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Judges Guild



# THIEVES OF FORTRESS BADABASKOR

BY ROBERT CONLEY & BOB BLEDSAW



An adventure for levels 10 to 12. Do your heroes dare to enter Fortress Badabaskor? Deadly brigands, vicious cultists, and the dusty treasures of the Dragon Kings await those with muscle, wit, and luck. Defeat these challenges to uncover the dark secret of Badabaskor – a secret that will challenge even the most experienced of adventurers...





# THIEVES OF FORTRESS BADABASKOR

From the classic original, the updated Thieves of Fortress Badabaskor promises adventure and excitement.

The robed bureaucrat looks up from the table and gazes on all of you before proceeding. "Ah, I see you decided to accept this mission. In your search for the bandit leader Cragen you need to be aware of a few things." Pointing to a mountain on the map, he says, "Here is a particularly nasty little cult worshipping some dead god." He pauses, then continues, "Angall is the god's name, I believe. Also be aware that we have reports that there is a raiding party of amazons. I believe their leader is looking for her mother who disappeared in the area twenty years ago."

The bureaucrat rolls up the map and hands it to you, then turns to open an old book. "I don't know if this is of any relevance, but it appears that there are ancient accounts of a Great Wyrm from the days of the First Men." Slamming the book shut he looks at all of you. "I would be careful in poking around in any caves or dungeons. You have your mission. Find Cragen and the reward is yours. That is all."



Judges Guild



Requires the use of the Dungeons & Dragons® Players Handbook, Third Edition, published by Wizards of the Coast, Inc.® This product utilizes updated material from the v3.5 revision.

# THE THIEVES OF FORTRESS BADABASKOR

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Dedicated to Stephen and all those who braved Fortress  
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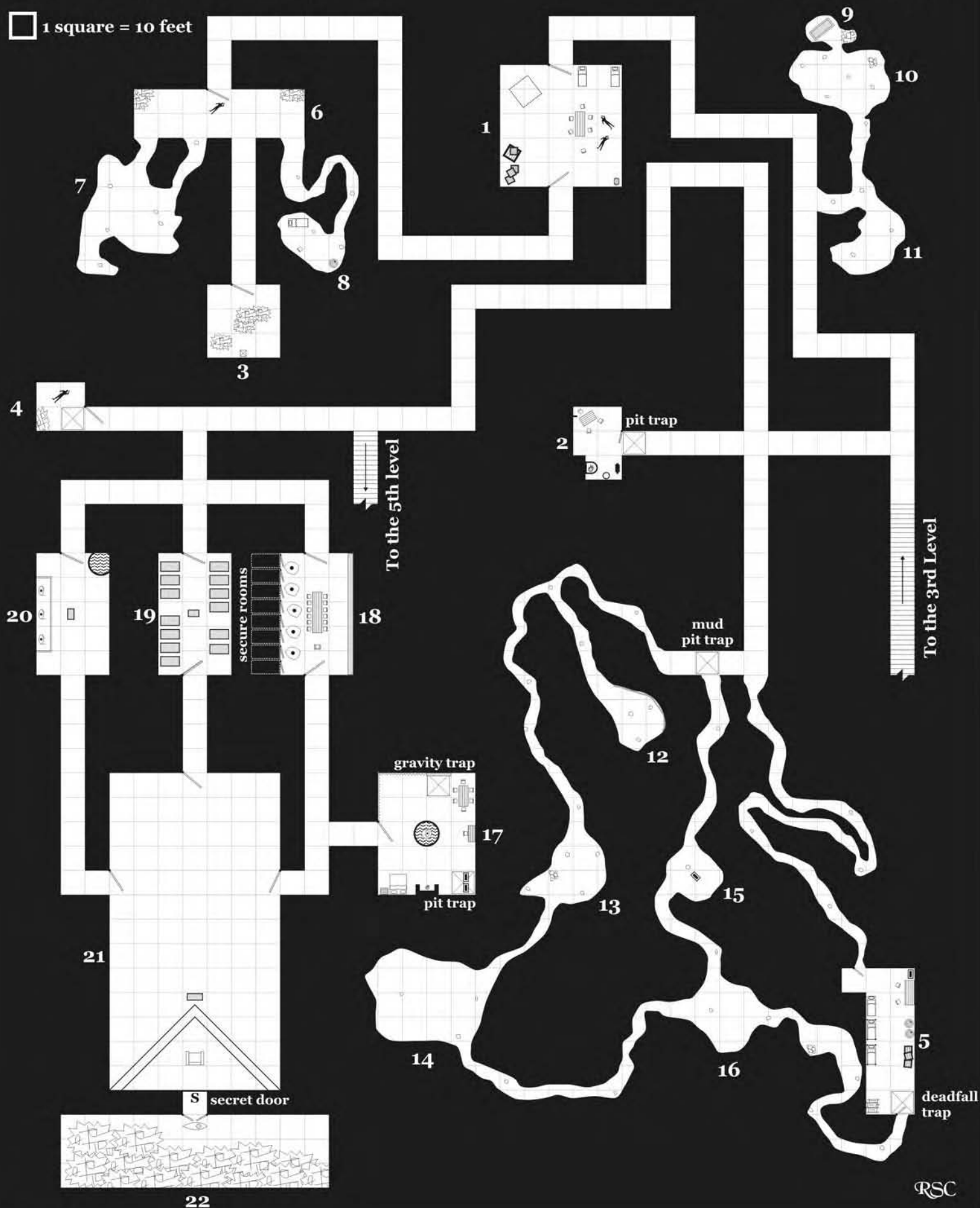


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# FORTRESS BADABASKOR

## Fourth Level

1 square = 10 feet



## Fortress Badabaskor, Level Four

The surviving priests and temple warriors dominate this level. For twenty years they survived on *create food and water* spells preparing for the day when they could re-take Badabaskor. But in the last couple of days they have been thrown in disarray as a number of priests have been found dead and horribly mutilated. The various factions have been at each others throat and Reyhtuyl, the high priest, has sent a plea to the dragons for help or knowledge.

There is a 1 in 6 chance every 10 minutes of running into a patrol of temple guards. If they spot the party one member of the patrol will flee to raise the alarm while the others fight.

**Priests of Angall (1); Human Clr4:** CR 4; Medium Humanoid; HD 4d8+12; hp 27; Init +0; Spd 20 ft; AC 15, touch 10, flatfooted 15; Base Atk/Grapple +3/+6; Atk/Full Atk Heavy Mace +7 melee (1d8 + 3); AL CE; SV Fort +7, Ref +1, Will +7; Str 16, Dex 10, Con 16, Int 12, Wis 17, Cha 11.

**Skills and Feats:** Concentration +10, Heal +10, Knowledge (Religion) +6, Spellcraft +6, Combat Casting, Scribe Scroll, Weapon Focus (Heavy Mace).

**Possessions:** Light wooden shield, Banded mail, Heavy Mace.

**Chaos Domain:** Chaos spells at +1 caster level.

**Destruction Domain:** Smite: make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). Usable once per day.

**Clr Spells Prepared** (5/4+1/3+1/ DC 13+ spell level): 0—*Create water, Inflict minor wounds (2), Light, Resistance*, 1—*Bane, Cure Light Wounds, Inflict light wounds (D), Magic weapon, Remove fear*, 2—*Aid, Inflict moderate wounds (2), Shatter (D)*.

**Temple Warrior (4); Male Human Ftr3:** CR 3; Medium Humanoid; HD 3d10+9; hp 30; Init +5; Spd 20 ft; AC 16, touch 11, flatfooted 15; Base Atk/Grapple +3/+5; Atk/Full Atk Scimitar +6 melee (1d6+2); AL: N; SV: Fort +5, Ref +2, Will +2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 9

**Skills and Feats:** Climb +2, Intimidate +2, Jump -6, Listen +2, Spot +2, Swim -5, Cleave, Improved Initiative, Power Attack, Toughness, Weapon Focus (Scimitar).

**Possessions:** Scale Mail, Scimitar, Shield, Light.

### 1-Lower Mess Hall (ECL 10)

This room is used as a mess by the clerics of Angall. There is a table, supplies, and spare cots in this room. In the northeast corner is an iron cage that is used for a temporary holding area for any prisoners.

Currently two temple warriors are guarding the room, one at each door. There are three clerics sitting at the large wooden table dividing the treasure gained from the Amazons they captured. The Amazons were exploring this level when they were surprised and captured by the clerics. The group is congratulating each other, as they believe they uncovered an Amazon conspiracy that is causing people to disappear on this level. They plan to take this information back to Reyhtuyl and use it to organize a strike against Rathera.

The only survivor is Shiloh who is imprisoned in the cage. The bodies of her two slain compatriots lie on the floor. Beside the table is the leader of these clerics, Anknar, who is using a scroll to prepare a meal for the victors.

Shiloh was on a quest looking for Rathera her mother. Rathera disappeared over twenty years ago when Shiloh was a young child. Upon coming of age she took as her life quest to find her mother.

On the table are 1,300 sp, 333 gp, a *scroll of fireball*, and a *potion of cure critical wounds*. Beside the bodies of the slain Amazon are two unclaimed weapons; a +1 axe and a +1 longbow.

**Anknar; Human Clr6:** Medium Humanoid; CR 6; HD 6d8+12; hp 47; Init +0; Spd 20 ft; AC 17, touch 10, flatfooted 17; Base Atk/Grapple +4/+7; Atk/Full Atk Heavy MW Mace +8 melee (1d8+3); SA: Rebuke Undead (Su) 4/day (turn level 6) (turn damage 2d6+7), Smite 1/day (Su), Spontaneous casting; Vision: Normal; AL: CE; SV: Fort +7, Ref +2, Will +9; Str 16, Dex 10, Con 15, Int 12, Wis 18, Cha 13

**Skills and Feats:** Concentration +11, Diplomacy +5, Heal +9, Knowledge (Religion) +6, Listen +5, Spellcraft +10, Spot +5, Combat Casting, Greater Spell Penetration, Spell Penetration, Weapon Focus (Morningstar).

**Possessions:** Chainmail, Heavy MW mace, Heavy shield.  
**Deity:** Angall

**Chaos Domain:** Chaos spells at +1 caster level.

**Destruction Domain:** Smite: make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). Usable once per day.

**Spells per Day:** (5/4+1/4+1/3+1/ DC:14+spell level) 0—*Create water, Inflict minor wounds, Light, Resistance (2)*, 1—*Cause fear, Doom, Endure elements, Inflict light wounds (D), Magic Weapon, Protection from good*, 2—*Bull's strength, Find traps, Hold person, Cure moderate wounds, Shatter (D)*, 3—*Create food and water, Contagion (D), Cure serious wounds, Summon monster III*.



**Priests of Angall (3); Human Clr4:** CR 4; Medium Humanoid HD 4d8+12; hp 27; Init +0; Spd 20 ft; AC 15, touch 10, flatfooted 15; Base Atk/Grapple +3/+6; Atk/Full Atk Flail +6 melee (1d8+3); AL CE; SV Fort +7, Ref +1, Will +7; Str 16, Dex 10, Con 16, Int 12, Wis 17, Cha 11; Concentration +10, Heal +10; Cleave, Maximize Spell, Power Attack.  
**Chaos Domain:** Chaos spells at +1 caster level.  
**Destruction Domain:** Smite: make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). Usable once per day.  
**Clr Spells Prepared** (5+1/4+1/3+1 DC13+ spell level): 0—*Create water, Inflict minor wounds (2), Light, Resistance*, 1—*Inflict light wounds (3), Inflict light wounds (D), Magic weapon, Remove fear*, 2—*Aid, Cure Moderate Wounds (2), Hold Person, Shatter (D)*.

**Temple Warrior (4); Human Ftr3:** CR 3; Medium Humanoid; HD 3d10+9; hp 30; Init +5; Spd 20 ft; AC 16, touch 11, flatfooted 15; Base Atk/Grapple +3/+5; Atk Scimitar +6 melee (1d6+2); AL: N; SV: Fort +5, Ref +2, Will +2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 9  
**Skills and Feats:** Climb +2, Intimidate +2, Jump -6, Listen +2, Spot +2, Swim -5, Cleave, Improved Initiative, Power Attack, Toughness, Weapon Focus (Scimitar).  
**Possessions:** Scale mail, Scimitar, Light wooden shield.

**Shiloh; Human Bbn6:** CR 6; Medium Humanoid; HD 6d12+18; hp 57; Init +3; Spd 40 ft; AC 13, touch 13, flatfooted 10; Base Atk/Grapple +6/+10; Atk/Full Atk Scimitar +7/+2 melee (1d6+2), Scimitar +11/+6 melee (1d6+4); AL N; SV Fort +8, Ref +5, Will +2; Str 19, Dex 16, Con 16, Int 12, Wis 11, Cha 14.  
**Skills and Feats:** Climb +13, Intimidate +11, Jump +13, Listen +9, Move Silently +7, Ride +12; Improved Bull Rush, Power Attack, Two-Weapon Fighting.  
**Equipment:** Scimitar.

## 2-Smithy (ECL 10)

Three temple warriors are guarding the half battered door, while two acolytes go about their task of repairing broken weapons at the forge. Their master, Ashford the Vile, in a heated discussion with two of his associates over wererats they killed and whether they were responsible for the recent deaths. Nanex the Bold, and Zaras are sitting at the table disputing Ashford statements.

A large sack next to the table contains their spoils gained from the wererats (548 gp, 955 sp, and 8 gems worth 550 gp). Behind Zaras is a lever he can reach that will activate a pit trap 2 feet beyond the door into the corridor.

**Acolyte of Angall (2); Human Clr2:** CR 2; Medium Human; HD 2d8+4; hp 20; Init +0; Spd 30 ft; AC 14, touch 10, flatfooted 14; Base Atk/Grapple +1/+3; Atk/Full Atk Heavy Mace +3 melee (1d8+2); AL CE; SV Fort +5, Ref +0, Will +5; Str 15, Dex 11, Con 15, Int 13, Wis 15, Cha 12  
**Skills and Feats:** Craft (Alchemy) +6, Concentration +7, Listen +4, Heal +5, Spellcraft +7, Spot +3; Brew Potion, Combat Casting.  
**Possessions:** Heavy mace, Chainmail shirt.  
**Clr Spells Prepared** (4/3+1/ DC 12+ Spl Lvl): 0—*Create water, Inflict minor wounds (2), Light*, 1—*Cause fear, Cure Light Wounds, Inflict light wounds (D), Magic weapon*.

**Nanex, Zaras; Human Clr4:** Medium Humanoid; CR 4; HD 4d8+12; hp 27; Init +0; Spd 20 ft; AC 15, touch 10, flatfooted 15; Base Atk/Grapple +3/+6; Atk/Full Atk Heavy Mace +7 melee (1d8+3); AL CE; SV Fort +7, Ref +1, Will +7; Str 16, Dex 10, Con 16, Int 12, Wis 17, Cha 11.  
**Skills and Feats:** Concentration +10, Heal +10, Knowledge (Religion) +6, Spellcraft +6, Combat Casting; Scribe Scroll, Weapon Focus (Heavy Mace).  
**Possessions:** Light wooden shield, Banded mail, Heavy mace.  
**Chaos Domain:** Chaos spells at +1 caster level.  
**Destruction Domain:** Smite: make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). Usable once per day.  
**Clr Spells Prepared** (5/4+1/3+1/ DC 13+ spell level): 0—*Create water, Inflict minor wounds (2), Light, Resistance*, 1—*Bane, Cure light wounds, Inflict light wounds (D), Magic weapon, Remove fear*, 2—*Aid, Inflict moderate wounds (2), Shatter (D)*.

**Ashford the Vile; Male Human Clr6:** CR 6; Medium Humanoid; HD (6d8)+12; hp 47; Init +0; Spd 20 ft; AC 17, touch 10, flatfooted 17; Base Atk/Grapple +4/+7; Atk Heavy MW Mace +8 melee (1d8+3); SA: Rebuke Undead (Su) 4/day (turn level 6) (turn damage 2d6+7), Smite 1/day (Su), Spontaneous casting; AL: CE; SV: Fort +7, Ref +2, Will +9; Str 16, Dex 10, Con 15, Int 12, Wis 18, Cha 13  
**Skills and Feats:** Concentration +11, Diplomacy +5, Heal +9, Knowledge (Religion) +6, Listen +5, Spellcraft +10, Spot +5; Combat Casting, Greater Spell Penetration, Spell Penetration, Weapon Focus (Morningstar).  
**Possessions:** Chainmail, Heavy MW mace, Heavy shield.  
**Deity:** Angall  
**Chaos Domain:** Chaos spells at +1 caster level.  
**Destruction Domain:** Smite: make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). Usable once per day.  
**Spells per Day:** (5/4+1/4+1/3+1/ DC:14+spell level) 0—*Create water, Inflict minor wounds, Light, Resistance (2)*, 1—*Cause fear, Doom, Endure elements, Inflict light wounds (D), Magic weapon, Protection from good*, 2—*Bull's strength, Find traps, Hold person, Cure moderate wounds, Shatter (D)*, 3—*Create food and water, Contagion (D), Cure serious wounds, Summon monster III*.

**Temple Warrior (3); Male Human Ftr3:** CR 3; Med Humanoid; HD 3d10+9; hp 30; Init +5; Spd 20 ft; AC 16, touch 11, flatfooted 15; Base Atk/Grapple +3/+5; Atk/Full Atk Scimitar +6 melee (1d6+2); AL: N; SV: Fort +5, Ref +2, Will +2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 9  
**Skills and Feats:** Climb +2, Intimidate +2, Jump -6, Listen +2, Spot +2, Swim -5, Cleave, Improved Initiative, Power Attack, Toughness, Weapon Focus (Scimitar).  
**Possessions:** Scalemail, Scimitar Light shield.

## 3-Store Room (ECL 5)

A foul odor emanates from behind this door. When opened thick webs can be seen covering the ceiling. A large section of the web will be released engulfing the first person stepping into the room (see spider description). A huge spider will attack seeking to web the victim and hauling them up into the ceiling web.

The floor is littered with decayed matter and broken furniture. If searched (DC 10, Search) a trap door will be

found. Underneath is a small treasure of 1,200 cp, and two gems worth 100 gp each.

**Huge monstrous spider:** CR 5; Huge Vermin; HD 8d8+16; hp 52; Init +3; Spd 30 ft, climb 20 ft; AC 16, touch 11, flatfooted 13; Base Atk/Grapple +6/+18; Atk/Full Atk Bite +9 melee (2d6+6 plus poison); SA Web; SQ Darkvision (60'), tremorsense (60'), vermin traits; AL N; SV Fort +8, Ref +5, Will +2; Str 19, Dex 17, Con 14, Int 0, Wis 10, Cha 2.  
**Web (Ex):** Can throw a web 8 times per day. Has a max range of 50', range increments of 10'. An entangled creature can escape (DC 16, Escape Artist) or (DC 20, Strength). +5 if the trapped creature has something to grab while pulling free. Each 5-foot section has the 14 hp, and sheet webs have damage reduction 5/-.  
**Tremorsense (Ex):** Can detect and locate any creature or object within 60 feet in contact with the ground, or within in contact with the spider's webs.

#### 4-Lycanthropes' Lair (ECL 5)

Strange chittering can be heard outside the iron-bound oak door (DC 15, Listen). In the room are three wererats from the upper fortress who were sneaking around trying to steal treasure. The door is unguarded but the wererats have constructed a crude weapon trap. On the floor is the body of a cleric. The wererats are anxious to get out of the level as they have lost several members of their party.

The cleric's belongings are being divided by the wererats in the room. They have a *Bag of Holding (Type II)* that contains 84 rations, a *Mace of Disruption*, *Bracers of Defense +6*, and a *Ring of Regeneration*. Around each wererat's neck is a leather sack with 64 gp each.

**Blade Trap:** Atk +8 melee (1d8/x3); Search 21; Disable 20

**Wererats(2) Human form:** CR 2; Medium Humanoid (Human Shapechanger); HD 1d8+1; hp 12,10; Init +0; Spd 30 ft; AC 15, touch 10, flatfooted 15; Base Atk/Grapple +1/+2; Atk/Full Atk Rapier +2 melee (1d6+1) or Light cCrossbow +1 ranged (1d8); SQ Alternate form, rat empathy, low-light vision, scent; AL LE; SV Fort +5, Ref +2, Will +4; Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8.

**Skills and Feats:** Handle Animal +3, Hide +0, Listen +4, Spot +4, Swim +7; Alertness, Dodge, Iron Will, Weapon Finesse.

**Hybrid form:** CR 2; Medium Humanoid (Human Shapechanger); HD 1d8+2; hp 12,10; Init +3; Spd 30 ft; AC 16, touch 13, flatfooted 13; Base Atk/Grapple +1/+2; Atk/Full Atk Rapier +4 melee (1d6+1), bite -1 melee (1d6 plus disease); Light Crossbow +4 ranged (1d8); SA Curse of lycanthropy, disease; SQ Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent; AL LE; SV Fort +6, Ref +5, Will +4; Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 8.

**Skills and Feats:** Climb +4, Handle Animal +3, Hide +5, Listen +4, Move Silently +4, Spot +4, Swim +9.

**Dire Rat:** CR 1/3; Small Humanoid (Human Shapechanger); HD 1d8+1; hp 5,5; Init +3; Spd 40 ft, climb 20 ft; AC 15, touch 14, flatfooted 12; Base Atk/Grapple +2/-4; Atk/Full Atk Bite +4 melee (1d4 plus disease); SA Disease; SQ Low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

**Skills and Feats:** Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse.

#### 5-Amazon Barracks (ECL 11)

The sound of a women's voice can be heard from inside the room (DC 15, Listen). Both doors to this room are guarded by a *symbol of pain* (DC 30, Search, Disable Device). This symbol is triggered when anybody who is not an Amazon (race) passes the portal. In addition above the south door is 10' by 10' tarp holding several dozen large stones set to fall if they don't have the key to the door.

Furnishing the room are two bunk beds, a cot, table, and supplies. Along with a trunk in the northeast corner storing four bottles of expensive City-State Red (100 gp each), two suits of *chainmail +1*, and a two potions of *cure serious wounds*.

In the right corner of the room, Rathera the Enchantress is talking to her four Amazon companions. They are talking about the recent disappearances on this level and how to track down those responsible.

Twenty years ago, after giving birth to her daughter, she decided to follow a quest to find the legendary Crown of the Crystal Mind. The Crown is a holy artifact of the Amazons. This led her to Fortress Badabaskor. Her party slew several of the priests and temple warriors that attempted to enslave her. Eventually she was able to negotiate with the High Priest Lorstag to allow her to pass down to the lower levels. But in the middle of preparations the bandits attacked the fortress and took over the upper levels.

Forced to ally with the priests, she and her companions were driven down into the lower levels and trapped. Even after twenty years the alliance still holds mostly thanks to Rathera's ability to defend her companions. They know that the dragons have the crown but currently lack the power to retrieve it.

**Amazon (4); Human Ftr4:** CR 4; Medium Humanoid; HD 4d10+12; hp 40; Init +6; Spd 20 ft; AC 19, touch 12, flatfooted 17; Base Atk/Grapple +4/+8; Atk/Full Atk Scimitar +9 melee (1d6+6); Light Crossbow +7 ranged (1d8+1); AL N; SV Fort +7, Ref +3, Will +1; Str 19, Dex 15, Con 17, Int 12, Wis 11, Cha 14.

**Skills and Feats:** Intimidate +9, Jump +4, Ride +9, Swim -3, Cleave, Improved Initiative, Point Blank Shot, Power Attack, Weapon Focus (Scimitar), Weapon Specialization (Scimitar).

**Possessions:** Heavy wooden shield, Chainmail, Scimitar, Light crossbow.

**Falling Rock Trap:** CR 1; mechanical; location trigger; manual reset; Atk +10 melee (2d6, rock); Search DC 20; Disable Device DC 22. Market Price: 1,400 gp.

#### *Symbol of Pain*

This spell functions like symbol of death, except that each creature within the 60' radius of a symbol of pain instead suffers wracking pains that impose a -4 penalty on attack rolls, skill checks, and ability checks. These effects last for 1 hour after the creature moves farther than 60 feet from the symbol.

The symbol of pain has no hit point limit; once triggered, this symbol of pain simply remains active for 80 minutes. This symbol is triggered when anybody who is not an amazon (race) passes the portal.

**Rathera; Human Sor10:** CR 10; Medium Humanoid; HD 10d4+10; hp 34; Init +6; Spd 30 ft; AC 15, touch 12, flatfooted 13; Base Atk/Grapple +5/+6; Atk/Full Atk +2 Scimitar +9 melee (1d6+3); AL N; SV Fort +4, Ref +5, Will +7; Str 12, Dex 14, Con 12, Int 15, Wis 11, Cha 20.

**Skills and Feats:** Concentration +14, Knowledge (Arcana) +18, Profession (Sailor) +13, Profession (Scribe) +13, Spellcraft +17; Combat Casting, Improved Initiative, Skill Focus (Knowledge (Arcana)), Weapon Focus (Scimitar).

**Sorcerer Spells Known** (6/8/7/7/6/4 DC 15+ spell level): 0—*Acid splash, Daze, Detect magic, Detect poison, Light, Mending, Open/close, Read magic, Resistance, 1—Charm person, Comprehend languages, Detect secret doors, Magic missile, Summon monster I*, 2—*Fog cloud, Invisibility, Scorching ray, Web*, 3—*Dispelling magic, Fireball, Summon monster III*, 4—*Stoneskin, Wall of fire*, 5—*Symbol of pain*.

**Equipment:** *Wand of Hold Person* (23 charges), *Bracers of Armor* +3, +2 Scimitar.

## 6-Ruined Kitchen (ECL 7)

This room smells of death. Scattered about the ruined remains of a kitchen are piles of trash. In the door lies the body of a wizard.

Hidden in the room, via the cloud mind ability, is Sha-Shoan, an Intellect Devourer. He went into Badabaskor several days ago on the rumors that this is the location of the Crown of the Crystal Mind. He is carefully choosing victims to see if any know the location of the Crown. If he attacks it will take a save to see Sha-Shoan (DC 16, will)

Sha-Shoan came with a group of three Doppelgangers (room 13) they decided to split up to cover more ground.

**Sha-Shoan; Intellect devourer:** CR 7; Small Aberration; HD 6d8+12; hp 42; Init +5; Spd 40 ft; AC 21, touch 16, flatfooted 16; Base Atk/Grapple +4/+1; Atk/Full Atk claws +6/+6/+6/+6 melee (1d3+1); SA Body thief, psi-like abilities; SQ Blindsight 60 ft, damage reduction 10/adamantine, immunity to fire, power resistance 23, resistance to electricity 15, vulnerability to protection from evil; PR 23; AL CE; SV Fort +4, Ref +7, Will +6; Str 13, Dex 21, Con 15, Int 12, Wis 12, Cha 14.

**Skills and Feats:** Bluff +15, Concentration +11, Hide +14, Listen +14, Move Silently +16; Combat Manifestation, Toughness, Up The Walls, Wild Talent.

Racial Psionic Powers Known:

0—*Body adjustment, Cloud mind, Compression, Detect psionics, Ego whip, Empty mind, Id insinuation, Intellect fortress, Painful strike*.

**Body Thief (Su):** A full-round action that provokes attacks of opportunity, the devourer can merge its form with that of a helpless or dead creature of Small size or larger. The devourer cannot merge its body with that of a creature immune to extra damage from critical hits.

If it completes its merging, it psionically consumes the brain of the victim. The devourer can exit the body at any time as a standard action, bursting the victim's skull and resuming its normal form.

It can choose to animate the body for up to seven days as if it were the victim's original brain. The devourer retains its hit points, saving throws, and mental ability scores, as well as its psi-like abilities. It assumes the physical qualities and ability scores of the victim, as if it had used polymorph to assume the victim's form. As long as the intellect devourer

occupies the body, it knows the languages spoken by the victim and very basic information about the victim's identity and personality, but none of the victim's specific memories or knowledge.

## 7-Cavern (ECL 3)

In this cave are two men arguing about how to escape this level. (DC 10, Listen). They are both wererat scouts cut off from the main party in Room 4.

### Wererats (2)

**Human form:** CR 2; Medium Humanoid (Human Shapechanger); HD 1d8+1; hp 12; Init +0; Spd 30 ft; AC 15, touch 10, flatfooted 15; Base Atk/Grapple +1/+2; Atk/Full Atk Rapier +2 Melee (1d6+1) or light crossbow +1 Ranged (1d8); SQ Alternate form, rat empathy, low-light vision, scent; AL LE; SV Fort +5, Ref +2, Will +4; Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 8.

**Skills and Feats:** Handle Animal +3, Hide +0, Listen +4, Spot +4, Swim +7; Alertness, Dodge, Iron Will, Weapon Finesse.

**Hybrid form:** CR 2; Medium Humanoid (Human Shapechanger); HD 1d8+2; hp 12; Init +3; Spd 30 ft; AC 16, touch 13, flatfooted 13; Base Atk/Grapple +1/+2; Atk/Full Atk Rapier +4 Melee (1d6+1), bite -1 (1d6 plus disease), light crossbow +4 Ranged (1d8); SA Curse of lycanthropy, disease; SQ Alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent; AL LE; SV Fort +6, Ref +5, Will +4; Str 13, Dex 17, Con 14, Int 10, Wis 11, Cha 8.

**Skills and Feats:** Climb +4, Handle Animal +3, Hide +5, Listen +4, Move Silently +4, Spot +4, Swim +9.

**Dire Rat:** Small Humanoid (Human Shapechanger) HD 1d8+1; hp 5; Init +3; Spd 40 ft, climb 20 ft.; AC 15, touch 14, flatfooted 12; Base Atk/Grapple +1/-4; Atk/Full Atk Bite +4 Melee (1d4 plus disease); SA Disease; SQ Low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4.

**Skills and Feats:** Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse.

## 8-Cavern of the Monk (ECL 16)

Meski, a monk, sits in the shadows of this cavern. He came here thirty years ago to meditate on the nature of evil as represented by the demi-god Angall. He will question all who enter the room as to the reason they are trespassing in his domain. He is very proud and will not tolerate abusive language or actions.

The only other thing in this cavern is a bowl with ten kernels of rice. If pressed he will explain he came here with forty kernels and eats one kernel a year for subsistence. When he reaches the last kernel he will leave having adequately meditated on the evil represented by Angall.

**Meski; Human Mnk16:** CR 16; Medium Humanoid; HD 16d8+60; hp 126; Init +9; Spd 80 ft; AC 19; Base Atk/Grapple +12/+18; Atk Unarmed +15 melee (2d8+2), Full Atk Unarmed +15/+10/+5 melee (2d8+2) or Unarmed Flurry +14/+9/+4 melee (2d8+2); SR 26; AL LN; SV Fort +14, Ref +15, Will +11; Str 14, Dex 20, Con 19, Int 14, Wis 13, Cha 11.

**Skills and Feats:** Balance +26, Climb +21, Concentration +23, Diplomacy +11, Escape Artist +24, Hide +16, Jump



+19, Knowledge (Religion) +13, Move Silently +9, Tumble +12; Alertness, Deflect Arrows, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Mental Leap, Mind Over Body, Self-sufficient, Snatch Arrows, Stunning Fist, Weapon Focus.

**Special Abilities:** Abundant Step, Diamond Body, Diamond Soul, Evasion, Fast Movement, Flurry of Blows, Improved Evasion, Ki Strike, Monk AC Bonus, Purity of Body, Quivering Palm, Slow Fall, Still Mind, Unarmed Strike, Wholeness of Body.

## 9-Crypt of Hainare the Cruel (ECL 6)

In the center of this room is an open crypt that is completely empty having been robbed long ago. Hidden in the shadows are three gnome thieves from the upper levels. They are bored with taking care of the hippogriffs (level 1, room 2) and are looking for treasure. They will attempt to shadow the party and steal their goods if given an opportunity. They have lost track of one their companions (see Room 16)

The crypt is inscribed, "*Feared in life and in death.*"

**Thieves (3); Gnome Rog3:** CR 3; Small Humanoid HD 3d6+6; hp 22; Init +8; Spd 20 ft; AC 18, touch 15, flatfooted 14; Base Atk/Grapple +2/-2; Atk/Full Atk Light Mace +2 melee (1d6); SA +1 to attacks vs. kobolds and goblinoids; SQ Low-light vision, +4 dodge vs. giants, Speak with animals, +2 saves vs. illusion, spell-like abilities; AL N; SV Fort +3, Ref +7, Will +1; Str 10, Dex 18, Con 14, Int 10, Wis 10, Cha 10.

**Skills and Feats:** Climb +5, Hide +13, Listen +8, Move Silently +9, Search +6, Spot +6, Tumble +9, Use Magic Device +6.

**Possessions:** Small light mace, Studded leather.

## 10-Crypt Guardians (ECL 12)

Standing in this cavern are twelve skeletons guarding the crypt in room 9. They will animate into action when any light source comes into the room. Otherwise this room is completely bare.

**Skeleton, Warrior (12):** CR 4; Medium Undead; HD 5d8; hp 32; Init +5; Spd 30 ft; AC 15, touch 11, flatfooted 14; Base Atk/Grapple +5/+5; Atk/Full Atk Scimitar +6 melee (1d6+1), or claws +6/+6 melee (1d4+1); SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +4, Ref +2, Will +3; Str 13, Dex 12, Con 0, Int 0, Wis 10, Cha 1.

**Equipment:** Large steel shield, Scimitar.

## 11-Cavern of the Ooze (ECL 4)

In the southwest alcove of this cavern, hides a Grey Ooze waiting to drop on anything that comes within reach.

**Gray ooze:** CR 4; Medium Ooze; HD 3d10+15; hp 31; Init -5; Spd 10 ft; AC 5, touch 5, flatfooted 5; Base Atk/Grapple +2/+3; Atk/Full Atk Slam +3 melee (1d6+1 plus 1d6 acid); SA Acid, constrict 1d6+1 plus 1d6 acid, improved grab; SQ Blindsight 60', immunity to cold and fire, ooze traits, transparent; AL N; SV Fort +6, Ref -4, Will -4; Str 12, Dex 1, Con 21, Int 0, Wis 1, Cha 1.

**Special Abilities:** Blindsight.

## 12-Moldy Cavern (ECL 2)

In the passage way leading to this cavern there is a hidden trap door trap that leads to a 10' deep pit with 5' of mud in the bottom. The north wall of this cavern is covered with a carpet of burned yellow mold.

### Mud Pit Trap

CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10' deep (1d6, fall); Search DC 24; Disable Device DC 20. Market Price: 1,800 gp.

Pulling out a character trapped in the deep mud can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole, or rope. If both checks are made then the victim can be pulled to safety.

## 13-Humid Cave (ECL 5)

In the rough humid passage are three Doppelgangers. They came with Sha-Shoan (room 6) are searching for new victims to question about the location of the Crown of the Crystal Mind. If they hear the party they will attempt to hide. If the party is weak enough they will trail them, attack, and try to question them using torture and detect thoughts ability. Their goal is to impersonate leaders and assemble a large enough force to sacrifice in a futile attack so that that they can steal the Crown of the Crystal Mind.

**Doppelganger(3):** CR 3; Medium Monstrous Humanoid (Shapechanger); HD 4d8+4; hp 22; Init +1; Spd 30 ft; AC 15, touch 11, flatfooted 14; Base Atk/Grapple +4/+5; Atk/Full Atk Slam +5 melee (1d6+1); SA Detect thoughts; SQ Change shape, immunity to sleep and charm effects; AL N; SV Fort +4, Ref +5, Will +6; Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13.

**Skills and Feats:** Bluff +10, Hide +8, Disguise +9, Move Silently+5, Listen +6, Sense Motive +6, Spot +6; Dodge

## 14-Dry Cavern (ECL 6)

Outside of this cavern the screams of a woman in distress can be heard over the voices of three men (DC 10, Listen). In the center of the cavern are three temple warriors molesting Aldina, an Amazon apprentice to Rathera (room 5). She is defending herself with a wand and believes it will polymorph them into toads when in reality it is a *Wand of Delusion*. Each of the men has 30 gp in treasure. If rescued Aldina will request to be escorted to Room 5. She will warn the party about the traps if they do this.

**Temple Warrior (3); Male Human Ftr3:** CR 3; Medium Humanoid; HD 3d10+9; hp 30; Init +5; Spd 20 ft; AC 16, touch 11, flatfooted 15; Base Atk/Grapple +3/+5; Atk Scimitar +6 melee (1d6+2); AL: N; SV: Fort +5, Ref +2, Will +2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 9

**Skills and Feats:** Climb +2, Intimidate +2, Jump -6, Listen +2, Spot +2, Swim -5, Cleave, Improved Initiative, Power Attack, Toughness, Weapon Focus (Scimitar).

**Possessions:** Scale mail, Scimitar, Light Shield.

**Aldina; Human Sor4:** CR 4; Medium Humanoid; HD 4d4+8; hp 20; Init +1; Spd 30 ft; AC 11, touch 11, flatfooted 10; Base Atk/Grapple +2/+3; Atk/Full Atk Shortstaff +3 melee (1d4+1); AL N; SV Fort +3, Ref +4, Will +6; Str 12, Dex 13, Con 15, Int 13, Wis 11, Cha 18..

**Skills and Feats:** Concentration +9, Spellcraft +8; Maximize Spell.

**Equipment:** Wand of Delusion (Polymorph), Shortstaff  
**Sor Spells Known** (6/7/4 DC14+ spell level): 0—*Mage hand, Open/close, Ray of frost, Read magic, Resistance, Touch of fatigue*, 1—*Magic Missile, Sleep, Summon monster I*, 2—*Scorching ray*.

### ***Wand of Delusion (Polymorph)***

The user believes the item is a Wand of Polymorph, yet it actually has no magical power other than to deceive. The user is mentally fooled into thinking the item is functioning and cannot be convinced otherwise without the help of a remove curse spell.

## **15-Dusty Cavern (ECL 7)**

This is a vacant and dusty cavern. Any fighting done in this room will raise enough clouds of dust to start everyone choking. (DC 15, Fort save per round failure result in 1d6 of nonlethal damage).

In the room is an opened large chest with invisibility cast on it. This chest has long since been cleaned out. Guarding the chest is an Invisible Stalker still obeying the command of a long dead wizard.

**Invisible stalker:** CR 7; Large Elemental (Air, Extraplanar); HD 8d8+16; hp 52; Init +8; Spd 30 ft, fly 30 ft (perfect); AC 17, touch 13, flatfooted 13; Base Atk/ Grapple +6/+14; Atk/Full Atk 2 Slams +10/+10 melee (2d6+4); SQ Darkvision 60 ft., elemental traits, natural invisibility, improved tracking; AL N; SV Fort +4, Ref +10, Will +4; Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11.

**Skills and Feats:** Listen +13, Move Silently +15, Search +13, Spot +13; Combat Reflexes, Improved Initiative, Weapon Focus.

## **16-Cavern of Trolls (ECL 8)**

The loud noise of fighting and grunting can be heard outside of this cavern (DC 10, Listen). Two trolls are fighting tooth and nail over a female troll looking on with amusement. The trolls were stationed on this level for the priests to send messages to the dragons. When the female troll went into heat the two males decided to take their fight into an empty cave.

The female troll holds a large sack containing 75 cp, a dagger, and a tied gnome thief. Toviar was with his companions exploring this level when he got separated and later captured by the trolls (see Room 9).

**Troll (3):** CR 5; Large Giant; HD 6d8+36; hp 63; Init +2; Spd 30 ft; AC 16, touch 11, flatfooted 14; Base Atk/Grapple +4/+13; Atk Claw +9 melee (1d6+6); Full Atk 2 Claws +9 melee (1d6+6) and bite +4 melee (1d6+3); SA Rend 2d6+9; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 22, Dex 14, Con 22, Int 6, Wis 8, Cha 6.

**Skills and Feats:** Listen +5, Spot +6; Alertness, Iron Will, Track.

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

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

**Toviar; Gnome Rog3:** CR 3; Small Humanoid; HD 3d6+6; hp 22; Init +8; Spd 20 ft; AC 18, touch 15, flatfooted 14; Base Atk/Grapple +2/-2; Atk/Full Atk Light Mace +2 melee (1d6); SA +1 to attacks vs. kobolds and goblinoids; SQ Low-light vision, +4 dodge vs. giants, Speak with animals, +2 saves vs. illusion, spell-like abilities; AL N; SV Fort +3, Ref +7, Will +1; Str 10, Dex 18, Con 14, Int 10, Wis 10, Cha 10.

**Skills and Feats:** Climb +5, Hide +13, Listen +8, Move Silently +9, Search +6, Spot +6, Tumble +9, Use Magic Device +6.

**Possessions:** Small light mace, Studded leather.

## **17-Evil High Priest Quarters (ECL 10)**

The floor of this room is covered with a strange 2' high mist. It is not fog and has the faint odor of brimstone. Many paintings depicting horrific sacrificial offerings hang on the four walls of this room. In the southwest corner is a large bed with four golden posts (1,250 gp each). In the center of the room is a fountain ten feet in diameter and made of finely worked lead. Its centerpiece is a marble goblin (500 gp) spouting water from its mouth. There is a large desk along the center of the east wall with scrolls scattered on its surface. One of the eight scrolls (roll randomly to choose) has explosive runes cast upon it. This room is guarded by Galium and 4 Temple Warriors.

A floor to ceiling bookshelf takes up a 10' section of the north wall. Behind a very large green book, titled *The Protocols of Lord Angall*, is a lever. When activated, this will cause the gravity trap to operate on everyone within ten feet of the lever (see below).

In the southeast corner of the room, barely covered by the mist (DC 15, Spot) are two chests. The chests are not locked but opening them will cause a trap to activate (see below). In the first chest is a solid block of gold worth 4,000 gp weighing 40 lbs. The second chest has a solid block of silver worth 700 gp weighing 70 lbs.

**Temple Warrior (3); Male Human Ftr3;** CR 3; Medium Humanoid; HD 3d10+9; hp 30; Init +5; Spd 20 ft; AC 16, touch 11, flatfooted 15; Base Atk/Grapple +3/+5; Atk/Full Atk Scimitar +6 melee (1d6+2); AL: N; SV: Fort +5, Ref +2, Will +2; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 9

**Skills and Feats:** Climb +2, Intimidate +2, Jump -6, Listen +2, Spot +2, Swim -5, Cleave, Improved Initiative, Power Attack, Toughness, Weapon Focus (Scimitar).

**Possessions:** Scalemail, Scimitar Light shield.

**Galium; Male Duergar Ftr6;** CR 6; Medium Humanoid; HD 6d10+21; hp 62; Init +5; Spd 20 ft; AC 19, touch 11, flatfooted 18; Base Atk/Grapple +6/+9; Atk +2 Dwarven Waraxe +12 melee (1d10+7); Full Atk +2 Dwarven Waraxe +12/+7 melee (1d10+7); SA: +1 racial bonus on attack rolls against orcs and goblinoids, +2 racial bonus on Appraise and Craft checks that are related to stone or metal, +2 racial bonus on saving throws against spells and spell-like effects, +4 Dodge bonus to Armor Class against monsters of the giant type, Immunity to paralysis, phantasms, and poison, Light Sensitivity, Stability, Stonecunning; Darkvision (120'); AL: CE; SV: Fort +8, Ref +3, Will +2; Str 16, Dex 13, Con 17, Int 10, Wis 11, Cha 8

**Skills and Feats:** Climb +2, Craft (Armorsmith) +7, Craft (Weaponsmithing) +7, Intimidate +3, Listen +1, Spot +1; Cleave, Improved Initiative, Improved Sunder, Power Attack, Toughness, Weapon Focus (Dwarven Waraxe), Weapon Specialization (Dwarven Waraxe).

**Possessions:** Dwarven full plate, +2 Dwarven waraxe  
**Spells:** Racial Innate: *Enlarge Person* (1 per day), *Invisibility* (1 per day).

### Gravity Trap

Everything within a 10 foot radius is affected by a reverse gravity spell and begins falling toward the ceiling. As the lever is activated, a ten-foot square section of the ceiling pulls away, revealing a 10' high recess. In combination with the reverse gravity will act as a 20' pit. When the person impacts the top of the recess the ceiling section shuts, the reverse gravity spell will deactivate causing the victim(s) to fall back down 10'. The ceiling section is a ½' masonry wall (Hard: 8; HP 60; Break 30).

**Gravity Trap:** CR 3; mechanical, location trigger, automatic reset; DC 20 Reflex save avoids; Total of a 30' fall does 3d6 damage; Disable Device DC 20.

### Pit Trap w/ monster

To protect the chests the ten-foot square the chests are sitting on have been enchanted. When the chests are opened the chests will be levitated so they don't fall. The floor will swing down causing everyone in the ten-foot square to fall into a ten foot pit. At the bottom of the pit is a rust monster. When the victim(s) impact the floor the floor will swing back and the chest will cease to be levitated. The floor section is ½' masonry (Hard: 8; HP 60; Break 30). If the chests are moved away from the ten foot square they can be safely opened.

**Pit Trap w/monster:** CR 4; magical, automatic reset; DC 15 reflex avoids; 10' deep (1d6 fall)

## 18-Priest Quarters (ECL 12)

The floor of this room is made of white marble with red mineral veins. The floor is glowing with a slow light that acts as a *daylight* spell. While it doesn't destroy undead, they are extremely uncomfortable and avoid entering the room. In the center of the room is a long table with 6 seats on either side.

At the southern end of the room is a large over-stuffed chair with dragon horn arms. If any fighting breaks out in the room the chair will animate and attack. The chair is studded with numerous gems valued at 18,800 gp. Any

attempt to remove the gems will also animate the chair.

Lining the west wall is a row of five giant mushrooms growing out of holes in the floor. The mushrooms show careful trimming of the caps as they are used to spice the food created by the clerics. On the west wall are eight doors leading to rooms used by the clerics to sleep and rest. These rooms are actually extra dimensional spaces and were created by using a variant of *Secure Shelter* and *Tiny hut*. They are 10' by 10' by 8' and is a pleasant, dry 70 degrees. On command the door to a room can be made transparent on the inside so that the occupant can see out. Also on command the room can be made to glow with a soft light useful to read and write by. Each room is furnished with bunk beds, chests of personal belongings and a desk with a chair. In each room, one can find 1d100x5 gp and a 50 % chance of a *random scroll up to 4<sup>th</sup> level*.

Currently in the room is Massophir, a druid in the service of Angall. Massophir is in charge of organizing the lesser priests in their day-to-day tasks. He is currently sitting in the large chair addressing his followers and the other clerics who are congregated around the large table. The lesser priests have been bickering over the recent disappearances and Reyhtuyl, the high priest, has ordered Massophir to bring them into line.

**Massophir; Human Drd9:** CR 9; Medium Humanoid; HD 9d8+18; hp 60; Init +7; Spd 30 ft; AC 19, touch 13, flatfooted 16; Base Atk/Grapple +6/+7; Atk +2 Scimitar +10 melee (1d6+3); Full Atk +2 Scimitar +10/+5 melee (1d6+3); AL NE; SV Fort +8, Ref +6, Will +10; Str 12, Dex 16, Con 14, Int 12, Wis 19, Cha 12.

**Skills and Feats:** Concentration +14, Diplomacy +13, Heal +16, Listen +16, Spellcraft +13, Spot +16; Extend Spell, Improved Initiative, Leadership, Maximize Spell.

**Special Abilities:** Animal Companion, Bonus Languages, Nature Sense, Resist Nature's Lure, Spontaneous Casting, Trackless Step, Venom Immunity, Wild Empathy, Wild Shape, Woodland Stride.

**Drd Spells Prepared** (6/5/5/4/3/1 DC 14+ spell level):  
 0—*Create water, Cure minor wounds* (2), *Detect poison, Light, Resistance*, 1—*Detect snares and pits, Entangle* (2), *Faerie fire, Magic stone*, 2—*Barkskin, Flame blade, Flaming sphere, Fog cloud, Summon swarm*, 3—*Call lightning* (2), *Cure moderate wounds, Meld into stone*, 4—*Cure serious wounds, Flame strike, Ice storm*, 5—*Transmute rock to mud*.

**Possessions:** +2 Scimitar, +3 Leather, Light wooden shield.

**Druid (4); Human Drd4:** CR 4; Medium Humanoid; HD 4d8+4; hp 27; Init +5; Spd 30 ft; AC 14, touch 11, flatfooted 13; Base Atk/Grapple +3/+4; Atk/Full Atk Scimitar +5 melee (1d6+1); AL NE; SV Fort +5, Ref +2, Will +7; Str 12, Dex 13, Con 13, Int 11, Wis 17, Cha 10

**Skills and Feats:** Concentration +8, Heal +10, Listen +10, Spellcraft +7, Spot +10.

**Possessions:** Scimitar, Light wooden shield, Leather armor.

**Drd Spells Prepared** (5/4/3/ DC 13+ Spell level) 0—*Create water, Cure minor wounds* (2), *Light, Resistance*, 1—*Cure light wounds, Entangle* (2), *Summon nature's ally I*, 2—*Barkskin, Flame blade, Summon nature's ally II*.



**Animated Chair:** CR 2; Medium Construct; HD: 2d10+20; hp 31; Init: +0; Spd: 50 ft; AC: 14, touch 10, flatfooted 14; Base Atk/Grapple: +1/+2; Atk/Full Atk Slam +2 melee (1d6+1); Space/Reach 5 ft/5 ft; SQ: Construct traits, darkvision (60'), low-light vision; AL: N; SV Fort +0, Ref +0, Will -5; Str 12, Dex 10, Con —, Int —, Wis 1, Cha 1

**Acolyte of Angall (2); Human Clr2:** CR 2; Medium Humanoid; HD 2d8+4; hp 20; Init +0; Spd 30 ft; AC 14, touch 10, flatfooted 14; Base Atk/Grapple +1/+3; Atk/Full Atk Heavy Mace +3 melee (1d8+2); AL CE; SV Fort +5, Ref +0, Will +5; Str 15, Dex 11, Con 15, Int 13, Wis 15, Cha 12  
**Skills and Feats:** Craft (Alchemy) +6, Concentration +7, Listen +4, Heal +5, Spellcraft +7, Spot +3; Brew Potion, Combat Casting.

**Possessions:** Heavy mace, Chainmail shirt.

**Clr Spells Prepared** (4/3+1/ DC 12+ Spell Level): 0—*Create water, Inflict minor wounds (2), Light*, 1—*Cause fear, Cure light wounds, Inflict light wounds (D), Magic weapon*.

**Priest of Angall (6); Human Clr4:** CR 4; Medium Humanoid; HD 4d8+12; hp 27; Init +0; Spd 20 ft; AC 15, touch 10, flatfooted 15; Base Atk/Grapple +3/+6; Atk/Full Atk Heavy Mace +7 melee (1d8 + 3); AL CE; SV Fort +7, Ref +1, Will +7; Str 16, Dex 10, Con 16, Int 12, Wis 17, Cha 11.  
**Skills and Feats:** Concentration +10, Heal +10, Knowledge (Religion) +6, Spellcraft +6; Combat Casting, Scribe Scroll, Weapon Focus (Heavy Mace).

**Possessions:** Light wooden shield, Banded mail, Heavy mace.

**Chaos Domain:** Chaos spells at +1 caster level.

**Destruction Domain:** Smite: make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). Usable once per day.

**Clr Spells Prepared** (5/4+1/3+1/ DC 13+ spell level): 0—*Create water, Inflict minor wounds (2), Light, Resistance*, 1—*Bane, Cure light wounds, Inflict light wounds (D), Magic weapon, Remove fear*, 2—*Aid, Inflict moderate wounds (2), Shatter (D)*.

## 19-Preparation Room (ECL 13)

This room is used to prepare victims for sacrifice to Angall. The foul odors of this room will cause everyone to gag until they make their save (DC 20, Fort). There are 13 crypts in this room: 7 on the west wall and 6 on the east wall. In the center of the room is an altar inscribed with symbols of death. Seen in the room is a troll, Eackor, carefully cleaning the room. Hovering over the altar is the guardian of the altar, Bomoshivac, appearing as a head of a giant ram. The Bomoshivac and the troll will attack anybody who doesn't look like a priest of Angall.

If the party looks strong or the fight goes badly Eackor and/or Bomoshivac will start opening the crypts and releasing the creatures within. Afterward Eackor will attempt to flee to warn the remaining priests.

In the crypts along the west wall are three ghosts, a spectre, and three mummies. In the crypts along the east wall are a wraith, three wights, another wraith, and another spectre. Each crypt contains 1d100 x 10 gp. The three mummies are wearing crowns (200 gp each). The crowns have been enchanted to act as a *Ring of Energy Resistance* (fire).

**Bomoshivac: Temple Guardian:** CR 7; Large Aberration (Lawful, Extraplanar); 16d10+60; hp 148; Init +2; Spd 0 ft (turn 360 deg and raise/lower 5ft); AC 22, touch 9, flatfooted 20; Base Atk/Grapple +12/+20 Atk/Full Atk bite +16 melee (1d8+4); SA breath weapon (fire), breath weapon (electricity); SQ Darkvision (60'), low-light vision, SR 25; AL LN; SV Fort +11, Ref +7, Will +12; Str 18, Dex 16, Con 22, Int 8, Wis 16, Cha 7.

**Skills:** Listen +10, Spot +10.

### SA-Breath Weapons

1 - 40' line, Fire damage 4d10, Reflex half DC 24.

2 - 30' line Electricity damage 2d12, Reflex half DC 24.

**Note:** Can fire both in the same round.

**Eackor; Troll:** CR 5; Large Giant, HD 6d8+36; hp 63; Init +2; Spd 30 ft; AC 16, touch 11, flatfooted 14; Base Atk/Grapple +4/+13; Atk Claw +9 melee (1d6+6); Full Atk 2 Claws +9 melee (1d6+6) and Bite +4 melee (1d6+3); SA Rend 2d6+9; SQ Darkvision (90'), low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 22, Dex 14, Con 22, Int 6, Wis 8, Cha 6.

**Skills and Feats:** Listen +5, Spot +6; Alertness, Iron Will, Track.

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

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

**Wraith (2):** CR 5; Medium Undead, HD 5d12; hp 32; Init +7; Spd 60 ft; AC 15, touch 15, flatfooted 12; Base Atk/Grapple +2/+0; Atk/Full Atk Incorporeal touch +5 melee (1d4 plus 1d6 constitution drain); SA Constitution drain, create spawn; SQ Darkvision (60'), daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str 0, Dex 16, Con —, Int 14, Wis 14, Cha 15.

**Skills and Feats:** Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12; Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

**Mummy (3):** CR 5; Medium Undead, HD 8d12; hp 55; Init +0; Spd 20 ft; AC 20, touch 10, flatfooted 20; Base Atk/Grapple +4/+11; Atk/Full Atk Slam +11 melee (1d6+10 plus mummy rot); SA Despair, mummy rot; SQ Damage reduction 5/-, darkvision (60'), undead traits, vulnerability to fire; AL LE; SV Fort +4, Ref +2, Will +8; Str 24, Dex 10, Con —, Int 6, Wis 14, Cha 15.

**Skills and Feats:** Hide +7, Listen +8, Move Silently +7, Spot +8; Alertness, Great Fortitude, Toughness.

**Mummy Rot:** Supernatural disease—slam, Fort DC 16, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based. Unlike normal diseases, mummy rot continues until the victim reaches Con 0 (and dies) or is cured as per SRD.

**Wight (3):** CR 6; Medium Undead, HD 6d12; hp 50; Init +1; Spd 30 ft; AC 15, touch 11, flatfooted 14; Base Atk/Grapple +3/+4; Atk/Full Atk Slam +5 melee (1d4+1 plus energy drain); SA Create spawn, energy drain; SQ Darkvision (60'), undead traits; AL LE; SV Fort +2, Ref +3, Will +6; Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15.  
**Skills and Feats:** Hide +10, Listen +10, Move Silently +18, Search +1, Spot +7; Alertness, Blind-Fight, Weapon

**Energy Drain** Living creatures hit by an incorporeal touch attack gain negative levels. For each negative level bestowed, the creature gains 5 temporary hit points.  
Wight 1 negative levels Fort, DC 14  
Spectre 2 negative levels Fort, DC 15

**Constitution Drain:** Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 14 Fort save or take 1d6 points of Con drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

**Create Spawn:** Any humanoid slain becomes an undead creature of that type in 1d4 rounds. Spawn are under the command of the undead that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

## 20-Prayer Room (ECL 6)

The floor and walls of the room are lined with the same white marble with red veins as found in room 18. They also glow as a *daylight* spell. There are three gold plated statues on the west wall with gold plated shields and swords. If the statues are touched they will animate and begin attacking only the offender. Once killed the statues have 9,200 gp each of gold plating. The plating can be peeled off at a rate of 400 gp /minute (23 minutes per statue).

In the center of the room is a small altar and three copper rings on the surface. The first ring will give +1 to all saving throws, the second ring will cause the wearer to fall into a endless sleep with no saving throw until a remove curse is cast, and last ring will cause the wearer to obey Angall or any of his priests as per the *charm person* spell until a remove curse is cast.

Along the north wall is a sculpted marble pool of vivid blue water big enough for one person to wade into. Anybody walking into the pool allowing themselves to be immersed will have all items repaired, all magic items recharged, any per day effect reset, be completely healed, and feel refreshed. This pool will only work 1/month for any one person. If used again before the month is up he will lose half of his hit points and all items including magic items which are not artifacts will be completely dissolved. Artifacts will be deactivated for one month.

Currently in the room is Havan who is praying in front of the statues. He is preparing for the upcoming coup attempt by Arinloge and Cracolf (see Level 5, room 8). When he is done he will return to the meeting and confront Massophir. He and his co-conspirators will kill Massophir and his druid followers. They will then organize the

remaining priests, team up with Arinloge and Cracolf and go after Reyhtuyl.

**Havan; Human Clr6:** CR 6; Medium Humanoid; HD 6d8+12; hp 47; Init +0; Spd 20 ft; AC 17, touch 10, flat-footed 17; Base Atk/Grapple +4/+7; Atk Heavy MW Mace +8 melee (1d8+3); SA: Rebuke Undead (Su) 4/day (turn level 6) (turn damage 2d6+7), Smite 1/day (Su), Spontaneous casting; AL: CE; SV: Fort +7, Ref +2, Will +9; Str 16, Dex 10, Con 15, Int 12, Wis 18, Cha 13  
**Skills and Feats:** Concentration +11, Diplomacy +5, Heal +9, Knowledge (Religion) +6, Listen +5, Spellcraft +10, Spot +5; Combat Casting, Greater Spell Penetration, Spell Penetration, Weapon Focus (Morningstar).  
**Possessions:** Chainmail, Heavy MW mace; Heavy shield.  
**Deity:** Angall  
**Chaos Domain:** Chaos spells at +1 caster level.  
**Destruction Domain:** Smite: make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). Usable once per day.  
**Spells per Day:** (5/4+1/4+1/3+1/ DC:14+spell level) 0—*Create water, Inflict minor wounds, Light, Resistance* (2), 1—*Cause fear, Doom, Endure elements, Inflict light wounds* (D), *Magic weapon, Protection from good*, 2—*Bull's strength, Find traps, Hold person, Cure moderate wounds, Shatter* (D), 3—*Create food and water, Contagion* (D), *Cure serious wounds, Summon monster III*.

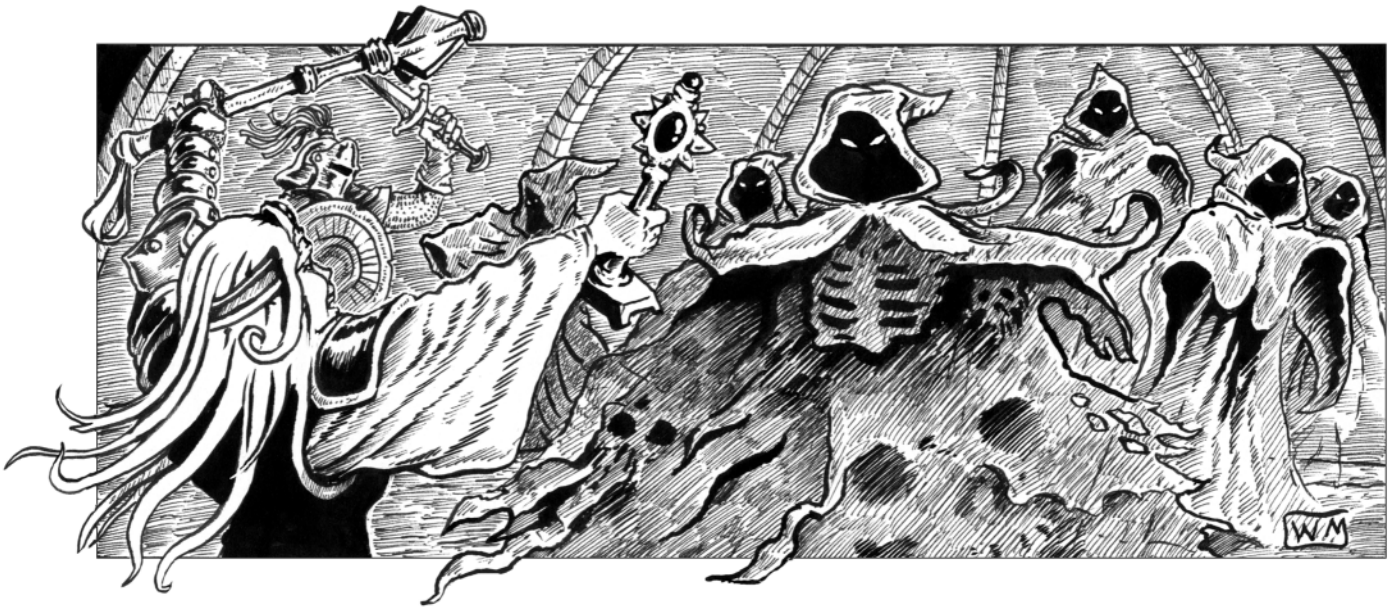
**Golden Statue; Animated object:** CR 5; Huge Construct; HD 8d10; hp 84; Init -1; Spd 20 ft; AC 20, touch 9, flatfooted 20; Base Atk/Grapple +6/+19; Atk Slam +9 melee (2d6+7) or Longsword +11 melee (3d6+5); Full Atk 2 Slams +9 melee (2d6+7) or Longsword +11/+6 melee (3d6+5); SQ Construct traits, darkvision (60'), low-light vision; AL N; SV Fort +2, Ref +1, Will -3; Str 20, Dex 8, Con -, Int -, Wis 1, Cha 1  
**Possessions:** Huge longsword.

## 21-The Temple of Angall (ECL 18)

Before entering the temple the party can see that it is affected by a continual darkness spell. If dispelled or negated, the temple is revealed as a chamber of stunning riches, and barbarity. If entered each member is effected by magic similar to a *Symbol of Sleep* (DC 30, Will)

The floor is inlaid with silver coins from Angall's conquest totaling over 1,310,000 sp. The three doors of the temple are adorned with copper plated with gold along with a portrait of Angall outlined in 1,200 gems. Each door is worth 60,000 gp. The ceiling is made of worked brass in the center of the design is a huge black diamond the size of a fist worth 260,000 gp. The gem is magical and is the source of the continual darkness spell and the effects of the symbol of sleep.

Forty feet from the south wall is the *Altar of Impending Damnation*. Beyond the altar, 10' from the south wall is the Throne of Angall made of adamantite (1,500,000 gp). The throne weighs 1000 lb and made to fit a large size creature. On the south wall behind the throne is a secret door (DC 30, Search). It is opened by pressing a depression on the end of the right arm of the throne (DC 35, Search). Guarding the three entrances into the temple are six wraiths transformed from loyal followers. Standing



along the south wall are four more wraiths who are elite guards in service to Angall. They will attack anybody who is not a faithful of Angall. In front of the altar is the high priest Reyhtuyl and four other priests, he is currently in a ceremony trying to divine the source of the current troubles..

**Reyhtuyl; Male Human Clr17;** CR 17; Medium Humanoid; HD 17d8+68; hp 164; Init +7; 20 ft; AC 28, touch 13, flatfooted 27; Base Atk/Grapple +12/+14; Atk +3 Heavy Anarchic Mace +18 melee (1d8+5); Full Atk +3 Heavy Anarchic Mace +18/+13/+8 melee (1d8+5); SA: Rebuke Undead (Su) 5/day (turn level 17) (turn damage 2d6+19), Smite 1/day (Su), Spontaneous casting; AL: CE; SV: Fort +14, Ref +8, Will +15; Str 15, Dex 16, Con 18, Int 14, Wis 20, Cha 14

**Skills and Feats:** Concentration +19, Diplomacy +12, Heal +15, Knowledge (Arcana) +12, Knowledge (Religion) +22, Listen +10, Spellcraft +19, Spot +10,; Combat Casting, Greater Spell Penetration, Improved Counterspell, Improved Initiative, Maximize Spell, Spell Penetration, Weapon Focus (Heavy Mace).

**Possessions:** +3 Full Plate, Ring of Spell Storing +3 Heavy Anarchic Mace, Ring of Protection +2, +2 Heavy Shield.

**Chaos Domain:** Chaos spells at +1 caster level.

**Destruction Domain:** Smite: make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). Usable once per day.

**Clr Spells Prepared** (6/7+1/6+1/6+1/6+1/5+1/4+1/3+1/2+1/1+1/ DC 15+ Spell level) 0—*Create water, Inflict minor wounds* (2), *Purify food and drink, Read magic, Resistance*, 1—*Cause fear* (2), *Command, Inflict light wounds* (D), *Shield of faith* (2), 2—*Inflict moderate wounds* (2), *Shatter, Shatter* (D), *Silence, Sound burst, Spiritual weapon*, 3—*Blindness/deafness, Contagion* (D), *Create food and water, Inflict serious wounds* (2), *Inflict serious wounds* (D), *Meld into stone, Searing light* (Maximize), 4—*Dismissal, Divine power, Greater magic weapon, Inflict critical wounds* (2), *Inflict critical wounds* (D), 5—*Flame strike* (2), *Mass inflict light wounds* (D), *Slay living, True seeing, Unhallow*, 6—*Blade barrier, Harm, Harm* (D), 7—*Blasphemy, Summon monster VII, Word of chaos, Disintegrate* (D) 8—*Earthquake* (D), *Flame strike* (Maximized), 9—*Implosion* (D), *Summon monster IX*.

**Wraith (6):** CR 5; Medium Undead, HD 5d12; hp 32; Init +7; Spd 60 ft; AC 15, touch 15, flatfooted 12; Base Atk/Grapple +2/+0; Atk/Full Atk Incorporeal touch +5 melee (1d4 plus 1d6 constitution drain); SA Constitution drain, create spawn; SQ Darkvision (60'), daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

**Skills and Feats:** Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12; Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

**Wraith, Dread (4):** CR 11; Large Undead; HD 16d12; hp 104; Init +13; Spd 60 ft; AC 25, touch 25, flatfooted 16; Base Atk/Grapple +8/+0; Atk/Full Atk Incorporeal touch +16 melee (2d6 plus 1d8 constitution drain); SA Constitution drain, create spawn; SQ Darkvision (60'), daylight powerlessness, incorporeal traits, lifesense 60 ft, undead traits, unnatural aura; AL LE; SV Fort +5, Ref +14, Will +14; Str -, Dex 28, Con -, Int 17, Wis 18, Cha 24.

**Skills and Feats:** Diplomacy +9, Hide +24, Intimidate +26, Knowledge (Religion) +22, Listen +25, Search +22, Sense Motive +23, Spot +25; Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack, Mobility, Spring Attack.

**Spectre (2):** CR 7; Medium Undead, HD 7d12; hp 45; Init +7; Spd 40 ft, fly 80 ft (perfect); AC 15, touch 15, flatfooted 12; Base Atk/Grapple +3/+0; Atk/Full Atk Incorporeal touch +6 melee (1d8 plus energy drain); SA Energy drain, create spawn; SQ Darkvision (60') ft., incorporeal traits, +2 turn resistance, sunlight powerlessness, undead traits, unnatural aura; AL LE; SV Fort +2, Ref +5, Will +7; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

**Skills and Feats:** Hide +13, Intimidate +12, Listen +14, Search +12, Spot +14; Blind-Fight

#### **Altar of Impending Damnation**

Anybody who is not a priest of Angall contacting the altar will have to make a DC 35, Fort save. If failed they have to make an additional fort save, success will cause the person to sleep for 2d6 turns, failure means 2d6 days, and a natural 1 will mean death. A neutralize poison cast within 12 minutes will revive a person affected.