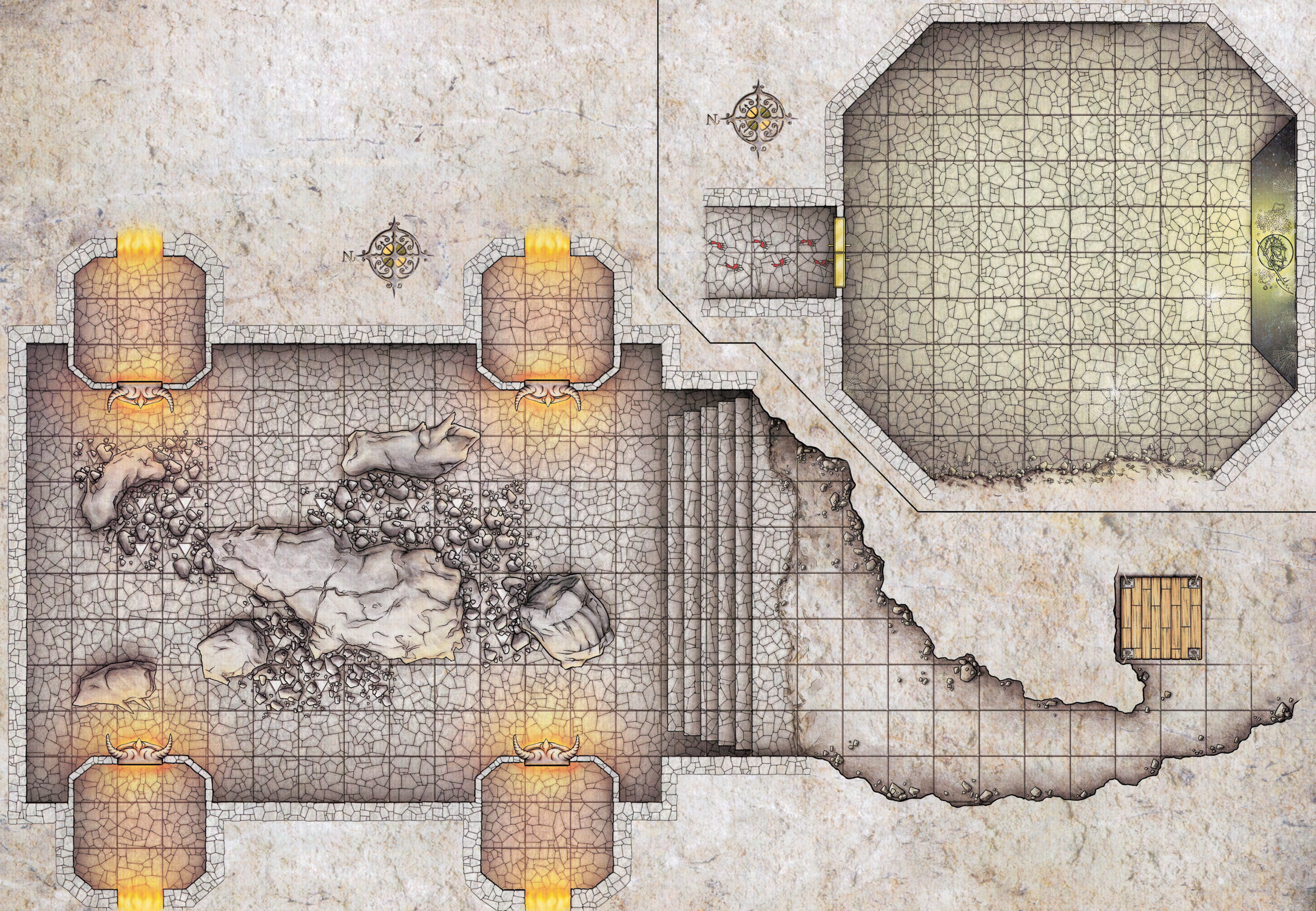
Titania Foothills

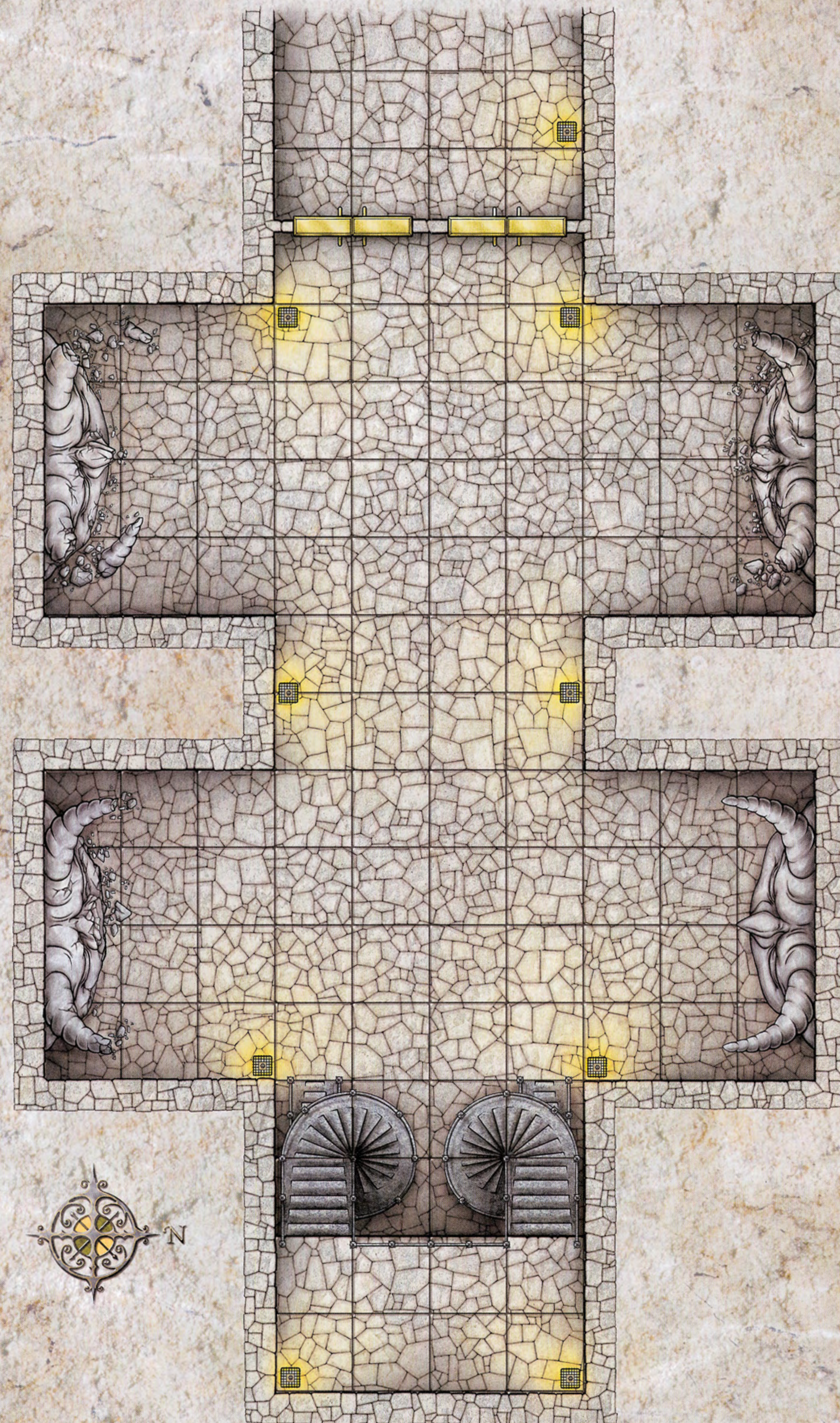
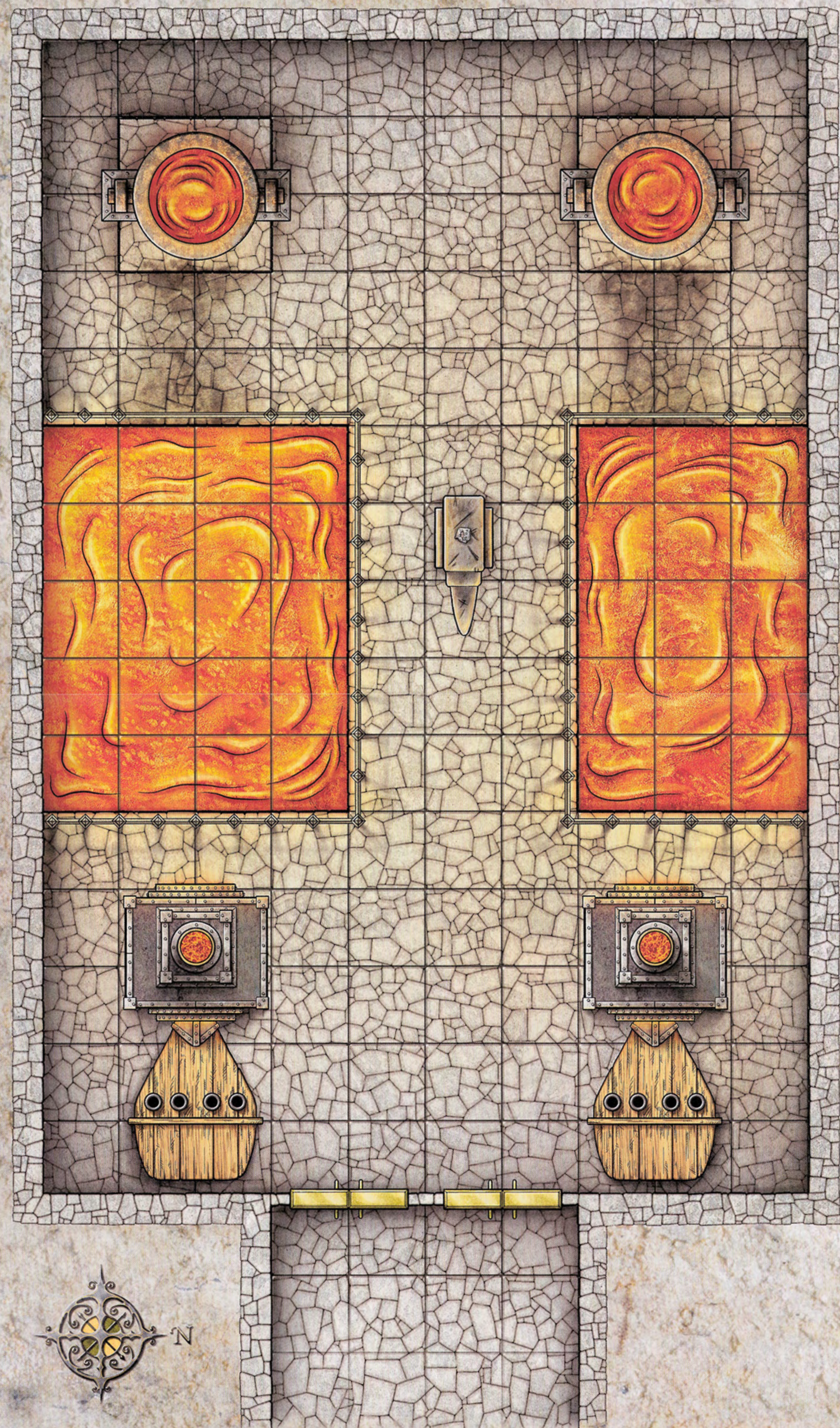
01–10 1d3 ogres
11–20 1d3 hippogriffs
21–30 1 displacer beast
31–40 1 phase spider
41–50 1 rast
51–60 1 wyvern
61–70 1 gauth
71–80 1 ettin
81–100 1 hill giant

Vermilion Ridge

01–20 1d3 hippogriffs
21–30 1d3 ghouls
31–40 1d3 dire weasels
41–80 1d4+2 bandits¹
81–90 1d3 wolves
91–100 1 ogre

¹ Bandits are often 1st-level human or goblinoid warriors, but they're occasionally orcs and half-orcs.





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